

That would be enough

This has been issue 129 of To Win Just Once, published 2nd November 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 16th November.  
Orders for *LPBS* and *Great White Hunter* and any other contributions to Pevans by Friday 23rd November 2012.

(Next deadlines: 28th December/4th January 2013, 1st/8th February 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](http://www.engarde.co.uk)

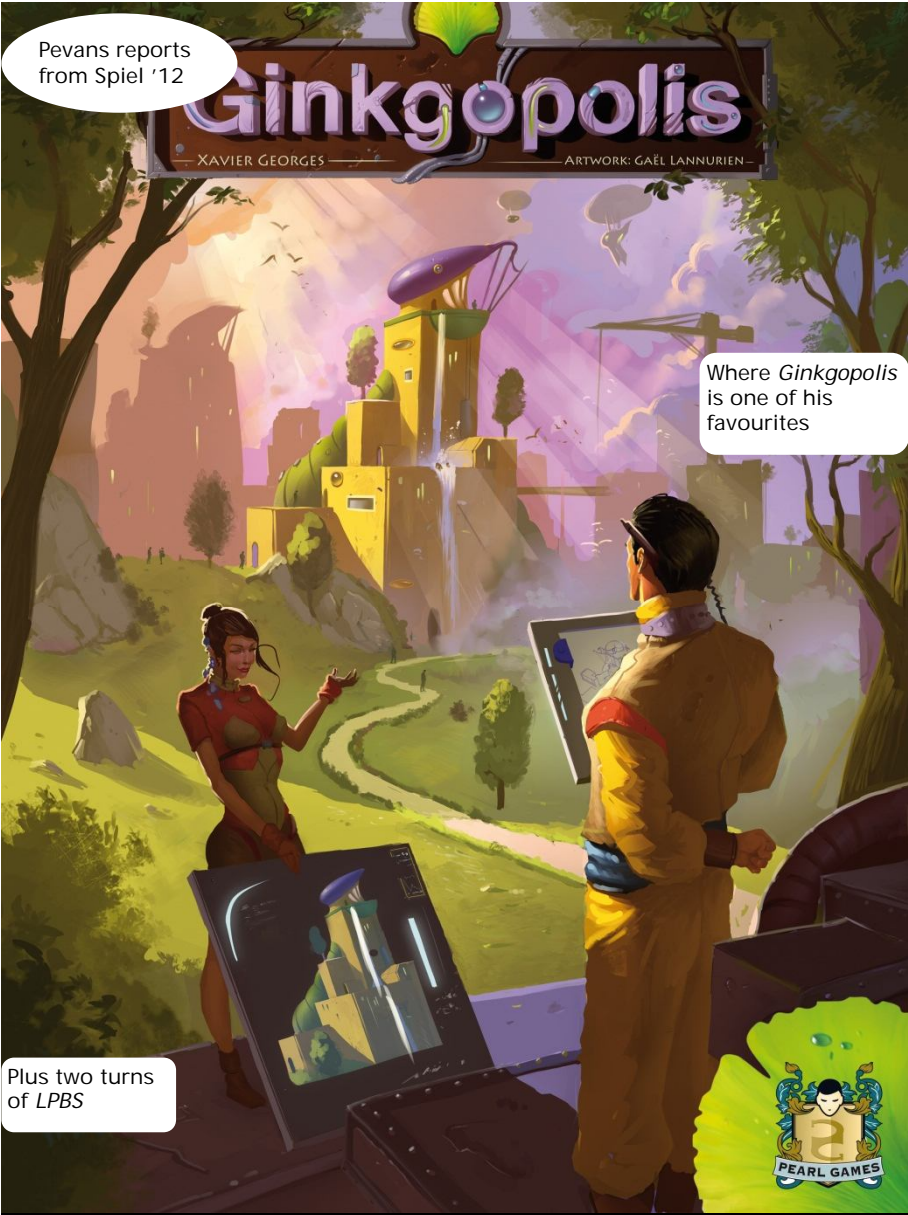
**Railway Rivals** Anyone for the next game? Working map and rules provided.

**Star Trader** A new game started recently. 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

I had a nice little ego boost a few weeks ago. I found some shirts that I hadn't seen for a while at the back of the wardrobe. They were labelled L(arge), so I didn't expect them to fit me – given that I take XL nowadays. However, when I tried them on they were fine! It seems the middle-aged spread hasn't advanced as much as I thought, which is nice.

Talking of clothing, I can tell that the year is drawing to a close. I've had to put the shorts away, reluctantly, and dig out the pullovers. Hang on... checks label... yep, X Large!

Still, if it's Autumn, it must be time to visit Essen and play lots of new games at this year's Spiel games fair. This is exactly what Mike and I did a couple of weeks ago. My initial report follows and I'm hoping Mike will also share his thoughts. It's been a good few years since he visited Spiel and I'm intrigued to see how (if?) things have changed much.

### TWJO online

The PDF edition of *TWJO* 128 was downloaded 180 times in October. Issue 127 attracted 45 downloads in October to make 176 in two months and 224 in all. *TWJO* 126 racked up a total of 408 downloads since it was published.

## Letters

Colin Bruce responds to the question I asked last issue.

Incidentally, regarding your question about games reviews in *TWJO*, it would be nice to retain a mix of long and short if possible. But if I have to choose between the two, I like the long ones.

That's not much of a turn-out to generalise from. Anyone else have any thoughts? Tim Macaire changes the subject.

*LPBS* seems to be going well, having got back to the magic 50 players.

Only just – new players are always welcome!

I think Jonathan Palfrey misses the point of the Bonking Game. You're only picking names at random for the first couple of turns; after that there are bound to be scores to settle.

Hang on... There's a *point* to the game?! Jonathan himself is on the beer.

You mentioned that you're familiar with San Miguel beer but not Estrella Damm. I never looked into it before, but I see that San Miguel comes from Madrid while Estrella Damm (usually referred to as Estrella for short) comes from Barcelona, which may be why Estrella is more commonly available in bars here in the province of Barcelona.

I feel that Estrella tastes slightly better, though I'm not a beer connoisseur so I can't explain further. It also tends to be slightly less cheap. Both beers are stacked in large quantities in supermarkets; we're talking mass market and not gourmet beers. Though there are, of course, more expensive beers from the same companies. I tried San Miguel Selecta the other day, it seemed tastier, though that may have been at least partly from the higher alcohol content (6.2%).

The common versions of San Miguel and Estrella are both 5.4% here, although Wikipedia says that Estrella as sold in the UK is 4.6% alcohol. If true, maybe they felt they had to tone it down a bit for the Brits?

I doubt it. I believe most "export" beers intended for the UK are stronger.

I saw something on Facebook recently about a Scottish beer called Armageddon, which is 65% alcohol and sells for £80 per 0.33l bottle! I don't reckon to pay that kind of price. I'm reminded of the Chartreuse Elixir, which is 69% alcohol, sold in small bottles, and perhaps sold only in the Chartreuse area: I haven't seen it elsewhere. I bought the little bottles a few times (so it must have been more affordable than Armageddon) while I was living in Grenoble in the mid-1990s; it has a rather medicinal taste but I found I could get used to it. I don't think I'd drink it these days because I now count my alcohol units, and that stuff would really wallop my daily average. Even the commonly-available Green Chartreuse is 55% alcohol.

Mmmm... green Chartreuse...!

## Spiel '12

### Pevans reports from Essen

I was taken by surprise on my annual trip to Essen this year – it was warm! I expect to put on a pullover as well as a jacket when I go outside, not have to take my jacket off. By Sunday afternoon, the sun was blazing down, but it had been getting hotter and more humid in the halls since Wednesday afternoon. Mike Dommett and I drove over this year (it provides so much more luggage space than flying!) and arrived in time to take a turn round the halls while exhibitors were still setting up.

This is my favourite time at Spiel. Most of the stands are complete – some have even been shut up for the night – and it's possible to chat to exhibitors without customers intervening (often). However, you may have to dodge the odd pallet of games or reversing van. Mike made a beeline for the secondhand dealers to hunt down copies of *Ave Caesar* while I said hello to people and had my first look at some of the new releases.

That, of course, is the purpose of this article: to introduce you to the new board games that I saw at the show. To begin with, I'll cover the games I played at the show (less than a dozen). I'll add more as I play them and will put up as complete a list as I can on my website ([www.pevans.co.uk/Reviews](http://www.pevans.co.uk/Reviews) is the place to look). A

couple of caveats first, though. These are very much my first responses to what may not have been a complete – or accurate – play-through of the game. Secondly, when I say a new game is like an older one, I am not suggesting that it is a copy, this is just a bit of shorthand description.

If all this is new to you, let me explain what I'm talking about. The Spiel games fair is the biggest board games event in the world and is held at the Messe (exhibition centre) in Essen for four days

towards the end of October each year. Spiel '12 took place on 18th-21st October and I was there for all four days. What makes Spiel special is that, although plenty of business gets done, it's a public fair and the emphasis is on playing the games. Most of the publishers' stands are spaces with tables and chairs for people to sit and play.

Mike and I joined up with Pete Card and the three of us grabbed a table at the Eggertspiele stand first. Eggert had three new games on display. *Qin* is a Reiner Knizia design with a Chinese theme. It's a territory-grabbing game that looked very abstract to me: brightly coloured square tiles to place on the board and bobbin-shaped wooden markers to show ownership. An English language edition is published by R&R Games. Reiner Knizia is also the designer of *Spectaculum*, a game of sponsoring travelling circus shows on their journeys around their kingdom. The winner is the player who makes the most money.

However, the game we played was *Yedo* (designed by Thomas Vande Ginste and Wolf Plancke), set in the Japanese capital during the Shogunate. The board is a colourful representation of the city, divided into districts. Players are clans currying favour with the new Shogun. They send their representatives ("Disciples" in the rules) into the city to carry out missions, which generally require specific items as well as a disciple in the right district(s). Completing a Mission may provide players with money and other assets, but its main purpose is to score some "Prestige" points. The winner is the player with the most prestige after 11 rounds.



Setting up at Spiel '12 – at least the vital Snack-Point is open! (M)



Each round starts with an auction. Seven different assets are available for players to auction, but they can only buy one each round. The assets involve include new disciple pawns, mission cards (players start with some) and weapons. Losing an auction doesn't mean you can't get a particular asset, though. They can also be bought in one or other district on the board. However, it's usually cheaper to get them in the auction. A random event then affects the game before players start placing their disciples. Only a limited number can go into a district – some only have room for one disciple – so turn order can be important.

In placing their disciples, players must look out for the City Watch, which can arrest them if they're in the wrong place at the wrong time. Then they get to take actions with their disciple pawns. Most districts provide several actions, depending on just where the disciple is placed. They can also be used to complete a Mission. After 11 rounds, players tot up the points from their Missions, add any bonuses and the player with the most points wins.

I had great fun playing *Yedo*. On first play, it provides a terrific tactical and strategic challenge as well as a great atmosphere. The Missions are part of this atmosphere as well as the main way of scoring points and the focus of the players' strategy. Interestingly, most of the game's mechanisms are very familiar from *Princes of Florence*, but this is a very different game. It was a great start to the fair for me and I give *Yedo* a provisional 9/10 on my highly subjective scale.

After a sausage in a bun (aka lunch), we eyed up the Hans im Glück stand and were able to grab a table for their new board game, *Die Paläste von Carrara* (*The Palaces of Carrara* is the English language edition from Z-Man Games). Designed by the first rate team of (Michael) Kiesling and (Wolfgang) Kramer, the game



*Yedo* in play (P)



*Palaces of Carrara* on display (M)

features a turntable – not unlike *Ora et Labora*. Like that game, the turntable is divided into sections. The materials (coloured blocks) used in the game are drawn at random and placed on the turntable, which is turned to change their prices.

The other major component of the game is a deck of tiles made up of several types of building each in the same range of values. Players can build these by using the right number of blocks. However, the colours used limit which cities these can be allocated to. The cities are worth either money or victory points in different multiples. Of course, it's harder and more expensive to build in the more valuable cities. Players can then score either their buildings in a particular city (each can only be done once in the game) or their buildings of a particular type.

To make things harder, you can only do one of these in a turn: buy some blocks (which has the effect of making those you didn't buy cheaper for other players), use blocks to construct a building (take a tile) or score a city or a building. Scoring also gives the player wooden markers in the shape associated with the building(s). These are worth additional points at the end of the game, as is any surplus cash. The game ends either when all the buildings have gone or when someone reaches the specific game end conditions shown (worth a few extra points to the first to get there).

