

That would be enough

This has been issue 138 of To Win Just Once, published 20th September 2013. It incorporates *Les Petites Bêtes Soyeuses*, a game of *En Garde!*. Issues are published ten times a year, roughly every five weeks. © Paul Evans 2013

Deadlines

Game End Statements for *Star Trader* to Mike Dommett by 4th October 2013.

Orders for *LPBS* and the *Bonking Game* and any other contributions to Pevans by Friday 11th October 2013.

(Next deadlines: 8th/15th Nov, 13th/20th Dec)

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Games played

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

Railway Rivals Andrew Burgess and Jonathan Palfrey are in for the next game – who else? Working map and rules provided.

Star Trader Anyone for the next one? Rules provided.

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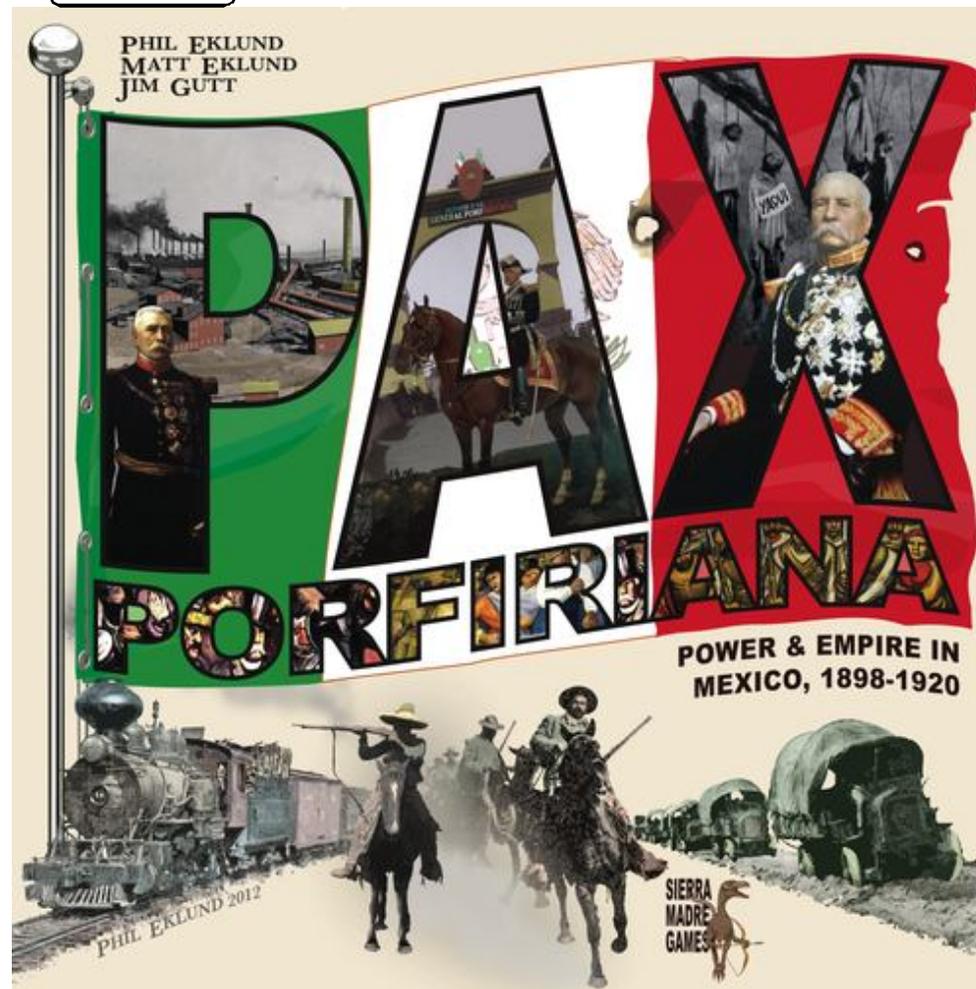
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To Win Just Once

(incorporating *Les Petites Bêtes Soyeuses*)

Pevans reviews
Pax Porfiriana...



(I think this is the first time the picture on the cover has been the same size as game box it’s taken from!)

... and visits the
Great British
Beer Festival

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Chatter

Autumn seems to have arrived with a vengeance. The leaves on our local horse chestnut trees – whose foliage didn't appear until quite late this year – are already turning brown and falling off. However, this didn't seem to have got as far south as France as Geraldine and I had good weather for our recent holiday. It even had the decency to rain overnight ... mostly!

Still, if Autumn is upon us, it must be time for the Spiel games fair in Essen. I am gearing up for my visit and keeping an eye on BoardGameGeek to see what new games to expect. An awful lot seem to have been initiated on Kickstarter (and other crowd-funding sources) this year, even though the official launch for many of them is still at Spiel.

The next issue of *TWJO* should be published before I head off to Essen, so expect my notes from Spiel in issue 140. However, this may well mean that next issue is a bit thin. Hmm, what can I write about?

For this issue we have my review of Phil Eklund's terrific *Pax Porfiriana* and my notes from this year's Great British Beer Festival.

New games

As you'll see later on, the *Star Trader* game has come to an end (and look who won!). Mike's looking to start a new game in a couple of issues' time, so if you're interested in playing, let him or me know (I can provide copies of the rules). This will be a free deployment game (rather than the Corporation game) on the 8-system map with room for up to 12 players.

We're also ready to start a new *Railway Rivals* game (once I add my name to the list), but there's room for one or two more players. Again, if you're interested, let Mike or me know.

Games online

As I've mentioned in the past, I'm playing quite a few online implementations of board games these days (*Agricola*, *Brass*, *Puerto Rico*, *Through the Ages* to name a few). I thought this might be a neat way of playing more games between *TWJO* subbers – as Brad Martin does with *Western Front* readers. So, shamelessly nicking someone else's idea, I shall set up some games (they'll have titles that start with "TWJO" and "Pevans" as the password) and let subscribers have the details by e-mail. Do join in. And if there's a game you'd like to play, let me know and I'll add it to the list.

TWJO online

The PDF version of issue 137 was downloaded 85 times in August (it was only available from 14th August). The previous issue, 136, received 66 downloads in

the month, taking it to 158 in two months. Issue 135 was downloaded 10 more times in August, a total of 205 since publication.

I had a quick look at where traffic to my website is coming from. As you'd expect, Google is the top "referring site", but BoardGameGeek isn't far behind. I'd say that's an impressive showing by BGG, but I suspect it reflects the fact that board games are a small niche and BGG dominates it. People with an interest in board games know to go to BGG rather than make a general search through Google.

Letters

Paul Appleby sent a rather incoherent note with his *LPBS* orders.

Well, I WAS going to be on time for once - then the file wouldn't save in a place I could attach it and blah, blah, dog ate my homework etc, etc.

I got asked to do a survey on boardgames but the ones they were thinking about were very limited. Still, might win a copy of *Trivial Pursuit* - actually never played it ever. One of my friends has a trivia game that's a bit like *Railway Rivals* - somehow we never get around to playing it.

My experience of the general media (well, radio stations, anyway) is that "board games" means *Monopoly* and *Trivial Pursuit*. There are no others. Except maybe *Scrabble* or *Cluedo*. I think I once antagonised my interviewer on BRMB by suggesting that he should really have heard of *Diplomacy*...

Tried to teach my mate *Armchair Cricket* last week and customise it for Twenty20 - give the batsman 8 cards not 7, and in the overs where the fielders have to move out the circle +1 on each card. Gives ok results, I think.

I'll take your word for it, not being familiar with *Armchair Cricket*. I'd have thought Twenty20 is probably a better starting point for a Cricket game than Test matches, though.

I think Jonathan Palfrey wants to gloat...

Thanks for the 'zine and the final report on the Kingsley Halt game: I was glad to see that the right player won in the end!

Let me see, that would have been... oh yes, Mr Palfrey!

It seems to me that running a game of *RR* is a rather thankless task and I'm grateful that Mike is still willing to work at it (and put up with me quibbling from time to time).

It's part of the fun (fun!) of being a GM: dealing with rules queries.

I wonder whether your mention of "the lesser spotted David Watts" is a reference to the old board game *Zoo Quest*, which I played as a child within the family. As far as I remember, it wasn't really a very good game and we didn't play it a lot, but a couple of items from it entered the family vocabulary: the Lesser-Spotted Swamp Dragon and the unwelcome card that said, "No animal in sight. Try again

tomorrow", which we sometimes quoted in situations when it seemed appropriate.

No, it's just that you don't see David at games conventions these days. Time was, the powerful cry "only two more needed for a game of *Railway Rivals*" (in a west Wales accent) was to be heard everywhere - including Spiel (under its German title, *Dampfross*, the game won the *Spiel des Jahres* prize back in 1984).

I don't think I've yet reached the stage of being surprised by someone smoking a cigarette; my wife gave it up only a couple of years ago, and her sister's husband still smokes to some extent. However, I had my own moment of surprise much earlier at some relatively large gathering at work, maybe in about 1985 when I was still working in England. There was an audience sitting to listen to a presentation of some kind, and I looked around the room and noticed that no-one was smoking.

On the subject of raw spiced salmon, my Swedish dictionary (copyright 1976) includes 'gravlax' as a respectable word, and doesn't seem to mention 'gravadlax'. Wikipedia confirms that 'gravlax' is the word, although it adds that 'gravad lax' (two words) can also be used.

This is the problem with being pedantic. Every now and then, you're wrong! Having always used 'gravadlax', I was convinced that 'gravlax' had to be some neophyte contraction. Mind you, I'm not sure citing Wikipedia as a source is all that convincing.

The Guilty Parties

As those who play in the games in *TWJO* will know, "The Guilty Parties" is the list of players' contact details that I send players with each issue. Last issue, I asked whether I should continue doing this in its current form. I'm pleased to say that some 60% of the players responded and here's what they said.

Martin Adamson noted "I haven't used it for address purposes, but I have several times for email addresses. So anything that retains that info would be required for me." Mark Booth concurred "I've never written a letter to anyone on the guilty parties list or phoned them, but I have used it to find out people's e-mail addresses." And Tym Norris noted "I only ever use the email part of the 'Guilty Parties' list and all the communications I have received from other players about *LPBS* have also been via email."

A few people preferred retaining the list (Tim Macaire: "I think the Guilty Parties list is fine as it is, to be honest."), but the overwhelming majority were clear that e-mail addresses are all they need.

Then Jerry Spencer had an interesting point: "it's nice to know where people are e.g. 'Jerry Spencer, Liverpool, jspencer4@toucansurf.com.'" Nik Luker (and others) made the same point "it's quite nice to see where other players are located

geographically.” This hadn’t occurred to me, but it’s certainly something I could do: show name, city/town, country and e-mail address.

