

That would be enough

This has been issue 140 of *To Win Just Once*, published 29th November 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

Orders for *Railway Rivals* and *Star Trader* to Mike by 13th December.

Orders for *LPBS*, Fictionary Dictionary votes and entries and any other contributions to Pevans by Friday 20th December 2013.

(Next deadlines: 24th/31st Jan 2014, 28th Feb/7th Mar 2014)

Waiting lists for 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, Jonathan Palfrey, Pevans and Mark Cowper are starting a game – with room for 1-2 more. Working map and rules provided.

Star Trader Pevans, Mateusz Ochman, Mike Dyer, Przemek Orwat, Martin Jennings, Mark Cowper are in the game start: anyone else? Rules provided.

Online games

These are online implementations of board games that I have set up for readers of *To Win Just Once* to play. The games have “TWJO” as the start of their name and the password “pevans”.

Brass at brass.orderofthehammer.com

Puerto Rico at www.pr-game.com

Through the Ages at www.boardgaming-online.com

Credits

To Win Just Once issue 140 was written and edited by Pevans. The *LPBS* masthead (page 18) is by Lee Brimmicombe-Wood, as are the illustration on pages 19, 20, 21, 23 and 28. The drawing on page 27 is by Bryan Lea and the one on page 29 by Nik Luker. Game and book artwork is courtesy of the publisher. Except where noted, photographs were taken by Pevans, who also played with Photoshop.

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To Win Just Once

(incorporating *Les Petites Bêtes Soyeuses*)



Issue 140: December 2013
(LPBS 268-9: June-July 1666)

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Chatter



As I started to put this together I realised that it's the last issue before Christmas. So, even though it's still November (as I write this), let me wish all my readers a very Merry Christmas and all the best for the New Year.



Things have been a bit hectic since last issue, what with four days in Essen at Spiel '13 and then MidCon a couple of weeks later. The good news is that I've played lots of new games – MidCon is very useful as an opportunity to try new games from Spiel – and my first report on this year's releases is in this issue. Expect more as I play more of the games.

I must also write a report on Europemasters 2013. The team I was in did not do very well, but at least I won just once! For once this was not the game requiring the most luck but the rather 'thinky' *Myrmes*. The level of play in the competition is pretty fierce nowadays, so I think it unlikely we'll see a British winner until UK teams take it more seriously.

The games

First off, congratulations to Andrew Kendall, who's the last man standing in the Bonking Game.

Fictionary Dictionary is our new all-reader game. Take a look at page 15 and let me know which is your favourite definition of each word – whether or not you are submitting definitions. Yes, **everybody** gets a vote!

We have starts for new games of *Railway Rivals* – on the Texas map – and *Star Trader* in this issue. Both games have room for a few more players, so let Mike or me know if you're interested (we provide copies of the rules for both games and a working copy of the map for *Railway Rivals*)

Online games

The second online game of *Brass* (at brass.orderofthehammer.com) saw Steve Jones get his revenge. He scored 198 points in a three-player game with Pevans in second (189) and John Boocock third (187).

We started a third game immediately and that has just finished. I scored 211 points (only the second time I've broken 200) ahead of Steve's 196 (he's consistent!) and John's 141.

Game four is ready to go, but needs 1-2 more players

The first online game of *Through the Ages* (at www.boardgaming-online.com) finished just after last issue went to print and was won by Chris Rudram (179 points) from Pevans (173), Phil Melmoth (129) and Al Tabor (66). This was something of a learning game – for Al, at least – so we cued up a re-match. This time Pevans won with 194 points from Chris's 167, Al's 147 and Phil's 116.

A third game is ready to go, but needs 1-2 more players. This is using the "Global" variant, which has some different 'Leaders' and 'Wonders' from the standard game.

I have also set up a game of *Puerto Rico* (at www.pr-game.com), which needs another player or two.

To find these games, visit the relevant website and look for pending games whose name starts with "TWJO". Join the game using the password "pevans".

I quite fancy playing some of the games at Boîte à Jeux (www.boiteajeux.net): *Agricola*, anyone? Or how about *Ginkgopolis* or *Myrmes*? Boîte à Jeux doesn't have a password system, so sign up at the website, let me know your user name and I'll invite you into a game when we have enough players.

There are also a lot of games at www.yucata.de – who fancies *Roll Through the Ages*? Or *Can't Stop*? Again, there's no password system on this website, so sign up and let me know what you fancy playing and I'll do the invitations.

TWJO online

The PDF edition of last issue was downloaded 105 times in October, which is pretty good, given that it was only published on 23rd October. Issue 138 was downloaded 109 times in October, to make 176 over two months (well, six weeks). The previous *TWJO*, 137, attracted only 16 more downloads in October, taking its total to 166 since publication.

Letters

Ray Vahey gets my attention:

I stumbled across this kickstarter campaign and thought it might be something many of your readers would enjoy:

<http://www.kickstarter.com/projects/125377036/star-trek-continues-webseries>

The aim is to complete the final two years of the original *Star Trek* 5-year mission. I've already watched the first episode and it's nearly as good (or nearly as bad) as the original.

This project completed (and was funded) on 6th November, but it's still possible to contribute. The sample episode they've already done (there's a link on the Kickstarter page) is terrific. Okay, it's a different cast playing the familiar characters, but their voices are a good match (Scotty is played by James Doohan's son, Chris!) and the sets and sound effects are spot on. I'm hooked!

Spiel '13

Pevans went to Essen

It was almost a culture shock arriving at the South/West entrance of the Messe (exhibition halls) in Essen for this year's Spiel games fair: a grand facade in curving sweeps of warm-coloured stone, ramps and bridges and a row of fluttering international flags. Clearly Spiel has been at the scruffy end of the Messe all these years!

As I walked up on Thursday morning for the first day of the fair, I was surprised to see queues outside the usual (East) entrance. "Don't they know it's moved?" I wondered. However, the ticket booths were open and people were buying tickets before walking round to the grand entrance and going straight in. So, a clever way of reducing the queues.

Courtesy of my press pass, I walked straight in anyway. And straight back out again as the press centre was actually outside the halls. The nice bit about this was

crossing the bridge over a gorge in the next door gardens (Grugapark) that was full of wonderful autumnal colours. But you don't want to know about that!

The new halls are big: three halls with, I'm told, more floor space than the nine halls Spiel is usually in. The one area in common with previous years is the Galleria – a long, narrow space with a high, arched, glass roof that sits between the two sets of halls. As usual it housed the children's play area – all bouncy castles, things flying through the air and people jumping about on bungees. Plus a few places to eat and drink and a horde of screaming children.

After the smart west entrance hall, you're into Hall 3 – a great barn of a place to match the halls at ExCeL or the NEC. By my reckoning, this hall was half the space on its own. Halls 1 and 2 were a more manageable size and Hall 1, at least, a more interesting shape – not least because this is where the south entrance leads. It took a while to get the hang of the layout and find everybody, but one useful effect of these halls is that the aisles are wider, so there's less congestion.



Approaching the West entrance on day 1

Okay, on to the games. I'll do these in alphabetical order of publisher and this initial version of my report covers the games I've played so far. I will update it as time allows and hope to cover everybody in due course. As always, if I describe a game as being like another game, this is just a convenient way of introducing it, I am not suggesting that it is a copy of the other game.

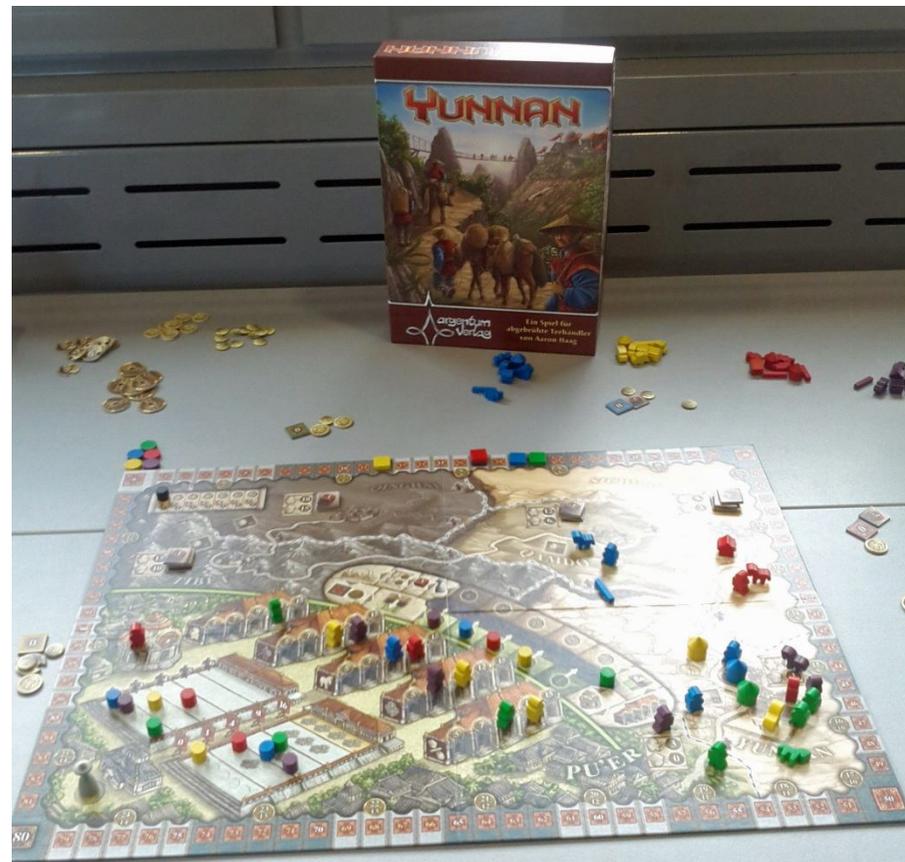


2F Spiele is Friedemann Friese's imprint for the games he designs. This year he had a new edition of his very first published game: *Wucherer*. The game was later produced in English by Rio Grande as Landlord. The new edition is Friese's *Landlord* (*Friese's Wucherer* in German). It has new artwork and has been sharpened up a bit, but it remains the same delightfully anarchic card game of unscrupulous landlords.

