

That would be enough

This has been issue 128 of To Win Just Once, published 4th October 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 Dommett by 12th October.

Orders for *LPBS* and *Great White Hunter* and any other contributions to Pevans by Monday 22nd October 2012.

(Next deadlines: 16th/23rd November, 28th December/4th January 2013)

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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 Anyone for the next game? Working map and rules provided.

Star Trader A new game has just started. Mateusz Ochman is waiting for the next one: anyone else? Rules provided.

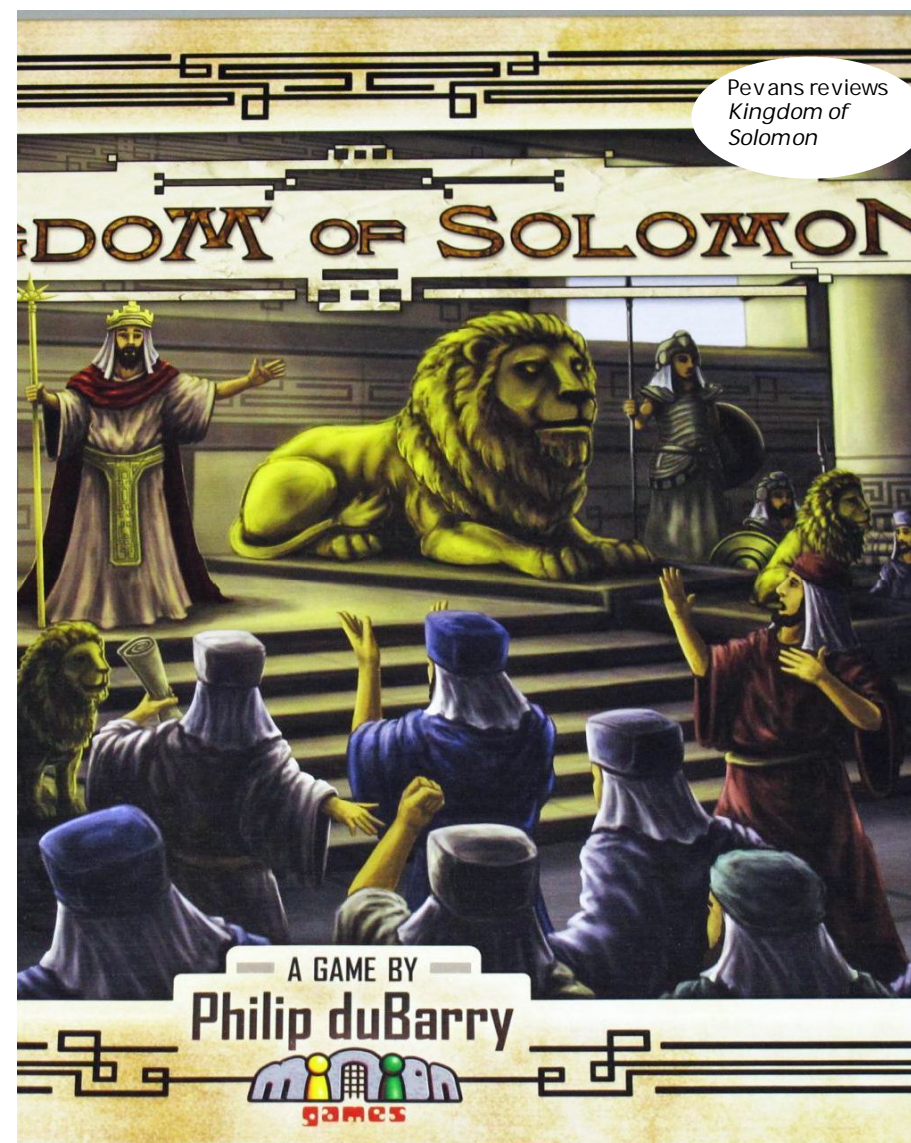
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To Win Just Once

(incorporating *Les Petites Bêtes Soyeuses*)



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Chatter

Oh dear, late again! I really must get my act together and get *TWJO* back on schedule. The first postal games 'zines I came across were published like clockwork (notably the excellent *Cut & Thrust*). I've always tried to match this – even more so when I was editing and publishing *Games Games Games* magazine. I haven't managed this recently, so I really must raise my game.

Briefly at a loose end at the last Games Games Games Day, Keith Rapley was browsing the copies of *To Win Just Once* I'd brought along. I pointed out that he was reading the previous issue, not the latest. It turned out that Keith didn't want to wade through the 5½ pages of my *Commands & Colors: Napoleonics* review, preferring the shorter pieces in issue 126.

This made me wonder whether other readers have the same preference. So, which do you prefer: long reviews or short ones? Or a mixture – I tend to vary things with some longer reviews and some collections of briefer views, usually around a particular event. Drop me a line and let me know.

Having said that, Spiel is on the horizon, so expect the next couple of issues to have my thoughts from the premier games event.

Games stuff

Our latest *Star Trader* game, The Light that Failed, finally gets under way this issue. Apart from little things like honeymoons getting in the way, Mike's laptop failed and he lost most of his files. Luckily everything could be recovered, but it did take a while.

Mike and I are off to Essen for Spiel in a couple of weeks. I've therefore put my deadline (for *LPBS* et al) back to the Monday after we get back.

I don't believe it!

If it's September then it must be time for my annual complaint about the early arrival of Christmas.

Sure enough, well before we've reached the equinox, let alone actual winter, the supermarket shelves are being loaded with seasonal fare. Sigh.

However, I've decided to look on the bright side: mince pies! Yes, I should be able to have my favourite Christmas food for at least four months.

TWJO online

The PDF edition of *TWJO* 127 was downloaded 178 times from its publication (28th Aug) through to the end of September. Issue 126 attracted 135 downloads in August and a further 31 in September. *TWJO* 125 racked up total of 625 downloads since it was published.

Letters

Jonathan Palfrey decides not to get involved in the Bonking Game.

Thanks for the 'zine and the invitation, but in general I don't know your other readers, and picking names at random doesn't sound like much fun, so I'll pass on this one.

In the 'zine itself, your beer reviews are always rather exotic from my point of view, like something out of an alternate world. My father drank a lot of beer, but he drank whatever he could get hold of in Africa. I didn't start drinking beer myself until I was about 35, by which time I'd left England behind, so I have very little experience of British beers. I have tried them occasionally but haven't really got used to them.

It has to be said that ale (our national drink, according to Camra) is something of an acquired taste – I've spent 40 years acquiring it!

Here in Spain, I suppose the most common beers are Estrella and San Miguel, which both come in at 5.4% alcohol. But I hardly ever drink more than a pint (in British terms) on any particular day. If I'm in danger of drinking too much, it's from wine (or occasionally spirits), not from beer.

Estrella I haven't come across, but I don't mind an occasional San Miguel, even if it is a lager. One difference is that alcoholic strength: if I'm drinking in volume, it'll be something that's 4% (or less) alcohol by volume.

Building the Temple

Pevans reviews *Kingdom of Solomon*

I rather enjoyed *Kingdom of Solomon* when I was introduced to it a few months ago. I have now invested in my own copy and it's become something of a hit with the Swiggers games club (www.pevans.co.uk/Swiggers). I thought it deserved a more extensive review than my initial assessment in *To Win Just Once* 124.

As the title suggests, the game is set in ancient Israel and this is what the board depicts. Given the shape of the country, it runs diagonally across the board. The territory is divided into regions, depicted in nice pastel colours that reflect the raw material each produces: food, timber, stone, copper (rare) and gold (very rare). It's no surprise that these are represented in the game by wooden cubes: green, brown, grey, orange and yellow. Most of the regions have a 'building' space as well. Players fill these with their markers when they construct a building.

To the left of Israel, the blue Mediterranean area has spaces for four cards. These are the buildings available to players each round and are only refilled at the very end of a round. On the right hand side of the board are action spaces. Each round, players place pawns on these to be able to take the actions and in the regions of Israel to produce cube(s) of the appropriate material. Action spaces generally give players extra cubes or 'Fortune' cards – in one case (Thief) taking a

cube from another player. This makes turn order important, especially if there's a specific action you want.

In addition to the ordinary action spaces, there are three 'Bonus' action spaces. These provide particularly powerful actions. One gives the player one of each cube (though it's only available with four players), another provides the player with three 'Fortune' cards and the third makes them first player – and provides some victory points. This last is an interesting one as the points scored depend on the player's current position in the turn order. So taking this as fourth player is really valuable. It also changes turn order during the round, so the player who takes it will get some actions before their opponents.

However, the crucial point about the 'Bonus' actions is that you have to play all your remaining pawns to get them. This gives an interesting twist to the decisions of what actions to take. How many pawns is a bonus action worth? Is it worth an extra pawn for the last player to grab it in front of the others?

Players each have 5-6 wooden pawns (depending on the number of players in the game), five rectangular building pieces and a couple of markers in their colour. They use one marker to show turn order while the other indicates their score on the track round the edge of the board. Each round, players take it in turns to place a pawn on a region or on an action or place all their pawns on a bonus action.

Once everybody's placed their pawns, players take their actions and collect materials. This time, each player does their stuff in one go. They decide the order of the actions, but they do everything before anyone else gets a chance. As I've already mentioned, one action can move a player into first place in turn order. This applies for the rest of the round as well as the start of the next round. However, it's usually the last or second-last player who takes this action, so it doesn't have much impact immediately.



Turn order matters for the next part of the round, where players can buy materials from or sell them to the market – in reverse order. The market is a matrix on the board showing the prices for four cubes in each of the five materials. This grid starts empty, so initially players can only sell, turning materials cubes into victory points. Players can only buy, spending victory points, what other players have sold (you can't buy and sell the same material in the same round). The price is shown by each space on the grid and players sell the most expensive and buy the cheapest, of course.

The market provides a neat way for players to pick up the odd cube that they need. It also lets them turn excess materials into victory points. However, there's no limit on holding stuff between turns, so there's no need to sell anything you think you might need in the next turn or two. In fact, the number of cubes is limited, so hanging onto them may deprive other players of what they need. Note that there are only a limited number of spaces at the market, though, so if you do want to sell, you may need to do so sooner rather than later. This is particularly true at the end of the game when players are looking to get extra points for their remaining materials.



Building cards (courtesy of Minion Games)

Players buy or sell one cube at a time, preventing any one player from hogging the market. Conversely, if a player passes their turn, they will not be able to buy or sell any further cubes this round. This makes for some interesting tactical options around the market as the game continues.