This is a typically clever game from Kramer and Kiesling and, indeed, Hans im Glück. It's rather too dry for me to give it top marks, but I enjoyed *The Palaces of Carrara*. I certainly expect it to be much played in coming months. I give it 7/10 on my highly subjective scale.



*Ginkgopolis* ready to start (P)

Mike and Pete had trouble finding me the following morning (one advantage of a press pass is getting into the halls early and bagging a table), so I had played *Ginkgopolis* with three Scandinavians. ("Newly-weds!" scoffed the eldest of the trio as the young couple opposite us bickered gently.) This is an interesting tile-laying game from Belgian publisher Pearl Games (Z-Man is doing the English language edition), designed by Xavier Georges.

The story of the game is that, in the near future, we will build our cities from Ginkgo Biloba trees. The players are competing urban planners doing just that. They start with some square tiles in the three colours that represent different city functions. Each tile is numbered and numbers 1-3 of each colour form the initial city grid on the table. Players can extend the city by laying new tiles adjacent to it ('urbanizing') or by placing tiles on top of those already in place. They put markers on top of the tile to show ownership: these will score points when someone builds over it or at the end of the game.

What players do in a turn depends on the card they play. There's a card for each tile, which is what is needed to build on top of it. Players keep the card and get the bonus shown on the bottom when they take resources. There's a neat mechanism for getting the cards for new tiles into the deck. Other cards are for urbanising and these are recycled into the deck. Players can also play cards to gain more of the resources – tiles and markers – they need to build the city. Playing the card for a tile 'operates' that part of the city to generate resources.

Several events can trigger the end of the game. Players then get bonuses for each 'district' of the city, according to who has the most markers there. The districts are contiguous groups of the same colour of tile. So, as well as considering the

tactical options of placing a tile, you also need to have an eye on the strategic considerations of the districts.

It took a while to get the hang of just what you can do in a turn and then how best to build up the city. It looks like having your markers built over is a good move. Not only do you get immediate points for this, but you get the markers back to re-use. As the supply of these is limited, getting some back is very useful – and I certainly suffered from a shortage of markers. I really enjoyed *Ginkgopolis*, though. It's an ingenious and entertaining game and I give it a provisional 8/10 on my highly subjective scale.

Italian publisher DV Giochi had several new card games on show. Top of the list was *Samurai Sword*, Emiliano Sciarra's development of his Wild West gunfight game, *Bang!*. As the title suggests, this version has a Japanese setting. To begin with, players choose a role at random. One player will be the Shogun, supported by one or more Samurai, depending on the number of players. Other players are Ninja and there may be one Ronin, again, depending on the number of players.

In their turn, players can play as many cards as they are able to, including one attack. If successful, the attack removes 'Resilience' points from the defender. Lose all your points and you're out until your next turn. You must also give your attacker an 'Honour' point. On the bright side, you're now 'harmless' and can't be attacked until you've taken your next turn. (Players are also harmless if they run out of cards.)

The game ends when one player has lost all their honour (all players lose an honour point when the deck runs out, so the game won't go on for ever). While one team will come out on top, one player on that team will also win, depending on how much honour they have left. *Samurai Sword* is a quick-fire game that is great fun. It addresses the problems I always had with *Bang!* – that it's a knock-out game that can leave players twiddling their thumbs while the others finish the game and that there's nothing for players to do if they have no cards in hand. Add to this the effective Samurai theme and I think this is even better than *Bang!*. I give it 8/10 on my highly subjective scale.

Grosso Modo is a new, French publisher who had an intriguing wargame on show. *Rome & Carthage* is for four players in two teams: Rome and Byzantium versus Carthage and Alexandria. Each player has the same set of army pieces: infantry, chariots, ships



Playing *Samurai Sword*: only 1 hit, but 5 honour and look at that Concentration! (P)





Rome and Carthage almost over – the Carthaginians just need Rome (P)

and an elephant. However, the strength of any unit in battle depends on the cards played by the player. Again, each player starts with the same set.

Battles happen when two units are in the same space and will end with one of them being taken off the board. Hence, the game becomes one of cat and mouse around the cards in players' hands. Everybody has one high value card that doesn't come back, but other cards re-cycle, bringing other values into players' hands. The question is: how much do you want to win this battle? How high will your opponent go? And can you afford to lose this piece?

The game is a bit odd: there's no real military strategy, nor any value in taking territory (one side wins by holding both their opponents' capitals). As only the ships can cross the Mediterranean, all the other units are channelled through the Middle East on one side of the board and Spain/North Africa on the other side. They galleys then fight it out for control of the Med. I was not surprised to discover that this is actually a re-print of a game from the 1950s.

However, as well as providing the original game, Grosso Modo have added rules to expand the options available to players – such as shipping ground troops across the sea. Hopefully, these make the game more interesting, since I was not impressed by the base game. It's not without interest – the challenge of out-guessing your opponent being at the core of the game – but I was underwhelmed. *Rome & Carthage* gets a provisional 5/10 on my highly subjective scale.

The three of us hit the Rüttenscheider Hausbrauerei for our evening meal on Friday (day two of the show). This is the German equivalent of a brewpub, serving its own beers and a fine selection of food (mainly involving slabs of meat).

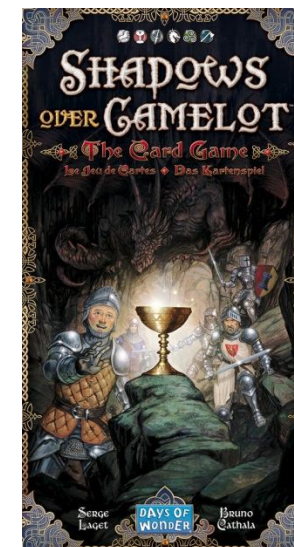
Their dark wheat beer is a favourite of mine as it has the key characteristic of good, tasty beer: the more of it you drink, the more you want another one. While drinking our first half litre and waiting for the food, we tried another of dV's games, *Kalesia*. This was billed as the winner of the "best unpublished game" award from last year's Lucca games festival, so I thought it was worth a look.

It worked well with three players as there are three factions fighting for dominance of the forest – a 5x5 grid of cards laid out on the table. Players have a hand of cards dealt from a deck containing cards for all three factions. They also get a secret faction card that identifies who they want to win. The forest cards are resolved in numeric order – though they are laid out randomly. All the players secretly select some cards which are turned over when everybody's chosen. The faction with the highest total across all the cards played wins that section of the forest.

This continues until players have only three cards left. These cards are passed to the player on the left, everybody picks up the cards they've played so far and the game continues. This is a neat touch as it makes you think about which cards you want to pass on as well as which to play. The game ends when any faction gets three forest sections in a row. In a three-player game, the player who was backing that faction wins. With four players, teams of two support each of the main factions, but both teams can lose if the third faction wins.

I thought I was doing well in our game as everybody seemed to have cards for my faction. Pete out-played me, though, getting a win for his faction just as our food arrived. Clearly there's more to this game than is immediately apparent. *Kalesia* is a clever game that plays quickly and with some subtlety. It makes a decent filler for gamers (particularly if you start with an identical set of cards for each player) or a neat family game – though the bare-breasted mermaids may provoke some discussion (their opponents, the equally female centaurs, wear breastplates). I give it a provisional 7/10 on my highly subjective scale.

Having returned to the hotel, we were roped in to a game of *Shadows over Camelot – the card game*. Designed by Bruno Cathala and Serge Laget, this is what the title says: a card game version of their highly successful co-operative board game. As in the original, the players are Knights of the Round Table (though one may be a traitor) and must complete quests to save Camelot from the several threats facing it. Victory or defeat is determined by the number of white and black swords achieved: seven white swords means a win for the Knights, seven black their defeat.



So far, so good and the theme lends itself to much banter around the table – mainly *Monty Python and the Holy Grail*, it has to be said. My problem is that this is a memory game. Each turn, the next player takes a card off the top of the deck and places it on the top of the pile. This goes on until somebody thinks there's enough strength in the pile to succeed in a particular quest. The pile is sorted out by quest and the numbers totted up. If there's not enough strength, the players get a black sword. If there's too much, they get several black swords. Only if the numbers are just right do they get white swords. Additional swords may be added for the other, subsidiary quests.

To break the monotony, occasional Merlin and Morgan cards provide twists to the rules or the process or impose forfeit-like conditions on the players. However, the game essentially consists of turning over cards until someone's had enough. In order to win, players need to remember what cards have been revealed. However, the game is only fun if they don't remember! Our great example was Pete calling a quest that just succeeded. He was actually a traitor and thought we would lose the quest!

*Shadows over Camelot* – the card game can clearly be fun in the right circumstances, but the combination of a memory game (groan) with forfeits (shudder) put me right off. It gets a provisional 4/10 on my highly subjective



Big wood! Stratamax's *Sheepdogs of Pendleton Hill* (M)

scale. Which is a shame as I really like the original *Shadows over Camelot* (as you can see from my review: [www.pevans.co.uk/Reviews](http://www.pevans.co.uk/Reviews)).

On the Saturday of Spiel I was playing in the EuropeMasters tournament (see my report for details) rather than playing new games. So it was Sunday when Mike, Pete and I tried out *Iron Sky* at the Arctic Union stand. This is an umbrella for several small games publishers from Finland and *Iron Sky* comes from Revision Games. Designer Juha Salmijärvi was on hand to take us through the game. It pits two teams against each other. One is the invading Space Nazis from the dark side of the Moon, the other Earth's gallant defenders! Yes, it's the game of the film.

The board comes in sections showing different parts of the Earth. This allows players to fight over part or all of the planet. With six players, we used all three sections – I was defending Australasia against Mike's invading Nazis (reminding me of our wargaming past when my Russians fought Mike's Germans). The game starts with the defence forces spread out (one in each area) while the invaders mass in the 'sky' (stacked on the edge of the board). Then the fun begins.

Battles are resolved by playing cards. Players have a couple available, but can only see the backs of them. This indicates whether the card is offensive (more cross-hairs), defensive (more shields) or neutral. Once both have chosen, the cards are revealed and the attacking side of the attacker's card compared to the defending side of the defender's. Each cross-hair that is not blocked by a shield kills a unit – the advantage of stacking up several units is that you can lose a unit or two without losing the area. If only one side is left, they control the area.

This is a neat combat system, giving players some idea of how their attack is likely to go while providing some surprises. The scoring track is also ingenious.



The battleground for me and Mike in *Iron Sky* (P)



There is one on each section of the board and it has two markers. One shows the current state of the invasion (in terms of areas held), while the other shows the 'high water mark'. That is, the most areas held by the invaders at any point. At the end of the game, the defenders get points according to the current state, while the Nazis get points according to the high water mark. Both sides get points for the individual areas they hold and the side with the most points (across all sections) wins.

Our game ended in a victory for the Nazis, despite their having been pushed back from their high water marks. One wrinkle is that the invaders have limited forces – defeated units are extra points for the defenders, while the defenders get their casualties back to, potentially, re-use. I was particularly miffed as I was doing a good job holding off Mike ... until Pete lent him a helping hand from his section of the board!

*Iron Sky* was good fun and has some clever elements. However, it didn't really grab me. It's a game I'd be quite happy to play again, but not one I'm going to rush out and buy. And I wonder how much replay value it has. I give it a provisional 6/10 on my highly subjective scale.

A new strategy game from Emanuele Ornella and Mind the Move is something of an event (I'm a fan of both *Hermagor* and *Oltre Mare*). The game is *La Loire*, set around the eponymous river in France in the fifteenth century as the first postal system begins. The board shows the river with the cities of Nantes and Orléans in opposite corners of the board, also connected by two roads, one on each river



*La Loire* on display (M)

bank. The players start with two pawns, a merchant in Nantes and a messenger in Orléans. These travel the roads from one city to the other, visiting the villages in between to buy goods (the merchant) and deliver messages (the messenger).

On arriving at a city, a messenger can buy fresh messages. The merchant can sell goods and then invest in building. 'Palace' buildings in either city give the player bonuses in that city. Alternatively, they can set up a farm at a village or upgrade an existing farm to a castle or replace it with a monastery. All of these give a discount to any merchant who buys there, also scoring the owner a point. The monastery also allows the owning player to buy the very valuable beer or the most valuable messages.