The cards are an interesting shape, somewhat longer than standard playing cards. They are a mixture of action cards and tenants. However, on the reverse, they are all a storey of a house. Played face down, this is what they are, forming the buildings into which tenants can be played. Tenants provide income, which allows players to buy more cards. However, having the most money is how you win the game. There is thus a decision to make: how much to spend and how much to keep. As you'd expect, you will probably be buying more cards early on and keeping the money later.

The action cards are what makes the game so much fun as they allow you to move other players' tenants into your buildings, plant squatters in their empty apartments or even blow up whole buildings! Yes, it's not a particularly serious game. However, despite all the mayhem, players will establish a stock of buildings and build up their income – even if erratically – from their tenants. There are some nice new touches, like the scientist tenant who creates a monster each round. This is good news, because even monsters need apartments to live in! It's great fun and I'm really pleased to see it back in print. I give *Friese's Landlord* a solid 9/10 on my highly subjective scale.

Argentum is a publisher that seems to get overlooked. They produce some solid, entertaining games and their latest is *Yunnan*, a first game, I believe, designed by Aaron Haag. The theme of this game is selling tea along "the great tea road" through the provinces of China. Players start with a few trader pawns (meeples) which they use each round either to bid for (and use) improvements or to trade



tea in the provinces. There is a neat bidding mechanism for the improvements where players can outbid each other, but it is possible for multiple players to get each improvement. These include gaining more traders, more movement or extending the range of their traders along the road.

Once the improvements have been dealt with, traders who were not used in the bidding are moved along the road. The further they go, the more they will get for their tea, of course. However, players must maintain a continuous trade route back to base. This is where the tactical action of bumping players back along the road comes in handy. Players take their income, but leave their traders in the provinces. This is good for maintaining trade routes and income, but reduces the number of traders you have for bidding in the next round.

Another neat touch is that players must decide whether to take their income as cash or as victory points. Cash left at the end is still worth points, but at 3 Yuan

for 1 point rather than one for one. *Yunnan* is a clever game with some neat mechanisms and I give it an initial 7/10 on my highly subjective scale.

One of the new games from Eggertspiele is *Glück Auf* from the esteemed team of Wolfgang Kramer and Michael Kiesling. The English title is *Coal Baron*, which is much more comprehensible for Anglophones, and is published by R&R Games. In this game each player has their own coal mine, complete with pithead and a cage that travels up and down the shaft. Okay, they're just printed on cardboard, but they do look good.



Coal Baron – okay, *Glück Auf* – on display

game, but lighter than I was expecting. It gets an initial 6/10 on my highly subjective scale.

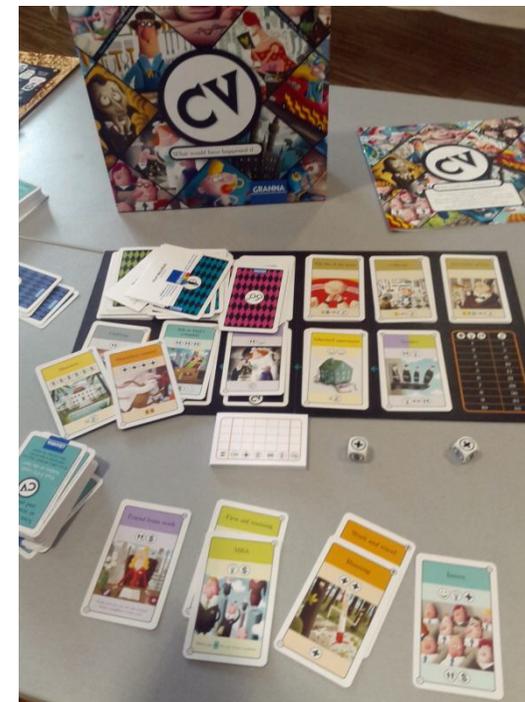
Granna is a new name to me and is a Polish publisher. Their first game, which appears to have some serious marketing behind it, is *CV*, designed by Filip Milunski. Players create the story of a life by acquiring cards that represent different aspects of that life: career, relationships, possessions and so on. They get the cards by rolling dice Yahtzee-style and using the appropriate symbols to buy one or two cards. Each card goes into a stack of that particular category and the top card of each category provides bonuses – usually extra symbols, but sometimes an extra die to roll or some other advantage.

Players place their worker pawns in order to carry out actions. These allow them to extend their mine, dig out coal and ship it to fulfil contracts. It is, of course, completing the contracts that earns the points you need to win. Actions can be taken more than once in a round, but cost more workers each time. Other actions allow players to improve their facilities and there are all sorts of bonuses for getting sets of things. In particular, coal comes in several different grades (colours) from different depths of the mine. The deeper the coal, the more valuable, of course, and there are bonuses for each grade.

On first acquaintance, I found *Coal Baron* an enjoyable

The game proceeds through three decks of cards, representing youth, maturity and old age. The cards get more expensive, but players also have more resources with which to buy them. You see, just like life! Once the cards run out, players score points according to their own secret goal as well as the public goals revealed at the start of the game. They also get points for the cards they have in each category and the most points wins.

At the end of *CV* you really do have a life laid out in front of you – in my first game, I took early retirement from my internship and loafed around! The obvious comparison for gamers is Friedemann Friese and Marcel-André Casasola Merkle's *Funny Friends*, which covers the same ground in a lot more detail. *CV* is a much simpler game and, I suspect, aimed at a family audience. It is a decent way of filling an hour, though, and provides plenty of amusement as players see how each life turns out. My preliminary rating is 6/10 on my highly subjective scale.



French publisher Grosso Modo had an entertaining take on Werewolf in the form of *Nosferatu*, designed by Pierre-Yves Lebeau. To begin with, one player takes the role of Renfield and will act as a kind-of-GM, managing each round. However, Renfield is on the vampire's side and his first job is to choose a player to be the vampire. Then he gives the stake to one of the players. This is a one-shot weapon: stake the vampire and the hunters win; stake a hunter and the vampire (and Renfield) wins.

Each round players play a card (face-down) and discard one (face-up), then Renfield draws a card from the control deck. What you discard may help other players work out whose side you're on, of course. The round continues until all have played or Renfield draws sunrise. He then reveals the cards played. If they're all laboratories, the hunters get some help. However, if there's a bite, the vampire has struck and one of the hunters is bitten. Five bites and it's all over!



Playing *Nosferatu* in the Hotel Jung on Saturday evening, led by Chris Dearlove

Nosferatu has a very different appeal from *Werewolf*. Unlike the freeform fun of that game, this rewards thoughtful play and puts both teams under pressure. It's a clever game that I expect to see a lot more of. Having played it a few times now, I give it a solid 8/10 on my highly subjective scale.

Treefrog – Martin Wallace's imprint – had three new games for us. *The Witches* is Martin's second Discworld-themed game (after *Ankh-Morpork*), but this is the one I haven't played yet. The big game is *Study in Emerald*, based on a Neil Gaiman story. The setting is a bizarre Edwardian (I think) Europe that is ruled by Lovecraftian gods (Cthulhu et al). Players are secretly assigned to one of two factions. The revolutionaries (acid pink) seek to overthrow their rulers, largely by assassinating them! The loyalists (lurid green) defend the Old Ones and try to stop the revolutionaries.

Players recruit agents and move them about Europe, taking control of cities, fighting each other and carrying out assassinations and other outrages. The success of each faction is measured by a marker on a track of their colour and the game ends when a track is completed. Players now reveal which faction they belong to and tot up their scores. However, nobody in the same faction as the player with the lowest score can win! The winner is the highest scorer of the other faction.

This means *Study in Emerald* has a cooperative aspect. You can't afford to let another player in your faction come last! Of course the problem is identifying

them. And making it obvious which faction you belong to makes you a target for the other side! This is very clever, not least because it makes the game viable if only one player belongs to a faction. They just have to make sure one of the opposition does worse than them. This is excellent stuff from Martin Wallace, enhanced by the atmospheric artwork. I've only played it once, but I'll give it a provisional 8/10 on my highly subjective scale.

The third Treefrog game is *Field of Glory – the card game*. The name meant nothing to me, but apparently *Field of Glory* is a renowned set of rules for miniatures wargames in the Ancient (and also Mediaeval) period. The card game is a two-player contest of Ancient armies, presumably drawing on these wargames rules.

At the start of a game players go through the deck of cards for the side they've chosen and discard half of them. This gives them some control over the composition of their 'army'. For example, a player might leave out the elephants or concentrate on cavalry. Terrain cards are laid out between the players and this is their battleground: they win by gaining the majority of the terrain.

In *Dominion* style, players have a hand of five cards which they play and replace from their deck. In a turn, players use some cards as 'Command' points to deploy other cards as troops. They may make one attack – there are specific rules for outflanking and other tactical situations – and gain control of any terrain where they are unopposed. If no-one has won when both decks have run out, the winner is the player who's defeated the greater value of enemy units. *Field of Glory – the card game* makes clever use of the deck tuning and management mechanisms, but it's not my type of game. Though I would happily play it again. I give it 6/10 on my highly subjective scale.



Go red army! But it's a pretty even fight in *Field of Glory: the card game*



Playing *Buccaneer Bones* – it's a quick little dice game

This brings us to Kris Gould and his imprint, Wattsalpoag. Kris described his new game as a “quick little dice game” and this is exactly what *Buccaneer Bones* is. Players roll dice, looking to make pairs or triples of any number. These allow them to move the pirate ship in the appropriate column of their little board. When a ship reaches the bottom of the column, the player gets a bonus – an extra die, say – while it remains there. Roll a triple of the appropriate number and you get a treasure and the ship returns to ‘port’ at the top of the column. First to a specific number of treasures wins.