The final part of each round is building: there are three different things players can build. I've already mentioned that four building cards are available and each player may construct one each round. The cost of a building – in materials – is shown on the card. As the buildings are visible from the end of the previous turn, the materials required are often a focus when players are deciding what they want to do each round.

The biggest reason for constructing buildings is that they are the main source of victory points. As soon as a player constructs a building, they score the victory points printed on the card. In addition, each building card provides an action space. In subsequent rounds, the building's owner may place a pawn here and gain the resources shown in the normal way. On top of this, most buildings allow the owner to place a marker in one of the regions on the board. This reserves the region for that player and regulates the placement of roads – the second thing players can build.

As well as their one building, players can build any number of roads in a round – provided they have the materials needed and suitable places on the board. Roads are used to join regions on the board. They can only go between a player's buildings or between a player's building and a region without a building space. Once in place, roads allow players to gain the materials from all the connected regions with a single pawn. In fact, players can get the materials several times, if they manage to place several pawns in the same group of regions. This makes roads really valuable, especially if they are built early on.

The third thing players can build is part of the great Temple. Each section (there are three different types) requires specific materials. Again, players can build as many sections in a round as they can afford. They place a (white) block on the Temple schematic on the board to show the completed section(s) and gain either victory points or a Temple token – a cardboard chip – for each, as they choose. The player with the most tokens is High Priest ... until someone gains more Temple tokens than them. The privilege of being High Priest is that they may place a pawn in a region containing another player's building. This can be very useful. Even more useful are the 20 points scored by the player who's High Priest at the end of the game. This is the equivalent of a particularly good building, so it's useful, but won't win the game on its own.

The game continues until the Temple is complete, one player has used all their building markers or all the building spaces on the board are occupied. The players complete the round and score up. On top of the player's scores through



Kingdom of Solomon in play at Swiggers games club

the game, there is the bonus for High Priest. Any remaining materials cubes are worth points and players get any points from Fortune cards. The player with the most points wins, of course.

I haven't said much about the Fortune cards yet. Players have various opportunities to draw these and can play them at any time. Cards generally provide a couple of cubes, so it's a way of holding and using cubes other players don't know about. However, players are only allowed to hold three cards in their hand at the end of the round, so they can't hoard too much this way.

On the face of it, *Kingdom of Solomon* is another worker placement game. However, once you look more closely, the game has some clever wrinkles that lift it out of the ordinary. Requiring players to go 'all-in' to use a bonus action spaces is a clever way of making these more powerful actions more expensive. It gives players something extra to think about when deciding where to place their pawns – and considering what their opponents are up to.

Clearly it's important to get buildings, for both the points they score and the extra actions they provide. However, everybody can see what's needed for each building and what materials everybody has, so it's obvious who can buy what. This is when turn order is important – and the Fortune cards can be useful, providing cubes your opponents don't know about.

Another question is whether it's worth being High Priest. The privilege is certainly useful, as are the points at the end of the game. However, my feeling is that it's not worth fighting over. If two players are putting their resources into racking up Temple tokens, they are giving their opponents a freer hand with the buildings. On the other hand, letting one player keep High Priest seems too much of a good thing.

All in all, I'm enjoying *Kingdom of Solomon*. The game's straightforward mechanisms fit together really well and provide an entertaining challenge. Okay, it's not the deepest game around, but there's plenty to think about and lots of replay value.

Kingdom of Solomon was designed by Philip duBarry and published by Minion Games. It is for 2-4 players, aged 12+ and takes about an hour to play. It gets a solid 8/10 on my highly subjective scale.

Games Events

October means Spiel: four days (18th-21st) of new games at the exhibition halls (Messe) in Essen, Germany. If you've not already booked your stay, you're probably too late! Certainly the biggest games event in Europe, probably in the world. Every gamer should visit Spiel – though you don't **have** to go every year. For more information, see the website: www.internationalespieltage.de

A couple of weeks later is the autumn Beer & Pretzels weekend in Burton-on-Trent: 3rd-4th November at Burton Town Hall. It's run by the Spirit Games

crew, whose shop is just down the road. Expect lots of board games and a slew of miniatures games. For more, go to www.spiritgames.co.uk and follow the links.

Close on its heels is MidCon at the Hallmark Hotel in Derby over the weekend of 9th-11th November. This is an excellent opportunity to play the new games people have brought back from Spiel. It's always a good, fun weekend in a pleasant hotel. For more, see www.midcon.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 Ailsop 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.internationalespieltage.de.

MidCon: 9th-11th 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.

For more extensive information on UK board games events, try the following.

The Labyrinth: <http://homepage.ntlworld.com/the-labyrinth/games/>

The Queen's Lane Advertiser: <http://www.boardgamers.org.uk/qla.php>

Credits

To Win Just Once issue 128 was written and edited by Pevans. The LPBS masthead (page 19) is by Lee Brimmicombe-Wood as are the illustrations on pages 22-24. The drawing on page 21 is by Tim Wiseman and those on pages 20 and 25 by Nik Luker. Game artwork is reproduced by courtesy of the publisher. Pevans took the photos and played with Photoshop.

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Kingsley Halt

Railway Rivals game 9 – Turn 3

The North British Railway Company changed its mind and built along the coast to Montrose towards Aberdeen. Premier Football is Best built an E-W line above the Forth and then started diagonally towards Ayr. McJacobahn continued to the Solway Firth and Wishewashie Coldness Railways built through the glens to Fort William on the west coast.

Builds

McJacobahn – Mark Cowper (Blue)

(H9) – G10 – F10 – E10 – D10
(D10) – C10 – Stranraer; (D10) – D11
– D12 – Wigtown; (Peebles) – O24
(+12)
(O24) – O25 – Gala – O27 (+6)
POINTS: 44 +18 +1 = **63**

Weeshie-Washie & Coldness Railway – Thomas Kok (Black)

(Aidrie) – U17 – V17 – Falkirk; (E50)
– F49
(F49) – G50 – H50 – I50 – J49 – K50
– L49
(L49) – L48 – K48 – Fort William (+6)
POINTS: 56 +6 = **62**

GM Notes

Leapfrogs used: None

The Leapfrog rules are in section C3 of the rules: However, for guidance, remember you can make a leapfrog over each of the other player's tracks twice: That is, as it is a 4 player game, you can make a maximum of 6 leapfrogs.

I would suggest that you write a leapfrog order as, say:

T14 – T13 (Leapfrog Wishie-Washie from T13 – Dumbarton) – V12 – V11

This gives me the company you are leapfrogging and the start and finish points.

If you have problems, ask me BEFORE the deadline.

Dice rolls for the next turn are: **4, 6, 3**

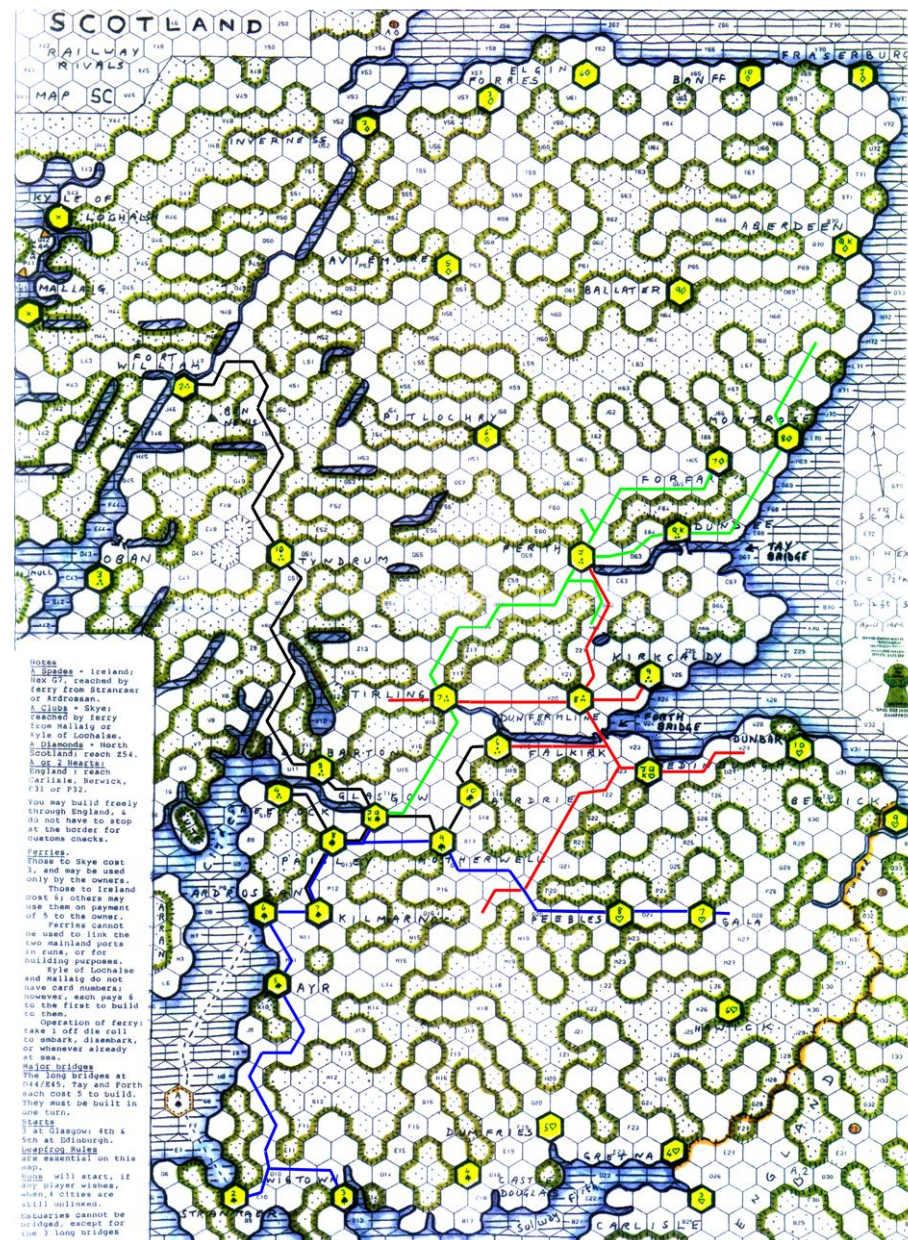
**Orders to Mike Dommett, 119 Victoria Road, ALTON GU34 2DD
or by e-mail to mike_dommett@yahoo.co.uk by 12th October 2012**

The North British Railway Company: Green – Jonathan Palfrey (Green)

(D62) – D63 – E64 – Dundee – E66
(+6)
(E66) – E67 – Montrose – J68 (+6)
(J68) – M70
POINTS: 48 +12 = **60**

Premiership Football is Best – Gerald Udowiczenko (Red)

(Stirling) – X15 – X14; (U23) – T22 – T21
(T21) – S21 – R20 – Q20 – P19 – P18
– O18 (1 to McJacobahn)
(Dunfermline) – X22 – X23 – Kirkcaldy (+6)
POINTS: 22 +6 -1 = **27**



The Light that Failed

Star Trader game 6 – Turn 1

"I'd like to buy some Alloys Factories." The confident man was obviously a stranger to deep space, his clothing suggesting the values of a planet closer towards the galactic hub.