In case this isn't enough, one of the villages will be host to the circus. The clever pricing mechanism for goods also serves to move the circus about. Catching up with the circus allows a player to hire one of the many characters available. Each of these provides some bonus: a premium on selling, perhaps, a discount on purchases or maybe the ability to carry more on the road. Each of these appears to have their place and just who you hire will depend on what you want to do – and what your opponents are up to.

This all sounds absolutely fascinating. However, when we played it, the game took quite a while to get going. It was several turns before anybody was in a position to build anything and hiring a character took even longer. This may be due to a misunderstanding of the rules (oops!) and I am determined to give *La Loire* another go. For the moment, it gets a provisional 7/10 on my highly subjective scale.

I spent much of Sunday trotting round to the parts of the halls I hadn't managed to visit earlier, trying to make sure I didn't miss anything (invariably, there are things I don't spot during the show). Mike and I loaded the last boxes into the car – damn, we could have fitted a few more in! – and hit the road back. Eurotunnel decided we could wait an hour for a train, but otherwise the trip was uneventful. Now I just need to play all these new games. I've made a start at Swiggers and will continue at MidCon. Watch this space to hear about them.

Spiel is organised by Friedhelm Merz Verlag, who did a fine job as usual on this, the 30th event. Spiel '13 is scheduled for 24th-27th October next year and I fully intend to be there. For more details, see the website at <http://www.internationalespieltage.de/e000.php4>

## Games Events

MidCon is next weekend (9th-11th November) at the Hallmark Hotel in Derby. This is an excellent opportunity to play the new games people have brought back from Spiel – I'm certainly taking along my selection and hope to play what others have brought. It's always a good, fun weekend in a pleasant hotel. For more, see [www.midcon.org.uk](http://www.midcon.org.uk)



That seems to be it for board games events until after Christmas. There is Dragonmeet on 1st December, but this mainly focusses on role-playing. It's at Kensington Town Hall and worth a look: [www.dragonmeet.co.uk](http://www.dragonmeet.co.uk) for more info.

This box concentrates on events I expect to attend.

**Swiggers:** games club that meets every Wednesday evening, usually upstairs at The Shipwright's Arms, 88 Tooley Street, London SE1 2TF, but downstairs at St Christopher's Inn, 121 Borough High Street, SE1 1NP for 7th, 14th and 21st November (both pubs are a few minutes' walk from London Bridge station, but in different directions). Board games and occasional role-playing. No charges, all welcome. For more information, see [www.pevans.co.uk/Swiggers](http://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](http://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](http://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](http://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 129 was written and edited by Pevans. The LPBS masthead (page 25) is by Lee Brimmicombe-Wood, as are the drawings on pages 22, 30 and 32. Bryan Lea drew the illustration on page 27 and Nik Luker the one on page 35. Game artwork is reproduced by courtesy of the publisher. Photographs were taken by Pevans (P) and Mike (M) and Pevans played with Photoshop.

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# Games from Pevans

Mail order board and card games in the UK

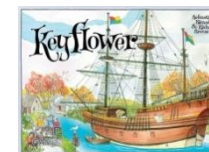


## Fresh from Essen

### Keyflower

Two of my favourite games designers working together! As far as I'm concerned, that's enough to make it a must-buy.

For 2-6 players, aged 12+, playing time 90 minutes: **£35.00**



### Kosmonauts

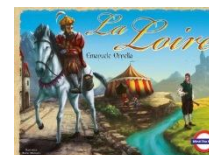
I like race games and this has the players navigating the solar system, visiting the planets. Players have to manage their fuel and cope with the Newtonian movement system.

For 2-4 players, aged 8+, playing time 60 minutes: **£25.00**

## La Loire

A clever game that combines resource management with pick-up-and-deliver. It's set around the river of the title and the appearance of the postal service in the 16th century.

For 1-4 players, aged 10+, playing time 90 minutes: **£28.00**



### Pax Porfiriana

Set in northern Mexico in the late 18th and early 19th centuries, this is a dense, fascinating game. Player try to build a commercial/political/military empire amidst the upheavals of the period.

For 2-5 players, playing time 90 minutes: **£20.00**

## Sheepdogs of Pendleton Hill (with the Wolf expansion)

It is a simple game with brightly coloured wooden pieces: small sheep and tall shepherds for each player and a black, black wolf! It's an entertaining game that isn't as light as you might think.

For 3-5 players, aged 10+, playing time 40 minutes: **£38.00**



### Snowdonia

Players compete for resources and provide the workers to build the Mountain Tramroad railway up Mount Snowdon in the 1890s. They battle the elements as well as the other players.

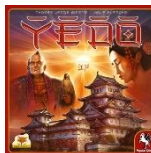
For 1-5 players, aged 8+, playing time 45 minutes: **£28.00**

continued...

## Yedo

My favourite of the games I played at Spiel. Players seek to fulfil clandestine (or even criminal) missions around the Japanese capital as they curry favour with the new Shogun.

For 2-5 players, aged 14+, playing time 150 minutes: **£38.00**



Online at [www.pevans.co.uk/Games/new.html](http://www.pevans.co.uk/Games/new.html)

## Kingsley Halt

### Railway Rivals game 9 – Turn 4

The North British Railway Company extended south to Kilmarnock and carried on north towards Aberdeen. Premier Football is Best built towards Berwick, but lost out to McJacobahn. McJacobahn built into Berwick and down to Hawick, not being tempted to cross into the Cheviots. Wishewashie Coldness Railways crossed over a pass and is heading for Aviemore and perhaps the Moray Firth.

#### Builds

##### McJacobahn – Mark Cowper (Blue)

(O27) – N27 – M27 – L27 – Hawick (+6)

(O27) – O28 – P28 – Q29 – R29 – S30 – S31

(S31) – T31 – T32 – Berwick (+6), 4 to PFB

POINTS: 63 +12 -4 = **71**

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

(Tyndrum) – D49 – C49; K50 – K51 – L51

(L51) – M52 – N52

(N52) – N53 – N54 – N55

POINTS: 62 +3 = **65**

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

(W17) – W18 – Falkirk; (T15) – Airdie (Glasgow) – S13 – Paisley – O13 – Kilmarnock; (M70) – M71 (3 to WW)

(M71) – N71 – O71 – P71

POINTS: 60 -3 = **57**

##### Premiership Football is Best – Gerald Udowiczenko (Red)

(V27) – V28 – Dunbar – V30 – U31 (+6)

(U31) – T31 – S31 – R30 – R29; (R30) – Q31; (O18) – N17

(N17) – N16 – M16 – M15

POINTS: 27 +6 +4 = **37**

#### GM Notes

Leapfrogs used: None.

Dice rolls for the next turn are: **5, 5, 6**

**Orders to Mike Dommett, 119 Victoria Road, ALTON GU34 2DD  
or by e-mail to [mike\\_dommett@yahoo.co.uk](mailto:mike_dommett@yahoo.co.uk) by 16th November 2012**

## The Bonking Game

### Turn 2

Chris Baylis leads off this turn, bonking Jerry Spencer “as his name reminds me of the ex-Fleetwood Mac guitarist who wandered off and went missing for years... There's definitely method in my madness.” Chris is bonked by Graeme Morris: “I'll bonk Chris Baylis whom I haven't seen since we were both about sixteen (seems like it anyway) and since we were so much younger then and less mature he probably said something that deserves a (belated) riposte. (By the way, I was very mature for my age, Chris, and couldn't possibly have done/said anything to provoke your ire. Apart from just bonking you, of course. Oops!)”

Howard Bishop goes for Graeme Wilson “for hiding near the bottom of the second column with no bonks.” Mike Dyer bonks Graeme Wilson “for randomly bonking too near me the last time.” And Paul Wilson bonks ... “Graeme Wilson 'cause he's my brother and it's funny...” It's funnier than you know, Paul. Meanwhile Graeme himself bonks Charles Burrows “for bonking my brother – ‘no one does that... but me.’”

Mike Dyer seems to have attracted some attention. Pam Udowiczenko goes for him “because nobody's bonked him so far in the game.” While Alex Everard chooses him “in order to encourage Nominative Determinism.” Quite.

Colin Bruce bonks “‘Reg’ Vahey, on the grounds that I never liked him in ‘On the Buses’.” Matt Wale bonks Ray Vahey “for daring to send me an e-mail.” Ray responds by bonking Mike Dommett “as his name came up randomly in my open source computer program that I have devised for this game: Println “Mike Dommett”.” Brilliant! I wish I'd thought of that.

Mike is also the target for Neil Duncan: “A point to Mike Dommett, 'cos I don't want him to feel unloved.” Mike's response is finely calculated: “Russell Harris – sitting quietly there not being noticed...” Russell passes on the favour by nominating Francesca Weal, “because I remember when the choice was Weal or Woe...” So what is it now?

Andrew Burges bonks Ashley Casey “as he's not noble, but is above me in the LPBS social standings.” As good a reason as any. Mark Cowper bonks Simon Burling “for beating me at the [online] *Puerto Rico* game.” Martin Jennings bonks Tym Norris “because he can get hold of proper ale and I am unable.” Martin is bonked by Gerald Udowiczenko – “tit for tat!”

Rohan Keane bonks Thomas Kok. “With a name like that, and a game like this...” Brad Martin responds: “Now that's a name from the past...a big bonk to Rohan Keane.” Nik Luker chooses “a Random bonk for the bonking game – David Olliver (sorry David!).” Tim Macaire is more reasonable: “Tim Skinner, because there can be only one Tim!” Where do you stand on Tym, Tim?



Al Tabor goes for the well thought out “pop Charles Popp.” I see what you did there, Al. Matt Shepherd continues to subvert the system, choosing “you again. The down side is you probably also read *TWJO* since you put it all together so that means you can also bonk, but rest assured I will go down bonking!” Not yet, as only Andrew Kendall tries to rid me of this turbulent Shepherd: “bonk Matt Shepherd – clearly a dangerous paranoiac who aims at those not actually playing, just to be safe.”

### This turn's scores

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

Player	Self	Total
Rohan Keane	0	1
Andrew Kendall	0	0
Thomas Kok	1	3
Nik Luker	0	0
Tim Macaire	0	0
Stewart Macintyre	1	2
Brad Martin	0	0
James McReynolds	1	2
Bill Michell	1	2
Graeme Morris	0	1
Tym Norris	1	3
Mateusz Ochman	1	2
David Oliver	1	3
Przemek Orwat	1	2
Neil Packer	1	2
Jonathan Palfrey	1	2
Bob Parkins	1	2
Charles Popp	1	3
Matthew Shepherd	0	1
Tim Skinner	1	3
Jerry Spencer	1	3
Gerry Sutcliff	1	2
Alan Tabor	0	0
Gerald Udowiczenko	0	0
Pam Udowiczenko	0	0
Ray Vahey	0	2
Matthew Wale	0	0
Francesca West	1	3
David Williams	1	1
Graeme Wilson	0	3
Paul Wilson	0	0

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

Having established last turn that three bonks are enough to knock you out, another 10 names are removed from the list this turn. All of these helped with a second self-bonk ... except Graeme Wilson, who attracted a clear three bonks.

### 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 next turn.)

**Send your bonk to Pevans at  
180 Aylsham Drive, UXBRIDGE UB10 8UF or  
to TWJO@pevans.co.uk by 23rd November 2012**

## The Light that Failed

### Star Trader game 6 – Turn 2

“How are the Factories going?”

“Quite well; the production is starting to roll.”

“And have you got the ships ready to carry it?”

Gamma Leporis saw a big buy by BELISAR, taking 10 Alloys for 6 HTs each and gaining a Dealership.

No one was buying or selling at Epsilon Eridani, but BELISAR was hard at work on Tau Ceti, buying 12 Isotopes at 6 HTs each and taking its second Dealership this Quarter. Supply was so great that QUASAR were able to buy a further 12 Isotopes at the lower price of 4 HTs. GATES-LEARJET were shut out however. GAMLEPCO sold 4 Alloys for 5 HTs apiece.

GAMLEPCO sold 12 Alloys for 7 HTs each at Mu Herculis and gained a useful Contractorship. The ASSOCIATION OF INTERSTELLAR ANARCHISTS, blamed for the sabotage on ARCHANGEL last Quarter, bought 12 Monopoles for 14 HTs each and a fairly meaningless Dealership, while MONOGRAM sold 9 Units for 11 HTs each, driving the price down again.