I have to say that *Buccaneer Bones* is a quick little dice game. There's not too much to think about, so it rattles along at a good pace while the players decry or applaud their luck. It's a neat filler and I give it 7/10 on my highly subjective scale.

White Goblin is not a publisher I mention much, but they produce the Dutch/Belgian versions of many familiar titles as well as producing their own games. This year one of those is *Packet Row*, designed by Åse and Henrik Berg. In this game, players run packet ships and aim to fulfil contracts by buying and shipping the appropriate goods. The heart of the game is a clever bidding mechanism through which the players acquire goods, contracts, ships, money and crew and gain various advantages to improve their future turns. The bidding provides some tactical options and the opportunity – certainly when playing with just two, as I did – to bluff and, hopefully, outsmart your opponents. *Packet Row* is a nice enough game, but it didn't grab me. I give it an initial 6/10 on my highly subjective scale.

As always, Spiel was great fun with a huge number of new games on show and the organisers, Friedhelm Merz Verlag, did their usual excellent job. Next year's Spiel is scheduled for 16-19th October 2014 and I intend to be there. To find out more, see the (English language) website at www.merz-verlag-en.com



Games Events

December seems to be a quiet month for games events. However, the latest Raiders of the Game Cupboard is on 28th December at The Salvation Army Citadel, Mosley Street, Burton upon Trent DE14 1DR. It's a day of open gaming with whoever turns up and is clearly quite successful as this will be the 23rd event. See www.raidersofthegamecupboard.co.uk for more details.

As usual, January kicks off with winter Stabcon on the first weekend (3rd-5th) at the Britannia Hotel in Stockport. It's a few years since I made it to a Stabcon, but they've always been good fun. For more information, drop an e-mail to bookings@stabcon.org.uk.

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). 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. 16th-19th October 2014, at the Messe (Exhibition Centre) in Essen. Contact Friedhelm Merz Verlag, Postfach 210250, Bonn, 53157 Germany or see www.merz-verlag-en.com

MidCon: November 2014 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>

Games from Pevans

Mail order board and card games in the UK



I have quite a few new titles, as you'd expect: the full list is available online, at www.pevans.co.uk/Games/new.html

Buccaneer Bones

For 1-4 players, aged 8+, playing time 10 mins: **£7.50**



Five Cucumbers

For 2-6 player, aged 8+, playing time 25 minutes: **£10.00**

Friese's Landlord

For 2-6 players, aged 12+, playing time 40 min: **£13.00**



Gotham Race (Ostfriesenlauf)

For 1-4 player, aged 10+, playing time 45 minutes: **£10.00**

Keyflower: the Farmers

For 2-6 players, aged 14+, 90 mins to play: **£20.00**



Old Town Solo

For 1 player, aged 10+, playing time 10 minutes: **£4.00**

Suburbia Inc

For 1-4 players, aged 8+, playing time 90 minutes: **£20.00**



The Bonking Game

The bitter end...

Mark Cowper begins "We have no internet at home right now, so briefly..." and bonks Nik "as Swindon beat Wycombe on Tuesday in the JPT". Means nothing to me, but it's as good a reason as any.

Andy Kendall ruminates, "Hmm, Bonk Mark and have a chance of a tie. Bonk Nik and have a chance to win outright. So, Nik it is then."

Nik Luker leaves it to chance: "Random coin toss decision once again – Mark Cowper."

That's two bonks for Nik, so he's out. Only one for Mark, but he has a self-bonk hanging over his head and goes out as well. Our winner is thus Andy Kendall. Congratulations, Andy – how do you do it? I will add a couple of issues to your TWJO sub by way of a prize.

This turn's scores

Player	Self	Total
Mark Cowper	1	2
Andrew Kendall	0	0
Nik Luker	0	2

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

Subscribing to TWJO

TWJO is published on paper and online at www.pevans.co.uk/TWJO (as a PDF document). You can buy or subscribe online or as below.

If you want to play in any (or all) of the games in TWJO, you have two options. You can subscribe to the paper edition, which includes playing in the games. Or you can take the PDF edition and pay the "games only" subscription.

This table shows the costs for the paper edition, including postage (and VAT), depending on where you live.

Paper edition	UK	Europe	World
Single issue	£2.85	£4.25	£5.30
1-year subscription (11 issues)	£28.50	£42.50	£53.00

The second table on the right shows the games only subscription (including VAT).

Games only	
Per game turn	£0.65
1-year subscription (11 turns)	£6.50

To subscribe, send your name, address and payment to To Win Just Once, 180 Aylsham Drive, Uxbridge UB10 8UF, UK or TWJO@pevans.co.uk. You can pay by bank transfer (contact me for the company's bank account details), by sending a UK cheque (payable to Margam Evans Ltd) or by PayPal to www.pevans.co.uk. You can subscribe online at www.pevans.co.uk/TWJO, where you can pay by credit card (via Paypal or Amazon) or Paypal account.

Fictionary Dictionary

Round 1

Here are the proposed definitions for our first two words. All you have to do is let me know which are your favourites.

Brucellosis

1 Disease suffered by pretenders to the Scottish Crown.

2 Brucellosis (pron. Bruce-e-LOW-sis) is a disease of cattle, as any fule kno. It only affects bulls, oxen and bullocks and creates in them an unstoppable urge to dig down to Australia. While not dangerous to humans (except rustlers and other folk wandering about the farm at night to no good purpose), it causes considerable expense to the beef industry, who have to haul their "beast" (as we Lincolnshire people say) out of holes anything up to 300' deep. Of course, many farmers blame badgers – die, brock features, blammo!

3 Affliction which causes elongation of the chin.

The next words are: **Dhobitch** and **Facula**

Send your votes (just two numbers) and/or made-up definitions to Pevans at 180 Aylsham Drive, UXBRIDGE UB10 8UF or to TWJO@pevans.co.uk by 20th December 2013

What's this about?

This game is open to all readers and I guess most of you will have come across it. Each issue I will put up a couple of obscure words. Anybody who wants to participate writes in with fictional definitions of the words. (For example: "Geranium: a ceremonial dagger used by Aztec priests for human sacrifice.") I

4 The defeat of Mr Forsyth.

5 In Scotland, the process whereby a member of the Bruce clan ascends to the position of 'The Bruce'.

6 A medical condition caused by an allergy to Brussels, which in local spelling is Bruxelles.

Clamatorial

1 An educational session for bi-valve molluscs.

2 Lesson in how to cook chowder.

3 Part of a BSc course in clam fishing.

4 Training course on the nutritional value of bivalve molluscs.

5 Behaviour associated with a Clamator, one who duels with oysters.

publish these, anonymously. All readers (not just those who contributed) vote for their favourite definition (a vote for your own definition will be ignored).

Players score points for the number of people who choose their definition. We'll run this for 10 issues and the winner will be whoever has the most points at the end.

Medstead and Four Marks

Railway Rivals game 10 – Start-up

We have four players for this game: Andrew Burgess, Mark Cowper, Pevans and Jonathan Palfrey. We will be playing on the Texas map and the players should have a copy with this issue of *TWJO*.

Additional players are welcome – the map can take up to six. To join in, send an e-mail to me (essential) and one to Pevans (good idea if you want the map!).

To start the game, I want the following from each player:

company name, and shorter acronym,

and choice of start city: Dallas, Houston, or Fort Worth.

Send your orders to Mike Dommett, 119 Victoria Road, ALTON GU34 2DD or by e-mail to mike_dommett@yahoo.co.uk by 13th December

Close to Critical

Star Trader game 7 – Start-up

We're going to play the free set-up 12-player game, with all eight systems and event chits. Our starting line-up is Mark Cowper, Mike Dyer, Pevans, Martin Jennings, Mateusz Ochman and Przemek Orwat. With this issue of *TWJO* the players should have a copy of the *Star Trader* rules (including the expansions) and a blank map.

I would like from each player:

- Corporation Name
- Choice of starting options (paragraph [24.5] in the rules), listing at least 10 in order of preference
- Name(s) of spaceships
- Starting system(s) of space ships
- Starting 7 Connection levels distributed between Business, Criminal, and Political (note that you can gain Business Connections through trading, all other Connections have to be bought)
- Star System(s) where you wish to place your warehouses.

Additional players are welcome to join in (this version of the game can take up to 12 players) – we provide the rules.

If you want to ask questions, or query points, especially if you haven't played the game before, feel free to contact Mike.

Send your orders to Mike Dommett, 119 Victoria Road, ALTON GU34 2DD or by e-mail to mike_dommett@yahoo.co.uk by 13th December

Les Petites Bêtes Soyeuses

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 August 1666 to Pevans at 180 Aylsham Drive, UXBRIDGE UB10 8UF, UK or lpbsorders@pevans.co.uk by Friday 20th December 2013



June 1666 (268)

As the French army mobilises for this year's campaign, there is just time for a few matters of honour to be settled. First up we have the commander of the Dragoon Guards, Yves Vrai Bretheauteque, versus sabre-wielding Cardinal's Guardsman Arsène Est. It doesn't look like the diminutive Bretheauteque will last long against the beefy Est. Not least because Est is far more skilled with the sabre and has a second – Pierre Cardigan. However, first blood goes to Bretheauteque as he unexpectedly lunges with his sabre. It's not much damage, but it is the first touch. Est's response is also a lunge. Bretheauteque feels that blow, but continues with his furious lunge. The cut is far more effective, but Est shrugs it off and prods Bretheauteque with another lunge. The Dragoon Guard capitulates and Est has another duelling victory.