"You do have them?" he asked.

"Not exactly here," the salesman said, taking his arm, "But I do have a few moons I would like to show you..."

The Quadrant is quite crowded and HOLYOKE ARBITAGE were active long before anyone else. Their Leviathan, Southampton, stayed in dock, undisturbed by the AIA sabotage teams, (possibly pre-arranged), and the Chicopee slept likewise at Epsilon Eridani. Reputation was increased, warehouses were bought for Beta Hydri and Mu Herculis and one was sold at Sigma Draconis. Several Light Weapon pods were bought for the Southampton, Cargo pods being sold to make space. A Phoenix hull was laid down at Tau Ceti and a loan for 220 HTs over 4 Quarters paid for this.

GAMLEPCO named the Flute Hull Aleph and the Phoenix Hull Beth. The Corporation laid down two new Phoenix Hulls, Gimel and Dalet, at the Epsilon Eridani Shipyards, both with B crews and Cargo pods. They increased their Political Connections to 4 and took out a 250 HT loan over 4 turns.

ARCHANGEL LINES named the Flute Hull Silver Arrow, while the Titanic was the name given to the Clarinet Hull. Passengers were loaded, Reputation was increased and the Cathy Jones, a Corco Zeta hull, was laid down at Tau Ceti Shipyards.

The ASSOCIATION OF INTERSTELLAR ANARCHISTS sold some Weapons on Mu Herculis. They spent 50 HTs to hire an agent, Amy, and are generally held to be responsible for the sabotage attack on the Silver Arrow that left it nursing 3 hull hits. They bought warehouses at Mu Herculis and Sigma Draconis and increased their Criminal Connections to 6. They also issued some press releases.

MONOGRAM INDUSTRIES laid down a semi-military Corco Iota Hull at Epsilon Eridani Shipyard. This has a mixed bag of Light Weapon and Cargo Pods. 2 Warehouses were also bought at Epsilon Eridani.

QUASAR ENTERPRISES, with its parent's backing, started big. 4 Warehouses were bought and 15 Factories – 4 Alloy, 4 Isotope, 4 Monopole, and 3 Spice – were purchased to bring goods into the company's ships. To aid the existing fleet – the Monarch Hull, Queen Bess, and the Piccolo Hull, Magic Flute – a Phoenix Hull was laid down at Beta Hydri Shipyards. It is rumoured it will be called Robert. All of this cost money and the parent company made letters of credit for over for 1,000 HTs.

GATES LEARJET took some Passenger pods off the Eve, their Monarch Hull, and left them for Arwen, the Phoenix hull, to re-equip itself with. Some Passengers were then loaded and a Warehouse and 3 Isotope Factories were bought at Tau Ceti. Crews and Augmented Jump pods improved the Hyperjump chances of both ships.

BELISAR, the proposed vehicle for a return to front line politics, named its Piccolo Rommel, increased Reputation, bought 2 Warehouses on each of Gamma Leporis and Tau Ceti, and purchased 2 Alloy and 2 Isotope Factories to fill them, giving notice of confidence in the local economy. Two new cargo-carrying Phoenix Hulls were laid down at Tau Ceti: the Guderian, and the Manstein.

At Gamma Leporis GAMLEPCO used its Market Manager Position to outbid QUASAR, buying 9 units for 4 HTs each.

GATES LEARJET sold 8 Isotopes for 7 HTs each at Epsilon Eridani.

Mu Herculis saw GATES LEARJET selling 8 Isotopes for 8 HTs apiece and gaining a Market Managership. MONOGRAM sold 6 Monopoles for 12 HTs each and HOLYOKE bought 5 at the price of 14 HTs.

HOLYOKE was unopposed buying 12 Isotopes for 6 HTs and a Dealership on Sigma Draconis, but only bought 1 Spice at 12 HTs, ARCHANGEL buying 8 for 13 HTs to gain a Dealership.

Corporation Table

Corporation letter and name	Connections Bus/Crim/Pol	Init'v Bid	Turn order	Cash Rep'n	Player
A Archangel Lines	3 0 2	2	7th	139 33	Howard Bishop
B Monogram Industries	6 0 4	0	5th	359 25	Andrew Burgess
C Quasar Enterprises	10 0 5	0	6th	751 30	Mark Cowper
D Belisar Political	3 0 9	4	2nd	342 36	Mike Dyer
E GamLepCo	2 0 4	0	8th	162 21	Martin Jennings
F Holyoke Arbitage	4 8 1	15	1st	211 23	Przemek Orwat
G Gates Learjet	6 4 2	5	3rd	230 24	Bob Parkins
H Association of Interstellar Anarchists	0 6 9	0	4th	190 n/a	Paul Evans
N under Initiative Bid means No move received, F indicates the Corp was floated					

Press

Power to the people!

Freedom for Sigma Draconis!

Let it be known: ships entering Sigma Draconis space are subject to inspection by the AIA.

Refusing to allow our inspectors on board will have consequences. Any

ship found to be carrying cargo intended to aid the despotic capitalist regime currently in power will be impounded until the appropriate fine is paid – its cargo will be confiscated. Any Corporation wishing to avoid this may pre-certify their ships and cargo

before departing for Sigma Draconis. Simply contact the AIA representative at your point of departure and pay

News

There were no News chits this turn.

GM Notes

There were a few big misunderstandings by some players this turn. I have 'corrected' them where I saw fit, and/or let the orders take place as far as possible.

You cannot have more factories than the total of your Business and Political Connections added together.

You cannot buy goods and then buy warehouses later in the turn to put the goods into – you must have storage for goods bought at the end of the Transactions Phase. I have ignored buy orders for this turn.

You can only build spaceships at Beta Hydri, Epsilon Eridani, and Tau Ceti (where there are shipyards). I randomly determined where ships were laid down for those who misordered.

You can buy Alloys Factories at Gamma Leporis, Isotope Factories at Tau Ceti and Sigma Draconis, Monopole Factories at Mu Herculis, and Spice Factories at Sigma Draconis – the systems where these goods are abundant (see the Star System table at the bottom of page 16). Orders to buy factories elsewhere will be ignored.

A couple of you priced your orders on the assumption that the price of

the entirely reasonable administration fee. Terms and conditions apply, fee schedule available on application.

commodities wouldn't change, presumably for guidance.

I action orders in the order written - though if you take out a loan, I will action earlier orders that are now possible.

A Phoenix Hull, for example, can carry 6 pods AND an Augmented Jump Pod. Not all ships actually are carrying all the pods that they can. See table 7.7 on page 6 in the rules.

Carrying Passengers:

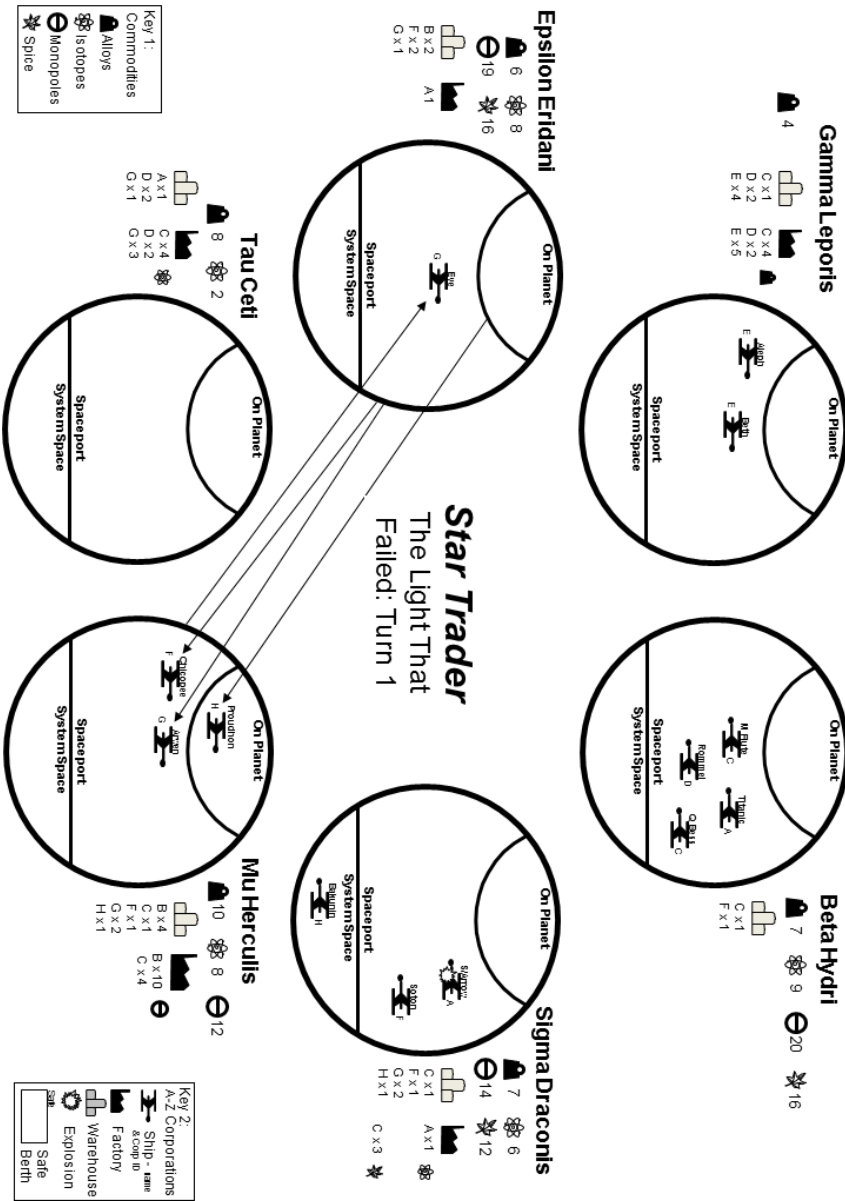
It is perfectly acceptable to deliver Passengers and load more in the same turn. If you have a ship with Passengers for Epsilon Eridani, say, your orders can read:

- a) Hyperjump ship XYZ to EE;
- b) Deliver Passengers;
- c) Load 4 Passengers onto XYZ for Beta Hydri...

