

## That would be enough

This has been issue 141 of *To Win Just Once*, published 17th January 2014. It incorporates *Les Petites Bêtes Soyeuses*, a game of *En Garde!*. Issues are published ten times a year, roughly every five weeks. © Paul Evans 2014

## Deadlines

Orders for *Railway Rivals* and *Star Trader* to Mike by 24th January 2014.

Orders for *LPBS*, Fictionary Dictionary votes and entries and any other contributions to Pevans by Friday 31st January 2014.

(Next deadlines: 28th Feb/7th Mar 2014)

## Waiting lists

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

**Railway Rivals** – the latest game is starting. Working map and rules provided.

**Star Trader** – the latest game is starting and has room for a few more players.

Rules provided.

## Online games

I have set up games for *TWJO* readers to play at several websites that provide online implementations of board games. The games have “*TWJO*” as the start of their name and the password “pevans”. Sign up at the website and join in!

**Brass** at [brass.orderofthehammer.com](http://brass.orderofthehammer.com)

**Puerto Rico** at [www.pr-game.com](http://www.pr-game.com)

**Through the Ages** at [www.boardgaming-online.com](http://www.boardgaming-online.com)

We are also playing games at [www.boiteajeux.net](http://www.boiteajeux.net) and [www.yucata.de](http://www.yucata.de). These websites don't have a password system, so let me know what you want to play and I'll set up the games when we have enough players.

## Credits

*To Win Just Once* issue 141 was written and edited by Pevans. The *LPBS* masthead (page 22) is by Lee Brimmicombe-Wood, as are the drawings on pages 19 and 25. Tim Wiseman drew the illustration on page 23 and Nik Luker the one on page 26. Game and book artwork is courtesy of the publisher. Pevans took the photographs and played with Photoshop.

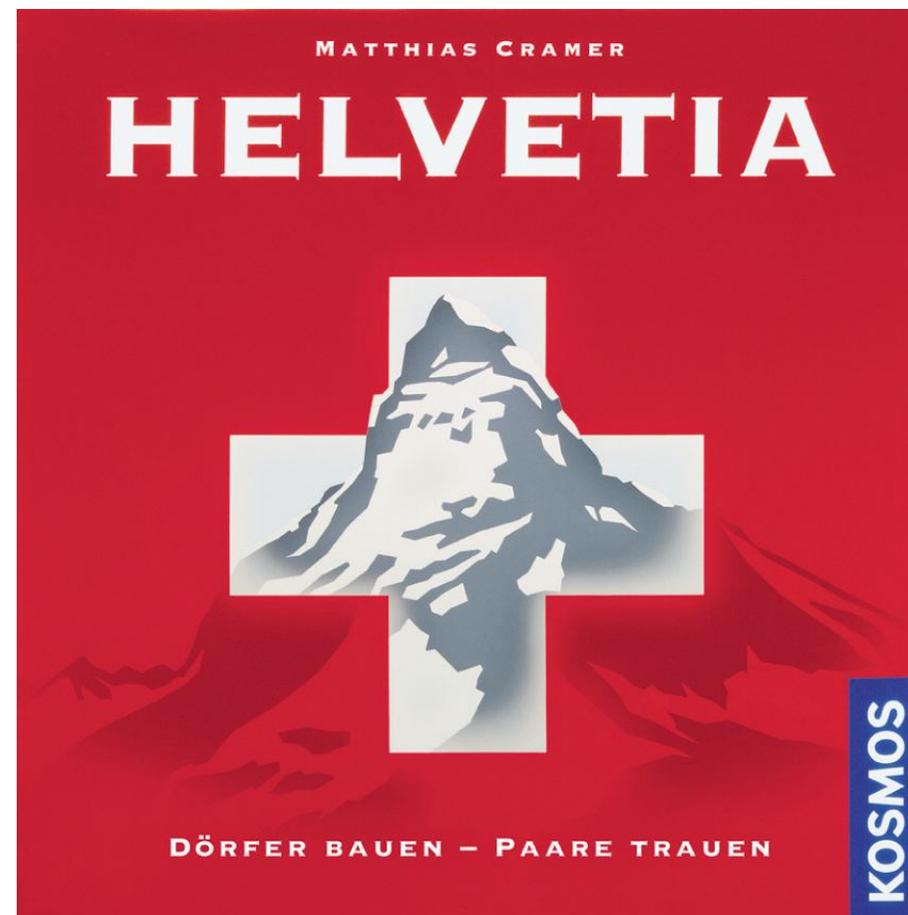
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# To Win Just Once

(incorporating *Les Petites Bêtes Soyeuses*)

Pevans reports  
from MidCon



And reviews  
*Helvetia*

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## Chatter

Welcome to 2014, everybody. My apologies for the late appearance of this issue. I had planned to get quite a few things done in the Christmas break, but eating, drinking and watching movies took precedence! And, just when I was getting back into harness, I was laid low by a bug. A week's worth of antibiotics later and I'm feeling much better

However, I am upset by the speed with which the mince pies have disappeared from the supermarket shelves. Luckily I have a stash in a kitchen cupboard that's good till mid-February. Not that I pay that much attention to best-before dates and the mince pies aren't likely to last into February...

### Online games

The fourth *Brass* game I mentioned last issue ended up being a three-player game again. Steve Jones won this one with 188 points to my 170 and John Boocock's 163. This makes it 2-all between Steve and me. The fifth game mixes things up a bit as Simon Burling has joined the usual suspects to make it a four-player game.

The third *TWJO* game of *Through the Ages* was the global variant (with leaders and wonders from around the world). Chris Rudram, Al Tabor and I were joined by a ringer, Hjalmar Gerber, who proceeded to beat us all! 155 points for him, 136 each for Chris and me and 121 for Al. Game 4 needs one more player...

Our first *Puerto Rico* game has just finished with an impressive win for Al Tabor on 57 points. I came second with 51, Mark Cowper third with 43 while Brad Martin had 34 points. Al notes "I had my sweet spot at position 3 and had a Coffee monopoly through the first 3 buys. All I had to do was not screw anything up<g>." I think he analyses the game more than I do! Game two has just started.

And our first *Agricola* game is in its last turn.

To join in, just sign up for a "TWJO" game at the appropriate website or let me know which games you'd like to play – more details on the back page.

### TWJO online

According to my website statistics, the PDF version of *To Win Just Once* 140 was downloaded 691 times in December! I'm not sure I believe this, though: it's just too far out of line with the usual monthly figure. The 150 downloads in November are much more believable. Issue 139 was downloaded 64 times in December and 114 in November, to give a total of 283 in three months. And issue 138 racked up 79 downloads in December and 52 in November to bring the total since publication to 307.