Several people (Andrew Burgess, Matt Wale, Paul Wilson et al) suggested just sending out changes or publishing the list less frequently. My problem with this is that it’s far too easy for me to forget that there are changes. Whereas, if I produce the list with each issue, it’s part of the process and doesn’t get forgotten. Plus it’s always up to date and players only have to go back to the latest turn to find the details.

The other question was whether to set up an online group/ mailing list for players – as many other *En Garde!* games have done in recent years. While a couple of people were in favour of this (I don’t know if it’s significant, but they are the most recent recruits to *LPBS*), far more were against it. So I think that’s one to forget.

Bill Howell suggested that I “could incorporate an email column into the Greasy Pole.” Nice idea, Bill, but there just isn’t room to do so and I make sure that contact information is **ONLY** available to players, not published to the whole world. On similar lines, Carl Chambers suggested that the list should be by character name, something that hadn’t occurred to me. I’m assuming people will use the Greasy Pole to establish who’s playing a character and then look them up. If they’re playing in one of the other games, of course, then this doesn’t apply. However, what I can do is add the games someone is playing in to their details and identify their *LPBS* character where relevant.

Thanks to all who replied – I’ve only mentioned a few of you above – for your input. My decision is to reduce the Guilty Parties to show just players’ general location plus their e-mail address and add which games they’re playing in. I will, however, continue to produce this with each issue of *TWJO*. Now, let’s see if I can get this set up for this issue...

Great British Beer Festival 2013

Arriving at Olympia and clutching my pint glass, I needed something to calibrate my taste buds. A quick stroll looking for a familiar beer left me at the Fullers stand and London Pride – well, it’s a start. I like London Pride – it’s a good, tasty session beer – but I’m looking for different at the Great British Beer Festival.

I met up with Andy Kendall – of this parish – and investigated the lie of the land. Quite what the steam locomotive (fresh from the Ffestiniog railway) was doing there I don’t know. We were also baffled by the naming of and regions at each of the bars around the hall. There didn’t seem to be any logic to it, but the programme (right) provided comprehensive indexing.



Anyway, time to get serious and try some new beers. I’ve enjoyed Oakham’s beers before, so I thought I’d try their Citra (from Oakham Ales in Peterborough, 4.2% alcohol by volume). As Andy pointed out, there were several beers called Citra (or similar) around this year. I think this reflects the current preference for light, hoppy, fruity beers.

Oakham’s Citra lived up to its tasting notes: “A light refreshing beer with pungent grapefruit, lychee and gooseberry aromas leading to a dry, bitter finish.” It was a rather murky yellow in the glass and I was definitely getting grapefruit and fruity lychee when I smelled it. It tasted good and hoppy and I found it a bit sharp, getting my saliva flowing. It’s definitely my kind of beer, though I’m not sure it’s one I would drink in quantity.

There were some bizarre names at Bar B5 (“The North West Passage” covering beers from Devon, Dorset, Sussex and ... Durham). Wayland’s Sixpenny brewery from Dorset caught my attention. Not least because their beer was 106 Jack FM (4% abv), another golden ale. Do I spot some sponsorship here? This beer was a paler yellow than the previous one and without the pungent nose. It tasted bland in comparison, too, but there was a bit of lemon to the hoppiness. It was a decent pint.



Andy and I had established ourselves by the B5 bar and found a couple of seats there. There was plenty of seating at the GBBF this year with more areas filled with tables and benches. Excellent news, but you still needed a bit of persistence to get a seat.



I went to Bar B4 (“The Ring ‘o’ Bells” covering breweries in Cumbria, Derbyshire and ... Cornwall) for my next beer. This was Whiter Shade of Pale (4%) from the Spire brewery in Derbyshire. Oddly, it was classified as a “Pale Ale”, rather than a “Golden Ale,” yet it was definitely more golden in colour than the pale yellow beers I’d tried so far. It had quite a pungent aroma with a sharp, fruity edge. It tasted quite rich and slightly chocolaty with a nice bitter finish. Excellent

Checking Spire’s website (www.spirebrewery.co.uk) after the festival, I’ve spotted several other beers that I’d like to try: Brassed Off! is Spire’s “pale amber session bitter”; Dark Side of the Moon is a “luscious dark ruby ale”; and Coal Porter is Spire’s porter. Now, when am I next in Derbyshire?

Back at the beer festival, Andy and I were joined by Andy “Roo” Walker – another *TWJO* reader and former *En Garde!* player – and his better half, Tina. They alerted me to the fact that the Bathams Best Bitter was on for once!

Bathams is what is nowadays called a brewpub, producing its own beer at the back of the pub. It's in Brierley Hill in the Black Country, close to the top of the Delph Nine flight of locks on the Dudley No 1 canal. I got the taste for Bathams Best in my university years, which I spent in the (then) beer desert of Birmingham (unless you like Brew XI).

Every year I look for Bathams at the GBBF and every year I find it's off when I get to the bar. Until now. Yay! Best Bitter (Bathams, West Midlands, 4.3%) was at Bar B18, tucked away in the National Hall (a part of Olympia that the GBBF didn't use last year). Bathams Best is a golden yellow beer with a fine malty aroma. It's not as bitter as I remember and tasted fruity and slightly sweet. There was a good hoppy finish and it's still a favourite.



Mark Jones – another ex-LPBS player and old gaming buddy – had joined our increasingly convivial (!) group. Mark had a season ticket for the festival, so this was day two for him, but he seemed to be pacing himself. I decided it was time to put the light beers behind me and hit the dark ones. On Bar B4 I found No 2 Stout (4%) from Stringers Beer (Cumbria), who, of course, use water from the Lakes for their beers. It was a really dark beer with a smoky nose. I was surprised to find it quite thin when I took a sip. It tasted smoky, too, slightly sharp and very bitter. An interesting beer, but not one I think I could drink in any quantity.

Bar B5 provided me with Port Stout (4.8%) from O'Hanlon's Brewing Co (Devon). Not as dark as the No 2 Stout, it smelled richer and less smoky. The taste was full-bodied, fruity and almost sweet, but it still had a good bitter aftertaste. That's more like it! However, my notes are definitely getting briefer.

As I recall, Triple Chocoholic is a previous Supreme Champion Beer of Britain, so I trotted over to the National Hall and Bar B19 for my final beer. It's brewed by the Saltaire Brewery in West Yorkshire and is a 4.8% stout with added chocolate essence. Mmm... Triple Chocoholic! It's beer and it's chocolate...



That wrapped up another excellent Great British Beer Festival for me. A selection of fine beers, including some old favourites, and pleasant company for the day. Thanks to Andy, Roo, Tina and Mark for their company and I look forward to next year's event. For more about the Great British Beer Festival, see the website at www.gbbf.org.uk

We don't need no steinking President!

Pevans reviews *Pax Porfiriana*

My usual plan when explaining or reviewing a game is to start with how to win. Then players/readers can understand the purpose of the game's mechanisms and start to think about how they might play the game. This is difficult with *Pax Porfiriana* because you have to know some of the game's mechanisms to understand how the game is won. I blame the designer, Phil Eklund.



The very first copy of *Pax Porfiriana* is assembled (Photo: Phil Eklund)

Let me start with the basics. *Pax Porfiriana* is a card game. The chunky square box contains over 200 cards and has just enough room to squeeze in some chips (used for money and markers) and wooden cubes that show players' ownership and income. Another publisher might have put this game into a box five times

the size. Perhaps with a natty little insert for holding the different groups of cards. However, Phil is not one to waste space.

The game is set in pre-revolutionary Mexico where each player is a *Hacendado* (a local magnate) building up their economic/political/military power base. The aim is to take over from President Porfirio Diaz, whose rule maintains an uneasy peace (hence the title of the game). The 'Regime' card, "Pax Porfiriana", is played to show that this is the country's situation at the start of the game. The card also shows the economic conditions under this regime.

There are three other Regime cards and events in the game will change the regime in effect. This may not happen for a while, as players spend the early turns gaining resources, but the regime is likely to change many times during the game. The flip side of each Regime card shows the type of points players need to succeed Diaz while it is in play. Thus during Pax you need "Loyalty" points (and would succeed Diaz peacefully), while under Martial Law "Command" points are required (to control the army).

To replace Diaz, a player needs to have more points than the total held by Diaz and the two other players with the fewest of these points – called the 'Tripartite'. By default, Diaz has two points, so if two other players have zero, you only need three points to win. However, this can be influenced by cards in play, so you need to be sure what's on the table before you launch a coup. Assuming you want to win, of course – a tactical move can be to launch a coup that will not succeed just to make sure no-one else can do it.

In order to replace Diaz, you must play a "Topple" card to start the process. There are four of these cards, shuffled into the latter four-sixths of the draw deck. They can be drafted, like any other card, and take effect immediately. Now we have the ingredients required for winning the game. You need to have a card that will switch the regime to the one you want, be able to draft a Topple card and have enough of the appropriate points to beat the 'Tripartite'. Phew!

If nobody wins after the fourth Topple card has been resolved, the player with the most money (not income, you notice) wins. Similarly, if multiple players beat their Tripartite in a Topple, the winner is decided between them by the most cash. Cash is therefore pretty important – yes, you can win outright, but a pile of cash is often the decisive element (not least as you need cash to get the points for an outright win).

Having sorted out how to win, the next question is how to play. A player's turn consists of taking three actions and then their income (which, I've just realised, ensures there's something for the other players to steal in their turns!). As this is a card game, the key actions are buying a card (into your hand) and playing a card (from your hand). You can do both of these more than once in a turn, as long as you have the money you need. Most of the complexity of the game is in the cards, so let me deal with these first and come back to the actions.



Starting *Pax Porfiriana* (at a G3 Day): note the market, regime card (green = Pax) and a couple of *Hacendado* cards

First off, players start with a random *Hacendado* card, loyalist side up. Everybody supports the President ... to begin with. This provides a basic income (you place two cubes on your card to show this) and a special ability, such as buying a particular type of card more cheaply. The special ability gives an advantage in playing in a certain way. If you can buy troops more cheaply, for example, then you're likely to stock up on troops. And use them, of course.

The reverse of each *Hacendado* card shows the, umm, 'disloyal' side. This can be played in two orientations, each giving the player an extra point in one of the four types needed to overthrow Diaz. Hence the usual time to flip over a card is as part of a Topple. The card also suggests a strategy. If you have a point available in, say, either Revolution or Command, then you have a head start in trying to win in the Anarchy or Martial Law regime, respectively.