If your ship fails to Hyperjump to Epsilon Eridani, you won't load the passengers.

Don't forget that the total number of Passengers available between two systems each turn is the sum of the spaceports' Port Classes (see the Star System table at the bottom of page 16). Thus there are lots of passengers between Tau Ceti, Epsilon Eridani and Beta Hydri, fewer elsewhere.

Orders to Mike Dommett, 119 Victoria Road, ALTON GU34 2DD or by e-mail to mike_dommett@yahoo.co.uk by 12th October 2012



The Bonking Game

Turn 1

Okay, from the top: Chris Baylis opens with “B12, B13”. He follows up with “I nominate Russell Harris because (as I remember him) he is such a nice, quiet unassuming person that no one is going to pick on him. Plus, of course, Lee Brimmicombe-Wood isn’t on the list.” Quite. In turn, Russell responds “Ben Brown because he was winning last time I dropped in at Swiggers.”

Howard Bishop bonks “William Hay, for no other reason than our Chemistry teacher would spend hours talking about Ealing comedies and Will Hay in particular as being the funniest man alive. While every other class was watching *Star Wars* on video on the last day of term, we were stuck with *The Goose Steps Out*, which makes the mistaken identity films of Norman Wisdom look like Oscar material. In the words of Morrissey... William, It Was Really Nothing (Personal).” Mr Hay seems to have a (very) old advert on his mind: “Take two D. Bristers into round two? Not me! I just bonk (David) and go.” Very droll.

Pete Holland has the same idea but a different objective: “Derek Brister – (two D Bristers is too confusing).” Pete himself is something of a target. Andrew Kendall nominates him, as “it would be a bit much if he won two games in a row.” Tim Macaire has a different reason: “because Southampton is a silly place to live.” Hmm, that may upset a few people... Matt Wale nominates “Pete Holland for just beating me in the Great White Hunter.” Ah, somebody understands what this game is all about! Ray Vahey nominates Matt “for not replying to my email.”

Mark Booth also understands what he’s doing: “Jonathan Palfrey for winning the last game of *RR* in Latvia.” “I’ll randomly select the third name on the list after my own – Geoff Bowers,” says Chris Boote. Charles Burrows nominates “Paul Wilson, because he is the last person on the list.” Paul picks “Jerry Spencer – as pointed to with my eyes closed.” Graeme Wilson goes for “Neil Duncan, by randomly picking a number.” Neil selects “John Harrington, for old times’ sake!”

Pete Card has his own reasons: “Brad Martin because he is alphabetically nearest to the ‘mantlepiece’.” Brad bonks Howard Bishop. Colin Cowper bonks “Andrew Burgess for using nasty 2 handed weapons in *LPBS!*” Martin Jennings is Mike Dommett’s target. Mr Jennings suggests “Gerald Udowiczenko – that way we are not going to have to try to spell his name correctly over and over again.” In turn, Gerald picks on Chris Boote. Mike Dyer goes for Jason Fazackarley. Dominic Howlett bonks another Southampton dweller: “Neil Packer coz I’m a Buccaneer!”

Rohan Keane bonks “Paul Appleby: I may have played diplomacy against him, so I am going to assume that he must be an evil person.” Sounds plausible to me. Nik Luker delegates responsibility: “Bob Bost. No real reason other than Jacky was reading over my shoulder and decided that Bob should be the victim...” Alex

Everard also bonks “Bob Bost – for having the shortest name, hence easiest to nominate.” Al Tabor nominates fellow American John Boardman. Pam Udowiczenko opts for John Harrington.

Matt Shepherd takes exception to one aspect of the game: “I nominate Paul Evans for once again not putting his name on the list in the hopes we wouldn’t notice.” Well, Matt, if my name goes on the list, I get a bonk too...

This turn’s scores

Player	Self	Total
Martin Adamson	1	1
Paul Appleby	1	2
Alex Ballestin	1	1
Chris Baylis	0	0
Mike Bird	1	1
Howard Bishop	0	1
John Boardman	1	2
Chris Boote	0	1
Mark Booth	0	0
Bob Bost	1	3
Geoff Bowers	1	2
David Brister	1	2
Derek Brister	1	2
Ben Brown	1	2
Colin Bruce	1	1
Andrew Burgess	1	2
Simon Burling	1	1
Charles Burrows	0	0
Pete Card	0	0
Ashley Casey	1	1
Carl Chambers	1	1
Colin Cowper	0	0
Mark Cowper	1	1
Mike Dommett	0	0
Neil Duncan	0	1
Mike Dyer	0	0
Alex Everard	0	0
Joe Farrell	1	1
Peter Farrell	1	1
Jason Fazackarley	1	2
Witold Gertruda	1	1
Bruno Giordan	1	1
John Harrington	1	3
Russell Harris	0	1
William Hay	0	1
Pete Holland	0	3
Paul Holman	1	1
Bill Howell	1	1

Player	Self	Total
Dominic Howlett	0	0
Martin Jennings	0	1
Rohan Keane	0	0
Andrew Kendall	0	0
Thomas Kok	1	1
Nik Luker	0	0
Tim Macaire	0	0
Stewart MacIntyre	1	1
Brad Martin	0	1
James McReynolds	1	1
Bill Mitchell	1	1
Graeme Morris	1	1
Tym Norris	1	1
Mateusz Ochman	1	1
David Olliver	1	1
Przemek Orwat	1	1
Neil Packer	1	2
Jonathan Palfrey	1	2
Bob Parkins	1	1
Charles Popp	1	2
Matthew Shepherd	0	0
Tim Skinner	1	1
Jerry Spencer	1	2
Gerry Sutcliffe	1	1
Alan Tabor	0	0
Gerald Udowiczenko	0	1
Pam Udowiczenko	0	0
Ray Vahey	0	0
Matthew Wale	0	1
Francesca Weal	1	1
David Williams	0	0
Graeme Wilson	0	0
Paul Wilson	0	1

Self is the number of self-bonks; Total is the number of bonks this turn.

Nobody gets to four bonks, so to get things going we'll knock out those on three bonks. That's Pete Holland plus, with the help of a self-bonk each, Bob Bost and John Harrington.

What's this about?

The name of this game goes back to more innocent times and the game has also appeared under other titles. Each turn, each player bonks (= nominates) another recipient of this magazine who's still in the game. Those who are bonked enough times in a turn are out and can't bonk anyone else. Last man standing wins.

The game is open to anyone who receives *To Win Just Once*. Players just have to send me the name of another *TWJO* recipient (from the list above) and give a reason (it doesn't have to be significant). Players who don't bonk someone else bonk themselves (and self-bonks are cumulative from turn to turn). The number of nominations needed for ejection will reduce as the number of participants does.

(If you read *TWJO* and I've left you out of the list, drop a line to TWJO@pevans.co.uk and I'll add you in next time. If you don't want to be included, just wait and you'll be out in a few turns.)

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Les Petites Bêtes Soyeuses 255

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).

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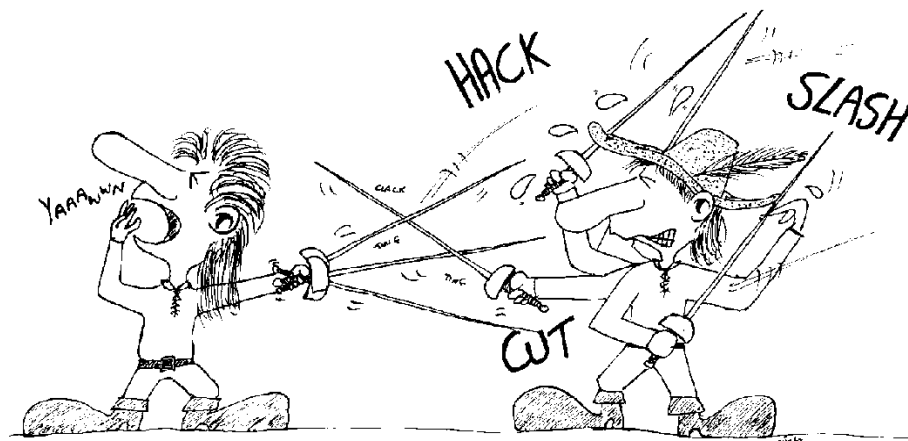
May 1665

May is officially the last month of spring, the final opportunity for Parisians to socialise before the army departs for the summer campaign. First, though, there are some matters of honour that need settling. Though not for Etienne Brule: he's unfit and can't meet Noel Fornam Idya.

Time for Donald O'Grady and his enormous chopper. His two-handed sword, that is, which he brings to meet Armand de Luce. The two men are well matched: de Luce's sabre and superior expertise against O'Grady's two-hander. Etienne Brule is well enough to be O'Grady's second, along with Uther Xavier-Beauregard, while Quasi Le Bossu seconds de Luce. De Luce thinks he has the measure of O'Grady's tactics and expects a furious slash. He's right. His block stops O'Grady's slash and then he jumps back from the cut. Things don't go completely to plan, though: de Luce's sabre can't cope with the impact -hander and snaps.

When de Luce goes on the attack, his slash cuts only empty air as the shortened blade doesn't reach his opponent. The advantage remains with de Luce as he launches into a furious slash. The stump of his sword hasn't got any longer though and both blows are well short of their target. O'Grady comes back at him with his own furious slash and lands both strikes. De Luce has had enough and surrenders so that he can get some medical attention.

Sheikh Yadik Al-Abowt doesn't turn up to fight Arsène Est, which means Est is O'Grady's next adversary. Est's injuries leave the two men on an equal footing, but Est has only a rapier to pit against O'Grady's two-handed sword. He has the



THE BENEFITS OF SUPERIOR EXPERTISE.

greater skill, though. Pierre Cardigan accompanies Est as his second – Brule and Xavier-Beauregard are still with O'Grady. O'Grady boxes clever this time and successfully parries Est's opening lunge. He then launches into his favoured furious slash. His slash attack coincides with Est's second lunge, reducing the damage he takes. Est gets the full force of the slash. He maintains his attack, but the cut lands first and Est surrenders.