## Games Derby

### Pevans attends MidCon

These days MidCon is held in Derby, at the Hallmark Hotel (formerly the Midland Hotel, so the con's name remains appropriate), next to the main train station. It was particularly convenient this year as Geraldine decided not to come, so I travelled by train. I was actually booked in to the Hallmark Inn, the more modern of the two and just across the road from the main hotel. Plenty of those attending were staying in the Inn so there were lots of gamers in residence and I had the delight of sharing breakfast with Francis Tresham on Sunday.

However, the main event was across the road on the hotel, and that's where the games were played. Having checked in, I trotted across and was immediately inveigled into a game of *Glass Road* by convention stalwart, the estimable Chooi. This is Uwe Rosenberg's new game, published by Z-Man (and by Feuerland in Germany as *Die Glasstrasse*). I'd picked up a copy at Spiel the month before, but not got round to playing it, so I jumped at the chance.

This is definitely a game you need to play in order to learn it. Each player chooses 5 of their cards each round and will get to play at least three of them. Whether you play the others depends on other people playing that card and giving you a kind of bonus action. The card played provides your action for the turn. This can generate goods for you, add landscapes to your personal board or use goods to add a building to your board. Buildings generate goods and/or victory points, so they're crucial.

There's a neat physical mechanism – two dials with hands like a clock – that keeps track of the goods you hold. This is also how you get the two key goods of



My position in *Glass Road* – lots of space for buildings, but no Glass and no Bricks



My second game of *Glass Road*: Keith, Mark and Chris (l-r) ponder their next move

Glass and Bricks, moving the hands round to use up other goods. *Glass Road* is a very intricate game with a lot to think about. I give it an initial 8/10 on my highly subjective scale. Expect a full review when I've played it a bit more.

After a rare physical game of *Myrmes* (I've played it more online!), I introduced John Harrington and a few others to *Yunnan* (see last issue for my notes on this). This was enlivened by John's insistence on calling the game "Yer Nan" and having fun with the province names (John's take on Pu'er is left as an exercise for the reader). *Yunnan* went down well and I am enjoying playing it – I'm still working out how to win, though.

Friday evening's meal was one of the hotel's large burgers and then it was time for *Galaxy Trucker*, played with



Houses and tenants in *Friese's Landlord*

an expansion or three. *Galaxy Trucker* is always huge fun. I'm always so proud of my beautifully designed spaceship, right up until chunks of it go flying off into interstellar space after a close encounter with some asteroids. The evening finished with a quick game of *Friese's Landlord*. Another game of pure mayhem!

Saturday morning was my turn to get out one of the games I'd brought back from Spiel and see who I could persuade to play it. The game was *Race! Formula 90* and my guinea pigs were Pete Card (of this parish) and Andy Bate. Designed by Alessandro Lala and published by Gotha Games (based in Weston-super-Mare, would you believe!), *Race!* is a motor racing game, of course. It doesn't seem to be an attempt to simulate a specific formula, but is a generic open-wheel race.

As you'd expect, the board shows the circuit (Monza on one side, the Hungaroring on the other) and there are model cars to move round the spaces on the track. However, at the heart of the game are the cards players use to move their cars. In addition to the number of spaces to move, the cards show the cost of using them – in things like tyre wear and potential damage. What's more, they also have a random number, which is used when checking for damage when overtaking, rounding corners and so on. The overtaking mechanism is interesting as it differentiates between out-dragging another car on a straight, out-braking them into a corner and banging wheels round a corner.



*Race!* in progress – note my board with lots of tyre wear left and a bit of damage



My board in *Russian Railroads*: locos on the left, factories at the bottom and three railway lines in progress

Aspects of the game are abstracted from the physical components of the game. Thus, the game is played over a number of turns, rather than laps, and cars can make a pit-stop regardless of their physical position on the track (they end up further back in the running order). Once you get the hang of the system, the game works pretty well. I tried my best Sebastian Vettel impersonation: qualify on pole and lead the race from start to finish. It almost worked.

While there is some differentiation between the different cars and strategies players adopt, the advanced rules bring in even more: different types of tyre, the effects of weather, driver skills and more. I thoroughly enjoyed *Race! Formula 90* and look forward to playing it more. It gets 7/10 on my highly subjective scale.

One of the games that there was quite a buzz about at Spiel was *Russian Railroads*, designed by Helmut Ohley and Leonhard Orgler and published by Hans im Glück – the English language edition comes from Z-Man Games. I didn't get to play it in Essen, so I jumped at the chance to give it a go, courtesy of Chris Dearlove. My first thought was that you need plenty of space to play this one! As well as the central board, each player has their own board, around which go various tiles, a stock of nice wooden bits and cardboard coins (Roubles, natch).

Given the name, it's not surprising that the players are building railway lines in Russia. However, in this game, each player is building their own railways, as shown on their board. As each line progresses, achieving milestones brings players rewards, either a bonus or points. However, it's not just the length of your railway that matters: what you do with also counts! This is about the 'quality' of your railway line – it's not enough to build it, you also need to upgrade it – and the factories that it serves.

What you do in a turn depends on where you place your workers. As specific actions are limited, turn order matters and, of course, one action is all about moving up the turn order. *Russian Railroads* is an ingenious game that provides a lot to think about. As always, the key to success seems to be doing things that other players aren't – particularly as this means there's less competition for the actions you want. However, there's always some competition. I enjoyed *Russian Railroads* and look forward to playing it again: it gets 7/10 on my highly subjective scale on first acquaintance.

To fill in time before dinner – we are spoiled for choice when it comes to eating, there are an awful lot of restaurants close to the hotel – Chris got out his copy of *Nosferatu* (see last issue) and we fitted in two 7-player games. The final score was 1:1 between vampires and hunters.

Some time later, full of pasta and red wine, we returned and headed for the MidCon quiz. This has been a fixture of the convention for many years and David Norman is the current quizmaster. This year David was penalising teams with more members, so my group split into two. I followed my highly successful strategy from last year: be on the same team as Mark Jones and Chris Dearlove! In the end we were second by a point after an entertaining evening. The 'girls' team didn't do as well – clearly they were missing Geraldine. And so to bed...

Sunday morning started with another game of *Glass Road*, which went much better for having played it once before and confirmed my initial opinion of it. Pete Card then roped me in to a game of *King of Tokyo*, Richard Garfield's 2011 game from Iello (and others). This is a knock-down fight between competing monsters in the Godzilla mould. Players can lurk on the sidelines, beefing up their creature, or jump into the middle and start stomping on Tokyo (as you do).