Moving on to the main deck of cards, the largest group is the orange-brown 'Enterprise' cards. These are the main income generators, representing mines, banks, ranches, plantations, gun stores and several other enterprises. What they

have in common is that you place cubes on them and get income for each cube. They can be very different though. The income from mines and banks depends on the current regime. Ranches and plantations can be expanded, buying more land to increase income. However, plantations, in particular, are vulnerable to being 'liberated' by a slave rebellion.

Enterprise cards show which part of northern Mexico they are in: the provinces of Sonora or Chihuahua (separated by the Sierra Madre) or the US territory to the north, the Gadsden Purchase. This matters for certain cards, notably troops, which affect specific regions.

Enterprises also show the way they connect to the rest of the world: on foot, by mule train or by railroad. Most have a connection space that allows the connection to be upgraded. This is done by paying the cost shown on the card and placing a cube on the space. This cube generates income, as usual, and any player can build a connection on any enterprise. Yes, you can build the railroad to an opponent's ranch and get the income for it!

The main reason for needing to know where an enterprise is and how to get there comes with the deployment of troops. Troop cards show the region they can be deployed in and how much it costs to get them there by the different means of transport. Rebel troops tend to march for free, but it's tricky getting them onto trains. Federal troops, on the other hand, use the trains, but dislike marching. Troops come in three different strengths and will belong to one of the four factions (corresponding to the four regimes) as shown by the colour of the card.

There are two reasons for putting troops on an enterprise. First is to remove unrest from the card. Unrest stops the enterprise producing income, so sending the troops in is a useful way of getting it back. The second is to extort income from another player's enterprise! Put your troops on an enterprise and your opponent loses an income cube and you gain one (usefully also indicating who owns the troops). Note that deploying troops will often cause a regime change – "Federal troops restore order at mine, martial law declared" or "Rebels seize bank, country in anarchy!"

The source of unrest is often one of the orange cards that represent various incidents: rioters, strikers, bandits et al. These cards are played on an enterprise to steal money from the owning player and to suppress their income by causing unrest. However, most of the cards also have an upside-down point on them. Once the card has taken effect, the recipient gains that point, potentially helping them towards toppling Diaz. This leads to a neat tactical ploy: playing a card on your own enterprise. "Bandits have robbed the bank, I'm outraged!" In effect, this swaps income for topple points and can be very useful.

Partner cards represent historical figures (such as Henry Ford) and other factors (newspapers, spies et al). These have a permanent effect while they're in play (Ford lets you deploy troops for free). Like troops, they are associated with a



Playing *Pax Porfiriana* at the Gathering: look at all that thinking going on - and I'm drinking coffee!

particular faction and will sometimes provide a topple point for that faction. Black cards are events, like orange cards, and are aimed at partners as well as enterprises. Assassination or Nationalisation is a common theme here, but switching a card from one player to another is more powerful. As they are powerful, black cards generally require two actions to play.

This leaves the pale yellow cards, which are 'Headlines'. These show historical events that will have some impact – levying a tax or removing troops, for example – but may be turned round and played with no effect. Obviously, it can be useful to avoid a disadvantageous Headline. They can also cause friction between different factions. Generally, players can play cards (Troops and Partners) of any faction. However, a Headline can put two factions at loggerheads and players with cards of both factions must discard one set. Another good reason for making sure a Headline does not take effect!

As you can see, there's a lot going in with the cards (and I've glossed over some of the detailed points). However, I think the broad thrust is obvious. You need enterprises for income, building this up by playing more enterprises or expanding those you have. Troops can be used for additional income – by extorting opponents' enterprises – or to protect your own. Partners can give useful bonuses or discounts. Orange and black cards inflict damage on other players or provide points towards toppling El Presidente. As with many games, the trick is finding a synergy between your cards.

This is helped by the way cards are bought from the 'Market'. This is formed of two rows of six cards each, laid out in front of the draw deck. The two cards closest to the deck cost 16 each to buy, the next two eight and so on down to zero for the two cards furthest from the deck. Once a player has completed their

actions, cards are moved down the rows (getting cheaper) to fill any gaps and new cards drawn to fill the market again.

Thus the cards available to buy are always visible and players can plan for the cards they want – it's unusual for someone to buy a card for 16, or even 8, but occasionally it's very necessary. What's more, you can 'Speculate' on cards to make it less likely someone else will buy them. This involves putting a cube on a card in the Market. Unlike other cubes, this does not generate income each turn. However, if someone else buys the card, the money comes to you rather than the bank and players are a bit less likely to do this. Of course, if they do buy a card you had your eye on, you have a nice consolation prize.

That's the cards dealt with, so I'd better run through the actions available to players. As already mentioned, the key ones are buying a card (into hand) and playing a card (from hand). Buying a second card from the Market in your turn takes two actions, so you can only buy two cards in a turn. There's also a hand limit of five cards and you can't buy a card (apart from a Headline or Topple, which take effect immediately) if you already hold five.

Deploying or re-deploying troops is another action, as is Speculation. Upgrading an Enterprise's connection is an action, too. Selling a card is a useful action, particularly early on. You can sell any card from your hand or in front of you for cash, the amount depending on the state of the economy under the current regime. At the start of the game, this will be 3, so you can pick up a card for free and then sell it for three cash – though this does take two actions.

Buying land (adding an extra cube) to a ranch or plantation is two actions (though some of the ranches permit this as a single action). Finally, the 'Police' action lets a player remove an Unrest token from an enterprise or get out of jail. Certain cards will put a player into jail, reducing them to two actions a turn. However, they get the action back as soon as they're out, so get out of jail as your first action and you still have two more that turn.

As you can see, game play is fairly simple – most of the time you'll be buying and playing cards. It's the interaction of the cards that is complex and players will spend time considering what cards are available and how well they fit with the cards they already have. They can do a lot of this during other players' turns, but there are usually 1-2 fresh cards at the start of each player's turn. One point to note: even with five players, you use no more than half the cards in the game. Thus each game is different, but will also throw up cards no-one has seen before.

The other thing to consider when taking your turn is what points other players have and whether they can win. Bottom line: there is quite a bit of down time between turns. I don't think it's excessive and I find the game absorbing enough that I don't notice it. I particularly enjoy the story of the game. I can see the sweep of history as the country oscillates between anarchy and martial law, the US intervenes, people are assassinated (bye bye, Henry Ford!), enterprises are

nationalised, ranches 'protected' by dodgy soldiers, Pancho Villa strikes and so on. The cards are packed with historical information that adds to the flavour.

Given the importance of money in the game, the obvious tactic is to start by acquiring and playing enterprises to increase your income. However, this makes you potentially vulnerable to other players' troops and orange and black cards. Some protection is in order. Or, on the principle that the best form of defence is attack, some of these cards of your own! The game does not let you relax with an established income base as it can always be attacked or reduced by other players.

The main strategic goal, of course, is to have enough points to be able to take over from the President. Alternatively, if you're stacking up the cash, you just need enough points to make sure no-one else can win. Clearly the two points on the flip side of your *Hacendado* make it easier to win with either of these. However, you don't have to win with these. If people insist on giving you Revolution points by attacking your enterprises, for example, Revolution may be the way to go!

I have had great fun playing *Pax Porfiriana* since I picked it up at Spiel '12. I have seen people win with the first Topple (we didn't notice one player had just enough Loyalty!) and I've seen it go the distance to be decided on money. I've seen players with vast wealth and others struggling to get by. I've seen revolutions and US takeovers and peaceful succession. All against the turmoil of a revolutionary period. Okay, it's not everybody's cup of tea, but I thoroughly recommend it.

Having played the game with three, four and (once) five players, I think it is better with four or five. The three-player game is perfectly satisfactory, but the game seems to flow better with four. Something I would aid by selecting the four *Hacendado* cards to balance the four types of point. That is, two cards provide Command, two Revolution and so on. (I also organise the deck for each game to retain the same proportion of each type of card as is in the whole set. This avoids the occasional weird deck that might have no troops, say – or even no enterprises.)

Pax Porfiriana was designed by Phil Eklund and published by Sierra Madre Games. It's a strategy card game for 2-5 players (there's also a solitaire variant), aged 12+ and takes several hours to play (the box says two hours, but my experience is more like 3, especially with beginners). It gets 9/10 on my highly subjective scale.

This review was first published in issue 61 (June 2013) of *Counter*.
www.counter magazineonline.com

Reading Matter

I must thank my niece, Erin (of the Smyth clan), for passing on her copy of Neil Gaiman's *The Ocean at the End of the Lane*. In the same spirit, I really must give it to someone who will appreciate it too. My first introduction to Neil Gaiman was his collaboration with Terry Pratchett, *Good Omens*, which is clever, funny and

dark. I mention this because, in part, *Good Omens* feels like one of Richmal Crompton's William Brown stories, only with the anti-Christ in the role of William. There is something of this in *The Ocean at the End of the Lane* as well.

The framing of the story is a man returning to his childhood home and there remembering events from his childhood that he has since forgotten. It is the tale that he remembers that is the main narrative. Being Gaiman, this is not some everyday tale of the suppressed memories of an abused child. It is something much darker and more terrible.

The story our narrator remembers starts when he was seven and the family's lodger takes their car and commits suicide. This throws him (and us) into contact with the Hempstocks, who live at the end of the lane: three generations of women, the youngest, Lettie, a few years older than the narrator. The other two are both Mrs Hempstock, though there is no sign of any menfolk and they are definitely mother and daughter.

It is being taken under Lettie's wing that gets our boy into trouble. For she explains to him that the Hempstocks' pond is actually an ocean and takes him to other worlds. Their actions there lead to the whole world being put in danger and the Hempstocks must then deal with what comes back with them. The best thing about this is that Gaiman does not explain: these things happen, these creatures just exist, but you know that a whole mythos lies behind it all.

To my mind, this is Gaiman's strength, the creation of modern myths. He did this to great effect in his *Sandman* stories (which I love, though I came to them late), intermingling his own mythos with Greek legend, Norse mythology and the Thousand and One Nights. *The Ocean at the End of the Lane* is very different, having this wonderful folksy feel – as if a Ray Bradbury story had been transplanted from middle America to the Home Counties.

That the story ends well we know, since the world still exists and our narrator is there, much older, to tell the story. However, as is made clear at the end of the book, there was a cost to this and our narrator's memories cannot be considered a reliable witness.