This brings Rick O'Shea to the fore as O'Grady's next duelling opponent – a battle of the Oirish, clearly. As a Royal Marine, O'Shea brings his cutlass to the fight as well as Connor McKnight, his second. O'Shea is by far the bigger man, so the outcome looks pretty certain. The two men take guard and attack. They trade slashes, but the cutlass does more damage. O'Grady surrenders. Connor McKnight is due to meet Yves Vrai Bretheauteque, but Bretheauteque is too injured to turn up. Monty Carlo has no excuse for not showing up to fight Armand Aix or Dexter Sinistre.

Saying boo to the Minister

Minister of State Revaulvin d'Or calls in a favour in an attempt to remove the Brigadier of the Dragoons. You'd think the man would resign with alacrity, but he hangs on in the face of the Minister's disapproval.

Pierre Cardigan and Uther Xavier-Beauregard combine forces to get rid of the PLLD Regimental Adjutant. Together they are irresistible and the Captain resigns his appointment. This allows PLLD commander Xavier-Beauregard to offer the job to Paul de Houzerwanne. However, de Houzerwanne is not expecting this and the offer is lost in his preparations for active service.

Dragoon Guards Captain Yves Vrai Bretheauteque has a word with the senior Major in his regiment. It's a pretty hefty word and the fellow's resignation looks a done deal. Then the Commissioner of Public Safety sticks his oar in. Sheikh Yadik Al-Abowt's intervention bolsters the Major just enough that he decides to hang on to his rank. This leaves Bretheauteque still a Captain as the campaign season looms.

Pierre Cardigan is on his own in trying to get rid of the Lieutenant-Colonel of the Crown Prince Cuirassiers. He has a quiet word and the guy quits, allowing Charles Asnomonai to buy a promotion into the space.

Dexter Sinistre buys his way to Lt-Colonel of the Grand Duke Max's Dragoons, leaving a vacancy at Major. Chopine Camus recruits Éclair de Genie to the regiment and de Genie fills the gap by purchasing the rank of Major.

Already the senior officer in the 69th Arquebusiers, Donald O'Grady borrows some cash and makes his position secure by buying the Colonelcy. Then he admits Horace Lafavre to the regiment. Lafavre takes his place as O'Grady's number two by buying a Majority with the fine gift he received from Sheikh Yadik Al-Abowt. Taking command of first battalion, he volunteers his men for some action. Meanwhile General Tomas le Matelot appoints O'Grady Adjutant to Second Army.

With just a month left of the season, Uther Xavier-Beauregard volunteers Princess Louisa's Light Dragoons for some action. Rather than accompany the regiment, Pierre Bezukhov II resigns his commission. He also repays the Shylocks and visits church. Further cavalry support for the frontier troops follows in the shape of the first squadron of the Queen's Own Carabiniers. Michel Marteau leads his men to join their comrades in second squadron. Arsène Est gives first battalion of the Cardinal's Guard its marching orders, too. Charles Asnomonai doesn't want to volunteer, but the Shylocks have other ideas...



This leaves Major Rick O'Shea of the Royal Marines. He decides that it's time to join the rest of the regiment in action. He packs his bags and sets off for the front. Unfortunately, as Brigade Major he has no place in the regiment's chain of command and is shunted off to a frontier regiment.

Regiments, Balls and Gaol

Parisian social life centres on Bothwell's club this month. To start with, it is the venue for Warren Peece's Regimental Ball for the 27th Musketeers (the regiment he commands, natch). Mind you, Warren is the only member of the 27M to turn up. He and Ingrid la Suède welcome several guests. Armand de Luce brings

Jenny Russe to the Ball, having purchased her a fine new gown in green and white, decorated with lilies of the valley (Armand feels that using the fleur de lys would be presumptuous even though it is the traditional flower for May).

Etienne Brule attends with Ada Andabettoir. Guinevere d'Arthur accompanies Quasi Le Bossu. CPS Sheikh Yadik Al-Abowt comes on his own (though some Public Safety goons are lurking in the background). Last to arrive are Yves Vrai Bretheauteque and Katy Did. On their way across the club, Yves spots Connor McKnight having a quiet drink with Emma Roides. He strolls over to insult Connor's choice of regiment: Connor gives as good as he gets and a duel will be required.

The fuss causes Warren's group to look round the club and they spot that Richard Shapmes is also in situ with his mistress, Ella Fant. Signalling his goons, Sheikh Yadik trots over. "Brigadier Shapmes," he purrs, "Let me invite you to spend a week in different surroundings – the Bastille!" He snaps his fingers and the burly guards pinion the hapless Shapmes before hustling him out to a waiting wagon.



Witness to Richard's departure is Noel Fornam Idya. He's outside Bothwell's as he was expecting Armand to be receiving guests. Noel is dressed in a torn and dirty Picardy Musketeer's uniform with a broad yellow stripe down the back. Luckily his mask means nobody recognises him. Much. Presumably he's two weeks early for Armand's Rogues and Vagabonds party.

While all this has been occupying the men, Ingrid has chosen Jenny as May Queen – at least she's made an effort. Jenny gets a small tiara to go with her crown of lilies.

The wagon taking Richard to the Bastille stops off at Blue Gables on the way. Here it is met by Donald O'Grady, who has clapped Armand Slice in chains after brandishing an arrest warrant at him. As with Richard, the charge is treason and this Armand will be spending next week in gaol. Mary Huana is upset at the curtailing of her visit to the club with her man. She gets no sympathy from Donald's companion, Di Lemmere. Chopine Camus and Sheila Kiwi tiptoe carefully across the club to the darkest corner and stay there.

The Frog & Peach is the venue for Arnaud Surfinmaise and Betty Kant. Lothario Lovelace and Josephine Buonaparte are in Red Phillips. The Fleur de Lys club has Jacques Shitacks and Madelaine de Proust, Pierre Cardigan and Fifi and Revaulvin d'Or and Frances Forrin within its halls.

The second week of May is pretty quiet in all the clubs. Zachary The Money Goes is alone in the Fleur. This is useful as he is able to poke about in all the corners of the club without disturbing any members. Armand de Luce and Jenny return to Bothwell's under their own steam. They are entertained by Yves and Connor indulging in another round of their inter-regiment argument. Their escorts, Katy and Emma, are less impressed. Etienne and Ada pop up in Hunter's. Donald and Di are alone in Blue Gables – no surprise there! Arnaud and Betty return to the Frog & Peach. Red Phillips sees Lothario and Josephine again and Pierre Bezukhov II visits as well.

R&V versus B&B



Armand de Luce's Rogues and Vagabonds party is the event of week 3. Armand has given instructions that Donald O'Grady is not to be admitted. His reason is Donald's victory in their duel, but his guests are relieved that the ferret is not inside the club. Not least Armand Slice, none the worse for his week in the Bastille and joined by Mary once more. Armand is in Arab

dress and answering to the name of "Sheikh", while Mary sports a version of a Royal Marine's uniform. Having had nobody turn up last month, Etienne Brule gives up on the Picardy Prom and, with Ada, Toadies to Armand. He regards the discomfort of anyone left outside the club this month a small price to pay for his own advancement. Arnaud Surfinmaise, Bill de Zmerchant, Dexter Sinistre, Pierre Bezukhov II and Zachary The Money Goes may have a different opinion as they're the men left standing around.

Euria Humble brings Edna Bucquette to Armand's party. Euria is not happy to find Jean-Luc Beauchamp I'Rojik treading on his tail. It's probably deliberate, since the two men are in enemy regiments (though disconcerting as Jean-Luc is dressed as Pope Alexander VI, aka Rodrigo Borgia). Their noisy exchange attracts the attention of (the real) Sheikh Yadik Al-Abowt, visiting as a member of the club, who joins his colleague, Jean-Luc, in challenging Euria.



Lothario and Josephine attend the party, as do Quasi and Guinevere. The latter pair are dressed as pirates with brightly coloured parrots perched on their

shoulders. The other jailbird, Richard Shapmes, turns up with Ella in tow. Last to arrive are Warren and Ingrid. As they're dressed as beggars and more than a little smelly, the club's staff needed some persuasion to admit them. This gets them no points from Armand, who is expecting his guests to be "upwardly mobile" Rogues and Vagabonds. The 50 crown prize thus goes to Jean-Luc as you can't get much more upwardly mobile than aspiring to the papacy. Jean-Luc puts it towards his investment in his new venture, The Three Sails Trading Company (see Press and Points Arising).

Elsewhere in Bothwell's, Yves and Connor continue their argument while Katy and Emma look on despairingly. Pierre le Sang arrives at the club to show off his new conquest, Kathy Pacific. It took Pierre two weeks to win Kathy's affections from Gustav Ind. It's unlikely that Gustav has any affection for Pierre after this. Apart from the crowd in Bothwell's, only the Fleur has any members in attendance: Jacques Shitacks and Madelaine.



Tourtierre Mangetout has the bright idea of rounding up some recruits for the 53rd before the summer campaign starts. He spends the week on the streets of Paris looking for likely lads. (!) Possibly the offer of a crown and a meat pasty is insufficiently tempting as he gets very few takers.

The latest Boozers and Bellringers event takes place at the end of May. There is some confusion over who is hosting it. Dexter, Tomas and Yves all head for the Fleur de Lys to Toady to Jacques Shitacks. Jacques is in the club, along with Madelaine, but is not expecting guests. The threesome is left outside.

Quasi and Guinevere host the event at Bothwell's and receive lots of guests. Armand Aix (whose earlier courting did not succeed) is first on the list, alphabetically, followed by Armand de Luce and Jenny. Chopine Camus brings Sheila, while Donald O'Grady is on his own. Donald is most miffed to bump into Armand (de Luce) and discover that the man is not of the nobility despite his position in society. A duel is required!

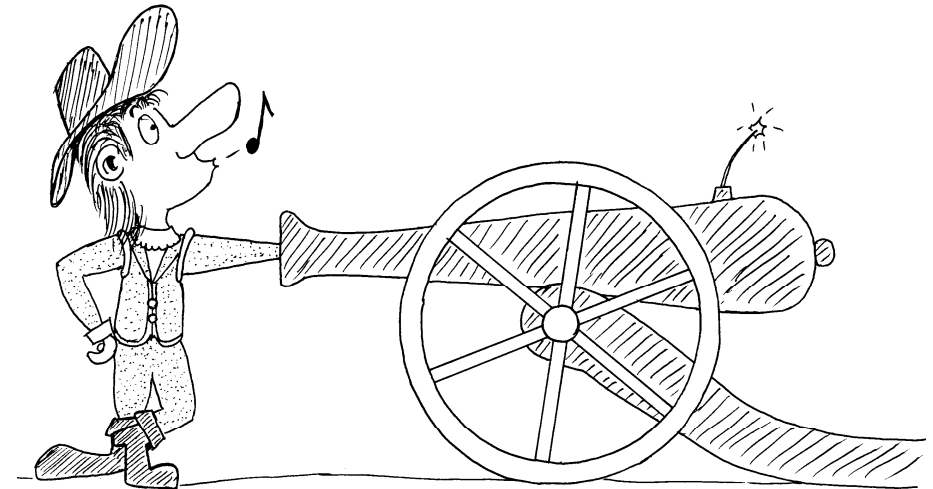
Etienne and Ada are the next B&Bs. Then comes Eclair de Genie (another whose courting did not go well). Like Donald, he is aghast at Armand de Luce's lack of nobility. And as for Etienne Brule... Two challenges follow from Eclair. Lothario and Josephine arrive quietly. Not so Noel Fornam Idya and Pet Ulante. Noel spots an enemy uniform and ploughs his way through the party to exchange insults with Etienne. Pierre Bezukhov II and Sheikh Yadik Al-Abowt arrive on their own. Warren brings Ingrid and Zack escorts Anna Rexique.