After he's been bandaged up, Bretheauteque defies medical advice and insists on meeting the Queens Own Carabiniers' Colonel, Eric de Miabeille. Marquis de Miabeille is not on the same scale as Est, but is still a bigger man than Bretheauteque. And a better swordsman. Eglise de Sant-Suplice joins Miabeille as his second. At this point Bretheauteque thinks better of this whole duelling lark and surrenders before a blow has been struck. Losing to a member of his enemy regiment in this way does not do his social status any good.

Jacques de Gain is another infantryman who duels with a sabre. His opponent, Uther Xavier-Beauregard, also uses a sabre, but at least he's in the cavalry. Viscount de Gain keeps it simple and slashes. Xavier-Beauregard blocks. Expecting a furious slash, he then jumps aside, neatly dodging another slash

from Gain. However, this one is the start of a furious slash and the cut catches Xavier-Beauregard while he's still regaining his balance. The hefty blow brings Gain the victory as Xavier-Beauregard surrenders.

Henri Bastar'd would have been the first duellist this month with a rapier, but he doesn't show up for his fight with Armand Slice. At least Etienne Brule has medical advice on his side when he declines to meet Terence Cuckpowder.

Last changes

Now that the duels are out of the way, Jacques de Gain has time for administrative matters. He admits Marmotte d'AI to the ranks of the King's Musketeers. AI secures the rank of Subaltern and the requisite horse before packing his bags with the rest of the regiment.

Lieutenant-General Donald O'Grady, the Adjutant-General, is not prepared to spend the campaign season in Paris. He offers himself command of the Frontier Division, gratefully accepts and starts preparing for action.

As the troops march out of Paris, the big news is that Commissioner of Public Safety is not with them! Sheikh Yadik Al-Abowt resigns his commission in the Cardinal's Guard and takes to his bed. In his note to his CO (see Press), the Sheikh blames a mysterious malady that has struck him low at the same time as he is trying to assume his new responsibilities as Minister of War.

One of these is making Egon Mad 2 the Inspector-General of Infantry. Unfortunately, Mad is only a Brigadier-General and does not have the seniority required for the post. Oops! Perhaps this illness is clouding Al-Abowt's judgement. Or maybe he still doesn't know what he's doing...

Dodging the CPS

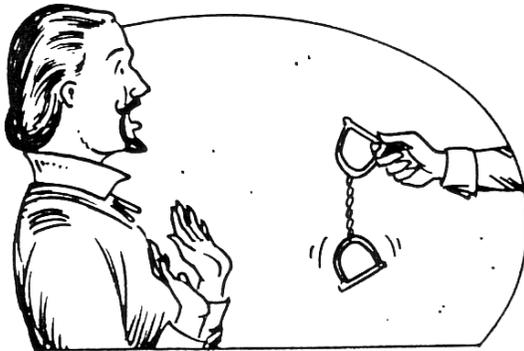
Paris settles down for a quiet few months. Field Marshal Pierre Cardigan is one of the few socialites still in town. He starts his June in the Fleur de Lys with Fifi and ends it in the gyms with his sabre. In between, he goes courting another woman! Euria Humble will be well aware of this as he gets the resulting "Dear John" letter.

Arnaud Surfinmaise visits the Blue Gables twice: once with Betty Kant and once without. He passes the rest of June at the gym with his rapier. Egon Mad 2 spends the whole month practising with his rapier.



Gar de Lieu goes for three weeks sabre practice after his visit to the Louvre. His Majesty is not impressed with Lieu's assurances that he will deal with any embezzling werewolves. While the King is keen that witchcraft is stamped out, he will have no truck with this lycanthropy nonsense.

After languishing in his rooms for a week, Sheikh Yadik Al-Abowt announces a miracle: his cure. The Virgin Mary herself appears to Yadik, warning him of a great danger that threatens Paris and curing him so that he can achieve his destiny and save the city. He issues orders and the next thing is that the black CPS coach arrives outside the War Ministry, accompanied by several wagons and a large number of CPS agents. The agents gather the staff together, whereupon the new Minister of War, clad in black, steps out of the coach and berates them.



“You wretches allowed yourselves to be duped by a monster, a werewolf. Therefore every fifth man of you is now under arrest and will be immediately transported to the Bastille. As for the rest of you, things need to change around here pretty damned quick in order for this Ministry to begin functioning properly and to remove the stain that has become attached to it.

“As of today your functions will be combined with that of the Public Safety Ministry – savings need to be made, efficiencies achieved and the full force of the War Office directed against crushing that renegade traitor Le Bossu and his outlawed Boozers & Bellringers terrorist organisation.”

At Sheikh Yadik Al-Abowt's orders, the unfortunate arrested staff are packed off to the Bastille. The Sheikh stays at the War Ministry, conducting “a thorough overhaul of the premises and its working practices.”

Yadik follows this with a week's rapier practice. He concludes June in the Fleur with Katy Did and a Dutch academician who has recently arrived in Paris. Professor van Hulsing sports a large cross and carries a hefty bag of wooden stakes wherever he goes.

Protecting the ports

Given the current hostilities between the English and the Dutch, the French armies head north with the aim of taking advantage of this distraction to acquire land from the Spanish Netherlands or the English. First Army is deployed in defensive mode around the French ports. As the naval conflict in the North Sea hots up, Second Army launches attacks into Spanish territory. And Third Army,

consisting of the cavalry, has the job of securing the armies' flanks and watching out for Spanish, English or even Dutch forces on land.

First Army is essentially the Guards Brigade. Only the Cardinal's Guard sees any serious action, coming under fire from a Dutch naval squadron that has been refused the opportunity to re-victual. Dutch landing parties are driven back into the sea by aggressive action from the Cardinal's men. Brigadier-General Euria Humble, commanding the regiment, receives a fulsome Mention in Despatches (“doesn't like to put himself forward, but did a fine job”). His share of the booty comes to 600 crowns.

Lieutenant-Colonel Arsène Est captures a whole boat from the Dutch, which brings him 1,100 crowns. Major Gustav Ind gets the same amount. His name also appears in the Despatches after his bravery almost gets him brained by a cannonball (“reckless”). Captain Lothario Lovelace behaves more sedately and is promoted into the vacancy left by Sheikh Yadik Al-Abowt at Major. His promotion is Mentioned in Despatches and Lovelace grabs a thousand crowns worth of loot – more than enough to buy the extra horses his new rank requires. In turn, Subaltern Henri Bastar'd receives promotion to (brevet) Captain. His share of the loot comes to 800 crowns, out of which he buys himself a horse.

The King's Musketeers' quiet month still brings their CO, Bdr-General Jacques de Gain, some booty: it's worth just 300. He is Mentioned, too, for his fine eulogy over Subaltern Marmotte d'Al. The Subaltern was inspecting the town walls when his ankle turned on a loose stone and he plummeted over the ramparts to his death on the cobbles below. RIP.

There are no such missteps in the Royal Foot Guards. Bdr-Gen Devlin Carnate, commanding the regiment, tries to goad a passing English ship into attacking, but gets nowhere. His action gets him into the Despatches, though, and 250 crowns comes his way. Lt-Colonel Amant d'Au can only manage 100 crowns worth of plunder, while Major Jean Jeanie doesn't even get that. Mind you, for some reason he wasn't prepared for active service.

The Cardinal's Guard's success is good news for the Guards Brigadier, Ali Vouzon. He's with the regiment during the fight and has to dodge some Dutch musketballs. This brings him a Mention in Despatches (“he's in command of the Guards”) and he pockets goodies to the tune of 1,700 crowns. His Brigade Major, Voulo Vault from the RFG, is kept busy with paperwork and only has time to add 150 crowns to his wealth.



General Tomas le Matelot, commanding First Army, gets the nod as Field Marshal for the next year. He gets a Mention (“let’s make him Field Marshal!”) and a couple of hundred crowns in booty. DG Major Etienne Brule is his Aide and makes sure that he gets rather more loot: it comes to 500 crowns. His name also appears in the Despatches with rather more effect than le Matelot (“it’s hard work writing all these Despatches”). Another thing he writes is a farewell letter to Frances Forrin.

Attack!

All three Divisions of Second Army are thrown into action against Spanish and English possessions. They have little success, though. The Frontier regiments assault a Spanish fortress that is better defended than they expected. Frontier regiment 1 gets the brunt of this, taking heavy casualties. These include Bdr-General Connor McKnight, who volunteered to serve with them. RIP. Frontier Division Adjutant Rick O’Shea (of the Royal Marines) narrowly escapes after being caught up in this. He’ll have an interesting scar when his injury heals, but not many people are going to notice it.

Second Division makes no headway in their assault either. This doesn’t prevent the Division commander, Lt-Gen Richard Shapmes, finding a magnificent 1,700 crowns worth of booty. There is a Mention in Despatches to go with it (“That’s a lot of loot!”). 27th Musketeer Major Sebastian Nuisance survives handily, but there are no prizes for him.

There’s an English garrison for First Division to deal with, but they get nowhere. The Division’s commanding officer, Lt-Gen Quasi Le Bossu, turns down the promotion he’s offered, preferring to concentrate on adding 1,200 crowns to his coffers. As Brigade Major of First Foot, Jacques le Franc does better, increasing his fortune by 1,600 crowns. He is also Mentioned in Despatches, which isn’t too surprising given he’s the man writing them. However, he gives a better Mention to his fellow Major in the Royal Marines, Gaz Moutarde (“deserves a Knighthood”). Moutarde receives a Knighthood as a result. However, there’s nothing for Captain R Pierre Whit in the Picardy Musketeers. This is still better than Bdr-Gen Armand Slice, commander of 53rd Fusiliers. His horse is startled by a sudden fusillade and throws him. His Aide rushes up only to find that the Bdr-Gen has broken his neck. RIP.