I thought *The Ocean at the End of the Lane* was terrific, though it's a shorter book than it looks, being set in large, well-spaced print. This may be because of the similarities to Bradbury (I read and re-read his short stories as a boy) and the resonances with my own childhood – though I had a canal, not an ocean, at the end of the lane and this was Surrey rather than Sussex. Be this as it may, I thoroughly recommend *The Ocean at the End of the Lane*, especially to anyone who's a Gaiman fan or, indeed, a Bradbury fan.



Games Events

The last Saturday of September (28th) sees events in two different areas of the country. The latest Raiders of the Games Cupboard Day takes place at the Salvation Army Citadel, Mosley Street in Burton-on-Trent. This is, in effect, a day of open gaming with a library provided by Spirit Games (whose shop is just round the corner): see www.raidersofthegamecupboard.co.uk

Further south is Tringcon, held in the Marsworth Village Hall, near Tring in Hertfordshire. Places are strictly limited, so contact organiser Keith Thomasson on [tringcon \(at\) fwtwr \(dot\) com](mailto:tringcon(at)fwtwr(dot)com). For more, see www.fwtwr.com/tringcon

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 (a few minutes' walk from London Bridge station). Board games and very occasional role-playing. No charges, all welcome. For more information, see www.pevans.co.uk/Swiggers.

Games Games Games Days: from noon(-ish) on the second Saturday of most months at the Allsop Arms (137 Gloucester Place, London NW1 5AL). The pub has an extensive menu as well as good beer and is convenient for Baker Street and Bond Street Tubes as well as Marylebone station. An excellent afternoon.

UK Games Expo: 30th May – 1st June 2014 at the Hilton Metropole at the NEC. This is a public event that showcases games of all sorts with traders, demos and participation games plus guests. For gamers there are lots of tournaments and open gaming on the Friday and on Saturday evenings. For details see www.ukgamesexpo.co.uk

Spiel: the board games event of the year. 24th-27th October 2013, at the Messe (Exhibition Centre) in Essen. Contact Friedhelm Merz Verlag, Postfach 210250, Bonn, 53157 Germany or see www.merz-verlag-en.com/.

MidCon: 8th-10th November 2013 at the Hallmark Hotel in Derby. MidCon is a friendly board games convention in a decent hotel. See www.midcon.org.uk.

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 138 was written and edited by Pevans. The *LPBS* masthead (page 23) is by Lee Brimmicombe-Wood, as are the drawings on pages 20, 27 and 29. Game and book artwork is courtesy of the publisher. Except where noted, photographs were taken by Pevans, who also played with Photoshop.

© Paul Evans, 2013

The Bonking Game

Turn 11

Graeme Morris reverts to Great White Hunter mode. Or is he channelling David Attenborough? “Once again the big cat seeks a straggler at the back of the herd. Some formerly mighty male who now bears the scars of too many scorching summers on the veldt. Crouched low, he peers through the parched grass as the passing beasts shimmer like ghosts in the heat haze... Oh, to hell with it, it’s too hot for all this fuss. Let’s just pluck a name out the hat like I always do. And it’s Matthew Shepherd – Bonk!”

Matt returns the favour: “Graeme Morris cos I’m right behind him on the list, making him the easy target.” He is supported by Tim Macaire: “Graeme Morris since we’re nearly down to nine men, and this is the Bonking Game, not Nine Men’s Morris.” And by Al Tabor: “Every month I develop a theory to semi-randomly assign bonks and every new month I’m here wondering what it was I’d developed last time. Perhaps I should write it down. Bonk Graeme Morris for no reason I can explain.” And Graeme is gone.

But so is Matt as Colin Bruce weighs in “This time please b*nk Matthew ‘The Good’ Shepherd, for being just too meek and mild...” With a self-bonk hanging around, that’s takes Matt to the critical three bonks.

Andrew Burgess applies logic: “He knows it’s coming as he has a double 0 from the last round, so I’m voting for Nik Luker in the hope I’ll put him out of his misery.” Nik is also logical and bonks “Mike Dommett, because Dommett rhymes with Gromit who is Wallace’s friend. Wallace shortens to Wally and WAL-E was a little robot who fell in love with another robot called EVE and Eve was the one who talked Adam into nicking the forbidden fruit which got them both kicked out of Eden and therefore bugged things up for the human race for all eternity. And if that ain’t worth a bonk I don’t know what is!”

Mr Dommett chooses “the person with 0 bonks closest to the end of the alphabet (surname) – Al Tabor!” Bill Hay says “why break a habit? [Bonk] Mike Dommett.” Andy Kendall bonks Tim Macaire “for flagrant and wilful support of mongooses (no I don’t understand why either).” And Mark Cowper bonks Tim as well, but he just survives.

One man who hasn’t survived is Martin Jennings. “Oh botheration!” He exclaims, “it seems the grudge match will have to continue next time.”

Next game, I think. While here the number of bonks for elimination reduces to two from next turn...

This turn’s scores

Player	Self	Total
Colin Bruce	1	1
Andrew Burgess	1	1
Mark Cowper	1	1
Mike Dommett	0	2
William Hay	1	1
Andrew Kendall	0	0
Nik Luker	0	1
Tim Macaire	0	2

Player	Self	Total
Graeme Morris	1	4
Matthew Shepherd	1	3
Alan Tabor	1	2

Self is the number of self-bonks (to date); Total is the number of bonks this turn.

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 nominations needed for ejection will reduce as the number of players goes down.

(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 11th October 2013**

The Light that Failed

Star Trader game 6 – Turn 11

“Did you see anything?” At Mu Herculis the sensors around the Spaceport docking bays were reinforced by patrols.

“No, but I thought I heard something...”

It was in fact the sound of rubber on concrete that the alert guard had heard though he could not pin it down.

The lights flashed on around the Piccolo Hull, just before a charge blew on a leg, toppling the ship over onto the line of charges laid in the path of its fall...

At Gamma Leporis GAMLEPCO bought 12 Alloys for 2 HTs each using their Market Managership and a further 5 on Contract. MONOGRAM bought 2 Alloys for 2 HTs each and BELISAR POLITICAL bought 5 on Contracts.

Epsilon Eridani was very quiet this quarter, as Corporations carried materials away to other systems.

BELISAR POLITICAL sold 5 Alloys on Contract at Tau Ceti and then sold 5 Isotopes, also on Contract.

GAMLEPCO used their Market Managership at Mu Herculis to sell 12 Alloys for 12 HTs each. QUASAR ENTERPRISES sold 10 Isotopes for 10 HTs apiece and gained a Contractorship. They undercut MONOGRAM INDUSTRIES' bid of 11 HTs. BELISAR POLITICAL were selling 5 on Contracts meanwhile. Monopoles were being sought by ARCHANGEL LINES, buying 14 for 10 HTs each and taking a Dealership, after which MONOGRAM INDUSTRIES used their market Manager Position to sell 12 for 8 HTs apiece.

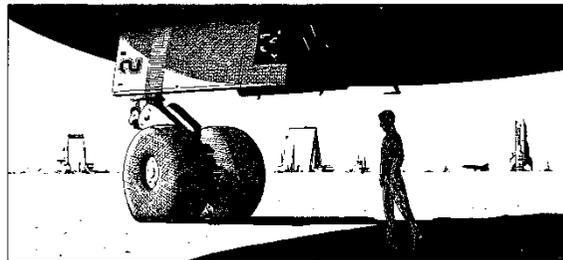
The ASSOCIATION OF INTERSTELLAR ANARCHISTS bought 7 Spice for 11 HTs each at Sigma Draconis.

And finally, at Beta Hydri, the ASSOCIATION OF INTERSTELLAR ANARCHISTS sold 9 Spice for 14 HTs each and gained a Dealership.

ARCHANGEL LINES launched the Bastituta at Tau Ceti Spaceport and loaded passengers for Epsilon Eridani and Tau Ceti.

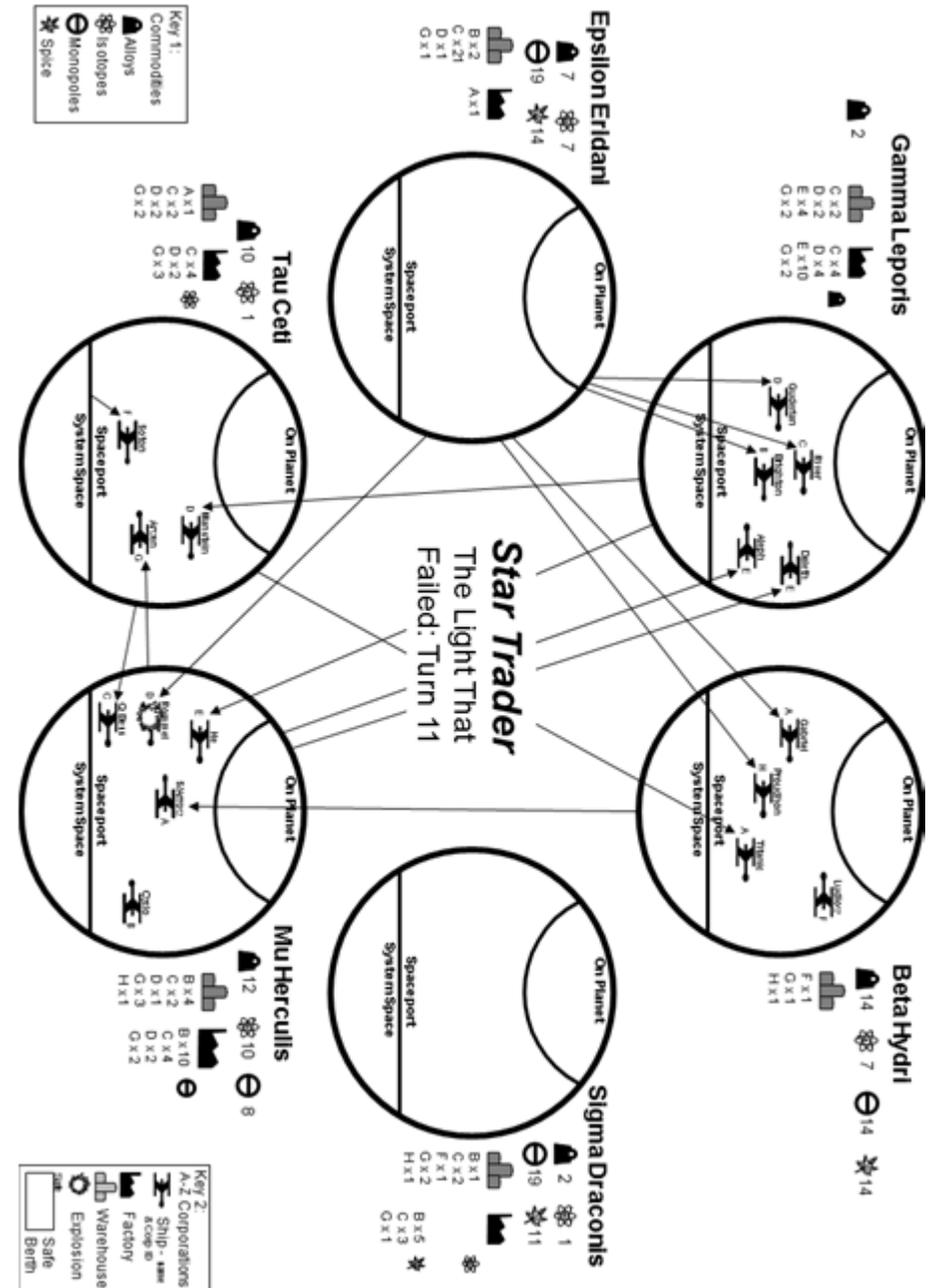
GAMLEPCO attempted the entire turn with their orders for 2 Quarters ago and proved surprisingly successful.