Pierre le Sang takes Kathy to Bothwell's again, as does Connor McKnight with Emma. Bill de Zmerchant hits the gaming tables at Hunter's: he wins one bet, but loses two to end up out of pocket (he's also out of luck with the ladies). Mary Huana accompanies Armand Slice back to Blue Gables where Tourtière Mangetout is also hanging out. He's on his own, having paid his lady friend a visit earlier in the month. Arnaud and Betty return to the Frog & Peach.

The reclusive Gustav Ind spends his month in the gyms again, practising with his rapier. He'll need to use it next month. Euria Humble practises his cutlass swishing for three weeks around his one party. It's sabre for Tomas le Matelot and his partying is much less successful. Revaulvin d'Or is to be found with his rapier for three weeks after taking Frances to the Fleur. Egon Mad 2's three weeks rapier practice follow a visit to the Bawdyhouses. Pierre Cardigan is on the same routine as Revaulvin, though his weapon is the sabre. Armand Aix (sabre), Chopine Camus (sabre), Dexter Sinistre (sabre), Jean-Luc Beauchamp l'Rojik (rapier) and Noel Fornam Idya (rapier) all practise for two weeks and lots of others put in the odd week.

Hotting up on the frontier

With the summer campaign season ever closer, military forces across Europe are gearing up for the fray. Attacks on the French frontiers increase, but the frontier troops have been reinforced for the month. Frontier regiment 3 is trounced in a fight with a mixed Spanish force. Brigadier-General Ali Vouzon of the 13th Fusiliers, who's attached to the regiment, has to duck to avoid a volley of



RECKLESS BRAVERY

musketry. His alacrity gets him Mentioned in Despatches ("a fast little mover"). Sadly, CPC Lieutenant-Colonel Charles Asnomonai, also attached, doesn't move fast enough. RIP.

Two squadrons of the Queen's Own Carabiniers lead the counter-attack. Lt-Colonel Michel Marteau's fresh troops of first squadron do better, earning a couple of Mentions for their commander when his helmet is badly dented by an all-but-spent musketball ("good job he has a hard head"). There's a single Mention for Major Eric de Miabeille, leading second squadron ("much safer"). First squadron of the King's Musketeers, commanded by Lt-Col Jacques de Gain, finishes the job. De Gain is Mentioned twice.

The Royal Marines have a relatively quiet month, maintaining their river boats and harvesting fish. The commanding officer, Bdr-General Ilk Lamore Bartat, receives a Mention. Second in command, Lt-Colonel Jacques Blanc, pockets several hundred crowns. Major Gaz Moutarde and Captain Jacques le Franc survive, but get nothing.

Elsewhere on the frontiers, Princess Louisa's Light Dragoons get in on the action, chasing off some bold Dutchmen. Bdr-Gen Uther Xavier-Beauregard, commanding, rides off with 400 crowns worth of booty. Lt-Col Charles Rabbit-Vacuum joins his boss with three hundred crowns worth of loot. Captain Paul de Houzerwanne has a close encounter with an enemy pike, but lives to tell the tale. The story even gets into the Despatches ("Fellow had a close encounter with an enemy pike...").

Even the Royal Foot Guards see some action, despite their usual cushy billet. Lt-Colonel Devlin Carnate leads the regiment in an audacious attack to seize some enemy guns. He is Mentioned twice in Despatches ("Audacious!" "Guns!"), takes 500 crowns for his share of the loot and is granted the title of Viscount. Major Amant d'Au is Mentioned, too, as he personally stops the Spanish gunners spiking the guns. He gets a couple of hundred crowns more than his CO as his portion of the plunder. Captain Voulo Vault is the spearhead of the attack, making sure he gets the largest chunk of booty: a thousand crowns worth.

Things are peaceful for Frontier regiment 1 and 4A Major Glock von Spiel passes the month with the regiment getting his equipment in order for the summer campaign. This is not enough for Major Horace Lafavre, whose battalion of the 69th Arquebusiers is attached. He insists on leading them in search of the enemy. Unfortunately, when he finds them, he finds that he's outnumbered. RIP.

The fourth Frontier regiment gets a pasting. RM Major Rick O'Shea keeps his head down and survives happily. Lt-Col Arsène Est bolsters the regiment with his battalion of the Cardinal's Guard. He is Mentioned (briefly) in Despatches.

General Gar de Lieu leads a battalion of the Royal North Highlanders again. There is another Mention for him and he pockets the odd hundred crowns of booty. ❖

Press

Announcements

To All Loyal Men of Paris,
Come and join one of the country's premier regiments, 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.

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

The Three Sails Trading Company.
An opportunity for riches exists for the quick and the bold to reap the rewards of investment in the trade to the New World. Shares in this venture are now selling at 200 cr a share to finance a fast ship that will carry high value, low weight goods to the ports of the New World and then back to France. We expect the ship to return laden with riches 6 – 12 months from its departure in the first week of October, 1665.

It is a risky venture, gentlemen, but those that take risks are the ones that reap the rewards. Those that watch and wait are those that miss out on what the world has to offer. To show the faith I have in this venture I will put 1000cr into it with the purchase of the first five shares.

† JLBL

What? Worth 1,000 crowns of anybody's money!

† Le Dauphin

Looking for aide for upcoming summer season. Any qualified Ensigns please apply post haste.

To the young men of Paris:
Fancy a life of adventure and rich rewards? Join the greatest regiment in Paris, the 27th M! Costs paid for impecunious applicants. † WP

To: All current and prospective military gentlemen
Come and enlist in a regiment steeped in glory, one whose men wear a proper uniform and are free from the stink of rotten herrings and dreary sea shanties. Serve in the same ranks that have been graced with heroes like Jacques Madik and Robbie Sais-Quoi. Fight alongside Lt Colonel Donald O'Grady and Major Horace Lafavre, impress the ladies and enjoy the pride of being a 69er. Commissions are available for the right kind of men and substantial help with the purchase costs are available. Likewise those who take such a wise career choice will find that the beneficial patronage of a government minister and the protection of the Public Safety Ministry is extended to all 69th Officers and men. Don't delay, enlist today!

† Baron Sheikh Yadik Al-Abowt
Commissioner for Public Safety
Honorary member 69th Arquebusiers

But will he cover the funeral costs?

† Le Roi

May I point out that nothing should be read into the fact that we maintain a file labelled 'J.Blanc' at the Hotel de Ville. This is a fiction akin to the 'Tommy Atkins' of Angleterre or 'Max Himmelfahrt' of Westphalia, a nomenclature signifying any person of interest in the public domain. It's the unmarked files you want to worry about.

† Count d'Or, Chair of the Committee for Public Safetie

Social

Gentlemen of Paris
All are Welcome at Bothwell's week 2 for a Party in Honour of my being made Brigadier of the Guards Brigade.

Shame you won't be there...
† Le Roi

To all Boozers and Bellringers
With the imminent start of the summer campaign season, all club activities are suspended until September 1665. Good luck one and all, and please remember to stay within the drink-horse riding limits whilst representing our armies.

Regards,
† Chairman QLB

To all the Gentlemen of Paris
To celebrate my appointment as Minister for Natural Philosophy I will be holding a small party in Week 1 of June. This is open to all Ministers and those of SL 18 and above.

† Viscount Madd

Ministerial Correspondence

To: All of France

Be it known, following the warning from His Grace, Count d'Or, that a most sinister plot has been foiled and the traitorous conspirators unmasked. Amongst their shocking and despicable aims was the assassination of His Most Beloved Majesty King Pevans and his son, our noble Crown Prince.

The traitors will face trial and sentence in June and anyone with additional evidence of their obvious guilt is invited to attend court to detail such.

While the plot has been thwarted there remains the possibility of other persons, as yet formally unidentified, remaining at large who may have been in collusion with the accused. None is believed to be presently in Paris but efforts to secure their arrest continue.

God save the King, glory to France, praise be to Allah

† Baron Sheikh Yadik Al-Abowt
Commissioner for Public Safety

To: General Count Revaulvin d'Or,
His Majesty's Minister of State
From: Field Marshal Earl Gustav Ind, Minister of War

Revaulvin,
I am writing to apologise for my absence from your gathering last month. Matters of War and the standing armies of France have reached a fever pitch with the campaign season so close and I needed some space in which to clear my head. I have often found the

purity of swordplay to be the best place for clear thinking (as there is no margin for error) and took the opportunity to avail myself of the best instructors in Paris to settle my thoughts. The therapy was of great use and I can see my way more clearly now. However, I only undertook such matters because I thought I had a clear month. Obviously, the aide who neglected to bring your gathering to my immediate attention is now digging something unpleasant at the front. I will be at the sword this month but hope that we can get together soon to discuss plans for the greater good.

Yours, in honour and friendship,
Your servant,

† Gustav

To Earl de Lieu, Minister of Justice
I am minded to take cognizance of Lt. Colonel Camus' complaint regarding the ungentlemanly behaviour of members of the ALC, especially in view of the need of the country for all our soldiers to be hale and hearty and, indeed, alive if we are to defeat whoever we are fighting this year. But I leave it to your discretion as to whether prosecutions should be mounted. Perhaps if the miscreants serve valiantly at the Front, perhaps with some glorious deaths to restore their honour, we might overlook the affront to decency.

Yours,
† Count d'Or, Minister of State

Regimental Letters

To Col Xavier-Beauregard
Sir, I know this is cutting it a bit fine, but may I request "time off from the regimental" to pursue important matters of State...