The advantage to being in the middle is that you can hit all the other players. The disadvantage is that they can all hit you! Clearly you don't want to be the first into Tokyo, but someone has to be. I suspect the key is in making sure you get an edge over the other players. As first-timers, Pete and I were flattened. *King of Tokyo* was good fun to play once, but I'm not sure it's my cup of tea. I give it 5/10 on my highly subjective scale.



My farm: look at all those animals!

The convention was beginning to thin out as people headed home after lunch, but there were still a fair number of games going on. Keith Rapley introduced me to *All Creatures Big and Small*, Uwe Rosenberg's two-player adaptation of *Agricola* (published by Lookout with the English language edition from Z-Man). At first glance, this is counter-intuitive. A key element of *Agricola* is the competition between the players for the actions and this doesn't translate to a two-player game.

In practice, the two-player game works very well. Compared to the original, it does not have food, ploughing or planting. The mechanisms are rather different, but the game retains a lot of

the flavour of *Agricola* – though the emphasis is different. The key thing seems to be producing lots of animals and having places to keep them. As the pieces are limited, this provides the necessary competition between the players.

Given that I'm not a particular fan of two-player games, *Agricola: All Creatures Big and Small* went down very well. Full marks to Herr Rosenberg for taking a quintessentially multi-player game and translating it to a two-player format. It gets a solid 7/10 on my highly subjective scale.



Having made my goodbyes, it was a short stroll to the station and a longer (well, it was Sunday) journey home. I do enjoy MidCon: it's a solid 48 hours of games at a congenial hotel in good company. Add in the wide selection of restaurants a short stroll away and what's not to like? Next year's event is expected on the second weekend in November. Keep an eye on the website – [www.midcon.org.uk](http://www.midcon.org.uk) – for updates and I'll see you there.

## What do the Swiss produce?\*

### Pevans reviews *Helvetia*

My introduction to Matthias Cramer's *Helvetia* came at the Gathering of Friends in 2012. I thoroughly enjoyed the game and have been on the lookout for my own copy ever since. This proved harder than expected as none of the US publishers has picked it up, so it's only available (in German) from Kosmos. However, having finally got my hands on a copy and downloaded the English rules from

BoardGameGeek, I've been infecting other people at the Swiggers games club. It's generally had a good reception.

As the name suggests, the game is set in Switzerland. Each player is developing their Alpine village: adding buildings, producing goods and raising children to marry into other villages or put to work in their own. At the end of each round, players' victory points are assessed. If anyone has reached 20 points or more, the game is over and the player with the most points wins. It is possible for a player's score to go down from one round to the next, but the trend is definitely upwards.

The main source of victory points is from sending goods to 'market'. Players put a cube in the market (on the central board) every time they send a different good to market and each such cube is worth a point. The board also shows the production chains from simple goods to complex ones. Thus, to place a cube on the cowbell space, a player must be able to dig ore out of a mine, smelt it into iron and cast this into a bell. In game terms, this means having an active (standing up) worker on the three appropriate buildings. Note that there are no physical goods in the game; they are only 'produced' when they are being 'used'.

As well as the point for each good they've sent to market, players can get a bonus for being the first to do this for one of the more complex goods (such as iron and cowbells). There are also bonuses for being the first to mark all of a production chain – ore, iron and cowbells, for example (note that you can't place a cube for a good at the same time as using it to make a more complex good). In addition, some buildings give victory points, rather than goods, and there's the odd point for other markers – such as the start player tile.

Each player starts with a rectangular 'village centre' tile and three square building tiles, which they place around their centre. The starting buildings produce basic goods, including wood, brick and stone, the three that are needed to construct new buildings. Each player has a different mix, either taking one of the specific sets, or drafting three tiles from the mix of starting buildings.

They also start with half a dozen villagers in their chosen colour: three men and three women. Yes, there are different male (larger, wearing a hat) and female pieces. Three of these will go into the player's starting buildings. One is married off to another player's village. This is where sex is important: a married couple must be one man and one woman. The fifth piece goes into the village centre. From here, it can be married or deployed into a new building. The sixth villager is in school (on the central board). This one is also available for marriage; otherwise it will graduate to the player's village at the end of the round.

Finally, players start with four wooden discs (like family members in *Agricola*) in their colour. They will place these to take actions each round. Two more discs are available for each player. These start the game in two other players' villages and players retrieve them by marrying into those villages. Getting the extra actions is really useful, so there's a big incentive to get a couple of people married quickly.



My village: note a couple of marriages with white and only three active villagers

Okay, that's the set-up, now the gameplay. Going round from the start player, each player puts one or more discs on an action space (on the central board) and carries out the action. There are five possible actions and, in general, players get to do the action as many times as the discs they've placed. What's more, they can take the action again in the same round, should they want to, by placing more discs when it's their turn again.

This continues until only one player has any discs left. They don't get to play these discs, but they do get the first player tile (it's worth a victory point!) for the next round. Just this element of the game provides some tactical opportunities. You need to keep a careful eye on who's got how many discs left. In particular, if you want to be sure of using all your discs, then playing several at a time makes sense. Alternatively, playing them one at a time makes it more likely that you'll get to be first next round – at the cost of fewer actions this round.

The first action is the Builder. Each disc on here lets you construct a building from the selection available. However, you also have to have the raw materials for the building. To produce these materials you need active workers on buildings (in **any** village) that produce these. You lie down the workers, to show they've done their job and are now inactive. The new building goes next to your village centre and is occupied by a spare worker, if you have one. (There are bonuses for being first and second to get a complete ring of active buildings.)

There's one wrinkle to the Builder. You can also use it to produce construction materials for a new building by placing extra discs on the space. This can be very

useful if you're not able to produce everything you need – particularly early in the game, but remaining helpful throughout. The cost, of course, is that you'll get fewer actions that round.

Players' second option is the Trader, who takes goods to the market. Each disc placed on here lets you add a cube in the market – for a good you can produce. Again, you need an active worker on the appropriate building (in **any** village) for the good. If it's a complex good, you need an active worker on each building in the production chain (mine, smelter and cowbell maker for the cowbell, for example). Again, workers are laid down to show they're now inactive.

The third action is the Night Watchman, who wakes up workers. Each village is divided into notional 'quarters' from the village centre. For each disc placed here, players wake up (stand up) all the workers (regardless of whose they are) in one quarter of one village. I've also discovered that it can usefully be used as a kind of 'Pass' action, placing your remaining discs here

(there are always quarters where someone can be woken up). Note that you are activating other people's workers as well as your own, so there is a cost to this.

Fourth is The Impressive Clergyman, who conducts marriages. Sorry, the Priest marries workers. Each disc here lets you marry off one of your workers from your village centre or the school. The worker must go to another village and join an unmarried worker of the opposite sex in a building. They are active when placed



The central board – score track, school, market and actions – and buildings

and the usual tactic is to look for goods you want to produce. Of course, you need a worker of the appropriate sex, so you must plan the sex of your children. Ahem.