The final Mention in Despatches in Second Army is for (brevet) General Pierre le Sang, noting the promotion that makes his rank permanent.

To horse!

The cavalry regiments in Third Army are in unfamiliar terrain this month and spend some time getting the lie of the land. They engage in several skirmishes with local cavalry forces, leaving them the worse for wear. Cavalry Division commander Lt-General Monty Carlo displays noticeable bravery. This brings him a Mention in Despatches (“there’s a brave fellow!”), 1,100 crowns worth of booty

and the title of Baron. Tourtière Mangetout is Divisional Adjutant, matches his boss’s bravery and earns 600 crowns for himself.

Horse Guards Brigadier Warren Peece is not as daring and his share of the loot is worth just 150 crowns. Bdr-General Yves Vrai Bretheauteque, commanding the Dragoon Guards, gets no more. However, a close encounter with a Spanish sabre brings him a brief Mention in Despatches (“missed!”). Colonel Eric de Miabeille, commanding the Queens’ Own Carabiniers, doesn’t even get that. And neither does his second in command, Lt-Col Terence Cuckpowder.

For the Heavy Brigade, Brigadier Bill de Zmerchant is Mentioned in Despatches and manages to scratch up 50 crowns of swag (“where did he find that?”). Lt-Col Eglise de Sant-Suplice is his Brigade Major and plunders 250 crowns for himself. He comes close to the action in doing this, which brings him a Mention in Despatches (“almost brave”). Dick D’Asterdly gets one over on his fellow Major in the Crown Prince Cuirassiers, Was Nae Me, by receiving a Mention (“one up for D’Asterdly!”). There’s nothing else for either. Brevet Subaltern Horatio d’Encore does better than both of them: he receives his full rank, is Mentioned and acquires 200 crowns of booty.

The Dragoon Brigade sees quite a bit of action, mixing it with several squadrons of Spanish cavalry. Brigadier Uther Xavier-Beauregard has his rank made permanent, receives a Mention in Despatches (“mixing it”) and picks up 500 crowns worth of loot. There’s a further 450 crowns for Brigade Major Jacques As, who is also Mentioned in Despatches. And Captain Frele d’Acier, the Brigadier’s Aide, pockets 450 crowns for a MiD of his own (“he got 450 crowns”). GDMD Colonel Chopine Camus is brevetted to Brigadier-General, despite the regiment getting a mauling when it runs into some Spanish heavy cavalry. Lt-Colonel Dexter Sinistre gets his squadron back in good order, which brings him a Mention in Despatches (“good work”). He finds trooper Charles de Gaullible back in camp before him, which means disciplinary action for de Gaullible. ❖



Duels

Results of June’s duels:

Arsène Est (with PC, under half Endurance, gains 1 Exp) beat Yves Vrai Bretheauteque.

Eric de Miabeille (with EdSS, under half Endurance, no Expertise) beat

his enemy Yves Vrai Bretheauteque (under half Endurance, losing 6 extra SPs).

Jacques de Gain (gains 1 Exp) beat Uther Xavier-Beauregard.

Henri Bastar'd didn't turn up to fight Armand Slice and lost SPs.

Etienne Brule declined to meet Terence Cuckpowder as he was under half Endurance.

CoI	REG	CG	KM	DG	QO	CALC	CPC	RM	GDM	PM	I3F	PLLD	53F	27M	4A	69A	Gscn
DC	EH	JdG	YVB	EdM	N2	CC	CC	AV	N5								
LCoI	AdA	AE	N3	TC	N6	Edss+	ROS+DS						TM+	N5			
Maj1	VV+	GL	N5*	N3	N4	WNMG	N3+	N4	N6	N3	N4	SN	N5*	N5	N4		
Maj2	JJ	LL	EB+	N4	N1	DDAJF+	JA+	N3	N1								
Cap1	N6	HB	N6	N4	N2	N5	N1*	N3*	N2	N4	N5	N1	N2	N2	N6	N6	
Cap2	N4	N3	N5	N3	N5	N6	N2	FdA+	N4	N3	N2	N6*	N4	N5			
Cap3	N2*		N2*	N5*	N5			N4	N4								
Cap4	N5		N5	N5				RPW									
Cap5																	
Cap6																	

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.

Battle Results

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

The Greasy Pole

ID	Name	SL	SPs	Cash	Rank,	Regiment/Appointment	MA	Last seen	Club	EC	Player
GI	Viscount Gustav Ind	28	F	Withy	Major	CG/State Min.	9		Flr	6	Ashley Casey
DC	Count Devlin Carnate	27	F	Poor	B.Bdr-General	RFG/Min w/o Port	10		Flr	2	Bruno Giordan
GdLI	Count Gar de Lieu	26	64	Poor	General/Justice Min.		8		Flr	4	Bill Hay
JS	Count Jacques Shitacks	24	53	Rich	General/Chancellor		3		Flr	4	David Olliver
EM2	Viscount Egon Mad 2	24	37	Withy	Bdr-General		9		Flr	3	Tym Norris
PC	Earl Pierre Cardigan	23	62	Comfy	Fid Marshal/Min w/o Port		9	Fifi	Flr	4	Matt Shepherd
JdG	Viscount Jacques de Gain	23	F	Rich	B.Bdr-General	KM/3rd Army QMG	17		Flr	4	Ben Brown
EH	Count Euria Humble	21	F	Withy	B.Bdr-General	CC/Min w/o Port	17		Flr	5	Matthew Wale
TIM	Marquis Tomas le Matelot	21	F	Comfy	General/1st Army Commandr		8		Flr	4	Tim Skinner
QLB	Baron Quasi Le Bossu	19	F	Withy	Lt-General/1st Div Commandr		12		Flr	6	Mark Cowper
PLS	Baron Pierre le Sang	18	F	OK	General/2nd Army Commandr		7		Flr	4	Bill Howell
AdL	Sir Armand de Luce	17	30	Withy	Bdr-General		5		Both	2	Francesca Weal
AE	Arsène Est	17	F	OK	Lt.Colonel	CG	6		Both	6	Ray Vahey
UXB	Marquis Uther Xavier-B'regard	17	F	Withy	Bdr-General/Drgn	Brigadier	10		Hunt	3	Pete Card
SYAA	Marquis Sheikh Yadik Al-Abowt	16	45	OK	/CPS		5	Katy	Flr	3	Jason Fazackarley
AV	Marquis Ali Vouzon	16	F	Rich	B.Lt-General/Gds	Brigadier	7		Both	1	Graeme Morris
RS	Sir Richard Shapmes	16	F	Comfy	B.Lt-General/2nd Div Commandr		9		Both	4	Charles Popp
EdM	Marquis Eric de Miabeille	15	F	Withy	Colonel	QOC	13		Both	3	Pete Holland
VV	Sir Voulo Vault	15	F	Comfy	Major	RFG/Gds Brigade Maj.	2		Both	2	Mark Booth
CMK	Baron Connor McKnight	15	RIP								Graeme Wilson
EB	Sir Etienne Brule	15	F	Comfy	Major	DG/Gen's Aide (1st Army)	2		Both	4	James McReynolds
WP	Baron Warren Peece	15	F	Rich	Bdr-General/HGds	Brigadier	12		Both	2	Pam Udowiczenko
DOG	Baron Donald O'Grady	15	F	Withy	Lt-General/Fntr	Div Commandr	5		Both	3	Bob Bost
ROS	Rick O'Shea	14	F	OK	Lt.Colonel	RM/Fntr Div Adjutant	3		Both	6	Paul Wilson
JIF	Sir Jacques le Franc	14	F	Withy	Major	RM/1 F Brigade Maj.	12		Both	6	Charles Burrows
EdSS	Earl Eglise de Sant-Suplice	14	F	Comfy	Lt.Colonel	CPC/Hvy Brigade Maj.	6		Both	2	Jerry Spencer
MC	Baron Monty Carlo	13	F	Withy	B.Lt-General/Cav	Div Commandr	11		Hunt	4	Andrew Burgess
BdZ	Sir Bill de Zmerchant	13	F	OK	B.Lt-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	Withy	Lt.Colonel RFG	6		Both	5	David Brister
ASli	Armand Slice	12 RIP							David Williams
LL	Lothario Lovelace	12 F	OK	Major CCr/Capt.C's Esc	5		Hunt	4	Geoff Bowers
GM	Sir Gaz Moutarde	12 F	Withy	Major RM	3		Both	2	Mike Dyer
JA	Jacques AS	11 F	Comfy	Major GDM/Drgn Brigade Maj.	1		Hunt	4	Joe Farrell
YVB	Sir Yves Vrai Bretheauteque	11 F	Withy	B.Bdr-General DG	5		HGds	1	Chris Boote
JJ	Sir Jean Jeanie	10 F	Comfy	Major RFG	7		Hunt	3	Andrew Kendall
CC	Chopine Carnus	10 F	Poor	B.Bdr-General GDM	4		BG	4	Stewart Macintyre
DS	Dexter Sinistre	10 F	Poor	Lt.Colonel GDM	3		Hunt	3	Martin Adamson
FdA	Frele d'Acier	9 F	OK	Capt GDM/Dldr's Aide (Drgn Bde)	4			3	Peter Farrell
TC	Terence Cuckpowder	9 F	Poor	Lt.Colonel QOC	3		Hunt	4	Mike Dommert
TM	Tourtiere Mangetout	9 F	Withy	Lt.Colonel 53F/Cav Div Adjutant	3		BG	4	Howard Bishop
AS	Arnaud Surfinmaise	8	OK		5	Betty	BG	5	Nik Luker
MdA	Marmotte d'Al	7 RIP							Neil Packer
WNM	Was Nae Me	7 F	Poor	Major CPC	5			3	Mark Farrell
HB	Henri Bastar'd	7 F	OK	B.Captain CG	6		BG	3	Carl Chambers
DDA	Dick D'Asterdly	6 F	Poor	Major CPC	1			4	Gerry Sutcliffe
X1		5	0	Poor	6			4	G Udowiczenko
RPW	R Pierre Whit	5 F	OK	Captain PM	4		RP	4	Cameron Wood
SN	Sebastian Nuisance	4 F	Poor	Major 27M	5			4	Paul Appleby
HdE	Horatio d'Encore	3 F	OK	Subaltern CPC	2			3	Olaf Schmidt
CdG	Charles de Gaulfible	2 F	Poor	Private GDM	4			3	Colin Cowper
X2		2	RIP						Martin Jennings

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+

July 1666 (269)

It's another quiet month in Paris. Right until the Black Coach of the Commissioner of Public Safety arrives at the lodgings of Quasi Le Bossu. Stepping down from the coach, CPS Sheikh Yadik Al-Abowt orders his black-clad minions to clear the building. Those unfortunate enough to be inside the house are arrested and taken away to the Bastille, on a charge of "Aiding and abetting an enemy of the Crown." As the Dutch Professor, van Hulsing, joins him, Al-Abowt has the onlookers cleared.