To Maj Bezukhov
You can resign the regiment – and I am happy to have you re-join later – but I am not prepared to change the deployment orders at this extremely late date, which would likely come as a surprise to Lt-Col Rabbit-Vacuum and the rest of the regiment. Must dash. Off to chastise Johnny Foreigner

† UXB

Members of PLLD
I cannot accompany you to the front this month, hence I have resigned my commission. But I hope I have left on good terms.

Your servant,
† Pierre Bezukhov II

Memo to the officers and lower ranks of the 27th M
Chaps,
Remember, we're off to the Front next month. May I suggest you attend Monsieur Rumpole, our regimental lawyer, before you go and put your affairs in order?
He will be in the Regimental offices every Tuesday and Thursday this month.

Costs paid.
Yours etc,

† WP

Personal

Lord Percy Percy says, as fashion is tending towards a longer life for people, Richard Shapmes, Ali Vouzon, Armand Slice and Tourtiere Mangetout are most certainly not fashionable.

Dearest FM Ind.

Sorry to say that I have been exceeding my stipend as your Aide so I'm off to look for some plunder before the Shylocks come for their pound of flesh.

Have a happy summer!

Your ex-aide... † Michel Marteau

M. le Bossu,

I have recently been saddened by a missive from Paris. Imagine my disdain upon reading your slanderous words on the same day I am promoted and mentioned for bravery in battle. I am at the front defending your homeland after volunteering myself. Perhaps one of your advanced years does not remember how chaotic things can become amidst the constant cacophony of battle. The event in question stems from some confusion during a skirmish. During the encounter, I distinctly heard the order to return immediately and organize my footwear. As I've stated, the chaos and confusion of battle.

I thought I might discuss with you my thoughts on 'men of good background' upon my return. I promise not to keep you up too late, as I am aware you have a funeral to attend the following day.

† Major Amant d'Au – Royal Foot Guard

Lord Percy Percy says, as fashion is tending towards the quick, Lt Col Chopine Camus is very fashionable.

Colonel Camus

I would like to join your regiment and help fight the evil that is the Archduke Leopold's Curs. I hear you have a couple of vacancies due to some unfortunate incidents involving the Archduke Leopold's Curs.

Kind Regards,

† Eclair de Genie

The two-handed sword is the weapon of a thug and coward. † C R-V

To Monty Carlo, Colonel Archduke Leopold Cuirasses

Another brave Frenchman has fallen to your regiment's use of an archaic butcher's cleaver for a duelling weapon. The reason that you resort to this weapon is obvious to all: your regiment has no skill or finesse in a sabre. For your information, a double handed sword is a foot weapon and cannot be used when mounted on a horse. Your regiment is supposed to be a mounted regiment – ask the thing you sit on at parades, it is obviously the one that has the brains. I hope, for the sake of France, that your regiment does not cause the army problems in the field due to their lack of basic sabre skills. Why do you not ask your Brigadier to dismount your regiment and allow you to fight on foot? On second thoughts, that removes the brains from the regiment.

Till we meet again,

† Armand Aix, Captain GDMD

To the mewling infants of the GDMD I have bad news for you; you are no longer attending a young ladies' seminary, you have joined the army of King Pevans (God Bless Him) and neither whining in public nor threatening to tell teacher will stop you having to fight duels. If you are too cowardly to face your regimental enemies because you may be hurt (eek!), you should either cease to go out in public (which will be a great relief to the Paris sanitary authorities) or transfer to a less obnoxious regiment (which will be a great relief to the army, with the possible exception of your new colleagues).

† BdZ

Donald O'Grady, many of those of Irish extraction use a thick stick as a weapon, sharp swords being too dangerous to themselves.

† Charles Rabbit-Vacuum

To: Horace Lafavre

May I take this opportunity to formally welcome you to Paris and commend you upon your most sensible choice of regiments. My special affection for the 69th Arquebusiers is well known and I am delighted that you have joined its ranks. Think nothing of the small financial gift I was happy to forward in order for you to make the necessary purchases to undertake your duties and I am sure that you will go far, my boy.

† Baron Sheikh Yadik Al-Abowt
Commissioner for Public Safety
Major, Kings Musketeers

Honorary member 69th Arquebusiers

(From a speech made to the assembled ranks of the 69th):

"As the new commanding officer of the 69th Arquebusiers, I wish to reaffirm the late Colonel Madik's decision to make Baron Sheikh Al-Abowt an honorary member of the 69th. The Baron has been a good friend to this regiment and we are honoured by his friendship."

† DOG

What's this? RS 'attending church' with his mistress when he has public duties to attend to? Are we sure he isn't Spanish?

† BdZ

To: Colonel Viscount Euria Humble, Cardinal's Guard

From: Field Marshal Earl Gustav Ind, Minister of War

Viscount Humble,

It is my duty to ensure the highest standings in the army and to this end I have decided to inspect a small number of regiments over the coming months. Could I ask that you contact me privately to discuss this matter and make arrangements for an inspection next month. I thought I would start with a Guards Brigade regiment (as our elite brigade) and your name was the one that emerged from the hat.

I look forward to arranging our meeting, which I will hope will take place next month in my club, and at my expense, at a time of our mutual convenience.

Yours in honour,

† Field Marshall Ind,
Minister of War

M. Chopine Camus,
I thought to visit the highlights of my
current missive to le Bossu before
recalling your station. I will simply
include my goodbye. I thought I
might discuss with you my thoughts
on 'shame' upon my return. I promise
not to keep you up too late, as I am
aware you have a funeral to attend
the following day.

† Major Amant d'Au – Royal Foot
Guard

Is it true that our new CPS has a
voice similar in quality to that of
Jeremy Hardy?

Curs of the Archduke Leopold's Curs
Your actions appal me! How dare you
scorn the cavalry sabre in favour of
your butcher's cleavers. As the son of
a noble cavalier, I must join the
Grand Duke's Max Dragoons and
show you the error of your ways with
my trusty sabre.

I will see you on the duelling fields.

† Eclair de Genie

Points Arising

Next deadline is 22nd Oct 2012

First up, I've pushed the deadline
back a few days (from 19th October,
which would be the standard date) as
I'm away at Spiel until the 21st.

Second, as it looks like 90% of
characters will be at the front for the
campaign season, I will run June and
July as a single turn. Please send two
sets of orders for this deadline.
Orders for July may be conditional on
what happens in June – if there is
any major impact on particular

Quotation from "Forty Years On", a
farce by M. Alain Bennet (on the role
of the light cavalry, methinks):

"What we need at this stage of the
war is a completely futile gesture,
Ponsonby. We think you're the man to
make that gesture.

"Take a shuffy towards Bremen,
don't come back. Adieu, Ponsonby."

"Not au revoir, then, Sir?"

"NO, Ponsonby!"

Poetry Corner

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

Found, crudely gouged, on a privvy
wall behind the ALC barracks
Jingle, jingle doubloons
A handful of dragoons
A swishoo, a swishoo
They all fall down.

† The Privvy Poet

characters in June, I will give the
affected players an opportunity to re-
do their July orders. Replacement
characters for anyone who dies in
June will start in August rather than
July.

June 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 a

rank that allows you to appoint other
characters to posts, don't forget to
appoint people).

June is the start of the campaign
season. All units listed on the "Army
Organisation" table will be in action
(any volunteers will serve with the
Frontier regiments). Characters who
are part of one of these units can only
avoid active service by resigning from
their regiment and/or appointment.

Next turn is the last month
characters can make investments.
The return on investments is paid in
September.

Three Sails Trading Company

While this investment venture (see
Press – Announcements) is being run
by a character, Jean-Luc Beauchamp
l'Rojik, the outcome will be decided by
the GM. It may well provide a
lucrative return for investors. Or it
may not.

Absent friends

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

AV Ali Vouzon (Graeme Morris) has
NMR'd. Total now 2 and is sent to
a Frontier regiment
MC Monty Carlo (Andrew Burgess)
has NMR'd. Total now 1

Announcements

Donald O'Grady asks NPC Major 1 of
Princess Louisa Lt Dragoons to resign

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.

Voulo Vault asks NPC Major 1 of
Royal Foot Guards to resign

Trials

Armand Slice and Richard Shapmes will be on trial at the beginning of next month (after duels, but before anything else) on charges of Treason and plotting the assassinations of His Majesty and the Crown Prince. CPS Sheikh Yadik Al-Abowt will prosecute while Minister of State Revaulvin d'Or sits in judgement. If found guilty, the accused may appeal to His Majesty to commute their sentence and any character may use influence for or against this.

Players are invited to submit testimony or statements for prosecution or defence – or add to proceedings in any other way. Since the Minister of State decides the verdict (and sentence), make sure you send these to him as well as me if you want to have any chance of influencing the outcome.

Duels

Results of last month's duels:

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

Donald O'Grady (with EB & UXB, gains 1 Exp) beat Armand de Luce (with QLB).

Donald O'Grady (with EB & UXB, gains 1 Exp) beat Arsène Est (with PC).

Yves Vrai Bretheauteque declined to meet Connor McKnight as he was under half Endurance.

Rick O'Shea (with CMK, gains 1 Exp) beat his enemy Donald O'Grady (with EB & UXB).

Monty Carlo didn't turn up to fight Armand Aix and lost SPs.

Sheikh Yadik Al-Abowt didn't turn up to fight Arsène Est and lost SPs.

Monty Carlo didn't turn up to fight Dexter Sinistre and lost SPs.

Grudges to be settled next month:

Jacques Blanc (Cutlass, Seconds ILB) challenges Sheikh Yadik Al-Abowt (Rapier).

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

Gustav Ind (Sabre, Seconds DC, 2 rests) has cause with Pierre le Sang (Rapier, Seconds ASli & TM, adv.) for pinching Kathy.

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, adv.) and Sheikh Yadik Al-Abowt (Rapier, 5 rests) have mutual cause for being in enemy regiments.

Donald O'Grady (2-Hand, Seconds EB & UXB, 1 rests) has cause with Armand de Luce (Sabre, Seconds QLB, adv.) as he's not Noble but higher SL.

Eclair de Genie (Sabre, 3 rests) has cause with Armand de Luce (Sabre, Seconds QLB, adv.) as he's not Noble but higher SL.

Eclair de Genie (Sabre, 1 rests) has cause with Etienne Brule (Rapier, Seconds DOG, adv.) as he's not Noble but higher SL.

Etienne Brule (Rapier, Seconds DOG) and Noel Fornam Idya (Rapier, adv.) have mutual cause as enemies.

"adv." shows who (if anyone) has the advantage in Expertise: his first

duelling sequence need only contain six Actions.