The Midwife is action number five and she delivers the babies. For each disc placed here, you may add one baby to one couple (married, of course) in your village. Multiple discs let you place babies with multiple couples, but not multiple babies with one couple. The game comes with a set of 'baby' stickers, which go on the base of the workers. To add a baby to the board, you place a worker tipped up so that the base is visible. The key thing to note is that you are choosing whether to have girls or boys when you do this.

As already mentioned, you continue taking actions until only one player has any discs left. They get the start player tile for the next round and the players finish off the round. First, each action space is assessed. If one player has more discs on this than each of the other players, they get the corresponding 'character tile'. Character tiles are worth a point each, but they also give the owner an extra action in the following round. This is a neat little bonus. It means it's worth looking at how many discs players have placed and deciding whether you want to place more to gain the character tile – or as many to deny it to someone else.

If you have a character tile (or tiles – it's quite possible to have two or even three), you can carry out that character's action once per round before or after your normal action for that turn. So, if you have the Builder tile, you could place a disc on the Night Watchman, wake up the quarter that contains your construction goods and use the Builder tile to build a building. This counts as one turn and you flip over the Builder tile to show you've used it this round.

Once the character tiles have been dished out, players' scores are counted: one for each cube in the Market, one for each character tile and the start player tile and points for bonuses and buildings. If anybody's made it to 20 points, it's game over, of course. If not, players take any workers (children) from the school back to their village. They occupy empty buildings, with any left over going onto the village centre tile. Then babies are moved from the village to the school and stood up. Be careful to do it in this order! Players get their discs back and five more building tiles (while there are tiles left) are added to those available.

The buildings come in several sets. The second set includes the more complex goods and the third set provides duplicates of the second set. Most are production buildings, but there are also quite a few victory point buildings. The latter come in a few different types so that you can have several victory point buildings despite being restricted to one of each building in your village. They do not need a worker on them and just provide points when counting up.

There is also a third type of building: exchanges. There are only a few of these and each lets you swap one good for another, but only the goods shown on the tile. Thus the 'Goat Market' lets you swap goats, beer and iron, while the 'Cattle market' is for cows, bread and iron.



Playing *Helvetia* at Swiggers with a couple of American visitors

Phew! There's quite a lot to think about there and just as much to think about when you start playing the game. Clearly, you'll want to build new buildings to be able to produce new goods. Alternatively, you can marry into what other players have built. Either way, you'll need workers, so I think it's crucial to maintain a steady flow of babies and, thus, new workers. Then you need to think about what sex they are, which depends on which buildings you'd like to marry them into. In turn, this depends on which goods you want, which depends on how you're planning to score points.

Bear in mind is that most of your points are likely to come from cubes on the market display and associated bonuses. Hence, this should be the main focus of what you're doing. It's very tempting to get caught up in organising the production of your workers instead. The other significant source of points is the victory point buildings. As these don't need workers, they can also be a quick route to the bonus for encircling your village centre. The downside of this is that you're not producing much, which can be quite a handicap.

All of which make *Helvetia* sound like a game that requires heavy-duty thinking. There are certainly a lot of decisions to make, but they're all on the small side – there's no real brain-burning stuff. *Helvetia* remains relatively light, but gives

players plenty to think about and is good fun to play. I give it 8/10 on my highly subjective scale.

*Helvetia* was designed by Matthias Cramer and is published (in Germany) by Kosmos. It is a strategy board game for 2-4 players, aged 12+ and takes 90 minutes to play.

This review was first published in *Counter* 63, December 2013.

\* According to Harry Lime in classic movie *The Third Man*, "In Switzerland they had brotherly love – they had 500 years of democracy and peace, and what did that produce? The cuckoo clock." No cuckoo clocks in *Helvetia*, just cowbells.

## Games Events

OxCon 2014 takes place over 25th and 26th January upstairs at the Mitre pub on the High Street, Oxford OX1 4AG. Organised by the Oxford University Board Game Society and is essentially two days of open gaming. However, Saturday features a *Puerto Rico* tournament and there's a *Settlers* tournament on Sunday. For more information, see the website at [oxcon.dominicbisset.co.uk](http://oxcon.dominicbisset.co.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](http://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](http://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](http://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](http://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>

# Fictionary Dictionary

## Round 2

### Scores from round 1

A stunning start from Andy Kendall, whose definitions seem to have clicked with lots of voters – we had 19 voters in all and lots of them contributing definitions for the second round.

Conversely, Nik Luker seems to be on the wrong wavelength. Plenty of time for things to change, though. A few people couldn't resist adding more comments.

Chris Baylis chimes in, "as you haven't put down the correct definition of Brucellosis, which is 'The gaining of cellulite from drinking IRN BRU'. You also have omitted the correct definition of Clamatorial, which is, of course, 'The notes on the inside front page of the Oyster Gazette'.

Mark Farrell adds, a propos Clamatorial, that "the west coast of Scotland is a good source of shellfish. This course is available at the following west coast institutions: 1 University of Strathclyde, 2 Glasgow Caledonian University, 3 University of the West of Scotland." While Tim Macaire reckons "I think I've just found my perfect career".

### Round 2 definitions

The proposals are below. All you have to do is let me know your favourites.

#### Dhobitch

1 This is of course the soreness you get round your mouth, ears, nose and other orifices when they are dry due to the sun or other forms of heat: DHO (DeHydrated Orifices) Itch.

2 Indian cricketer's wife.

3 Term used in the early 19th century for a cook's apprentice. Especially used in a Leicestershire and Nottinghamshire, for unknown reasons.

4 An overly vicious female bread-maker.

Player	This round	Total
Paul Appleby	1	1
Andrew Burgess	9	9
Bill Hay	5	5
Andy Kendall	15	15
Nik Luker	0	0
Brad Martin	8	8

5 Female Irish Setter.

6 A Russian term of encouragement or surprise.

7 Herbert-the-dyslexics's marvellous Dog Piano was nearly complete, with seven, specially-selected dogs constrained in a frame and connected via their tails to a keyboard. Press a key and the dogs yapped particular notes, ranging from bottom 'do', through 're', 'mi', 'so' etc. and right up to 'ti'. But no dog tuned to the eighth and highest note could be found. Then inspiration: why not a female dog? Herbert needed a dhobitch.

8 Name for Dobby in the Russian translation of Harry Potter.

9 Concubine of Indian cricket captain.

10 An itch common to politicians who Don't Have One. Originally D.H.O. Itch, this has been shortened over time to dhobitch.