After their exertions last month HOLYOKE ARBITRAGE landed the Leviathan Hull at Tau Ceti and set about repairing it, replacing some of the lost Light Weapon, Passenger and cargo pods and handing out bonuses to all those concerned.



GATES-LEARJET loaded Passengers for Mu Herculis, bought a Warehouse at Gamma Leporis and a Monopole Factory at Mu Herculis and laid down a Phoenix Hull at Tau Ceti.

Finally, the ASSOCIATION OF INTERSTELLAR ANARCHISTS claimed responsibility for the sabotage of the Rommel at Mu Herculis Spaceport and, as the hull fragments cooled, the AIA had destroyed their 5th hull and met their Victory Conditions.



Press

To: VP_Orwat@holyoke.corp
 From: BJSON69@MD.
 Quasar.SD
 Please pass the crate of best Sigma Draconis Bubbly to the Captain of the Southampton. He has done the universe a great service in extermin-

ating the vermin that plagued Tau Ceti.
 Managing Director
 Boris J Son, Quasar, Sigma Draconis

In tribute to the brave martyrs who perished aboard the Bakunin, all AIA representatives will wear black armbands... on their blasters

Corporation Table

Corporation letter and name	Connections Bus/Crim/Pol	Init'v Bid	Turn order	Cash Rep'n	Player
A Archangel Lines	7 0 3	3	3rd	401 40	Howard Bishop
B Monogram Industries	10 0 4	0	6th	354 38	Andrew Burgess
C Quasar Enterprises	10 0 6	20	1st	581 36	Mark Cowper
D Belisar Political	10 0 9	0+4	4th	877 40	Mike Dyer
E GamLepCo	6 0 5	0	5th	252 30	Martin Jennings
F Holyoke Arbitrage	10 8 3	8	2nd	40 40	Przemek Orwat
G Gates-Learjet	10 4 3	0	8th	83 33	Bob Parkins
H Association of Interstellar Anarchists	3 6 9	0	7th	32 N/A	Paul Evans

N under Initiative Bid means No move received, F indicates the Corp was floated

News

There were two new News chits this turn. Current chits are (new in bold):
 Turn 12 P4, B6
 Turn 13 P9
 Turn 14 C3

Turn 15 B7
 (Chits are identified by the Connection type and level required to see them and disappear/take effect in the News Phase of the turn listed.)

GM Notes

Well done by Paul, who steadily knocked off other Corporations' ships, possibly unnoticed until last turn. And well done all Corporations for so few NMRs and for competent play.
 Id like comments in Game End Statements: what were your victory

conditions and how did you think you were doing?
 I will start another free deployment game for ~12 players on the 8-system map when we have enough people on the waiting list.

Game End Statements to Mike Dommatt, 119 Victoria Road, ALTON GU34 2DD or by e-mail to mike_dommatt@yahoo.co.uk by 4th Oct 2013

Les Petites Bêtes Soyeuses 266

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).



Orders for May 1666 to Pevans at 180 Aylsham Drive, UXBRIDGE UB10 8UF, UK or lpbsorders@pevans.co.uk by Friday 11th October 2013

April 1666

Dodging the seasonal showers, some of Parisian society's finest make their way to early morning meetings in secluded courtyards or quiet copses. Yes, there are affairs of honour to be settled. Colonel Devlin Carnate, our first example, brings his rapier and Gustav Ind. They meet Ind's regimental colleague, Lieutenant-Colonel Arsène Est, who could have declined the duel due to the old wounds he carries. However, here he is and, despite his membership of an infantry regiment, the hefty Est brings a sabre to the fight. He expects Pierre Cardigan as his second, but there's no sign of this worthy. The two duellists cross swords and then attack: Carnate with a lunge, Est with a slash. The slash deflects the lunge, turning it from a penetrating thrust to a graze, and then thumps home. This injury is enough: Carnate surrenders and his capitulation is received with good grace by his opponent.

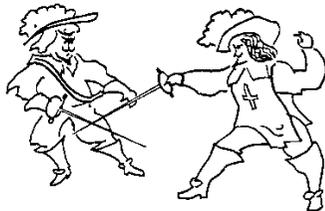
Next up, Dexter Sinistre faces Terence Cuckpowder, a man who is clearly following the d'Artagnan model of getting into trouble just as soon as he arrives in Paris. Both men carry sabres as they're in the cavalry and Sinistre is seconded by Chopine Camus. Sinistre wastes no time launching into a furious slash. However, Cuckpowder has the measure of him: he blocks and dodges his way out of the slash and cut. Cuckpowder's own slash draws the first blood. He starts a furious slash next, the slash part coinciding with Sinistre's own slash. This makes the wounds 2:1 in Cuckpowder's favour and Sinistre concedes the duel.

Next to meet the freshly-bandaged Cuckpowder is Armand Slice, seconded by Pierre le Sang. Slice is a bigger man than Cuckpowder and matches sabre with sabre. Slice is not as predictable as Cuckpowder's previous adversary. His initial

slash is countered by Cuckpowder's block; only then does Slice start a furious slash. The result is that he hits Cuckpowder with both slash and cut, though Cuckpowder does get him back with a slash. Then it's Cuckpowder's turn to go for a furious slash. Slice rides both blows and his subsequent slash is just enough for Cuckpowder to admit defeat and surrender.

Cuckpowder is no longer in a fit state to meet Arsène Est and cries off this duel. So does Est, having received a fresh injury this month. Ali Vouzon has no such excuse for not meeting Jean Jeanie. He just "doesn't do the D word!" The consequences are all his.

This takes us to the regimental dispute between Major Etienne Brule of the Dragoon Guards and the Queen's Own Carabiniers' Colonel, Eric de Miabeille. Both men's old wounds make this an even fight, except that Miabeille wields a sabre against his opponent's rapier and is more expert in swordplay. However, Brule is accompanied by Donald O'Grady. An immediate lunge from Brule scores first blood, but the only response is a lunge from the sabre. This does little damage and Brule continues with his furious lunge. The cut is another palpable hit and Miabeille surrenders.



Finally, Brigadier Bill de Zmerchant is voted cause for his challenge to Brigade Major Jacques As (no, different Brigades). With his two-handed sword and the company of Monty Carlo, the slight Zmerchant squares up to the hefty As. As has two seconds, Dexter Sinistre and Frele d'Acier (touching up his principal for a loan while he's there), and a sabre. Expecting an immediate attack, Zmerchant starts defensively. He blocks As's initial slash, but gets his jump wrong and has to take the second slash. As his heavy blade slowly moves into position for an attack, the cut that is the second part of As's furious slash hits him. Zmerchant surrenders, defeated in the duel that he provoked!

Foot Guards to the front!

Euria Humble loses no time in accepting new boy Henri Bastar'd into the Cardinal's Guards. Bastar'd quickly becomes Private Bastar'd and is excused duties this month by his Battalion commander, Arsène Est.

Another new face, R Pierre Whit, applies to join the Picardy Musketeers. Once admitted, he buys himself the rank of Subaltern. Was Nae Me is less fortunate: his application is rejected both by the Crown Prince Cuirassiers and then by the Picardies. This renders academic his application to be Aide to a General. Mind you, the man who was prepared to offer him such a post, General Jacques Shitacks, already has an Aide anyway!

The only change in the Government is that Egon Mad 2's position as a Minister without Portfolio expires. No-one seems to notice.

Another Minister without Portfolio, RFG Colonel Devlin Carnate, seems tired of Paris: he orders his regiment to the frontiers. Neither Lt-Colonel Amant d'Au, nor Captain Jean Jeanie expects this, but both must curtail their plans and set off for some action.

Lt-General Quasi Le Bossu also has a hankering for life on the frontiers, it seems, as he volunteers for a couple of months' service with the Royal North Highlanders. He is followed to the frontier regiments by Pop Goes The Weasel, who has no answer when the Shylocks ask for their money back. At least Marmotte d'Ai escapes this fate, having enough cash on hand to pay off the 'boys' when they call.

Money from the Sheikh

There is a quiet start to the social life of Paris this month. At the Fleur de Lys, Sheikh Yadik Al-Abowt and Katy Did host Henri Bastar'd, the latest recruit to the Sheikh's current regiment. The Sheikh passes Henri a hefty purse, feeling flush after just re-scheduled his own loans. Jacques Shitacks is in the Fleur, too, with Madelaine de Proust. Jacques heads straight for the gaming tables and loses a thousand crowns in a single bet. Other members in the club to see his profligacy are Euria Humble, accompanied by Edna Bucquette, Pierre Cardigan, with Fifi, and Pierre le Sang, escorting Kathy Pacific. Gar de Lieu is also to be seen about the club every so often as he supervises the delivery and installation of his statue. It remains carefully wrapped, in preparation for the grand unveiling next week.

Down the road at Bothwell's, it is Etienne Brule who is entertaining the members with his gambling. Wagering 500 crowns a time, he cuts twice, wins once and loses once to end the week 500 crowns poorer, but richer in social status. Just. Unfortunately, his audience includes his regimental enemy, Eric de Miabeille, who has Anna Rexique in tow. The two men exchange challenges. Other members in the club are Arsène Est, escorting Lois de Low, Richard Shapmes, with Ella Fant, Voulo Vault, accompanied by Ophelia Derriere, and Warren Peece, who has Ingrid la Suède on his arm.

Hunter's is left to Lothario Lovelace and Josephine Buonaparte. Blue Gables is busier with Arnaud Surfinmaise and Betty Kant, Chopine Camus and Sheila Kiwi and Terence Cuckpowder and Lucy Fur all in situ.