Challenges to be voted on:

Jacques Blanc challenges Sheikh Yadik Al-Abowt for his abuse in the press.

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

Gerry Sutcliffe gets the Second son of an Impoverished Knight: Init SL 6; Cash 40; MA 4; EC 3 (X1).

Alex Ballestin gets the Second son of a well-to-do Gentleman: Init SL 4; Cash 250; MA 4; EC 3 (X2).

Tables

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/EB/DOG/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	RS/N/JLBR	First Foot Brigade	N6/N/ROS
Horse Guards Brigade	N5/N/N3	Second Foot Brigade	PIS/_/_/ASII
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

Frontier Regiments

	F1	F2	F3	F4	RNHB
	N3	N2	N3	N6	N8
Colonel					
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

Royal Foot Guards: 1	Frontier regiment 1: 3
Royal Marines: 3	Frontier regiment 2: 6
Princess Louisa Lt Dragoons: 2	Frontier regiment 3: 5
	Frontier regiment 4: 5
	RNHB regiment: 3

Other Appointments

King's Escort: Ensign N	Captain N
Cardinal's Escort: Ensign N	Captain N
Aides: to Crown Prince _	to Field Marshal _
Provincial Military Governors: N/N/N/N/N	
City Military Governor N	Adjutant-General _
Inspectors-General: of Cavalry N	of Infantry N
Commissioner of Public Safety SYAA	
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	EH
3	Kathy Pacific	17	B	PIS
54	Madelaine de Proust	17		JS
35	Katy Did	16	I	YVB
42	Maggie Nifisent	16	B	
55	Jacky Tinne	16		
52	Guinevere d'Arthur	15	B/W	QLB

Regiments	REG	CG	KM	DG	QOC	ALC	CPC	RM	GM	DPM	13F	PLD	53F	27M	4A	69A	Gscn
	Col	RS+	EH	ZTMG	CMK	MC	ILB	CC	N3	AV	UXB	WP	N5	DOG			
	LCol	DC	AE	JdG	MM		JB	DS	N4	CR	VASII+	N5	N5	DOG			
	Maj	N4	N4	JLBR+	N3+	EdM	N2	N5+ROS+	N3	N1	N5	N6+	TM	N3+	NFI	N5+	N5+
	Maj	AdA	N6*	SYAA	N2	N5*	N3	GM	EdG	EB	N4*	N4	N3	N4	GvS	N2	N2
	Capt	N5	N1	N6	N2	N5	N5	N3	Jf*	N2	N5	N6	PdH	N4	N2	N5*	N1
	Capt	N5*	N2	N4	N3	N2	N6	N5	N3	N5	N3	N2	N1	N3	N5	N2	N1
	Capt	W	N5	N3	N3	N6	N3	N6	N4*	N4	N4	N3	N4	N3	N5	N5	N1
	Capt	N2	N1	N3	N4*	N5	N3*	N1*	N1	N2	N2	N6*	N3*	N3	N3	N1	N3*
	Capt																
	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.																	

No	Name	SL	Attr	Last
10	Frances Forrin	14	B	RdO
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	
45	Cath de Thousands	13		
8	Lotte Bottle	12	B	
12	Charlotte de Gaulle	12		
17	Henrietta Carrotte	12	I/W	
28	Vera Cruz	12		
31	Bess Ottede	12	I/W	
1	Sue Briquet	11	B	
4	Anne Tique	11	W	
9	Deb Onairre	11	I	
40	Sheila Kiwi	11		CC
63	Carole Singeurs	11		
20	Emma Roides	10	I	CMK
33	Anna Rexique	10	I	ZTMG
38	Pet Ulante	10	W	NFI
43	Di Lemmere	10	I	DOG
53	Angelina de Griz	10	B	
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	AS
19	Jenny Russe	8	W	AdL
32	Sal Munella	8	W	
41	Marie Antoinette	8	B/I	
49	Mary Huana	8	B/I/WASII	
34	Freda de Ath	7	W	
39	Thomasina Tancenjin	7	I	
50	Ulla Leight	7	I	
5	Belle Epoque	6	B/I	
13	Josephine Buonoparte	6	I/W	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
GI	Earl Gustav Ind	27	63	Comfy Fld Marshal/War Minister	9		Flr	6	Ashley Casey
ZTMG	Count Zachary T Money Goes	26	65	Comfy Colonel KM	18	Anna	Flr	4	G Udowiczenko
RdO	Count Revaulvin d'Or	26	64	Withy General/State Min.	13	Frances	Flr	4	Jerry Spencer
DC	Viscount Devlin Carnate	26	F	OK Lt.Colonel RFG/Min w/o Port	10		Flr	2	Bruno Giordan
GdLi	Earl Gar de Lieu	25	F	Comfy General/Justice Min.	7		Flr	4	Bill Hay
JS	Count Jacques Shitacks	24	58	Rich General/Chancellor	3	Madelaine	Flr	4	David Olliver
EM2	Viscount Egon Mad 2	24+81	Rich	B.Lt-General/Min w/o Port	9		Flr	2	Tym Norris
JdG	Viscount Jacques de Gain	22	F	Withy Lt.Colonel KM/1st Div Adjutant	17		Flr	4	Ben Brown
PC	Baron Pierre Cardigan	20	47	Comfy General/1st Army Commndr	9	Fifi	Flr	4	Matt Shepherd
EH	Viscount Euria Humble	19	42	Rich Colonel CG	15	Edna	Flr	5	Matthew Wale
TIM	Baron Tomas le Matelot	19	39	Comfy B.General/2nd Army Commndr	8		Flr	4	Tim Skinner
QLB	Sir Quasi Le Bossu	17	22	Comfy Lt-General/Min w/o Port	8	Guinevere	Both	6	Mark Cowper
MM	Sir Michel Marteau	16	F	OK Lt.Colonel QOC	2		Both	1	Neil Packer
ILB	Sir Ilk Lamore Bartat	15	F	Withy B.Bdr-General RM	6		Both	6	Andrew Kendall
PLS	Sir Pierre le Sang	14	37	Comfy Bdr-General/2 F Brigadier	5	Kathy	Both	4	Bill Howell
JLBR	Sir Jean-Luc Beauchamp	14	31	Comfy Major KM/Gds Brigade Maj.	6		Both	4	Rohan Keane
UXB	Baron Uther Xavier-Beauregard	14	F	Withy B.Bdr-General PLLD	7		Both	3	Pete Card
AdL	Armand de Luce	14+44	Comfy	Bdr-General	5	Jenny	Both	2	Francesca Weal
RS	Richard Shapmes	13	38	Withy B.Bdr-General RFG/Gds Brigadier	7	Ella	Both	4	Charles Popp
CRV	Sir Charles Rabbit-Vacuum	13	F	Comfy Lt.Colonel PLLD/2nd Div Adjutant	3		Both	5	Mike Dommatt
EdM	Baron Eric de Miabelle	13	F	Withy Major QOC	11		HGds	3	Pete Holland
SYAA	Baron Sheikh Yadik Al-Abowt	13+45	Comfy	Major KM/CPS	5		Both	3	Jason Fazackarley
YVB	Sir Yves Vrai Bretheauteque	12	30	Withy Captain DG	4	Katy	Both	1	Chris Boote
WP	Sir Warren Peece	12	30	Withy B.Bdr-General 27M	8	Ingrid	Both	2	Pam Udowiczenko
CMK	Sir Connor McKnight	12	21	OK Colonel QOC	3	Emma	Both	5	Graeme Wilson
ROS	Rick O'Shea	12	F	OK Major RM/1 F Brigade Maj.	3		Both	6	Paul Wilson
MC	Sir Monty Carlo	11	7	Comfy Colonel ALC	9		Hunt	4	Andrew Burgess

ID	Name	SL SPs	Cash	Rank, Regiment/Appointment	MA	Last seen	Club	EC	Player
AE	Arsène Est	11	F	Poor Lt.Colonel CG/Gen's Aide (1st A)	6		Hunt	5	Ray Vahey
AV	Sir Ali Vouzon	11	F	Withy B.Bdr-General 13F	6		Hunt	1	Graeme Morris
JB	Sir Jacques Blanc	11	F	Comfy Lt.Colonel RM	5		Hunt	4	Dominic Howlett
EB	Etienne Brule	11+33	OK	Major PM/Gen's Aide (2nd Army)	2	Ada	Hunt	4	James McReynolds
VV	Voulo Vault	10	F	Comfy Captain RFG	2		Hunt	2	Mark Booth
GM	Gaz Moutarde	10	F	Comfy Major RM	3		Hunt	2	Mike Dyer
AdA	Amant d'Au	10	F	Comfy Major RFG	3		Hunt	5	David Brister
NFI	Noel Fornam Idya	9	21	Comfy Major 4A	1	Pet	BG	4	Martin Jennings
BdZ	Bill de Zmerchant	9	11	Poor Captain ALC	5		Hunt	3	Tim Macaire
JIF	Jacques le Franc	9	F	OK Captain RM/RM Regt. Adjnt.	9		BG	6	Charles Burrows
DOG	Donald O'Grady	9+32	Poor	Colonel 69A/2nd Army Adjnt	5	Di	BG	3	Bob Bost
CC	Chopine Camus	8	26	Poor Colonel GDMD	2	Sheila	BG	4	Stewart Macintyre
ASli	Armand Slice	7	23	Comfy Lt.Colonel 53F/2 F Brigade Maj.	5	Mary	BG	5	David Williams
LL	Lothario Lovelace	7	17	OK	5	Josephine	RP	4	Geoff Bowers
TM	Tourtierre Mangetout	7	13	Comfy Major 53F	2		BG	4	Howard Bishop
PdH	Paul de Houzerwanne	7	F	Poor Captain PLLD	5		BG	2	Paul Appleby
CA	Charles Asnomonal	7	RIP						Gerry Sutcliff
EdG	Eclair de Genie	7+21	Poor	Major GDMD	2		F&P	4	Peter Farrell
AA	Armand Aix	6	18	Poor Captain GDMD	3		F&P	4	Joe Farrell
DS	Dexter Sinistre	6	14	Poor Lt.Colonel GDMD	1		F&P	3	Martin Adamson
PB2	Pierre Bezukhov II	5	15	OK	2		RP	3	Carl Chambers
AS	Arnaud Surfinmaise	5	11	OK	5	Betty	F&P	5	Nik Luker
GvS	Glock von Spiel	5	F	Comfy Major 4A	3			5	Colin Cowper
HL	Horace Lafavre	4	RIP						Alex Ballestin

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

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

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

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

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