11 A woman of the TOWIE tribe, characterised by her stupidity, self-centredness and nastiness towards others.

12 A female Irish wolfhound.

13 A 3rd generation female alpha pack animal.

14 A canine made of flour, water, salt, boric acid, and mineral oil.

15 It is so obviously the dog-breeder's name for female Dobermanns.

16 An addiction to Adobe software

17 (abbr from 'Adobe Itch') Urge some software has to demand upgrades with annoying frequency. Example "My PC has the 'Dobe-Itch'" "Again!? Man, you need to visit the STD (Stop That Download) clinic".

18 The professional title acquired by a non-Italian female pizzeria worker by her Italian colleagues.

#### Facula

1 Unofficial title for the person who is understood to really run a department or organisation, regardless of their lowly official title. Originally coined for the assistant to the Head of Faculty at some American college.

2 In musical notation, extreme irritation with the note A, known as "la" in the fixed-Do solfège.

3 The sponge used by Ancient Romans for wiping their bottoms.

4 The natural response to a person from LA who upon arrival objects to a customs inspection.

5 Instrument to measure discretionary life-signs.

6 A dummy refrigerator.

7 The reigning Rumanian Mastermind champion.

8 A defanged vampire.

9 A mythical creature that drains knowledge from its victims and cannot enter libraries unless invited.

10 Early term for the information super-highway. Derived from 'tube of information'.

11 An inebriated Irishman's final speech as he slides to the floor in the bar.

12 This is the rarely used plural for teaching staff members of a college or university.

13 Name assigned to the hypothetical bone formed by the fusing of the femur and the scapular and characteristic of Retro arcus the legendary 'bend-over-backwards' bird of Patagonia. Sadly, research has shown that neither the bird nor its bone ever existed.

14 Dracula's little known youngest sister.

15 A Yiddish term for a homosexual vampire.

16 A detail which disproves myth, especially those pertaining to Vlad Tepes, the Impaler.

17 A feminist vampire.

18 A thin rubber mask enabling the wearer to impersonate others.

The next words are: **Grindelia** and **Hexachord**

**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 31st January 2014**

**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 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.

**Subscribing to TWJO**

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

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**Medstead and Four Marks Railway Rivals game 10 – Start-up**

Two additional players have joined us, giving six companies for the start. This game is on the Texas map, y'all.

**Jacobahn (JAB)**

Mark Cowper  
Colour: Black  
Start: Fort Worth  
Points: 20

**Andrew's Railway Business (ARB)**

Andrew Burgess  
Colour: Blue  
Start: Dallas  
Points: 20

**Carriages or Wagon Systems (CoWS)**

Paul Evans  
Colour: Red  
Start: Dallas  
Points: 20

**Texas Rock Crusher Railway (TXR)**

Jonathan Palfrey  
Colour: Green  
Start: Houston  
Points: 20

**Stars N Stripes (SNS)**

Gerald Udowiczenko  
Colour: Brown  
Start: Dallas  
Points: 20

**Hauling Across Texas (HAT)**

Bill McKinley  
Colour: Orange  
Start: Fort Worth  
Points: 20

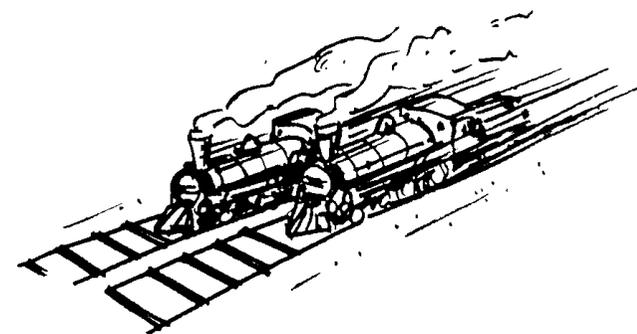
**GM Notes**

Please put your company name and colour at the top of your orders and write your three builds on separate lines.

When paying known costs to others, please write the name of company to pay, not just colour.

Die rolls for the first round are: 6, 4, 5

**Send your orders to Mike Dommett, 119 Victoria Road, Alton GU34 2DD or by e-mail to [mike\\_dommett@yahoo.co.uk](mailto:mike_dommett@yahoo.co.uk) by 24th January 2014**



# Close to Critical

## Star Trader game 7 – Start-up

Mateusz Ochman isn't able to join us after all. This reduces us to six players, so I have scaled the game down to the standard map and commodities.

### A MARATHON MANIACS – Andrew Burgess

Special Ability 7: 3 Isotope Factories at Sigma Draconis  
 Ship: Saxon at Tau Ceti  
 Warehouses: Sigma Draconis and Gamma Leporis  
 Connections: B 7, C 0, P 0  
 Cash: 500 HT

### B COSTRA NOSTRA PIZZA – Mark Cowper

Special Ability 8: Two Ships (Corco Zetas)  
 Ships: Snow Crash at Gamma Leporis, Mouse Army at Tau Ceti  
 Warehouses: Mu Herculis and Beta Hydri  
 Connections: B 2, C 5, P 0  
 Cash: 500 HT

### C SAILCAT – Mike Dyer

Special Ability 18: 3 Alloy Factories at Gamma Leporis  
 Ship: Clara at Mu Herculis  
 Warehouses: Gamma Leporis and Mu Herculis  
 Connections: B 0, C 0, P 7  
 Cash: 500 HT

### GM Notes

Any questions to Mike asap.

Send your orders to Mike Dommett, 119 Victoria Road, Alton GU34 2DD  
 or by e-mail to [mike\\_dommett@yahoo.co.uk](mailto:mike_dommett@yahoo.co.uk) by 24th January 2014