At Sigma Draconis, HOLYOKE ARBITAGE bought 12 Spice for 14 HTs each, gaining a Dealership. The increased price cost other Corporations who were buying Factories.

Beta Hydri saw HOLYOKE selling 5 Monopoles for 18 HTs each while ARCHANGEL sold 4 Spice at 17 HTs apiece.

The ASSOCIATION of IINTERSTELLAR ANARCHISTS loaded Agent Amy onto the Proudhon and issued a press statement (below). Their agents were reportedly spotted at the Spaceport, but this was not confirmed.

QUASAR ENTERPRISES bought 6 Warehouses, one at each planet, and with their Factories now online were producing and storing. Their new Phoenix Hull, River, was equipped mostly with Cargo Pods and A class crew.

BELISAR POLITICAL bought their ships A class crews as they were launched and increased their Business Connections, while deciding against unnecessary spending on further publicity.

HOLYOKE ARBITAGE paid for an advertising campaign “Support your local branch of Wonga” but received no benefit. A Warehouse was disposed of at Epsilon Eridani and Ludlow was outfitted with Cargo Pods and an A class crew. Political Connections were also raised.



GATES-LEARJET loaded Passengers for Tau Ceti and Gamma Leporis, and bought a Warehouse at Gamma Leporis. They added a Spice Factory at Sigma Draconis then bought Light Weapon pods for the Eve at Epsilon Eridani. The Cargo Pods lying at Mu Herculis were sold off for a slight profit and the Arwen was re-equipped with A class crews.

GAMLEPCO, Alloys to the Gentry, purchased a Warehouse at Beta Hydri and another 2 Alloy Factories at Gamma Leporis and finished by raising their Political Connections.

ARCHANGEL LINES repaired their damaged ship and bought Passenger pods for both it and the Cathy Jones, the new ship launched from the Tau Ceti Shipyards. Passengers were loaded for Tau Ceti and Beta Hydri.

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	0	5th	52 35	Howard Bishop
B Monogram Industries	6 0 4	0	8th	435 25	Andrew Burgess
C Quasar Enterprises	10 0 5	0	2nd	482 32	Mark Cowper
D Belisar Political	6 0 9	+4	3rd	145 40	Mike Dyer
E GamLepCo	3 0 5	0	7th	84 24	Martin Jennings
F Holyoke Arbitage	5 8 2	1	4th	28 26	Przemek Orwat
G Gates Learjet	6 4 2	0	6th	86 24	Bob Parkins
H Association of Interstellar Anarchists	0 6 9	0	1st	12 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!  
Beware, supporters of the despots!

Beware, capitalist running dogs! The people have spoken and Sigma Draconis will be free!

News

There were two new News chits this turn. Current chits are (new ones in bold):  
Turn 3 **P6**

Turn 4 **C4**  
(Chits are identified by the Connection level required to see them.)

GM Notes

**Buying and launching a ship:** this seems to be confusing some people. On the first turn, you order the purchase of the ship (Investment Phase). On the second turn, you launch the ship (Investment Phase). On the third turn you can load the ships with goods from your warehouses or other ships in the same spaceport and jump the ship in the Hyperjump Phase. You cannot jump the ship on the second turn.

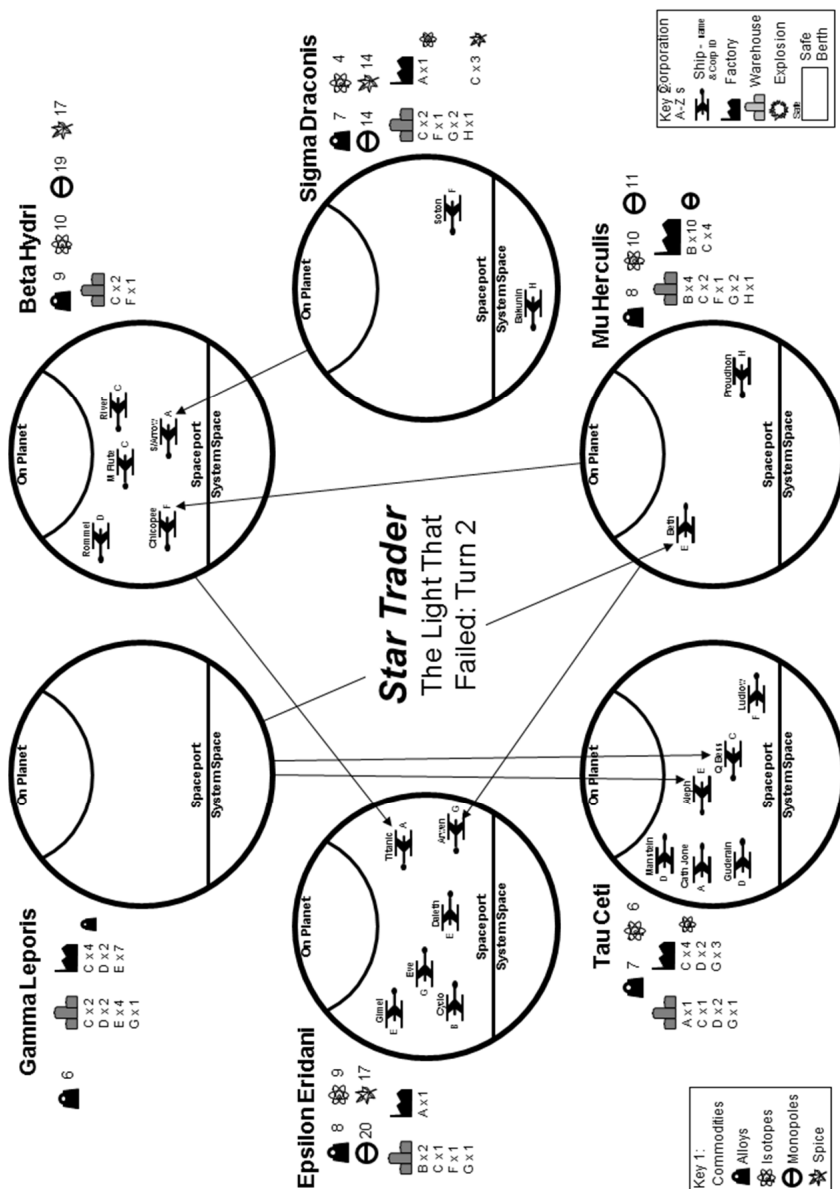
Flute Hulls have no intrinsic cargo capacity and can only take Tempus, Spice and Monopoles in the hull. If you have 2 cargo pods on a Flute Hull, you can load 4 units of Isotopes or Alloys, no more. It's an annoying trait that streamlined ships tend to have small carrying capacities.

Feel free to add some colour to your orders, I will try and work it into the report

It's perfectly legal to trade between yourselves; just make sure I know that you have both agreed to the deal(s).



Orders to Mike Dommett, 119 Victoria Road, ALTON GU34 2DD  
or by e-mail to [mike\\_dommett@yahoo.co.uk](mailto:mike_dommett@yahoo.co.uk) by 16th November 2012

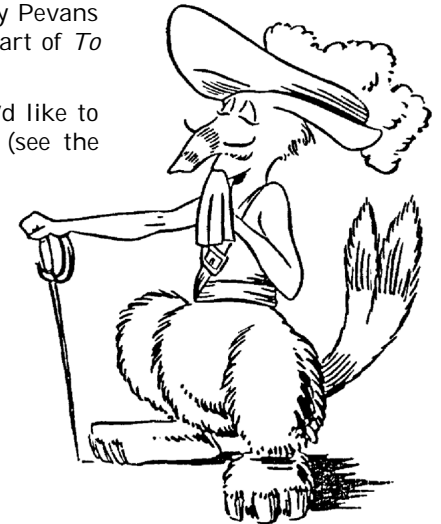


## Les Petites Bêtes Soyeuses 256

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

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

Orders for August 1665 to  
Pevans at 180 Aylsham Drive,  
UXBRIDGE UB10 8UF, UK or  
[lpbsorders@pevans.co.uk](mailto:lpbsorders@pevans.co.uk)  
by 23rd November 2012



## June 1665

The start of June means the regiments are mobilising all over Paris. However, there's still the opportunity to sneak off and settle matters of honour. Though not for Jacques Blanc, apparently. Despite his challenge to Sheikh Yadik Al-Abowt being voted cause, Lieutenant-Colonel Blanc does not turn up to this duel. Mind you, neither does the Sheikh. His excuse for missing this and his appointment with Euria Humble is that he is organising his first prosecution. A likely story...

There are no duels at all for Humble as Jean-Luc Beauchamp l'Rojik doesn't show up. Nor does Yves Vrai Bretheauteque deign to meet Connor McKnight.

So full marks to Gustav Ind and Pierre le Sang for managing their rendezvous. This looks rather one-sided. Le Sang may be well built, but Ind is the bigger man. Plus he has a sabre against le Sang's rapier. On le Sang's side are his second, Armand Slice, and his superior swordsmanship. Not that this seems evident from the first passes. Ind parries in case of a furious lunge, jumps aside from a lunge and blocks against a slash. This completely foils le Sang's lunge, after which he jumps back in case there's a cut on its way. The two men regain their breath and then attack. Le Sang gets in his lunge just before Ind's slash. Then he switches tactics, closing in to use his boot. Le Sang's kick coincides with Ind's cut and it's the smaller man who concedes the duel.

Then it's the turn of Armand de Luce to fight Donald O'Grady. The slight de Luce has a sabre and some injuries. O'Grady has a two-handed sword, two seconds (Etienne Brule and Uther Xavier-Beauregard) and some injuries of his own. As

the duel starts, O'Grady turns slightly to add impetus to his hefty blade. As he begins to swing back, he suddenly finds de Luce's boot in close proximity to his groin. Ooh, that's got to hurt! From his foetal position on the ground, O'Grady surrenders. The jubilant de Luce rushes off to celebrate, completely forgetting that he's supposed to fight Eclair de Genie next.

De Genie doesn't meet Etienne Brule, either, as Major Brule has a doctor's note to excuse him. This works on Noel Fornam Idya, too.

### Heads may roll

The courtroom is packed for CPS Sheikh Yadik Al-Abowt's first prosecutions. Al-Abowt surprises everyone by dressing conventionally – as a Minister of the Crown rather than a Bedouin. By contrast, among his retinue is a large figure in Arab dress. The features of Ali 'The Axe' Al-Hedsoff (for it is he) are hidden beneath an executioner's mask, but he carries a headsman's axe as well as the large scimitar at his side. The entry of Minister of State Revaulvin d'Or is low key in comparison, but the court does have to stand when he comes in.

Once everybody has settled, Al-Abowt gets to his feet and addresses the court. "Your Grace, before I commence the prosecution's case against both of the accused, I wish the Clerk of the Court to enter the following into the official records." A groan from the public galleries is stifled as the Sheikh glares at them through narrowed eyes.

"The Country owes a great debt to Count d'Or for his diligence in unearthing the initial presence of this conspiracy and alerting the Public Safety Ministry. Once I was aware of the machinations of Shapmes and his gang, ministerial agents were able to expose the full nature of the plot and bring to justice the vile band of traitors who were its perpetrators. The Crown, the Government and the people have been spared from catastrophic horror. May the Almighty bless Count d'Or."

"Arraigned before this Court today," he continues, "are two of the most wretched villains ever to have stained the dock by their presence. The despicable designs of the gang were simply breath-taking. Through concerted planning and painstaking preparation, the individual conspirators were able to invest themselves within the hierarchy of the Military, securing a number of senior posts that brought direct access to His Majesty and the Crown Prince. Their aim was REGICIDE!! The removal of King and his first son, short-term anarchy and chaos within Country and Government. External support came their way through foreign powers, namely those of England and Naples, two countries who sought to make their own gains from France's loss."

"As the undoubted ringleader and mastermind of the conspiracy it is only fitting that I should begin with Richard Shapmes," declaims Al-Abowt. "It is he who bears full and unequivocal responsibility for the concept and initial

preparations, it is he who recruited the other conspirators and it is he who sought to make the most gain."

Al Abowt brandishes his documents at the court. "I put it to you, Your Grace, that the evidence that my agents have uncovered, is clear proof of the indisputable guilt of Richard Shapmes. He is a villain for whom only the ultimate in punishments is appropriate, that of death."