Carousing at the Bawdyhouses, Sebastian Nuisance apes his betters by placing a wager. It's only 12 crowns, but it's no sooner laid than gone. His flamboyance attracts the attention of the local footpads, who roll him on his way home. Having lost the bet, he has no money left. Dick D'Asterdly and Uther Xavier-Beauregard are more circumspect in their visits to the red light district.

It all kicks off in week 2 when General Count Gar de Lieu, Minister of Justice, throws open the doors of the Fleur so that all and sundry can see the statue of the late Indie Spencible he has had commissioned – at no small cost either. In

alphabetical order, the guest list starts with Arsène Est and Lois. Next is Arnaud Surfinmaise, followed by Armand Slice, who has Lotte Bottle on his arm. Ali Vouzon brings Angelina di Griz, whose affections he won (from the absent Pop Goes The Weasel) the week before.

Bill de Zmerchant is next, unaccompanied as his courting went nowhere. He wears a black armband and, lest anyone should think it is for Spencible, wonders aloud what His Eminence thinks of the CPS prosecuting people for heresy. Charles de Gaullible is on his own, while Connor McKnight has won the affections of Emma Roides (ah, that's why he was borrowing heavily!) and brings her. Dick D'Asterdly rolls up without company, makes a beeline for Armand Slice and challenges his uniform. Armand reciprocates, so that's another duel. Jacky Tinne accompanies Donald O'Grady. Ava Crisp joins Dexter Sinistre.

Etienne Brule brings Frances and Eric de Miabeille escorts Anna as he and Etienne exchange insults again. Indie Spencible's name being engraved on the statue's plinth means Eric really has no excuse for referring to him as "whassisname." Freda de Ath is with Frele d'Acier, but Gaz Moutarde is alone. Jacques As brings Thomasina Tancenjin. Henri Bastar'd is a solo arrival and you can see his eyes widen as he realises how many of his social superiors are not of the nobility. Jacques le Franc has Laura de Land with him and Madelaine accompanies Jacques Shitacks again. As others arrive, Jacques hits the gaming tables. He bets a thousand crowns, he loses a thousand crowns.

Josephine accompanies Lothario Lovelace to see the grand unveiling. They are followed by Pierre le Sang and Kathy and then Rick O'Shea, fresh from a week's cutlass practice. Ella arrives on the arm of Richard Shapmes. Sebastian Nuisance brings Ada Andabettoir and winces at the cost of the drinks until he realises Gar is paying. Then he's glad he decided to bring Ada and take a look at the Fleur. Enter the man in black: CPS Sheikh Yadik Al-Abowt. Luckily he's in convivial mood ... this week. Terence Cuckpowder arrives with some trepidation, though Lucy is very pleased to be on his arm. Terence spots a Dragoon Guard's uniform and trots over to swap challenges with Etienne.

Terence is another man who's not impressed by the number of his social superiors who are not noble. He issues challenges to Arsène, Gaz and Rick. Henri has finished his assessment, too, and he challenges the same three. Plus Armand Slice, Jacques As and Lothario! The last arrivals are Was Nae Me – alone despite his courting success – and Warren Peece, who brings Ingrid. With all his guests assembled, Gar unveils the statue to a huge round of applause. Only once it has subsided is the odd question heard: was Indie's jaw really that square? His thighs that muscular? His moustaches so luxuriant? Still, it is a generally felt to be a good likeness and a fine tribute.

Given the number of socialites crammed in to the Fleur, it's no surprise that there aren't many at the Minor Saints Society meeting in Bothwell's. Host Monty Carlo is there, of course, with Charlotte de Gaulle. They are joined by Euria

Humble and Edna. That's it: just four people to celebrate Saint Stanislaus the Martyr. And nobody in any of the other clubs. Though Yves Vrai Bretheauteque is hanging around outside Bothwell's. For some reason he's expecting Armand de Luce to be there when everybody knows the Brigadier-General went off to the front last month. Oh well, everybody except Yves, it seems.

He's a werewolf!

Jacques Shitacks picks up the partying mantle in week 3, hosting the Boozers and Bellringers as Quasi has left Paris. First, though, Jacques needs to do some gambling. This week it's 2,000 crowns on the table. Then it's 2,000 crowns in the Fleur's coffers. Well, at least it's good news for bondholders. Arsène and Lois head the list of B&Bs. Donald and Jacky are next, followed by Dexter and Ava. Then there's Etienne and Frances. Frele escorts Freda and this time Gaz brings Anne Tique with him.

Henri arrives without an escort and with a chip on his shoulder: his four challenges are to people already on his list. Thomasina arrives with Jacques As, while Jacques le Franc is on his own. Lothario brings Josephine. Monty Carlo has no company. Tomas le Matelot shows up with Alison Wunderlandt on his arm. Nobody accompanies Uther Xavier-Beauregard as the object of his affections wasn't around when he went courting the week before. Was Nae Me decides to bring Marie Antoinette with him this time and Ingrid is with Warren once more.

There's room for a few other people at the Fleur this week. Euria and Edna take one corner, Pierre le Sang and Kathy another. Eric de Miabeille goes to Bothwell's with Anna, Connor takes Emma to Hunter's (as he can't re-join Bothwell's for a couple of months) and Arnaud is in Blue Gables with Betty.

However, the excitement of the week is at the Ministry of War. Arriving in the black coach of the Commissioner of Public Safety, Sheikh Yadik Al-Abowt posts his Battalion of the Cardinal's Guards around the Ministry. He enters the building with a dozen black-clad agents and a small assortment of witch smellers and wolf trackers, dragging a cage with bars of silver behind them. Brushing aside officials (and threatening the more persistent ones with charges of treason), Al-Abowt confronts the Minister of War.

"Thought you could fool us, eh General? Or should I say Beastmaster Lupus?! Take him away men, shackles on and into the silver cage with him!" Clapped into silver manacles and locked in the cage, all the unfortunate Minister can say is "I'm just a humble villager, I mean Government Minister..." He is hauled away to the Bastille where a variety of 'delights' await in the endeavour to make him confess his lycanthropy.

Two out of three ain't bad

Partygoers have a choice of events in week 4: there's Brigadier Bill De Zmerchant's farewell party for the



Heavy Brigade, General Pierre le Sang's Mess Night for Second Army or Brigadier Uther Xavier-Beauregard's memorial service for the late Charles Rabbit-Vacuum. It probably depends which unit you're in.

It seems there aren't that many in Heavy Brigade as Bill has just three people Toadying to him at Bothwell's. First is his Brigade Major, Eglise de Sant-Suplice, who has Leia Orgasma on his arm. She's very pleased to be out on the town for once. Cavalry Division commander Monty Carlo joins them as well. And then there's Dragoon Guards commander Yves Vrai Bretheauteque, accompanied by Deb Estaround, whose affections he won at the start of April. Hang on, that makes him a Horse Guard, not a Heavy! Ah well... Bill assuages his disappointment with a 400-crown wager. It's money down the drain, though. Just like the previous week when he went courting only to see his presents rejected.

General le Sang does better at the Fleur with Kathy at his side. Armand Slice (commander of the 53rd Fusiliers in Second Foot Brigade) brings Lotte. Connor McKnight (Second Army QMG) brings Emma. Gaz Moutarde (Royal Marines, First Foot) has Anne with him. Rick O'Shea (another Royal Marine) is the only man on his own. Richard Shapmes (Second Division commander) is accompanied by Ella. Last on the list is Sebastian Nuisance (27th Musketeers, Third Foot), who has Ada on his arm, dressed in a rather fetching version of his Colonel's dress uniform. Lothario Lovelace is not so happy: as a member of the Cardinal's Guards, he's not in Second Army and neither is he in the party.

There's a bit of a problem with Uther's bash, though. Resigning from Bothwell's, he rolls up at the Fleur to complete his membership application. However, the membership secretary points out that Uther does not have the rank, the title or the social standing to become a member. This leaves Uther and his guests standing around in the street. Joining him are: Arnaud Surfinmaise, Donald O'Grady, Dexter Sinistre, Etienne Brule, Frele d'Acier, Jacques As, R Pierre Whit, Terence Cuckpowder and Was Nae Me. Who knew Charles Rabbit-Vacuum had so many friends?

There are plenty of other people in the clubs in week 4. Euria Humble (and Edna), Jacques Shitacks (plus Madelaine) and Sheikh Yadik Al-Abowt (with Katy) are all in the Fleur. Jacques places another thousand-crown bet, only to lose again. Voulo Vault is outside the club, having apparently turned up a week late for the Boozers and Bellringers as he's expecting Jacques to be his host. Oh, hang on, he's expecting Jacques to host the 'Rogues and Vagabonds,' so he's thoroughly confused. And after he and Ophelia had spent so long rehearsing their little skit on palm-reading (Voulo even has a copy of "Les Oeuvres de Jean Belot" for their putative host).

Bothwell's sees Arsène Est, Ali Vouzon and Eric de Miabeille taking up tables outside Bill's bash. They are accompanied by Lois, Angelina (good job she doesn't know where Ali was the previous week!) and Anna, respectively. However, their presence in the club causes some ructions with Bill's guests. To start with, Eric

identifies Yves Vrai Bretheauteque as a regimental enemy and insists on provoking a duel. Not that Yves is against this. Then Yves spots Arsène and takes exception to his lack of nobility: that's another duel! And outside Bothwell's is another man who hasn't noticed that Armand de Luce is on active service: take a bow, Warren Peece, in your "palm reading old hag" costume!

Hiding out in the gymnasiums this month are Egon Mad 2 (four weeks' practice with his rapier), Gustav Ind (ditto) and Jacques de Gain (ditto, plus doubling his investment in Arms). Almost as hidden are Chopine Camus (three weeks with his sabre), Eglise de Sant-Suplice (three weeks rapier practice), Pierre Cardigan (sabre practice for three weeks) and Tomas le Matelot (another three weeks with sabre). Putting in two weeks apiece are Armand Slice (sabre), Dick D'Asterdly (sabre), Gar de Lieu (sabre), Jacques le Franc (cutlass) and Voulo Vault (rapier). Lots of others fit in the odd week with the weapon of their choice.

Henri Bastard finishes April with some fruitless courting. R Pierre Whit is another victim of the footpads in the red light district, but he, too, has spent his cash in the Bawdyhouses, alongside Charles de Gaullible (whose regimental duties keep him busy half the month) and Rick O'Shea.