### D THE 7 CORPORATION – Paul Evans

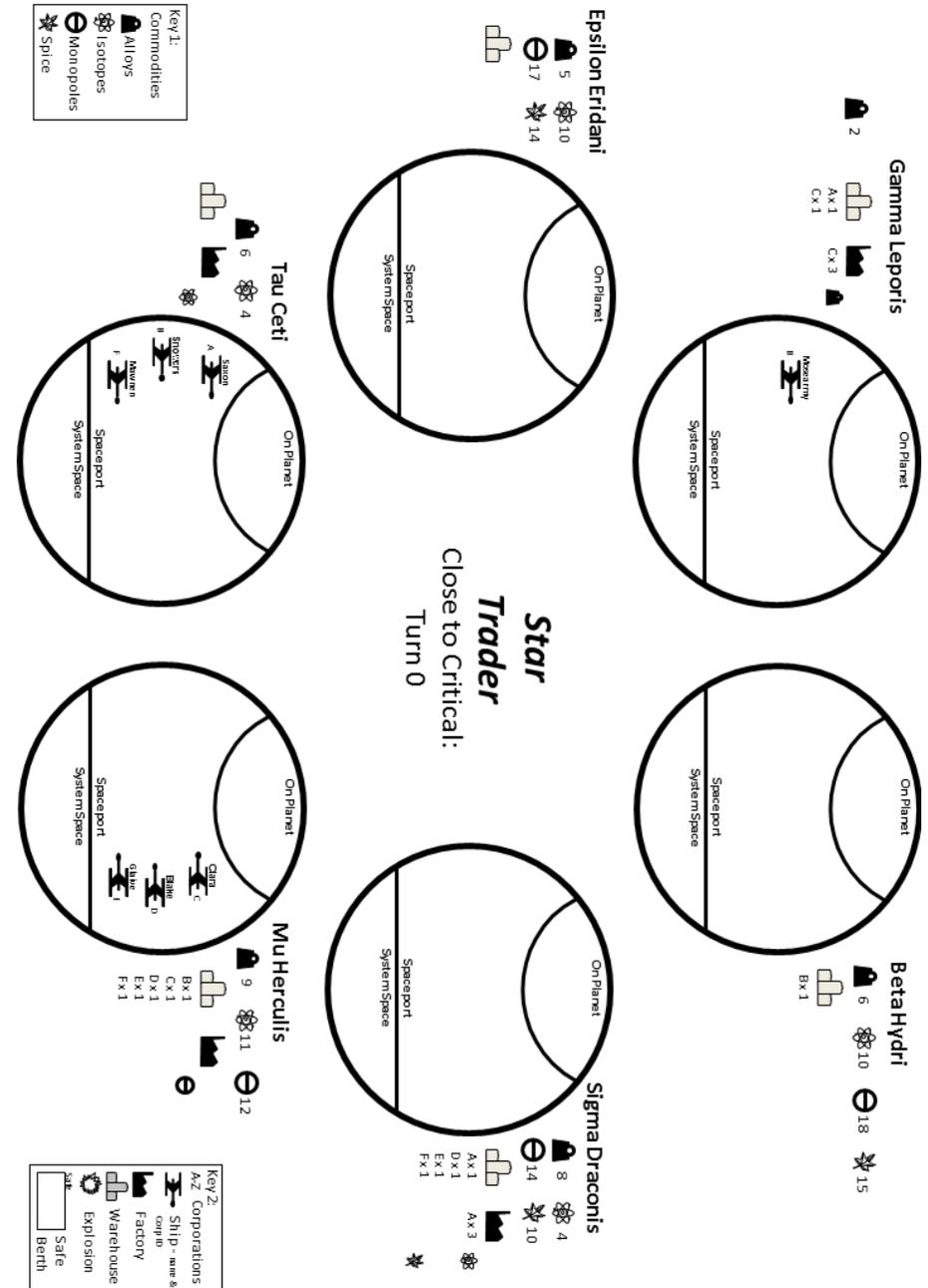
Special Ability 9: Agent X on board Blake  
 Ship: Blake at Mu Herculis  
 Warehouses: Mu Herculis and Sigma Draconis  
 Connections: B 0, C 4, P 3  
 Cash: 500 HT

### E SWISS MERCENARY FLEET – Martin Jennings

Special Ability 19: Charismatic Chairman  
 Ship: Glaive at Mu Herculis  
 Warehouses: Mu Herculis and Sigma Draconis  
 Connections: B 0, C 7, P 0  
 Cash: 500 HT

### F AVERY & SONS – Przemyslaw Orwat

Special Ability 16: Battle Comm Pod  
 Ship: Mawnan at Tau Ceti  
 Warehouses: Mu Herculis and Sigma Draconis  
 Connections: B 0, C 7, P 0  
 Cash: 500 HT



## 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.engage.co.uk](http://www.engage.co.uk)).

**Orders for September 1666 to Pevans at 180 Aylsham Drive, UXBRIDGE UB10 8UF, UK or [lpbsorders@pevans.co.uk](mailto:lpbsorders@pevans.co.uk) by Friday 31st January 2014**



## August 1666 (270)

There's a lot of money changing hands this month. It's expected that the new arrivals will borrow heavily to finance setting up their new lives in Paris – or their military careers. What the new arrivals are not expecting is to be given an extra hundred crowns by Euria Humble. Pepé Nicole signs up with the 69th Arquebusiers. He'd like to be a Major, but lacks the social standing for this rank and has to settle for being a Captain. Morgan La Foot joins the 13th Fusiliers and is happy to be a Subaltern. It's the Archduke Leopold Cuirassiers for René de Gaviscon, who purchases a Majority and the horses to go with it. All three of them are then off to the front, of course – though this surprises La Foot and Nicole. Noisette de Gingembre and 'X5' volunteer for the Frontier regiments.

Field Marshal Pierre Cardigan appoints General Donald O'Grady to the vacant command of Third Army. However, Brigadier-General Yves Vrai Bretheauteque isn't interested in being Quartermaster-General of Second Army for a month, despite being offered the post by Army Commander Pierre le Sang.

Returning to the money, Armand de Luce and Monty Carlo pony up 500 crowns apiece to CPS Sheikh Yadik Al-Abowt. One wonders why... Gustav Ind gives a huge amount to Devlin Carnate, who uses some of it to fulfil his commitment to the Royal Exchequer. Quasi Le Bossu is also getting rid of his cash: a few thousand each to Armand de Luce, Morgan La Foot and Uther Xavier-Beauregard. Despite being on active service, Messrs Bill de Zmerchant, Dick D'Asterdly and Rick O'Shea do the honourable thing and send money back to Paris to settle their debts with the Shylocks.

## Familiar faces

The Government Ministers still in Paris are to be found in the Fleur de Lys. All month. Minister without Portfolio Pierre Cardigan is there with Edna Bucquette. Chancellor Jacques Shitacks is accompanied by Madelaine de Proust. Justice Minister Gar de Lieu has Maggie Nifisent on his arm. It is Gar who provides something different when he and Maggie are joined by the Commissioner of Public Safety, Sheikh Yadik Al-Abowt, for the last week of August. The Sheikh is in his CPS black, greets his host cordially and accepts his offer of libations. They sit and chat convivially for a while, but Al-Abowt brings the conversation to an abrupt halt.

"Enough of this," cries the CPS. "I grow weary of your deceit, monster! You dare to try and fool me; you believe me foolish enough to be duped by your lies! I know what you are and I know what you have done ... DOPPELGANGER!"

Throwing an arrest warrant across the table, Yadik clicks his fingers. CPS agents – who had quietly positioned themselves around the club while the two men were talking – descend upon Gar.