Some thirty minutes later the cordon is lifted and locals are allowed back into the area. They are in time to witness two earth-filled coffins being removed from the building, along with a number of long, black capes. In a loud voice, Sheikh Yadik Al-Abowt addresses Prof van Hulsing: "I knew it, I just knew it: witches and werewolves need a leader, a malignant master to co-ordinate and plan their evil activities. I should have seen it months ago, the tri-partite of evil ... witch, wolf and VAMPYRE! This accursed Vampyre has a head start on us, Professor, but the Almighty's justice shall not be denied".

Equally clearly, the Professor responds, "Ja, ja dis is vampyre hoose - we muss kill it". The Men in black now board up the house, hanging garlands of garlic as they go. Prof van Hulsing nails a large cross to the main door, then produces a vial of holy water and traces a semi-circle around the doorway. A large notice is placed in front, stating "Closed by order of the Public Safety Ministry." Underneath this is a poster offering a thousand-crown reward for Quasi Le Bossu, Dead or Alive.

While all this is going on, Pierre Cardigan is in the Fleur de Lys with Edna Bucquette and Arnaud Surfinmaise is in Blue Gables with Betty Kant. Jacques Shitacks is practising with his cutlass and Gar de Lieu with his sabre. And Egon Mad 2 is at the Bawdyhouses enjoying himself.

The following week the Sheikh is to be found in the Fleur with Katy Did, while Arnaud returns to the Blue Gables on his own. Jacques and Gar continue their practice sessions and are joined by Egon (with rapier) and Pierre (on sabre). Arnaud finally goes to the gym in week 3 and works out with his rapier for the second half of the month. The rest continue their practice.

This leaves Sheikh Yadik to cause more trouble at the end of the month. His attempt to court Kathy Pacific fails spectacularly. Word gets back to Kathy and, despite his protestations that it was just a spelling mistake by his



secretary, she gives Yadik the order of the boot! There'll be a duel with Pierre le Sang at the start of September, too.

Seeing off the English

After their defeat by the Dutch last month, a number of battered ships from the English navy seek refuge in French ports. They get short shrift so, after several are impounded, others go on the offensive. Luckily, France's First Army (essentially the Guards Brigade) has been stationed for just such an eventuality.

The King's Musketeers are the least successful of the Guards regiments, but even they stand off the English sailors. Brigadier Jacques de Gain receives two Mentions in Despatches ("he got them coming and going") and adds a little loot to his personal wealth: 500 crowns to be precise.



For the second month running, the Cardinal's Guard meet landing parties on the beach and send them packing. The regimental commander, Brigadier-General Euria Humble, is Mentioned again ("what's he got against beach parties?") and acquires 700 crowns worth of booty. Lieutenant-Colonel Arsène Est does slightly better: his plunder adds up to 800 crowns. He finds his name in the

Despatches, too, and is Knighted for his efforts. The name of Major Gustav Ind is Mentioned in passing ("there he goes again!") while he grabs 500 crowns. His fellow Major, Lothario Lovelace, picks up 800 crowns and a more detailed Mention in Despatches ("Lovelace is proceeding in a northerly direction..."). The rise of Brevet Captain Henri Bastar'd continues as he is again promoted, making his rank permanent. His share of the goodies brings him 400 crowns.

Bdr-General Devlin Carnate, commanding the Royal Foot Guards, makes sure that he has the most plunder in the Brigade: 900 crowns. He is Mentioned in Despatches for his bravery in leading his men into the attack – and gaining a new parting in his hair, courtesy of an English Musketeer ("very fetching"). Lt-Colonel Amant d'Au supports his commander to gain his own Mention ("ably supported"), but can only find 300 crowns worth of loot. Major Jean Jeanie is now getting into the swing of this and picks up twice as much: 600 crowns worth. He, too, is in the Despatches.

Guards Brigadier Ali Vouzon receives the title of Earl for the Brigade's success. He's so busy admiring his new regalia that he only has time to pocket 300 crowns from the plunder. Brigade Major Voulo Vault goes into the Despatches twice – once for being there ("I was there!") and once for writing it up ("Despatches compiled by Major Voulo Vault"). There's just 250 crowns for him.

Another Earldom comes to General Tomas le Matelot, leading First Army. This follows two Mentions in Despatches and 300 crowns worth of loot. His Aide, DG Major Etienne Brule, somehow adds 1,000 crowns to his wealth from the booty he acquires and gets his own Mention ("more money than his boss").

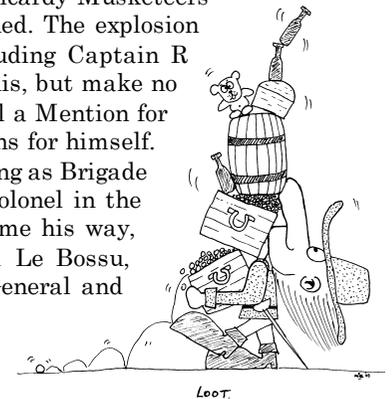
Gathering loot

Second Army continues its attacks on Spanish and English territory on the French borders. The Frontier regiments do marginally better than last month, but this is no great shakes. However, new volunteer Bdr-Gen Armand de Luce provides some assistance to Frontier regiment 3 to gain a Mention in Despatches. Lt-General Donald O'Grady, commanding the Frontier Division, is the biggest winner of the season so far as his plunder totals up to 2,100 crowns. He is promoted to General as well and receives a passing Mention ("Can he carry it all?"). Rick O'Shea is his Adjutant and does well, too. His booty is estimated at 1,300 crowns and he gains promotion to Colonel (in the Royal Marines). Just for good measure, he puts his name into the Despatches while he's at it.

Second Division holds its own, but does no better than this. Major Sebastian Nuisance in the 27th Musketeers has a narrow escape when a cannonball demolishes the field works he's in. But it's an ill wind... and he will take home a further 1,100 crowns of loot. Division commander Richard Shapmes is promoted to full Lieutenant-General and gets a thousand crowns of his own.

There's bad news in First Division as the Picardy Musketeers attack into an area that the enemy has mined. The explosion kills a good proportion of the regiment, including Captain R Pierre Whit. RIP. The Royal Marines avoid this, but make no headway against a stout defence. There's still a Mention for Major Gaz Moutarde, who plunders 600 crowns for himself. His colleague, Major Jacques le Franc, is serving as Brigade Major to First Foot and is promoted to Lt-Colonel in the wake of O'Shea's promotion. 1,400 crowns come his way, along with a Mention in Despatches. Quasi Le Bossu, commanding First Division, is promoted to General and picks up 1,000 crowns for himself.

There's twice that for General Pierre le Sang, commanding Second Army: 2,000 crowns alongside his Mention in Despatches.



An attack of sabres

The cavalry's job remains one of patrols and skirmishing, but they have some success this month. Less so in the Dragoon Brigade though. Grand Duke Max's Dragoons have a set-to with some English cavalry that results in the death of Trooper Charles de Gaullible. Sabre poisoning – nasty! RIP. However, both Lt-Col Dexter Sinistre and Bdr-Gen Chopine Camus are Mentioned for the action,

which also brings Camus 50 crowns of loot. Brigadier Uther Xavier-Beauregard is brevetted to Lt-General and awarded an Earldom, while putting away 350 crowns for a rainy day. Brigade Major Jacques As sees his name go into the Despatches as he grabs 200 crowns worth. And GDMD Captain Frele d'Acier, Xavier-Beauregard's Aide, manages to pick up 450 crowns.

Both regiments in the Heavy Brigade see off light Spanish cavalry that was reconnoitring the area. The rivalry between CPC Majors Was Nae Me and Dick D'Asterdly is not resolved, except that D'Asterdly is acting regimental commander. There are no rewards for either, while Subaltern Horatio d'Encore is brevetted to Captain. The CPCs' Colonel is acting Heavy Brigadier and is briefed on this role by Eglise de Sant-Suplice, his Brigade Major. There's a Mention ("he gives good briefing") and 350 crowns for Sant-Suplice.

The Queen's Own Carabiniers run into some Spanish infantry and send them packing in short order. Colonel Eric de Miabeille is brevetted to Brigadier-General as a result and has 250 crowns of booty to boot. Lt-Colonel Terence Cuckpowder just gets 200 crowns worth. There's no such resounding victory for the Dragoon Guards, but their commander, Bdr-Gen Yves Vrai Bretheauteque, still amasses 350 crowns of booty. And two Mentions in Despatches as well! The Horse Guards Brigadier, Warren Peece, is well pleased as he is promoted to (brevet) Lt-General and Mentioned. What's more, this brings him the title of Marquis and he has 400 crowns of loot.