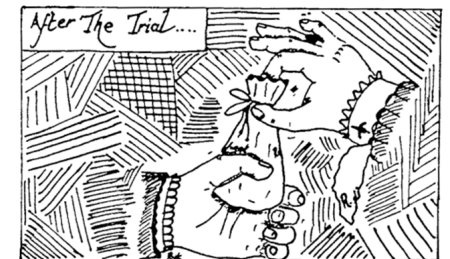
There is a moment of hush before Al-Abowt continues, "In stark contrast to the first defendant we have Armand Slice. As Shapmes was the ringleader and master planner, so Slice was the dutiful conspirator who followed all orders and instructions to the letter. A man of very limited intellect, barely able to articulate a coherent sentence, Slice nevertheless attracts the traitor's burden of guilt that all of the conspirators share."

"I put it to you, Your Grace, that the evidence that my agents have uncovered is clear proof of the indisputable guilt of Armand Slice. He is a villain for whom only the ultimate in punishment is appropriate, that of death and no leniency due to the fact that he verges on imbecility should be considered."

Sheikh Yadik sits down upon the conclusion of the above speeches. Signalling an aide to bring him a goblet of wine he throws the contents back in a single gulp and neatly dabs the corners of his mouth. There is a disturbance as Pierre Bezukhov II demands to be heard, claiming to be a witness for the prosecution. At Minister d'Or's command, he is ushered to the witness box.

"I was riding along the road to Paris on my return from a hunting trip," he begins. "It was getting on to midnight as I spied Armand Slice and Richard Shapmes (under torch light) with a group of people. As I am a true man of God, I heard them chanting and then I saw them sacrifice a girl to bring demons to kill our King. They must be devil worshipers, all of them, with one of these heretics as their leader. We must let the fire of God steal their soul!"

As Bezukhov subsides, the Minister and CPS look at each other. Al-Abowt shrugs, spreading his hands wide and d'Or shakes his head before dismissing Bezukhov. He regards his notes briefly before addressing the court. "It is rare indeed for such evidence to be presented so forthrightly and completely. I commend the Commissioner for his diligence in ensuring not a single incriminating circumstance was left uncovered, nor a single line of defence allowed to the accused. Why, one might almost suppose that he had meant for such an outcome to occur. But, if the wheels of justice grind slow from time to time, they also grind fine and not a single kernel of doubt has been left in my mind as a result. I commend the





Commissioner, as should all France, and feel sure that a new age is upon France, one in which if the guilty do not confess their crimes at once, the innocent will pay the price... err, they will be found guilty in due course. Now to the sentence of the court."

"In the case of you, Brigadier Shapmes, I find you guilty and sentence you to Confiscation of All Property. You, Sir, strike me as a particularly ruthless conspirator, one who has so far refused to acknowledge your blatant guilt or to name those other conspirators involved in your treason. I am minded to impose upon you the ultimate sentence for your heinous crimes, but His Majesty has asked for clemency. In his benevolence he allows criticism even of his royal self, so to all I say he is too merciful! But the royal wish is as a command to me and though the noose is far too good for such as you, I sentence you to the loss of all property and degradation in your estate and rank."

Since Shapmes has some influence with the King, he appeals his sentence, hoping that His Majesty will reduce it. However, his influence is not enough and the sentence is imposed.

"In the case of Lt. Colonel Slice," d'Or continues, only to be interrupted. Tourtière Mangetout wishes to bear witness to the good character of Armand Slice. "I will testify on behalf of Armand Slice," he states, "citing his bravery and good character and his work with the orphans of Paris."

"The most telling evidence is that he is the most disorganised man in all of France. He couldn't even organise a night out for the 53rd in advance of campaign season, so the suggestion that he could coordinate an assassination attempt on His Majesty is just laughable. Besides which he was at home cleaning vomit out of his doublet on the night in question."

D'Or waves him away, while Al-Abowt confers with Ali, gesturing in Mangetout's direction. It seems Slice now wishes to speak in his own defence. The Clerk insists that he has a right to do so and Slice takes the floor. "I have no defence to make," is his startling admission. "I am as surprised as every other right thinking Parisian to discover my alleged offences. These are serious crimes and His Majesty deserves better service than these trumped up charges. The only notable thing I have done in Paris is to question the reputation of the Marines, a fact that seems rather lost on my accusers of the 69A, of whom I'd have expected better. I trust in the wisdom and judgment of the Minister and His Majesty."

"Finished?" asks d'Or. Receiving an affirmative, he consults his notes again. "I find you guilty and sentence you to a fine of 3,000 crowns. Your crimes are no less felonious nor heinous in the sight of God and men. Your only mitigation is that you were clearly led astray by the Iago-esque Shapmes. I had thought to send you to the Frontier Regiments to atone for your crime but feel a year in their service would be too much like a death sentence. Since I too am known for my clemency as much as my honesty and integrity ..." He pauses at

the commotion this causes, allowing the Clerk to get a word in. "What?" snaps d'Or. "Twelve hundred? Is that all? Oh, very well..." he returns to oration mode as he picks up where he left off, "I hereby sentence you to pay a fine of 1,200 crowns. And may God have mercy on your property. Take him away."

### Last minute manoeuvres

With the conclusion of the entertainment, it's time to bid the troops farewell for the season. First, however, Voulo Vault tries to raise himself to the rank of Major in the Royal Foot Guards. To begin with, he calls in a favour to remove the incumbent Major. Unfortunately for him, said Major has the support of CG Colonel Euria Humble and laughs in his face. Vault goes into action as a Captain.

Colonel Donald O'Grady of the 69th is more successful. He calls in a couple of favours and ousts the senior Major in Princess Louisa's Light Dragoons.

The whole army is shocked by the sudden resignation of Field Marshal Gustav Ind. He then applies to the Cardinal's Guard, is accepted by Colonel Humble and becomes just Captain Ind of the CG. Oh, and Minister of War, of course. Humble also admits Lothario Lovelace to the regiment. Lovelace's ambitions exceed his social standing and the best he can manage is the rank of Subaltern.

In his last act as Field Marshal, Gustav Ind leaves the position of Third Army commander vacant. Thus the commander of the Cavalry Division moves up as acting Army commander, the CO of Horse Guards Brigade takes over as acting Cavalry Division commander and Connor McKnight, Colonel of the QOCs, becomes acting Horse Guards Brigadier.

After last month's mis-communication, Paul de Houzerwanne gratefully accepts his CO's repeat offer to be Regimental Adjutant of the PLLD. It seems Uther Xavier-Beauregard feels the need to have an Adjutant for the campaign season.

Pierre Cardigan and Egon Mad 2 show their faith in the current Government by investing in Arms. Amant d'Au and Glock von Spiel show their faith by repaying the Shylocks before they set off for the front. Arsène Est doesn't.

### Two for the Fleur

Rarely has Paris been as empty as this. Egon Mad 2 hosts Revaulvin d'Or and Frances Forrin at the Fleur de Lys to start the month. Jacques Shitacks and Madelaine roll in at the end of the month. Apart from this, Paris's clubs remain empty! Jacques uses his time in the Fleur to deal with some financial matters: parcelling up sums of money and sending them to people.

The gymnasiums are busier. Jacques Shitacks practises for three weeks with his cutlass. Egon Mad 2 works out with his rapier for three weeks. It's the sabre for Revaulvin d'Or and Pierre Bezukhov II, as they both spend three weeks practising. Pierre started the month as the Bawdyhouse's only customer.

## Defending the frontiers

For this campaign, the French forces have been divided into three parts. First Army has the job of defending the borders while Second Army attacks into Spanish territory, aiming to add to French possessions. Third Army has a roving brief protecting the flanks of Second Army.

On the face of it, First Army has the easiest job. However, it comes under multiple attacks as France's enemies look for ways to take advantage of the bulk of the French forces being otherwise engaged. The Guards regiments see off all comers – though not without loss. General Pierre Cardigan, commanding First Army, is named Field Marshal for next year's campaign. He is Mentioned in Despatches ("He's going to be Field Marshal") and grabs 900 crowns worth of loot. Elevation to Marquis follows. His Aide, CG Lt-Colonel Arsène Est, is Mentioned as well ("Cardigan's Aide"). His share of the booty is one thousand crowns.

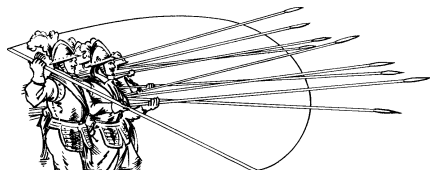
The Guards Brigade makes up the whole of First Army and its Brigadier, Richard Shapmes, does well. He gains his full rank, severing his connection with the Royal Foot Guards, and is Mentioned. There are 900 crowns for him from the enemy and a Knighthood from the King. Brigade Major Jean-Luc Beauchamp l'Rojik is promoted to Lt-Colonel in the King's Musketeers as a vacancy opens up. 600 crowns of plunder come his way, to add to the money he was given by Warren Peece and Sheikh Yadik Al-Abowt earlier in the month.

Lt-Colonel Devlin Carnate is acting commander of the Royal Foot Guards. The regiment repels Spanish attacks and he is able to gather 400 crowns worth of loot from the battlefield. Major Amant d'Au is a bit unnerved when his horse is shot out from under him. He can only manage swag worth 350 crowns. Both are outdone by Captain Voulo Vault. He pockets some 450 crowns worth and is Mentioned in Despatches ("Fine bit of looting!").

The Cardinal's Guard go one better, chasing their attackers from the field. There's also a touch of the pecking order in their looting. Colonel Euria Humble takes 900 crowns worth. Captain Gustav Ind gets 600 crowns worth. And there's just 500 crowns worth for Subaltern Lothario Lovelace. Ind is promoted, filling dead man's shoes as he becomes a Major. Humble's elevation is in the form of a new title: he is now Count Humble.

Not to be outdone, the King's Musketeers see off all-comers. They are led from the front by their gallant Colonel, Zachary The Money Goes. He suffers a freakish accident, though. A volley of musket fire snaps the head from a pike. The blade

spins through the air, missing The Money Goes's ear by a couple of inches. It embeds itself in the centre of his forehead. RIP. There's a Mention for Major Sheikh Yadik Al-Abowt, who adds 450 crowns to his personal funds.



## Attacking the enemy

Second Army meets its Spanish counterpart in a pitched battle. The army commander, (brevet) General Tomas le Matelot, doesn't try any fancy manoeuvres. Victories on both flanks force the Spanish force to retire despite its success against the Frontier regiments in the French centre. Le Matelot gains his full rank and his name goes into the Despatches ("Fine battle plan"). His acquisition of bright shiny things is partly assuaged by receiving the title of Marquis, but he adds 900 crowns worth of loot, too. 69A Colonel Donald O'Grady is Army Adjutant. He is not distracted from the plunder, gaining 1,400 crowns worth of goodies. He is Mentioned ("Devotion to duty") and brevetted to Brigadier-General. The same three rewards come to the General's Aide, PM Major Etienne Brule, as well. He takes home 1,300 crowns worth of plunder, a Mention in Despatches and the rank of Lt-Colonel.

First Division has the left flank and is made up of First and Second Foot Brigades. Second Foot does well, First Foot not so well, which provides mixed reviews for the Division commander. His Adjutant, KM Lt-Colonel Jacques de Gain, gains promotion to Colonel and takes 1,200 crowns worth of swag as his share of the Division's booty. First Foot's Brigade Major is RM Major Rick O'Shea. Despite the Brigade's relative lack of success, he is promoted to Lt-Colonel. His name goes into the Despatches as well.

His comrades in the Royal Marines hold their ground, but the sad loss of Lt-Colonel Jacques Blanc is one factor in their not doing better. It's simply a case of the fortunes of war as Blanc's chest is found by a volley of enemy muskets. RIP. Commanding the regiment, Bdr-General Ilk Lamore Bartat rallies his men, which is Mentioned ("rallied his men"), and pockets 1,600 crowns of loot, which isn't. Similarly, there is a Mention for Major Gaz Moutarde along with boot worth 1,200 crowns. And Captain Jacques le Franc's name goes into the Despatches while 1,700 crowns go into his pocket.