"Don't worry," snarls the Commissioner, "my men are very persuasive and, sooner or later, you will tell me how you got that camel's head into my bed." He waves a note on which the words "You're next" in big angry letters can be clearly seen. "Right back at you, creature of the night!"

Gar's protestations have no effect. "Drag this wretch away men, get it out of my sight," is the CPS's parting shot. The unfortunate Minister of Justice is bundled out of the club and into the CPS coach waiting to take him to the Bastille. As it pulls away, a small keg falls from the suspension and breaks open, spilling gunpowder onto the cobbles. The fizzing fuse, stuck in the lid, sputters weakly and goes out. Picking himself up, Yadik returns to the club for a stiff drink.

At the Blue Gables we find Arnaud Surfinmaise, who visits his club for two weeks. Once with Betty Kant and once without. His rapier then gets his attention as he spends the next two weeks in the gym.

The gymnasium is where Egon Mad 2 is to be found all month. He practises with his rapier and just keeps on doing so.

Having eschewed the military – for the time being at least – new boy Coeur De Lion makes his mark by courting the mistress of a Musketeer. The result is a duel with Sebastian Nuisance, Major in



the 27th Musketeers. Oh, and the affections of his former lady, of course. Coeur then sweeps his beloved off to his club, which is where the problems start. In his haste, he has failed to actually join a club! Well, that's that for this month.

At least the anonymous 'X1' gets that last bit right. After failing in his initial courting, he hits the Bawdyhouses, where he's sure of an ... affectionate welcome. His second courting visit is successful – though it will mean a duel with Yves Vrai Bretheauteque next month. He shows the influential Deb Onairre a good time at the Frog & Peach to wrap up September.

What's missing in this tale? Why, the whereabouts of the good Sheikh for three weeks of August. Two of these are spent courting, as Pierre le Sang is all too well aware, being on the receiving end of the resulting "Dear Pierre..." letter.

The other week sees the CPS and his band of black-clad merry men searching the residence of Lieutenant-General Uther Xavier-Beauregard for evidence of ... well, whatever. As long as it's treasonous. Or vampiric. It's not clear what, if anything, the men in black find, but Uther's lodgings are definitely a mess.

However, while this is going on, there is also activity at the Bastille. AWOL from the campaign, Quasi Le Bossu shows up at the main gate. Palms are greased, favours called in and Quasi's household staff are at liberty once more, somewhere in the city. Their liberator steals away; his swirling cape concealing just a papier-mâché camel's head and a small keg of gunpowder.

### General bravery

In northern France, the First Army (alias the Guards Brigade) has the job of protecting Second Army's lines of communication into the Spanish Netherlands. They see off a reconnaissance in force by Spanish troops testing the strength of these defensive forces. Field Marshal-elect Tomas le Matelot commands First Army for the last time. He displays extraordinary personal bravery (for a General), putting himself at the head of the rear echelon troops. This brings him a Mention in Despatches ("at the head of the troops!") and a minimal 50 crowns in loot. Dragoon Guards Major Etienne Brule, le Matelot's Aide, is right there with his CO, standing just behind him. His rewards are a Mention ("almost at the head of the troops") of his own and a less-minimal 150 crowns of booty.

It's a busy month for Guards Brigadier Ali Vouzon, deploying the Guards regiments to meet the Spanish threat. His name goes into the Despatches ("excellent deployment skills") and his share of the loot is worth 700 crowns. The same amount goes to his Brigade Major, Voulo Vault, who gets his name into the Despatches twice. Ah, the privileges of Brigade staff! The King's Musketeers hold off the Spanish cavalry, but don't try to engage them in open battle. This is enough for their commander, Jacques de Gain, to be elevated to the title of Count when His Majesty spots his name in the Despatches. A few Spanish souvenirs bring him 150 Crowns, too.

Once again, the Cardinal's Guard perform the best of the Brigade's regiments, chasing the Spanish from the field. Colonel Euria Humble is brevetted to Brigadier-General and adds 600 crowns to his personal fortune. Lt-Colonel Arsène Est can only manage 200 crowns worth as his sole reward for the month. Major Lothario Lovelace does best at the plundering, grabbing goodies from the battlefield to the tune of 900 crowns. There's 200 less or his colleague, Major Gustav Ind, but charging into the middle of the fray, dodging pikes and musketballs along the way, earns him two Mentions ("sheer recklessness..." "... and he's the Minister of State!"). Captain Henri Bastar'd is less impulsive, but still appears in the Despatches and loots 500 crowns for himself.

The Royal Foot Guards do their part and capture some Spanish cannon that couldn't get away fast enough. Commander Devlin Carnate is Mentioned in Despatches twice ("Nice guns!") and takes 300 crowns as his share of the loot. Lt-Colonel Amant d'Au concentrates on the booty and stacks up 600 crowns worth. Major Jean Jeanie survives handily, but earns nothing for his efforts.

### Filling the gaps

General Pierre le Sang has something of a headache: all these gaps in Second Army's chain of command and then Quasi Le Bossu quits as First Division commander and disappears. So, First Division is First and Second Foot Brigades. But both of these commands are vacant too. Senior regiment in First Foot is the Royal Marines, currently led by... Major Gaz Moutarde. Lucky Major Moutarde, you are now acting Division commander: enjoy! More anonymous officers get to lead the two Foot Brigades. Just when that's settled, it turns out some gunpowder is missing. And then the General gets a letter from his lady... His consolation is two Mentions in Despatches ("excellent organisational skills" "shame about his personal life").

Gaz Moutarde's tenure as Division commander is not very successful. He still gets two Mentions in Despatches though ("out of his depth"). The Royal Marines and Picardy Musketeers charge the Spanish positions and take a pounding. First Foot Brigade Major Jacques le Franc does his best to support his temporary CO and is rewarded with two Mentions in Despatches. He also manages to increase his personal funds by some 1,500 crowns. The 53rd Fusiliers' attack is also a failure, but the 13th hold their own – at a cost. That cost includes their new Subaltern, Morgan La Foot, who finds he can't dodge Spanish musketballs. RIP.

At least Second Division has an intact command structure. Division commander Richard Shapmes gets better results from his Brigades as



they attack an English possession. There's a brief Mention in Despatches for him to go with his brevet promotion to General. He receives a Barony and collects 1,400 crowns worth of plunder. Sounds like a good month.

In Third Foot Brigade, the 27th Musketeers engage the defenders while the 4th Arquebusiers outflank them and clear the enemy ramparts. Commanding the 27M, Major Sebastian Nuisance gains promotion to Lt-Colonel, a full Mention in Despatches and 1,300 crowns of loot.