As acting Cavalry Division commander, Bill de Zmerchant goes into the Despatches because of his personal bravery, dodging enemy sabres to press the attack. He's too busy to get any more than a token 300 crowns, though. Cavalry Division Adjutant Tourtière Mangetout only manages 200 crowns. But then he does get promotion to Colonel, a MiD and a Knighthood.

Finally, Monty Carlo is acting commander of Third Army and reaps the rewards. That'll be 200 crowns, a footnote in the Despatches and promotion to full Lt-Gen. Ah well... ❖

Press

Announcements

To: Paris

Let it be known that the organisation known as the Boozers and Bellringers Club is officially outlawed by the Public Safety Ministry. No further gatherings of this group shall be permitted to take place and any individual found to be a member of such shall be liable to immediate

arrest upon the charge of Treason (with notable exceptions, dependent upon the discretion of the CPS). All former assets of the aforementioned group are deemed forfeit to the Crown, via the Office of the Public Safety Commissioner.

To: Paris

The Public Safety Ministry is concerned over the recent influx into

the city of Romanian gypsies. These undesirables have been spotted lurking around some of the city's graveyards as well as holding licentious late night revelries.

What! And they haven't invited me?
† Le Dauphin

Despatches from the Front

"En Avant pour le Roi et la France!"
† Etienne Brule

The rain had passed a good week ago and a warm sun had turned the muddy puddles on Paris's streets into fetid miniatures of his homeland marshes. Green mould appeared on the edges and squeezed the rest of the pitiful life out of them.

He had passed the time by turning in petty criminals from all walks of life; street scum as well as well-to-do "gentlemen". As requested by his superior, he had applied for a position in the military and successfully at that.

His triumph was short lived, however, as the regiment was commanded to the front, where he had dallied the time by following inefficient orders from the higher-ups. Time he could have spent more productively by following the trail of treachery to the source.

Not only that, but the summer campaign was starting and, even though the noose was tightening around the culprit, he had to wait at least the whole season until justice could run its course. Even worse was the prospect of dying. Not that he was

a coward and afraid of pain or death – during his youth he had to help defend the farm of his family against Danish raiders twice. But death meant not being able to rid Paris of the dark practitioners and THAT was unacceptable.

Well, one thing last month at least went well... Because of his promotion he was not no longer at the lowest end of the food chain, which could serve him when he was back in Paris.

Regimental Letters

Personal note to Colonel Euria Humble

Major Al-Abowt regrets to inform the Colonel that he has been afflicted by a unknown malady that leaves him unable to undertake his military duties. This malady and the additional demands of the War Ministry thus, regrettably, compel me to tender my resignation from the regiment. I wish you boys all the best at the front during summer and, although I can't be with you personally, my prayers will be.

Personal

The Cutlass is often the weapon for bullies.
† T Cuckpowder

To: Hokey Cokey

When I discover who you are, you will be arrested for libel and seeking to undermine the authority of one of His Majesty's Ministers. These charges warrant the penalty of death.

Lord Percy Percy doesn't need to write on toilet walls. Pale imitators may feel the need to do so.

To the Baron Quasi Le Bossu
From your Aide and humble
supporter, R. Pierre Whit

Dear Baron, it will likely not surprise you that that pseudo-Saracen, devious, Godless, (profoundly unscientific) whoreson Yadik Al-Abowt contacted me, at once offering a naked bribe in the form of a toadying job and in the same breath threatening me with legal action, based upon my professional association with yourself. Needless to say, I am not a young gentleman to be swayed by such skulduggery, especially not from such a person as the Marquis Al-Abowt!

We both shall, of course, be defending our King and La Belle France at the front for the next two months [I write this missive while my groom readies my steed and puts a fine edge on my rapier]; but upon our victorious return to Paris, I feel that I must assist you in your struggle against this vainglorious Turk. What should be done? I could challenge the cur to a duel, perhaps, in the press. He has a position far above mine, however. Is there one of his devious minions that I might press to honour? I look forward to charging the Spanish ramparts, then dealing with serpents in the Good King's city at home. What would you suggest I do to aide our cause? Also, any guidance you might provide as to friends and enemies that I should know of would be most helpful.

Your humble servant,

† R. Pierre Whit

Last month I referred in passing to the Commissioner of Public Safety as

'the Shady Sheikh', a thoughtless slur which I have come to regret. Something more comprehensive is required. In the light of the ensuing correspondence with the Marquis Al-Abowt, I feel that I failed to do justice to this loathsome creature, and should instead have penned a well-considered and extensive examination of his character, or lack of, and his abuses of power. An omission I now propose to correct.

The grubby attempt to extort a trivial sum backed by a thinly veiled threat of judicial malfeasance is the least of it, although it does speak to his base nature. How many other gentlemen of Paris have experienced similar advances? It is really not to be endured.

More seriously, the Marquis has begun to collect the great offices of state, having disposed of the incumbents with convenient, albeit ludicrous, charges of Lycanthropy, allegedly supported by the incomprehensible calculations of Viscount Mad. I am concerned that Viscount Ind allows his busy factotum too long a leash and may well come to regret it. Instead, I submit that the Minister would do better to have the Marquis Al-Abowt put down like a mad dog, and for similar reasons.

I have assured the CPS that I would fully recompense him for any damage that I have inflicted on his reputation, twice over. I am therefore presenting him with a purse that represents my estimation of twice his worth as a gentleman, to wit 2 (two) crowns.

† UXB, Commanding Dragoon
Brigade

To: Viscount Madd

My dear Viscount, I cannot thank you enough for the presentation of evidence at last month's trial. Your contribution to the Court and to the Public Safety Ministry shall go neither unnoticed or unrewarded.

I am delighted to bestow you with the official title of the Scientific Head of Investigations into Treason and Evildoings, or SHITE for short. As the Public Safety Ministry's SHITE, you are granted full access to the Bastille and War Ministry. You may wish to meet with another of the Ministry's recent appointees, our Head of Vampyric Research, Prof. van Hulsing, as his theories on this subject are most interesting.

May our working future together be a productive one.

† Marquis Al-Abowt
Commissioner for Public Safety
Acting Minister of War

Points Arising

Next deadline is 20th December

The Ministers of War and State have decided on the military deployment and commitment for next year's campaign, as follows (Number 76 in your rulebook).

Field Army (Field Ops)

First Division

Guards Brigade (RFG, CG, KM)
RNHB

Second Division

1st Foot Brigade (PM, RM)

Lord Percy Percy says, as fashion is tending towards the unwanted threat to silence free speech, the CPS is rather fashionable. Long live the King!

Just because some of the Horse Guards wear lipstick and petticoats doesn't mean they are ladettes – or even ladies.

Camels are not indigenous to Constantinople. Anyway, it's the Venetians that sacked that city. Which prominent Parisian owns camels?

Poetry Corner

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

Have faith the CPS is at his best,
Persecuting 'warewolves' without rest.

Hark, we hear the howl of a beast:
Its cries spread fear in the East...
Shame the CPS was working in the West.

† The Hokey Cokey

2nd Foot Brigade (13F, 53F)

Third Division

3rd Foot Brigade (27M, 4A)

4th Foot Brigade (69A, Gascons)

Frontier Division

Frontier regiments

Cavalry Division

Horse Guards Brigade (DG, QOC)

Heavy Brigade (ALC, CPC)

Dragoon Brigade (GDMD, PLLD)

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 posts in September – these may be conditional on possible promotions in August.

The same applies to Minister of State – GI's term expires at the end of August and anyone wishing to apply for the job should do so with their August orders.

Notes

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

Announcements

Donald O'Grady applies for Army Commander of Third Army

Euria Humble applies for Minister of War

Egon Mad 2 applies for Inspector General Cavalry

Duels

Grudges for next month:

None!

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

Duels held over to September:

Euria Humble versus Pierre Cardigan.

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.

Egon Mad 2 applies for Inspector General Infantry

Jacques Shitacks asks NPC Aide to General (JS) to resign

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

Pierre le Sang versus Sheikh Yadik Al-Abowt.

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

New Characters

David Williams gets the Second son of a very wealthy Marquis: Init SL 8; Cash 750; MA 4; EC 5 (X2).

Graeme Wilson gets the Second son of a small Merchant: Init SL 3; Cash 25; MA 4; EC 3 (X3).

Neil Packer gets the Second son of a small Merchant: Init SL 3; Cash 25; MA 3; EC 2 (X4).

Martin Jennings gets the Bastard son of a small Merchant: Init SL 2; Cash 23; MA 5; EC 1 (X5).

Colin Cowper gets the Second son of a Peasant: Init SL 2; Cash 10; MA 5; EC 3 (X6).

Cameron Wood gets the Second son of an Impoverished Gentleman: Init SL 4; Cash 40; MA 5; EC 4 (X7).