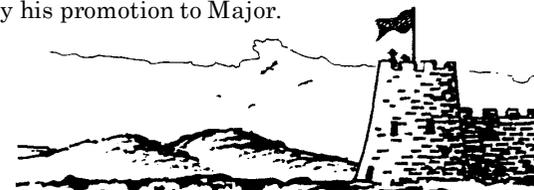
More Frontier Fun

The Frontier regiments are bolstered this month by the arrival of the Royal Foot Guards. Each regiment continues its separate siege against the several Spanish outposts invested last month. However, the Spanish reinforcements are far more numerous and almost all the Frontier regiments taste defeat.

The Royal Foot Guards are, of course, better than this and successfully storm the fort that is their target. Colonel Devlin Carnate is rewarded for his personal bravery in leading his troops with the (brevet) rank of Brigadier-General. The fall of the Spanish fort provides plenty of plunder: Carnate's share is a respectable 1,500 crowns. Lt-Colonel Amant d'Au, his head full of thoughts of Edna Bucquette, gets 1,000 to augment his coffers and receives the title of Baron. There's only 500 crowns worth for Captain Jean Jeanie and he needs some of that to buy the two horses required by his promotion to Major.

Frontier regiment 2 holds their own, much to the satisfaction of 53rd Fusilier Lt-Colonel Tourtière Mangetout, who is attached. There is no reward for him, though. Frontier regiment 1's positions are counter-mined by the Spanish and blown up. Several men disappear in the blast, including Private Pop Goes The Weasel. RIP.

Frontier regiment 3 is overrun by Spanish cavalry, Private 'X3' disappearing beneath their hooves. RIP. As he has his own horses, Bdr-General Armand de Luce is better placed to survive. He receives a Mention in Despatches for rallying



the surviving Frontier men – telling them all about the ‘Rogues and Vagabonds’ party he should be hosting in Paris.

Frontier regiment 4 takes a battering from the Spanish artillery when they receive fresh supplies of shot and shell. Private ‘X2’ is one of those on the receiving end of a Spanish cannonball. RIP. Even the gallant Highlanders are over-matched and take a mauling. Lt-General Quasi Le Bossu commands a Battalion of the RNHB. His constant warnings to his men to avoid “the balls, the balls...” help them survive and gain him a Mention in Despatches (“You sure he said ‘balls?’”) and the title of Baron. ❖

Press

Announcements

To: All decent chaps
From: Bdr Gen (b) Yves Vrai Bretheauteque
I’m in need of some sort of Aide, apparently, considerin’ the huge amount of correspondence I have overlooked. None of yer namby pamby, scented candle, Queer Old Customer types either; someone who’s not afraid to get his pigsticker out and have it at the baddies when we’re off to the front – which is often! Apply, Dragoon Guards barracks.
Yrs etc

Public Notice:- A recent series of grisly murders has taken place across Paris. The bodies of several young women have been found with their throats torn out and claw marks across their torsos.

These murders are being investigated by the Public Safety Commissioner and further information will follow. In the meantime, people are warned to be on their guard and to report any suspicious activity to the Public Safety Ministry.

Attention men of the 2nd Army, 2nd Division. Make no plans for next month: we will be out at the frontier tuning up for the summer. Pack your bags, say your good buys?!\

† General Sharpness

Matters of Honour

Brigadier Bill
Your latest disrespect to my regiment cannot be tolerated. You claim that you are no longer our regimental enemy. Yet in the following sentence, you make disparaging remarks about the regiment and the cleanliness of its barracks.

Well, Bill, time to back your words with steel, I challenge you to a duel next month. † Subaltern d’Acier

Social

The final meeting of the Minor Saints’ Society before the Summer Campaign will celebrate the life of St. Peter of Tarentaise the Younger (not to be confused with the Elder, who became Pope Innocent XV) in week 2 at Hunter’s. All gentlemen and their ladies are most welcome to attend.

† Monty Carlo

To my fellow Officers and men in his Most August Majesty’s Armies
As we prepare to head out for the summer campaign, I would like to invite all those of SL 7 or higher, along with their mistresses, to a party at Bothwell’s in week 3 of May – assuming the RFG are not called to the front early.
All costs will be paid for those SL 10 or higher and I offer a prize of a ‘silver sabre rattle’ (worth 25 crowns) for the most amusing, morale-boosting war story.

† Sir Voulo Vault, Major RFG/Gds
Brigade Maj.

Regimental Letters

To Col Camus

Sir, it is with great regret that I tender my resignation from your regiment.

I do not take this decision lightly and it is in no way a reflection on yourself. However, the stench of camel excrement that follows certain members of the regiment about is unbearable. The smell from the latrines at the front is like the sweetest fragrance by comparison.

† Was Nae Me

Personal

YVB is one fortunate person whose parents weren’t in a state of wedlock at his conception.

SN: were you suffering from consumption? † TC

“Conspicuously” I thought. (snigger)
† Le Roi

Lord Percy Percy says, as logical thought is becoming fashionable, our CPS stands out against the trend.

Throwing the unwanted roses onto the street, Amant mumbles to himself as he wanders aimlessly into the darkness of the night. “Does she not know that I could have ANYONE? Is she frigid, perhaps?”

Cupping his hand to his mouth he tests his breath. “No, the fish and onion curry is UNDETECTABLE... Benoît might be right about adding the garlic... it may indeed be too much.”

Not for the first time, he wonders if this is why his friend has been so distant, deciding he was a fair-weather friend at any rate... he and those ridiculous beads he continually insisted on wearing in public. “As if HE smelled of lavender!?” His steps cease as he thinks back to the beads... shaking his head and moving again with purpose as he continues his muttering. “You will be MINE, mademoiselle. Oh, yes... you... will...be... MINE”

Pull back to dim shot of a foggy Parisian street as a lone figure is seen beneath a gas lamp. Maniacal laughter is heard as he disappears into the night.

I wonder if the CoPS knows that the MoS was once Colonel of the Royal Marines...

Missing; 1 servant. Last seen staggering around at the rear of the Fleur... and he is going to regret it.

† D’Asterdly

Dear Le Grosse Blouse aka False Sheikh

By your actions, You now prove yourself to be a COWARD, on top of being a drug pedlar and spy. At least your lackey Bezukhov had the guts to stand up to me (even if his guts were so difficult to wash off my boots when he spilt them all over the pavement). As GOD is my witness, you proved yourself by your actions to be who I said you were: 'Le Grosse Blouse' Foreign Agent. I have gone abroad on a secret mission to find the evidence to expose you. I can run but you can't hide. Also, leave my friends out of it.

† Quasi Le Bossu aka Nemesis

To: Armand de Luce

The Public Safety Ministry takes a dim view of those individuals who seek to dismiss the threat of witchcraft and even more of those who seek to trivialise the matter.

It has come to my attention that you are guilty of both as well as issuing party invites under false pretences. Last month you advertised for one of those wretched Rogues & Vagabonds events, stating it would take place in

Points Arising

Next deadline is 11th October

Let me emphasise that press items are not orders. For example, you can put what you like in an invitation to a party in the press. However, it's what is in a hosting character's orders for the week in question that decides which characters get to Toady to him.

If the NPC Minister of War is found innocent at his trial, his position will expire at the end of next month (if

the 4th week of April. Since you were already at the front when you issued this, and committed to remaining there until the end of the Spring Campaign season, your invites were clearly fraudulent.

I look forward to discussing matters with you upon your return to Paris. You are welcome to come to me ... I'll send my coach for you...

† Marquis Sheikh Yadik Al-Abowt
Commissioner for Public Safety

So... the Sheikh is not so fake then...

So if he's real, then he is an Apostate to Islam by converting to Catholicism and openly boasting about it. Does he realise that he risks death at the hands of the more fanatical followers of Mahomet?

Poetry Corner

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

He Sheikhed it to the left, he Sheikhed it to the right,
He is the foppy sheikh who runs from a fight. † The hokey cokey

not, then the CPS will have the job). Anyone wishing to apply for the post should do so with their May orders.

Absent friends

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

PGTW Pop Goes The Weasel (Gerald Udowiczenko) has NMR'd. Total now 1

X3 (Rohan Keane) has NMR'd. Total now 3 and is sent to a Frontier regiment

MdA (Neil Packer) has been floated as Neil's only just returned from America.

Mike Bird got the benefit of the doubt and X4 was floated.

Guilty Parties

The discussion about this is on page 5. The bottom line is that some 60% of the LPBS players responded and were overwhelmingly clear that they need contact information, but not postal addresses. So there should be a revised Guilty Parties with this issue.

Notes

The *En Garde!* rules are available to LPBS players at a reduced rate: see any month's Points Arising web page at www.pevans.co.uk/LPBS; or send a cheque

Announcements

Eglise de Sant-Suplice asks NPC Colonel of Crown Prince Cuirassiers to resign

Euria Humble applies for Minister of War

Sebastian Nuisance asks NPC Brigade Major of 3rd Foot Brigade to resign

Duels

Results of April's duels:

Arsène Est (under half Endurance, gains 1 Exp) beat Devlin Carnate (with GI).

(payable to Margam Evans Limited) for £8.40 (inc postage to UK addresses) to LPBS, 180 Aylsham Drive, Uxbridge UB10 8UF.

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

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

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

Sheikh Yadik Al-Abowt asks NPC Inspector General Cavalry to resign

Sheikh Yadik Al-Abowt asks NPC Inspector General Infantry to resign

Sheikh Yadik Al-Abowt asks NPC Major 1 of 69th Arquebusiers to resign

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

Terence Cuckpowder (gains 1 Exp) beat Dexter Sinistre (with CC).

Ali Vouzon didn't turn up to fight Jean Jeanie and lost SPs.

Armand Slice (with PIS, gains 1 Exp) beat Terence Cuckpowder.

Etienne Brule (with DOG, gains 1 Exp) beat his enemy Eric de Miabeille.

Terence Cuckpowder declined to meet Arsène Est as he was under half Endurance.

Jacques As (with FdA & DS, gains 1 Exp) beat Bill de Zmerchant (with MC) - voted cause 9:2.

Grudges to be settled next month:

Marmotte d'Ai (Rapier, adv.) has cause with Was Nae Me (Foil, Seconds DS & FdA, 2 rests) for pinching Marie.

Etienne Brule (Rapier, Seconds DOG, 1 rests) and Eric de Miabeille (Sabre, Seconds EdSS, adv.) have mutual cause for being in enemy regiments.

Henri Bastar'd (Rapier, Seconds SYAA, 3 rests) has cause with Arsène Est (Sabre, Seconds PC, adv.) as he's not Noble but higher SL.

Terence Cuckpowder (Sabre, 1 rests) has cause with Arsène Est (Sabre, Seconds PC, adv.) as he's not Noble but higher SL.