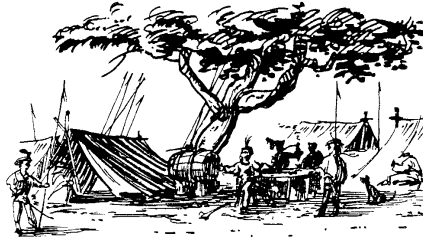
Second Foot Brigade does the damage to the enemy. The 53rd Fusiliers beat them up and the 13th chase them from the field. Major Tourtière Mangetout in the 53rd is promoted to Lt-Colonel. He scoops up some 2,000 crowns worth of loot, which brings him a Mention ("can he carry it all?"). As commander of the 13th Fusiliers, Bdr-Gen Ali Vouzon becomes a Baron. His share of the plunder comes to 1,400 crowns. Second Foot Brigadier Pierre le Sang is brevetted to Lt-General and takes command of First Division with Vouzon taking over Second Foot. Armand Slice, his Brigade Major, is also promoted, becoming Colonel of the 53rd.

On the right flank, Fourth Foot can make no progress against a resolute enemy. It is the regiments of Third Foot Brigade that make the breakthrough. The fighting is particularly bloody for the 4th Arquebusiers. Too bloody for Major Noel Fornam Idya, who is found hiding in a ditch. He is cashiered and thrown out of the regiment. There's a Mention in Despatches for his co-Major, Glock von Spiel ("very clean uniform!"), who receives a pat on the back from His Majesty.



The name of Bdr-Gen Warren Peece, commander of the 27th Musketeers, also goes into the Despatches after his regiment sees off the Spaniards. His share of the loot is 1,500 crowns and he gets command of Third Foot Brigade. Second Division Adjutant Charles Rabbit-Vacuum makes sure his name is Mentioned ("Despatches compiled by Lt-Colonel Rabbit-Vacuum") and hits the jackpot with 2,200 crowns worth of booty.

There is some success for the Frontier regiments, but also some bad news – regiments 2 and 4 take a mauling. Bdr-Gen Armand de Luce is attached to Frontier regiment 3, which brings him a brief Mention in Despatches ("A General officer slumming it"), a Knighthood and 1,900 crowns worth of swag. Lt-Gen Quasi Le Bossu has volunteered for the Royal North Highlanders, where he gets to command a battalion. He does reasonably well, gaining a Mention and 1,700 crowns worth of goodies.



### Cavalry on the loose

The cavalry regiments of Third Army roam the countryside, foraging as they go, to protect Second Army. They see little action as the Spanish forces are concentrating on other things. The exception is the Grand Duke Max Dragoons, who run into a strong enemy force. The Spanish cannon cause heavy casualties and the regiment retires, leaving behind Major Eclair de Genie. RIP. Lt-Colonel Dexter Sinistre is hit by shrapnel, but not seriously injured. His injuries bring him a Mention in Despatches ("Gory!"). There is also a Mention for the dashing Captain Armand Aix, but nothing for Colonel Chopine Camus.

Things are generally quiet for Horse Guards Brigade, though some of the regiments are involved in the odd skirmish. Acting Brigadier, QOC Colonel Connor McKnight, acts like a ... regiment commander. Dashing back and forth between Brigade HQ and his regiment, he has to fight off a Spanish patrol. He is rewarded with the title of Baron and adds 300 crowns to his wealth.

In the Queen's Own Carabiniers, Lt-Colonel Michel Marteau is in charge. He takes it easy, though this isn't helped by having McKnight popping up all the time. First squadron skirmishes with some Spanish cavalry, earning Major Eric de Miabeille a Mention in Despatches. He takes a hundred crowns in loot and passes 150 to Lt-Col Marteau. The Dragoon Guards see no action, but Captain Yves Vrai Bretheauteque is reprimanded for being at the back of every formation.

As for Heavy Brigade, the Archduke Leopold Cuirassiers have a peaceful time despite the Crown Prince Cuirassiers taking a battering. ALC Colonel Monty Carlo pockets 350 crowns following some very successful foraging. There is nothing for Captain Bill de Zmerchant, though. ❖

## Battle Results

### First Army: 1

Guards Brigade: 1  
Royal Foot Guards: 2  
Cardinal's Guard: 1  
King's Musketeers: 2

### Second Army: 3

First Division: 3  
1st Foot Brigade: 5  
Royal Marines: 3  
Picardy Musketeers: 3  
2nd Foot Brigade: 4  
13th Fusiliers: 1  
53rd Fusiliers: 2  
Second Division: 2  
3rd Foot Brigade: 6  
27th Musketeers: 1  
4th Arquebusiers: 2  
4th Foot Brigade: 2  
69th Arquebusiers: 4

### The Gascon Regiment: 4

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

### Third Army: 2

Cavalry Division: 2  
Horse Guards Brigade: 2  
Dragoon Guards: 4  
Queen's Own Carabiniers: 4  
Heavy Brigade: 2  
Archduke Leopold Cuirassiers: 3  
Crown Prince Cuirassiers: 5  
Dragoon Brigade: 2  
Grand Duke Max's Dragoons: 5  
Princess Louisa Lt Dragoons: 3

## July 1665

General Jacques Shitacks is not happy. He wants to get rid of his Aide. He leans heavily on the man and he quits. General Shitacks feels much better. For a couple of months, anyway, until the appointment becomes available again...

Major Amant d'Au tries to get rid of his fellow Major in the Royal Foot Guards, but he's not persuasive enough. Major Gustav Ind does the same in the Cardinal's Guard. He uses enough 'persuasion' to be certain of the result. Captain Bill de Zmerchant's attempt to remove the senior Major from the Archduke Leopold Cuirassiers is opposed by GDMD Lt-Colonel Dexter Sinistre. Sinistre calls in the greater influence and the Major stays, leaving de Zmerchant still a Captain.

Devlin Carnate, on the other hand, is able to buy his way to the Colonelcy of the Royal Foot Guards and repay his debts.

Once again, QOC Colonel Connor McKnight is acting Horse Guards Brigadier as the holder of that post acts as Cavalry Division commander.

### On the pull

Both Jacques Shitacks and Revaulvin d'Or start July by visiting the Fleur de Lys. Jacques brings Madelaine de Proust with him while Revaulvin is accompanied by Frances Forrin. Egon Mad 2 and Pierre Bezukhov II choose the Bawdyhouses as their first venue and pay for their female company.

After this, it's three weeks practice each: Jacques with cutlass, Egon with rapier and Pierre with Sabre. Revaulvin rolls into the gym a little later to practise with his sabre – he's been to visit "a certain Mademoiselle..." wink, wink.

### Back to the Frontier

The French forces continue their mission. First Army is defending the borders against reconnoitring attacks from France's enemies. The Guards regiments acquit themselves well again. General Pierre Cardigan, commanding First Army, receives a brief Mention in Despatches ("he's going to be Field Marshal, you know") and increases his personal fortune by 500 crowns. His Aide, CG Lt-Colonel Arsène Est, finds carrying messages to be a bit more fraught than he expected as he comes under fire several times. His dedication to his mission means his name appears in the Despatches twice ("coming and going") and he grabs 700 crowns worth of booty on his way past.

Guards Brigadier Richard Shapmes is pleased with the troops' performance. He is brevetted to Lieutenant-General and takes 600 crowns from the Brigade's plunder pool. King's Musketeers Lt-Colonel Jean-Luc Beauchamp l'Rojik serves as Guards Brigade Major. It is an easy month for him, leading to a footnote in the Despatches and 350 crowns of loot. His regiment is led by Major Sheikh Yadik Al-About (not only is l'Rojik serving elsewhere, Colonel Jacques de Gain is with First Division) and gives an English force a bloody nose. This brings him a Mention ("Take that, rosbifs!"), but he only earns 250 crowns from the battlefield.

The Royal Foot Guards have to deal with a Dutch reconnaissance in force and can do no more than hold them off. Captain Voulo Vault shows his mettle to earn a brief Mention. Major Amant d'Au insists on being at the front whenever there's a hint of danger. He is brevetted to Lt-Colonel and pockets 150 crowns worth of booty. There's a further 300 crowns for the regiment's Colonel, Devlin Carnate.

The Cardinal's Guard is the most successful this month, trouncing the Spanish light infantry they are faced with. Holding his men in line gets Subaltern Lothario Lovelace a (brevet) promotion to Captain. His success allows him to gather 1,100 crowns worth of loot, more than enough to buy the horse his new rank requires. Major Gustav Ind gains a Mention in Despatches and picks up 400 crowns for himself. However, he spends most of the month going through a chest of paperwork he found in the late Zachary The Money Goes's personal effects (being a Government Minister can get you in to all sorts of places). There's a promotion for Colonel Euria Humble, making him a brevet Brigadier-General. His share of the loot is 500 crowns.

### Chasing Spaniards

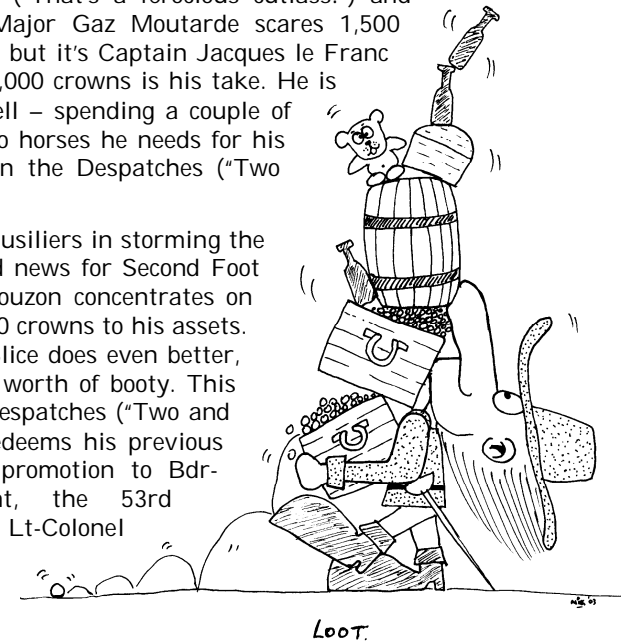
The main business is, of course, Second Army's attack on the Spanish forces. After last month, the Spanish Army has re-grouped and found a more defensive position. General Tomas le Matelot orders the army to assault these positions, but success is initially limited. This doesn't stop him being Mentioned in

Despatches ("The man in charge"). He also dips in to the loot to better himself by 1,500 crowns. Army Adjutant Donald O'Grady lets his regiment (the 69th) fend for itself while he serves the General. There is a Mention for him ("The man who thinks he's in charge") and 1,800 crowns worth of swag to boot. General le Matelot's Aide is PM Lt-Colonel Etienne Brule and he grabs 2,100 crowns worth of the loot. He is Mentioned ("The man who gets it done") and Knighted by an impressed monarch.

First Division has the left flank again and attacks the Spanish defensive positions – only the 13th Fusiliers make ground. Lt-General Pierre le Sang has his rank made permanent as commander of the Division. 750 crowns worth of loot comes his way. Jacques de Gain, the Division's Adjutant, is brevetted to Bdr-General and adds 1,100 crowns to his coffers.

First Foot Brigade holds its own, but Brigade Major Rick O'Shea insists on thrusting himself to the front of the action. This allows him to accumulate 1,600 crowns worth of booty and brings him a Mention in Despatches. There's plenty of loot for the Royal Marines, too, as they frighten the enemy with their vicious cutlasses. Bdr-Gen Ilk Lamore Bartat only gets 700 crowns, but is Mentioned twice in the Despatches ("That's a ferocious cutlass!") and elevated to a Barony. Major Gaz Moutarde scares 1,500 crowns out of the enemy, but it's Captain Jacques le Franc who does the business. 2,000 crowns is his take. He is promoted to Major as well – spending a couple of hundred on the extra two horses he needs for his new rank – and noted in the Despatches ("Two thousand!").

The success of the 13th Fusiliers in storming the Spanish positions is good news for Second Foot Brigade. Brigadier Ali Vouzon concentrates on the looting and adds 2,200 crowns to his assets. Brigade Major Armand Slice does even better, picking up 2,500 crowns worth of booty. This gets him Mentioned in Despatches ("Two and a half grand!"), which redeems his previous disgrace, and a brevet promotion to Bdr-General. His regiment, the 53rd Fusiliers, is led by Lt-Colonel Tourtière Mangetout. A brief Mention accompanies his 1,300 crowns of loot.