Tables

Army Organisation and 1666's summer Deployment

First Army (Defence)	TIM/EB/N3/N
Guards Brigade (Defence) – RFG CG KM	
Second Army (Assault)	PIS/___/___/___
First Division (Assault)	QLB/___/___/___
1st Foot Brigade (Assault) – RM PM	
2nd Foot Brigade (Assault) – 13F 53F	
Second Division (Assault)	RS/___/___/___
3rd Foot Brigade (Assault) – 27M 4A	
4th Foot Brigade (Assault) – 69A Gscn	
Frontier Division (Assault)	DOG/___/ROS
Frontier Regiments (Assault)	
Third Army (Field Ops)	___/___/___/___/___/___/___/___/___/___
Cavalry Division (Field Ops)	MC/N/TM
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	AV/___/VV	First Foot Brigade	___/___/___/___/___/___/___/___/___/___
Horse Guards Brigade	WP/N/N5	Second Foot Brigade	___/___/___/___/___/___/___/___/___/___
Heavy Brigade	BdZ/N/EdSS	Third Foot Brigade	N7/___/___/___/___/___/___/___/___/___/___
Dragoon Brigade	UXB/FdA/JA	Fourth Foot Brigade	N5/___/___/___/___/___/___/___/___/___/___

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

Frontier Regiments

(On campaign for June-Aug)

Colonel	<u>F1</u> N2	<u>F2</u> N1	<u>F3</u> N1	<u>F4</u> N4	<u>RNHB</u> N4
Attached			X2 AdL		
Also at the Front					

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

Battle Results

First Army: 1

- Guards Brigade: 1
- Royal Foot Guards: 1
- Cardinal's Guard: 1
- King's Musketeers: 3

Frontier Division: 3

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

Second Army: 2

- First Division: 3
- 1st Foot Brigade: 4
- Royal Marines: 3
- Picardy Musketeers: 5
- 2nd Foot Brigade: 2
- 13th Fusiliers: 5
- 53rd Fusiliers: 3

Third Army: 1

- Cavalry Division: 1
- Horse Guards Brigade: 1
- Dragoon Guards: 3
- Queen's Own Carabiniers: 1
- Heavy Brigade: 2
- Archduke Leopold Cuirassiers: 1
- Crown Prince Cuirassiers: 1
- Dragoon Brigade: 1
- Grand Duke Max's Dragoons: 4
- Princess Louisa Lt Dragoons: 5

Second Division: 1

- 3rd Foot Brigade: 3
- 27th Musketeers: 3
- 4th Arquebusiers: 3
- 4th Foot Brigade: 4
- 69th Arquebusiers: 4
- The Gascon Regiment: 5

Other Appointments

King's Escort: Ensign N	Captain N
Cardinal's Escort: Ensign N	Captain LL
Aides: to Crown Prince N	to Field Marshal __
Provincial Military Governors: N/N/N/N/N	
City Military Governor N	Adjutant-General __
Inspectors-General: of Cavalry N	of Infantry __
Commissioner of Public Safety SYAA	
Chancellor of the Exchequer JS	Minister of Justice GdLi
Minister of War CPS	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.

Femmes Fatales

No	Name	SL	Attr	Last
64	Edna Bucquette	18	W	PC
3	Kathy Pacific	17	B	
54	Madelaine de Proust	17		
35	Katy Did	16	I	SYAA
42	Maggie Nifisent	16	B	
55	Jac ky Tinne	16		

Col	RF	CG	KM	DG	QO	AL	CPC	RM	GDM	PM	13F	PLD	53F	27M	4A	69A	Gscn
DC	EH	JdG	YVB	EdM	N7	N2	ROS	CC									
LCol	AdA	AE	N5*	N3	TC	Edss+	JF+	DS									
Maj	VV+	GI	N6	N3	N5+	WNMG	N3+	N2									
Maj	J	LL	N6	N4	N4	DDA	JA+	N2									
Capt	N4	HB	N5	N4	N2	N6	N3*	N4									
Capt	N2*		N2	N3	N5	N5	FdA+	N6									
Capt			N5	N5*	N5*	HdE	N3										
Capt																	
Capt																	

This table shows the ten senior positions in the 17 regiments by rank. Entries are Character abbreviations, N (+MA) for NPCs, blank for vacant. * shows the regiment adjutant, + shows ranks held by characters with a (senior) brevet rank or an appointment elsewhere.

No	Name	SL	Attr	Last
52	Guinevere d'Arthur	15	B/W	
10	Frances Forrin	14	B	
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 AS	
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	Viscount Gustav Ind	28	F	Rich	Major	CG/State Min.	9		Flr	6	Ashley Casey
DC	Count Devlin Carnate	27	F	OK	B.Bdr-General	RFG/Min w/o Port	11		Flr	2	Bruno Giordan
GdLi	Count Gar de Lieu	26	62	Poor	General/Justice Min.		8		Flr	4	Bill Hay
JS	Count Jacques Shitacks	24	51	Flthy	General/Chancellor		3		Flr	4	David Oliver
EM2	Viscount Egon Mad 2	24	44	Rich	Bdr-General		9		Flr	3	Tym Norris
PC	Earl Pierre Cardigan	23	60	Comfy	Fid Marshal/Min w/o Port		9	Edna	Flr	4	Matt Shepherd
JdG	Viscount Jacques de Gain	23	F	Rich	B.Bdr-General	KM/3rd Army QMG	17		Flr	4	Ben Brown
EH	Count Euria Humble	21	F	Withy	B.Bdr-General	CG/Min w/o Port	18		Flr	5	Matthew Wale
TIM	Earl Tomas le Matelot	21	F	Comfy	General/1st Army Commandr		8		Flr	4	Tim Skinner
QLB	Baron Quasi Le Bossu	19	F	Rich	B.General/1st Div Commandr		12		Flr	6	Mark Cowper
PLS	Baron Pierre le Sang	18	F	Comfy	General/2nd Army Commandr		7		Flr	4	Bill Howell
UXB	Earl Uther Xavier-Beauregard	17	F	Withy	B.Lt-General/Drgn Brigadier		11		Hunt	3	Pete Card
AE	Sir Arsène Est	17	F	Comfy	Lt.Colonel	CG	6		Both	6	Ray Vahey
AdL	Sir Armand de Luce	17	F	Withy	Bdr-General		5		Both	2	Francesca Weal
SYAA	Marquis Sheikh Yadik Al-Abowt	16	46	Comfy	CPS		5	Katy	Flr	3	Jason Fazackarley
AV	Earl Ali Vouzon	16	F	Rich	B.Lt-General/Gds Brigadier		7		Both	1	Graeme Morris
RS	Sir Richard Shapmes	16	F	Comfy	Lt-General/2nd Div Commandr		9		Both	4	Charles Popp
VV	Sir Voulo Vault	15	F	Comfy	Major RFG/Gds Brigade Maj.		2		Both	2	Mark Booth
EB	Sir Etienne Brule	15	F	Comfy	Major DG/Gen's Aide (1st Army)		2		Both	4	James McReynolds
WP	Marquis Warren Peece	15	F	Rich	B.Lt-General/HGds Brigadier		13		Both	2	Pam Udowiczenko
DOG	Baron Donald O'Grady	15	F	Withy	B.General/Fntr Div Commandr		5		Both	3	Bob Bost
EdM	Marquis Eric de Miabeille	15	F	Withy	B.Bdr-General	QOC	13		Both	3	Pete Holland
ROS	Rick O'Shea	14	F	Comfy	Colonel RM/Fntr Div Adjutant		3		Both	6	Paul Wilson
JIF	Sir Jacques le Franc	14	F	Withy	Lt.Colonel RM/1 F Brigade Maj.		12		Both	6	Charles Burrows
EdSS	Earl Eglise de Sant-Suplice	14	F	Comfy	Lt.Colonel CPC/Hvy Brigade Maj.		6		Both	2	Jerry Spencer
MC	Baron Monty Carlo	13	F	Withy	Lt-General/Cav Div Commandr		11		Hunt	4	Andrew Burgess
BdZ	Sir Bill de Zmerchant	13	F	OK	B.Lt-General/Hvy Brigadier		5		Both	3	Tim Maccaire
AdA	Baron Amant d'Au	13	F	Withy	Lt.Colonel	RFG	6		Both	5	David Brister

ID	Name	SL	SPs	Cash	Rank	Regiment/Appointment	MA	Last seen	Club	EC	Player
LL	Lothario Lovelace	12	F	Comfy	Major	CG/Capt.C's Esc	5		Hunt	4	Geoff Bowers
GM	Sir Gaz Moutarde	12	F	Withy	Major	RM	3		Both	2	Mike Dyer
JA	Jacques As	11	F	Comfy	Major	GDMD/Drgn Brigade Maj.	1		Hunt	4	Joe Farrell
YVB	Sir Yves Vrai Bretheauteque	11	F	Withy	B.Bdr-General	DG	5		HGds	1	Chris Boote
JJ	Sir Jean Jeanie	10	F	Comfy	Major	RFG	7		Hunt	3	Andrew Kendall
CC	Chopine Camus	10	F	OK	B.Bdr-General	GDMD	4		BG	4	Stewart Macintyre
DS	Dexter Sinistre	10	F	OK	Lt.Colonel	GDMD	4		Hunt	3	Martin Adamson
TM	Sir Tourtiere Mangetout	10+	F	Withy	Colonel	53F/Cav Div Adjutant	3		BG	4	Howard Bishop
FdA	Frele d'Acier	9	F	OK	Captain	GDMD/LtGen's Aide (Drgrn)	4		Hunt	4	Peter Farrell
TC	Terence Cuckpowder	9	F	OK	Lt.Colonel	QOC	3		Hunt	4	Mike Dommatt
AS	Arnaud Surfinmaise	8	8	Poor			5	Betty	BG	5	Nik Luker
X2	Henri Bastar'd	8	F	OK			4		BG	5	David Williams
HB	Was Nae Me	7	F	Comfy	Captain	CG	6		BG	3	Carl Chambers
WNM	Dick D'Asterdly	7	F	OK	Major	CPC	5		3	Mark Farrell	
DDA	R Pierre Whit	6	F	Poor	Major	CPC	2		4	Gerry Sutcliffe	
X1	Sebastian Nuisance	5	0	Poor			6		4	G Udowiczenko	
RPW	Horatio d'Encore	5	RIP								Cameron Wood
SN	Charles de Gaullible	4	F	OK	Major	27M	5		4	Paul Appleby	
X3		3	0	Poor			4		3	Graeme Wilson	
X4		3	0	Poor			3		2	Neil Packer	
HdE		3	F	OK	B.Captain	CPC	2		3	Olaf Schmidt	
X5		2	0	Poor			5		1	Martin Jennings	
CdG		2	RIP								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+