Armand Slice (Sabre, Seconds PIS, adv.) and Dick D'Asterdly (Sabre, 3 rests) have mutual cause for being in enemy regiments.

Henri Bastar'd (Rapier, Seconds SYAA, 4 rests) has cause with Armand Slice (Sabre, Seconds PIS, adv.) as he's not Noble but higher SL.

Etienne Brule (Rapier, Seconds DOG, 1 rests) and Terence Cuckpowder

(Sabre, adv.) have mutual cause for being in enemy regiments.

Henri Bastar'd (Rapier, Seconds SYAA, 4 rests) has cause with Gaz Moutarde (Cutlass, adv.) as he's not Noble but higher SL.

Terence Cuckpowder (Sabre, 3 rests) has cause with Gaz Moutarde (Cutlass, adv.) as he's not Noble but higher SL.

Henri Bastar'd (Rapier, Seconds SYAA, 4 rests) has cause with Jacques As (Sabre, Seconds FdA & DS, adv.) as he's not Noble but higher SL.

Henri Bastar'd (Rapier, Seconds SYAA, 3 rests) has cause with Lothario Lovelace (Rapier, adv.) as he's not Noble but higher SL.

Henri Bastar'd (Rapier, Seconds SYAA, 3 rests) has cause with Rick O'Shea (Cutlass, Seconds CMK, adv.) as he's not Noble but higher SL.

Terence Cuckpowder (Sabre, 1 rests) has cause with Rick O'Shea (Cutlass, Seconds CMK, adv.) as he's not Noble but higher SL.

Yves Vrai Bretheauteque (Sabre, 2 rests) has cause with Arsène Est (Sabre, Seconds PC, adv.) as he's not Noble but higher SL.

Eric de Miabeille (Sabre, Seconds EdSS, adv.) and Yves Vrai Bretheauteque (Sabre, 1 rests) have mutual cause for being in enemy regiments.

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

All duels (including any to be voted on) must be fought next month unless held over due to one or other duellist

being at the Front. Orders conditional on a challenge being voted cause are acceptable.

Trials

The (NPC) Minister of War will be on trial at the start of next month (after duels, but before anything else) on charges of "lycanthropy (in this instance, being a werewolf) and aiding and abetting witchcraft."

CPS Sheikh Yadik Al-Abowt will prosecute. The Minister of State (Gustav Ind) will sit in judgement and decide the verdict and sentence.

If found guilty, the accused will appeal to His Majesty to commute the sentence and any character may use influence for or against this (without announcing it).

Player characters are welcome to attend the trial by putting what they're doing in their orders and/or press.

New Characters

Cameron Wood gets the Second son of a well-to-do Gentleman: Init SL 4; Cash 250; MA 4; EC 4 (RPW).

Gerald Udowiczenko gets the First son of an Impoverished Gentleman: Init SL 5; Cash 44; MA 6; EC 4 (X1).

Martin Jennings gets the Bastard son of a Merchant: Init SL 2; Cash 135; MA 3; EC 1 (X2).

Rohan Keane gets the Second son of an Impoverished Gentleman: Init SL 4; Cash 40; MA 1; EC 3 (X3).

Tables

Other Appointments

King's Escort: Ensign N	Captain N
Cardinal's Escort: Ensign N	Captain LL
Aides: to Crown Prince N	to Field Marshal AE
Provincial Military Governors: N/N/N/N/N	
City Military Governor N	Adjutant-General DOG
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 N	Minister of State GI

Shows who holds appointments outside military units:

ID for Characters, N for NPC, _ for vacant, CPS for additional posts held by the CPS.

The Greasy Pole

ID	Name	SL	SPs	Cash	Rank, Regiment/Appointment	MA	Last seen	Club	EC	Player
GI	Viscount Gustav Ind	28	55	Withy	Major CG/State Min.	9		Flr	6	Ashley Casey
DC	Count Devlin Carnate	27	F	Comfy	B.Bdr-General RFG/Min w/o Port	10		Flr	2	Bruno Giordan
GdLi	Count Gar de Lieu	26	6	OK	General/Justice Min.	8	Maggie	Flr	4	Bill Hay
EM2	Viscount Egon Mad 2	24	41	Withy	Bdr-General	9		Flr	3	Tym Norris
JS	Count Jacques Shitacks	24	30	Rich	General/Chancellor	3	Madelaine	Flr	4	David Olliver
PC	Earl Pierre Cardigan	23	61	Comfy	Fid Marshal/Min w/o Port	9	Fifi	Flr	4	Matt Shepherd
JdG	Viscount Jacques de Gain	23	41	Rich	B.Bdr-General KM/3rd Army QMG	17		Flr	4	Ben Brown
EH	Count Euria Humble	21	59	Withy	B.Bdr-General CC/Min w/o Port	16	Edna	Flr	5	Matthew Wale
TIM	Marquis Tomas le Matelot	21	49	Withy	General/1st Army Commndr	8	Alison	Flr	4	Tim Skinner
QLB	Baron Quasi Le Bossu	19	F	Withy	Lt-General/1st Div Commndr	10		Flr	6	Mark Cowper
PLS	Baron Pierre le Sang	18	50	OK	B.General/2nd Army Commndr	7	Kathy	Flr	4	Bill Howell
UXB	Marquis Uther Xavier-B'regard	17	37	Withy	B.Bdr-General PLLD/Drgn Brigadier	9			3	Pete Card
AdL	Sir Armand de Luce	17	F	Withy	Bdr-General	5		Both	2	Francesca Weal
AE	Arsène Est	17	+57	Poor	Lt.Colonel CG/FMshl's Aide	6	Lois	Both	6	Ray Vahey
SYAA	Marquis Sheikh Yadik Al-Abowt	16	+50	Comfy	Major CG/CPS	5	Katy	Flr	3	Jason Fazackarley
RS	Sir Richard Shapmes	16	+50	Comfy	B.Lt-General/2nd Div Commndr	8	Ella	Both	4	Charles Popp
EdM	Marquis Eric de Miabeille	15	42	Withy	Colonel QOC	13	Anna	Both	3	Pete Holland
AV	Marquis Ali Vouzon	15	41	Rich	B.Lt-General/Gds Brigadier	7	Angelina	Both	1	Graeme Morris
CMK	Baron Connor McKnight	15	37	OK	Bdr-General/2nd Army QM Gen.	3	Emma	Hunt	5	Graeme Wilson
DOG	Baron Donald O'Grady	15	+57	Withy	B.Lt-General/Adjutant Gen	5	Jacky	Both	3	Bob Bost
EB	Sir Etienne Brule	15	+52	OK	Major DG/Gen's Aide (1st Army)	2	Frances	Both	4	James McReynolds
WP	Baron Warren Peece	15	+48	Rich	Bdr-General/HGds Brigadier	11	Ingrid	Both	2	Pam Udowiczzenko
ROS	Rick O'Shea	14	36	OK	Lt.Colonel RM/Fntr Div Adjutant	3		Both	6	Paul Wilson
EdSS	Earl Eglise de Sant-Suplice	14	24	Comfy	Major CPC/Hvy Brigade Maj.		Leia	Both	2	Jerry Spencer
JIF	Sir Jacques le Franc	14	+43	Withy	Major RM/1 F Brigade Maj.	12	Laura	Both	6	Charles Burrows
VV	Sir Voulo Vault	14	+43	Comfy	Major RFG/Gds Brigade Maj.	2	Ophelia	Both	2	Mark Booth
MC	Sir Monty Carlo	13	39	Withy	B.Lt-General/Cav Div Commndr	10	Charlotte	Hunt	4	Andrew Burgess
BdZ	Sir Bill de Zmerchant	13	38	Poor	Bdr-General/Hvy Brigadier	5		Both	3	Tim Macaire

ID	Name	SL	SPs	Cash	Rank, Regiment/Appointment	MA	Last seen	Club	EC	Player
AdA	Baron Amant d'Au	13	F	Comfy	Lt.Colonel RFG	5		Both	5	David Brister
GM	Gaz Moutarde	13	+43	Withy	Major RM	3	Anne	Both	2	Mike Dyer
LL	Lothario Lovelace	12	+42	OK	Captain CG/Capt.C's Esc	5	Josephine	Hunt	4	Geoff Bowers
ASli	Armand Slice	12	+41	Comfy	B.Bdr-General 53F	5	Lotte	Hunt	5	David Williams
YVB	Sir Yves Vrai Bretheauteque	11	28	Withy	B.Bdr-General DG	5	Deb	HGds	1	Chris Boote
PGTW	Pop Goes The Weasel	11	RIP							G Udowiczzenko
JA	Jacques As	11	+44	OK	Major GDMD/Drgn Brigade Maj.	1	Thomasina	Hunt	4	Joe Farrell
CC	Chopine Camus	10	15	Poor	Colonel GDMD	4	Sheila	BG	4	Stewart Macintyre
JJ	Jean Jeanie	10	F	Comfy	Major RFG	6		Hunt	3	Andrew Kendall
DS	Dexter Sinistre	10	+46	Poor	Lt.Colonel GDMD	2	Ava	Hunt	3	Martin Adamson
TM	Tourtiere Mangetout	9	F	Withy	Lt.Colonel 53F/Cav Div Adjutant	3		BG	4	Howard Bishop
FdA	Frele d'Acier	9	+39	Poor	Sub'n GDMD/Bdr's Aide (Drgn Bde)	4	Freda	BG	3	Peter Farrell
TC	Terence Cuckpowder	9	+34	OK	Major QOC	3	Lucy	BG	4	Mike Dommett
AS	Arnaud Surfinmaise	8	22	OK		5	Betty	BG	5	Nik Luker
MdA	Marmotte d'AI	7	6	OK		2		F&P	2	Neil Packer
HB	Henri Bastard	7	+47	OK	Private CG	6		F&P	3	Carl Chambers
WNM	Was Nae Me	7	+43	OK		5	Marie	RP	3	Mark Farrell
DDA	Dick D'Asterdly	6	+24	Poor	Captain CPC	1			4	Gerry Sutcliffe
X3		5	RIP							Rohan Keane
SN	Sebastian Nuisance	5	+39	Poor	Major 27M	4	Ada		4	Paul Appleby
RPW	R Pierre Whit	4	6	Poor	Subaltern PM	4		RP	4	Cameron Wood
X4		4	0	Poor		6			5	Mike Bird
X2		2	RIP							Martin Jennings
CdG	Charles de Gaullible	2	+25	Poor	Private GDMD	4			3	Colin Cowper

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+