The big success is for Second Division on the right flank. Fourth Foot confronts the Spanish lines, making sure they are busy while Third Foot works its way

round their flank and then charges home. The 27th Musketeers and 4th Arquebusiers overrun the Spanish positions in short order. 4A Major Glock von Spiel is Mentioned in Despatches ("Look at him go!") and acquires 1,400 crowns worth of booty. Warren Peece of the 27th is Third Foot Brigadier and this success allows him to pocket 1,800 crowns. As Divisional Adjutant, Lt-Colonel Charles Rabbit-Vacuum finds his name in the Despatches and 700 crowns in his pocket.

In the centre of the battle lines, the Frontier regiments do their job of keeping the enemy in its place. Then the RNHB regiment charges forward and punches a hole in the Spanish lines. Lt-General Quasi Le Bossu commands a battalion of the elite Frontier troops and this attack sees him Mentioned in Despatches. He loots 1,400 crowns from the enemy. Frontier regiment 1 makes progress in the RNHB's wake. General Gar de Lieu is serving with them and finds 2,000 crowns falling into his lap. He is briefly Mentioned as well. The disgraced Noel Fornam Idya is now serving as a private in Frontier regiment 3. He is prodded to the front of the lines and it is no surprise when a musket ball finds him. RIP. In contrast, Bdr-Gen Armand de Luce, also attached to the same regiment, pockets 1,900 crowns and is Mentioned, twice.

### Cavalry at a loose end

The cavalry regiments, making up Third Army, are at large in the countryside, making sure no Spanish forces can sneak up on Second Army. They skirmish with freshly arrived Spanish cavalry with some success. The Queens' Own Carabiniers are the one failure, caught off-guard when the Spaniards deploy horse artillery. With the Colonel acting as Brigadier, the regiment is led by Lt-Colonel Michel Marteau. He is Mentioned in Despatches ("Not a good result"). His number 2, Major Eric de Miabeille, gets a more fulsome Mention that leads to him being granted the title of Marquis. The Dragoon Guards hold their own and Captain Yves Vrai Bretheauteque is promoted to Major. QOC Colonel Connor McKnight is brevetted to Brigadier-General and takes over as Horse Guards Brigadier – for the next month at least.

In similar fashion, ALC Colonel Monty Carlo is brevetted to Bdr-Gen and takes over as Brigadier of the Heavy Brigade. He gathers 500 crowns worth of booty, too, in a lack-lustre month for the Heavies. Captain Bill de Zmerchant of the ALC simply survives, but does re-schedule his debts with the Shylocks.

Princess Louisa's Light Dragoons are the success in the Dragoon Brigade, routing the Spanish cavalry that had their hands full with the Grand Duke Max Dragoons. PLLD Colonel Uther Xavier-Beauregard is brevetted to Bdr-Gen, Mentioned in Despatches and raised to Marquis. His counterpart in the GDMD, Colonel Chopine Camus refuses the promotion he is offered. He is Mentioned, though ("Doesn't want to be a General officer"). Lt-Colonel Dexter Sinistre survives the battle with the Spanish cavalry for no reward. Not so Captain Armand Aix: a sabre thrust takes him out. RIP. ❖

## 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.

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

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 Colonel Donald O'Grady, 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

Dear Officers and men of our most Glorious Armies,  
Sadly, my position prohibits me actually taking to the battlefield, crawling through the mud, blood, fecal matter and filthy detritus of the rotting corpses of our enemies, drinking my own urine and eating my own horse to stave off starvation while being pounded by musket and cannon. Although I did recently experience a similar episode at a Boozers and Bellringers evening.

However, I do feel inspired to set a reward for the Officer or soldier who returns with the highest honours from the Campaign Season, to be judged on return.

Yours in Service,

† Count Shitacks

The Ministry for Big Ideas is closed for the summer. Minister Le Bossu has joined our forces on the field of battle to try out his 'Campanology for the Battlefield' (TM) idea, a way of communicating to different independent units in a coordinated manner with a series of large bells'. This is 'Top Secret' so no further details are available. Minister Le Bossu will be reporting the results to the Minister or War upon his return, when further details may be given.

† Ugolin de Factorum

To His Majesty, Nobles and Commoners All:

I believe I have served His Majesty well and justly, enriching the state, meting out justice and ensuring victory in arms by the judicious



selection of able and honest men to join the Conseil d'Etat. I hereby announce my intent to seek His Majesty's consent to my continuing to grovel before him, err... serve him and the Patrie.

† Count Revaulvin d'Or,  
Minister of State

It is a sad thing to accuse a brother of vast incompetence, but Major N4 of our own Royal Foot Guard showed such idiocy at the Front that I must insist he turn in his resignation (and perhaps use his time to weave baskets in the mental facility of his choosing), Example with testimonial follow:

On the night of May 9th (known by the men as The Battle Sans Fin (or The Night of the Hundred Pin Pricks)), Major N4 gave the order to his men to break their rapiers across their knees due to their (the weapons') crimes and ungentlemanly behaviour.

"I was terrified at the thought of going into battle without Annette [rapier] but Maj N4 repeatedly insisted it was a criminal named Le Hood and would pay for his misogynistic ways. He is surely mad! -Private Yolks (RFG)

## Despatches from the Front

"Remind any members of the regiment who grumble about going to the Front that they were warned, so they should grow some balls and stop whining like Nancy-boys!"

Warren Peece

"En Avant pour le Roi et la France!"

Etienne Brule

## Social

All noblemen of SL 20 or above are hereby invited to a Grand Victory Ball, Weeks 1-4 in September to celebrate our glorious triumphs against (put who we're fighting in here).

The Ball will particularly acclaim (insert whoever did well here) and honour our glorious dead such as (put some names in here, but no riff raff). Your mistresses and even your wives will be welcome and your costs will be paid.

Barrels of good wine from Picardy will be sent to the regiments of those attending (except the 4th Arquebusiers who will be served ale) in order that they may drink the health of His Majesty and his Generals.

Long live the King, Victoire a Le Patrie!

## Regimental Letters

To the Archduke Leopold's Curs

I have good news for you: you are at the front and won't have to hide from the GDMD, either by not going to the best parties or just plain not showing up for duels (yes, enfants, I am talking about your not-so-gallant CO). Unfortunately, as you are too cowardly to use your regimental weapons in duels you will be in for a rude awakening. (Stick the pointed end into your enemies by the way.)

† Major Eclair de Genie

## Personal

To: Field Marshal Earl Gustav Ind,  
Minister of War.

From: Colonel Viscount Euriah Humble, Cardinal's Guard.

Dear sir,  
I regret most profoundly that I will be unable to meet you in your club to discuss your inspection of my regiment, I am already obeying your orders to take the Regiment to the Front and bash Johnny Foreigner (just who is it we will be fighting this time?). Consequently I will be out of Paris until the campaigning season ends. Might I extend to you an invitation to inspect us at the Front in person. Your visit will do great wonders for the morale of the troops and no doubt put the wind up our foes, when they realize that a man of such enormous ability and reputation is amongst us.

Yours most, most, humbly,

† Euriah Humble

Colonel Del Monte Carlo

Will you be accompanying your regiment to the front, or will you be sitting with the weedy boys with a note from matron attempting to peel oranges with your two handed sword waiting for halftime? Possibly you may be off to select next season's must-have fruit, as we all know the man from Del Monte loves to say yes. I think you should take in that long sea voyage and go in search of new exciting products to bring back to France. We all could do with the break.

† Major Eclair de Genie

To Revaulvin d'Or, Minister of State  
From Richard Shapmes  
Monsieur,

I have no idea what these charges are about. I have a campaign to plan and run.

The premier Brigade of the army is my responsibility. These are scurrilous and unfounded. I am a loyal and humble servant of our King and country. I attend Church regularly, The times I am not being seen in public I am constantly practicing my skill of warfare to be a further instrument of the King. I do not understand why these charges are aimed at me, my innocence is clear as my consensus. I put my life and future in your most capable hands.

Mon General,

I have the immense pleasure to belatedly accept your kind invitation to be the Regimental Adjutant. (The essence of comedy is errrrrr. TIM- : er, timing, that was it.) A gentleman never blames the staff, but my nurse would not let me read the Gazette for fear I would discharge myself (not from a cannon!) and give my thanks in person at being offered this opportunity, for which I am totally unworthy. Actually the worst thing about being kebabbed by a Dutch pike was the fear that the Sheikh might catch sight of me and feel so peckish he might assume I was an enormous shish, rather than a smallish gentleman at arms!

Your obedient servant, sir,

† Paul de Houzerwanne

Lord Percy Percy says, as fashion is tending towards the pointless gesture, Richard Shapmes is very fashionable.

To Bill de Zmerchant

Regarding your open letter to the GDMD last month. I would advise you that you would be better saving your rhetoric and gutter tongue for your CO, Monty Carlo, who was, as you quoted, too cowardly to face his regimental enemies. Could it be that his horse forgot to tell him?

As to being afraid to go out in public, all members of the GDMD attended the usual social functions last month and all failed to meet any of your members.

Take care while on campaign, as your letters really do brighten up our mess, and remember that the short pointy thing is a sabre for sticking into the enemy – ask your horse to keep you right ... yes, the four-legged thing with the pointy ears.

Your avid reader,

† Armand Aix Captain GDMD

Monsieur Bezukhov II – farewell.  
May we meet in happier times.

† C R-V

To Sir Jean-Luc Beauchamp l'Rojik  
Sir,

Should your venture to the New World allow for it, there are a number of interesting plants that I have heard of that I would be interested in acquiring. Should this be possible I am willing to invest a considerable sum of money.

Yours,

† Viscount Mad

Who has heard of the Three Sails Bubble? A device to detach the foolish from their money. So that's most of the Guards Brigade sorted then.

† La Bladder Rouge

Galoop Galoop Galoop...

A shadowy figure in the dawn reins up in front of the Ministry of Justice. It shouts, "Justice for De Lame and Robierre – arrest the malignant murderers of the fair GDMD! Arrest Carlo and de Merchant". And the sound of horses' hooves disappear into the rising sun.

...Galoop Galoop Galoop

Due to much practice, many members of the Boozers and bell ringers can ride horses and function more than adequately with several bottles of brandy inside them.

As fashion is tending towards odious behaviour and self-serving cowardice, then Lord Percy Percy, Donald O'Grady and Baron Sheikh Yadik Al-Abowt are the most fashionable reptiles in Paris

I am genuinely shocked by the arrest of my commanding officer, Richard Shapmes, Colonel of the Royal Foot Guard. I find it almost impossible to believe that he, of all people, could plot against his Glorious Majesty King Pevans. It is either a most appalling betrayal, stopped in the nick of time by the diligence of Commissioner of Public Safety, or a terrible slur on the character of one of France's foremost officers. I have seen nothing to suggest it is the former, but then only the most cunning of

traitors would have managed to get themselves into such a privileged position. Like others, I will need to wait until the truth emerges. The one

thing I am certain of is that the truth will out and that Justice will be done.

Long Live Le Roi!

† Viscount Devlin Carnate

## Points Arising

**Next deadline is 23rd Nov 2012**

First off, many thanks to Jason Fazackarley for providing an extensive account of the trials. Unfortunately, I've had to edit it drastically for the magazine – the full version is on the website.

The Ministers of War and State have decided on the military deployment and commitment for next year's campaign, as follows (Number 73 in your rulebook).

First Army (Defence)

Guards Brigade (RFG, CG, KM)

Second Army (Assault)

First Division

First Foot Brigade (PM, RM)

Second Foot Brigade (13F, 53F)

Second Division

Third Foot Brigade (27M, 4A)

4th Foot Brigade (69A, Gascons)

Frontier Division

Frontier regiments

RNHB regiment

Third Army (Field Ops)

Cavalry Division

Horse Guards (DG, QOC)

Heavy Brigade (ALC, CPC)

Dragoon Brigade (GDMD, PLLD)

(This may look familiar...)

**All military appointments lapse at the end of August** and the new posts (according to the new organisation above) will be filled at the beginning of September. With your orders for August you should let

me have your applications for the new posts in September – these may be conditional on getting promoted (or not) in August.

The same applies to the following Government appointments: Minister of War and Minister of State.

## 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 2 and is sent to a Frontier regiment

AS (Nik Luker) was floated at his request (Nik was busy with something or other...).

Gerry Sutcliffe (X1) and Alex Ballestin (X2) got the benefit of the doubt and were floated.

## Notes

The *En Garde!* rules are available to LPBS players at a reduced rate: see any month's Points Arising web page at [www.pevans.co.uk/LPBS](http://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](mailto:lpbsorders@pevans.co.uk) – you'll get an

Announcements

Monty Carlo asks NPC Major 2 of Archduke Leopold Cuirassiers to resign

Duels

Results of June's duels:

Jacques Blanc didn't turn up to fight Sheikh Yadik Al-Abowt and lost SPs - voted cause 10:4.

Yves Vrai Bretheauteque didn't turn up to fight Connor McKnight and lost SPs.

Gustav Ind (gains 1 Exp) beat Pierre le Sang (with ASli).

Jean-Luc Beauchamp l'Rojik didn't turn up to fight Euria Humble and lost SPs.

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

Armand de Luce (no Expertise) beat Donald O'Grady (with EB & UXB).

Armand de Luce didn't turn up to fight Eclair de Genie and lost SPs.

Etienne Brule declined to meet Eclair de Genie as he was under half Endurance.

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

New Characters

Peter Farrell gets the Bastard son of a small Merchant: Init SL 2; Cash 23; MA 4; EC 3 (X3).

Dominic Howlett gets the Second son of a wealthy Baron: Init SL 7; Cash 500; MA 5; EC 4 (X4).

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](mailto:LPBS@pevans.co.uk) instead.

Grudges to be settled next month:

None!

"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 blowing out his guests in favour of a subsequent engagement.

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

**Duels held over to September:**

Bill de Zmerchant versus Etienne Brule (if voted cause).

Paul Appleby gets the Bastard son of a well-to-do Gentleman: Init SL 3; Cash 225; MA 4; EC 4 (X5).

Gerald Udowiczenko gets the Second son of an Impoverished Count: Init SL 11; Cash 40; MA 3; EC 4 (X6).

Joe Farrell gets the Bastard son of a very wealthy Gentleman: Init SL 4; Cash 675; MA 1; EC 4 (X7).

Martin Jennings gets the Second son of an Impoverished Gentleman: Init SL 4; Cash 40; MA 1; EC 5 (X8).

Tables

Battle Results

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

Other Appointments

King's Escort: Ensign N	Captain N
Cardinal's Escort: Ensign N	Captain N
Aides: to Crown Prince N	to Field Marshal N
Provincial Military Governors: N/N/N/N/N	
City Military Governor N	Adjutant-General N
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.



Army Organisation and 1665'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)	PIS/___/JdG
1st Foot Brigade (Assault) – RM PM	
2nd Foot Brigade (Assault) – 13F 53F	
Second Division (Assault)	___/___/CRV
3rd Foot Brigade (Assault) – 27M 4A	
4th Foot Brigade (Assault) – 69A Gscn	
Frontier Division (Assault)	___/___/___
Frontier Regiments (Assault)	
Third Army (Field Ops)	N2/N/N6/N
Cavalry Division (Field Ops)	N6/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/___/JLBR	First Foot Brigade	N7/___/ROS
Horse Guards Brigade	CMK/___/___	Second Foot Brigade	AV/___/ASli
Heavy Brigade	MC/___/N5	Third Foot Brigade	WP/___/___
Dragoon Brigade	N5/___/N4	Fourth Foot Brigade	N7/___/___

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

Frontier Regiments

	(On campaign for June-Aug)				
Colonel	<u>F1</u>	<u>F2</u>	<u>F3</u>	<u>F4</u>	<u>RNHB</u>
	N6	N2	N1	N1	N7
Attached	GdLi		AdL		QLB
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.

Femmes Fatales

No	Name	SL	Attr	Last
64	Edna Bucquette	18	W	
3	Kathy Pacific	17	B	
54	Madelayne de Proust	17		JS
35	Katy Did	16	I	
42	Maggie Nifisent	16	B	
55	Jacky Tinne	16		
52	Guinevere d'Arthur	15	B/W	

Regiments	RFG	CG	KM	DG	QOC	ALC	CPC	RM	GDMD	PM	13F	PLLD	53F	27M	4A	69A	Gscn
	Col	DC	EH	JdG+	CMK+MC+	N5+	N5+	ILB	CC	N5	AV+	UXB	ASli+	WP+	N5	DOG+	N2
	LCol	AdAAE+	ILBR+	MM	N2	N1*	ROS+	DS	EB+	N5	CRV+	TM			N5		
	Maj 1	N4	GI	SYAA	N3	EdM	N5	GM	N3	N4	N4+	N3	N4	N5	GvS	N5	
	Maj 2	AdA+		YVB	N5*			JIF*	N3*	N3	N4	N2	N2	N5	N5*		N5
	Cpt 1	N5*	N5	N6	N2	N6		N4	N5	N1	N2	N2	N3	N2	N6	N4	N5
	Cpt 2	VV	LL	N1	N3					N2				N3	N1		
	Cpt 3	N2								N4				N3*			
	Cpt 4																
	Cpt 5																
Cpt 6																	
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	
62	Alison Wunderlandt	14		
11	Laura de Land	13		
16	Ophelia Derriere	13		
26	Ella Fant	13	B	
27	Lucy Fur	13	B	
30	Leia Orgasma	13	B	
45	Cath de Thousands	13		
8	Lotte Bottle	12	B	
12	Charlotte de Gaulle	12		
17	Henrietta Carrotte	12	I/W	
28	Vera Cruz	12		
31	Bess Ottede	12	I/W	
1	Sue Briquet	11	B	
4	Anne Tique	11	W	
9	Deb Onairre	11	I	
40	Sheila Kiwi	11		
63	Carole Singeurs	11		
20	Emma Roides	10	I	
33	Anna Rexique	10	I	
38	Pet Ulante	10	W	
43	Di Lemmere	10	I	
53	Angelina de Griz	10	B	
56	Ingrid la Suede	10		
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	
49	Mary Huana	8	B/I/W	
34	Freda de Ath	7	W	
39	Thomasina Tancenjin	7	I	
50	Ulla Leight	7	I	
5	Belle Epoque	6	B/I	
13	Josephine Buonoparte	6	I/W	
24	Violet Bott	6	I/W	
15	Ada Andabettoir	5	B/I	
25	Lois de Low	5	B	

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	F	Withy	Major CG/War Minister	9		Flr	6	Ashley Casey
RdO	Count Revaulvin d'Or	26	64	Rich	General/State Min.	13	Frances	Flr	4	Jerry Spencer
DC	Viscount Devlin Carnate	26	F	OK	Colonel RFG/Min w/o Port	10		Flr	2	Bruno Giordan
ZTMG	Count Zachary T Money Goes	26	RIP							Gerald Udowiczenko
GdLi	Earl Gar de Lieu	25	F	Withy	General/Justice Min.	7		Flr	4	Bill Hay
EM2	Viscount Egon Mad 2	24	61	Comfy	B.Lt-General/Min w/o Port	9		Flr	2	Tym Norris
JS	Count Jacques Shitacks	24	56	Rich	General/Chancellor	3	Madeline	Flr	4	David Oliver
JdG	Viscount Jacques de Gain	22	F	Rich	B.Bdr-General KM/1st Div Adjut't	17		Flr	4	Ben Brown
PC	Marquis Pierre Cardigan	20	F	Comfy	General/1st Army Commndr	9		Flr	4	Matt Shepherd
EH	Count Euria Humble	19	F	Rich	B.Bdr-General CG	16		Flr	5	Matthew Wale
TIM	Marquis Tomas le Matelot	19	F	Withy	General/2nd Army Commndr	8		Flr	4	Tim Skinner
QLB	Sir Quasi Le Bossu	17	F	Withy	Lt-General/Min w/o Port	8		Both	6	Mark Cowper
MM	Sir Michel Marteau	16	F	OK	Lt.Colonel QOC	2		Both	1	Neil Packer
ILB	Baron Ilk Lamore Bartat	15	F	Rich	B.Bdr-General RM	7		Both	6	Andrew Kendall
UXB	Marquis Uther Xavier-B'regard	14	F	Withy	B.Bdr-General PLLD	8		Both	3	Pete Card
JLBR	Sir Jean-Luc Beauchamp l'Rojik	14	F	Rich	Lt.Colonel KM/Gds Brigade Maj.	6		Both	4	Rohan Keane
AdL	Sir Armand de Luce	14	F	Withy	Bdr-General	5		Both	2	Francesca Weal
PLS	Sir Pierre le Sang	14	F	Comfy	Lt-General/1st Div Commandr	6		Both	4	Bill Howell
SYAA	Baron Sheikh Yadik Al-Abowt	13	F	Withy	Major KM/CPS	5			3	Jason Fazackarley
RS	Sir Richard Shapmes	13	F	Comfy	B.Lt-General/Gds Brigadier	7		Both	4	Charles Popp
CRV	Sir Charles Rabbit-Vacuum	13	F	Withy	Lt.Colonel PLLD/2nd Div Adjutant	3		Both	5	Mike Dommatt
EdM	Marquis Eric de Miabeille	13	F	Withy	Major QOC	13		HGds	3	Pete Holland
ROS	Rick O'Shea	12	F	Comfy	Lt.Colonel RM/1 F Brigade Maj.	3		Both	6	Paul Wilson
YVB	Sir Yves Vrai Bretheauteque	12	F	Withy	Major DG	4		Both	1	Chris Boote
CMK	Baron Connor McKnight	12	F	Comfy	B.Bdr-General QOC/HGds Brigadier	3		Both	5	Graeme Wilson
WP	Sir Warren Peece	12	F	Withy	B.Bdr-General 27M/3 F Brigadier	10		Both	2	Pam Udowiczenko
AV	Baron Ali Vouzon	11	F	Withy	B.Bdr-General 13F/2 F Brigadier	7		Hunt	1	Graeme Morris
AE	Arsène Est	11	F	Comfy	Lt.Colonel CG/Gen's Aide (1st A)	6		Hunt	5	Ray Vahey

ID	Name	SL	SPs	Cash	Rank, Regiment/Appointment	MA	Last seen	Club	EC	Player
MC	Sir Monty Carlo	11	F	Comfy	B.Bdr-General ALC/Hvy Brigadier	10		Hunt	4	Andrew Burgess
EB	Sir Etienne Brule	11	F	Comfy	Lt.Colonel PM/Gen's Aide (2nd A)	2		Hunt	4	James McReynolds
JB	Sir Jacques Blanc	11	RIP							Dominic Howlett
JIF	Sir Jacques le Franc	10	F	Comfy	Major RM/RM Regt. Adjt.	11		BG	6	Charles Burrows
VV	Voulo Vault	10	F	Comfy	Captain RFG	2		Hunt	2	Mark Booth
GM	Gaz Moutarde	10	F	Withy	Major RM	3		Hunt	2	Mike Dyer
AdA	Amant d'Au	10	F	Comfy	B.Lt.Colonel RFG	4		Hunt	5	David Brister
NFI	Noel Fornam Idya	9	RIP							Martin Jennings
BdZ	Bill de Zmerchant	9	F	Poor	Captain ALC	5		Hunt	3	Tim Macaire
DOG	Donald O'Grady	9	F	Withy	B.Bdr-General 69A/2nd Army Adj't	5			3	Bob Bost
CC	Chopine Camus	8	F	Poor	B.Bdr-General GDMD	3		BG	4	Stewart Macintyre
LL	Lothario Lovelace	7	F	Comfy	B.Captain CG	5		RP	4	Geoff Bowers
ASli	Armand Slice	7	F	Comfy	B.Bdr-General 53F/2 F Brigade Maj.	5		BG	5	David Williams
TM	Tourtierre Mangetout	7	F	Withy	Lt.Colonel 53F	3		BG	4	Howard Bishop
EdG	Eclair de Genie	7	RIP							Peter Farrell
PdH	Paul de Houzerwanne	7	RIP							Paul Appleby
X1		6	0	Poor		4				Gerry Sutcliffe
DS	Dexter Sinistre	6	F	Poor	Lt.Colonel GDMD	1		F&P	3	Martin Adamson
AA	Armand Aix	6	RIP							Joe Farrell
AS	Arnaud Surfinmaise	5	7	OK		5		F&P	5	Nik Luker
GvS	Glock von Spiel	5	F	Comfy	Major 4A	3			5	Colin Cowper
PB2	Pierre Bezukhov II	4	4	Comfy		2		RP	3	Carl Chambers
X2		4	0	Poor		4			3	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, 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+