The Gascons do the engaging and the 69th Arquebusiers the assaulting in Fourth Foot Brigade. 69A Captain Pepé Nicole survives a very close encounter with an English pike to grab 1,500 crowns for himself. This gives him plenty of cash to buy the extra horses he needs for his brevet promotion to Major. He is briefly Mentioned in the Despatches ("that was close!") to round things off.

The Colonel of the Royal North Highlanders takes acting command of the Frontier Division, but it doesn't seem to help any of the Frontier regiments. Frontier Division Adjutant Rick O'Shea doesn't get anything out of it either. Noisette de Gingembre and 'X5' are both assigned to Frontier regiment 1, where they have a real baptism of fire. Both of them dodge the musketballs as best they can. 'X5' succeeds, but Gingembre does not. RIP. Assigned to Frontier regiment 3, Armand de Luce has the advantage of being a Bdr-General. He escapes the enemy's musketry, just, and is Mentioned in Despatches ("what's he doing in a Frontier regiment?").

### Winning on the horses

Third Army, made up of the cavalry Brigades, continues to patrol and scout for enemy reinforcements. The results are a mixed bag, but good enough for Army commander, brevet General Donald O'Grady, to gain promotion to his full rank.



**CHAAAAAARGE!!**

He receives a Mention in Despatches ("he got promoted") and 300 crowns of loot. There's a promotion, too, for Lt-General Monty Carlo, who is brevetted to General. This gets him a footnote in the Despatches ("only a brevet promotion") to go with his plundering of 350 crowns. 53F Colonel Tourtière Mangetout is his Adjutant and he is brevetted to Brigadier-General. His Mention is a bit more extensive and his share of the booty is worth 500 crowns. His new rank means he is offered command of Second Foot Brigade and he happily agrees – though he'll only be in charge until they get back to Paris.

The Horse Guards Brigade does well, with the Queen's Own Carabiniers thumping a Spanish infantry regiment and the Dragoon Guards chasing them off the field. Horse Guards Brigadier Warren Peece has a stirring Mention in Despatches ("Charge!") and takes 400 crowns of loot. Yves Vrai Bretheauteque, commanding the Dragoon Guards, confirms his recent reputation as a hero with two Mentions ("that's the way to do it!"), booty worth 500 crowns and the title of Baron. The QOCs' commander, Eric de Miabeille, has only one Mention, but plunders eleven hundred crowns worth for himself. Lt-Colonel Terence Cuckpowder only finds 700 crowns of goodies and has a MiD to go with it.

The Heavy Brigade is less successful: the Crown Prince Cuirassiers come under artillery fire, but hold their position until the Archduke Leopold Cuirassiers can take the guns – and the supporting infantry – in the flank. There's a Mention in Despatches for Heavy Brigadier Bill de Zmerchant, which brings him the title of Baron to match Bretheauteque. 700 crowns worth of booty comes his way, too. The same amount reaches the pockets of Brigade Major Eglise de Sant-Suplice and his name appears in the Despatches. In the ALC, new Major René de Gaviscon enjoys his first taste of battle. He gains a Mention in Despatches ("whooping like the very devil") and takes 350 crowns home with him.

Was Nae Me is the senior Major in the Crown Prince Cuirassiers and finds 350 crowns of loot for himself. However, there's nothing for the junior Major, Dick D'Asterdly. Still, he's doing better than brevet Captain Horatio d'Encore, whose horse has a close encounter with a cannonball. The lump of hot metal sweeps across the horse's saddle, knocking its occupant to the ground and crushing him to death. RIP.

There's not much to say about the Dragoon Brigade except that light cavalry really shouldn't take on heavy cavalry. The Grand Duke Max's Dragoons take a hammering from Spanish cuirassiers. Commander Chopine Camus comes away with a Mention in Despatches ("a brave man"). Lt-Colonel Dexter Sinistre survives a close encounter with a Spanish sabre that is embedded in his helmet. He gets a Mention of his own ("interesting helmet design") and a hundred crowns for the sword.

Under attack from the Spaniards, Dragoon Brigadier Uther Xavier-Beauregard achieves two Mentions in Despatches ("doesn't he move fast" "good job his Aide's in the way") and 200 crowns of loot. His Aide, GDMD Captain Frele d'Acier, puts

himself between his boss and the attackers and takes away 1,100 crowns worth of Spanish swords, helmets and horses. He is aided in this vital work by Brigade Major Jacques As (also of the GDMD), who has a thousand crowns worth of trophies. He also receives a Mention in Despatches (“fine collection”). ❖

## Press

### Announcements

To: Parisians

Give thanks to the Public Safety Ministry that another monster has been revealed and the fiend masquerading as Count de Lieu now awaits the justice of the Courts. Notice is given that anyone wishing to give evidence in support of the Prosecution’s case should present themselves at Court at the beginning of October. Those doing so will be recognised for their patriotism.

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

Thorny problem?

Newly arrived gentleman available for private contract services when not upon regimental duties, if engaged. Discretion assured.

† Morgan La Foot

### Despatches from the Front

Once again my fickle mistress Edna Bucquette has chosen the campaigning season to reveal her whimsical nature. I truly cannot cage the heart of my beautiful bird. Still it grieves me that Pierre Cardigan as Field Marshal should woo the mistress of one of his junior officers, who on his orders is fighting against the enemies of France. I am sure that this must

have been an oversight on his part and not a deliberate act, for I know my Edna would not dally with any man that is not a gentleman. I regret therefore that we must cross swords as honour demands – but know that, when I have returned to Paris, Edna WILL be mine again.

† Brigadier General Euriah Humble

To the editor

Sir, it is with grave concern that I write this letter. Your article ‘An attack of sabres’ held a few glaring errors that need to be corrected concerning the CPC. There is no rivalry between the Majors of the CPC and WNM was acting regimental commander.

Yours,

† Was Nae Me  
Major CPC

An unfortunate error led to the two Majors’ positions being transposed. Please accept our apologies. As for the question of rivalry, we await further developments...

† Le redaction

In order to stave off the boredom that comprises 90% of warfare and even more so the inevitable thoughts that we cannot get a decent lay – nor an indecent one, which is much more frustrating – my officer’s mess have devised a word game called “Fictionnaire de l’Academie

Française” in which we devise fictional dictionary definitions of words. For example: “Malade” – a type of duck. E.g. “Le Malade Imaginaire” – comedy in which a lunatic thinks he has a pet duck, but doesn’t. Or, following a visit by an officer of the RNHB to the mess, “Laphroaig” – Gaelic for ‘the Frenchwoman’.

Would anyone else care to contribute? It was either devise stupid word games or start eyeing up the more attractive horses – though for good or ill, my own mount, Bulli Boeuf, with his stupid fringe and evil disposition, is nowhere in that stakes.

To Brigadiers, 1st Division

I am leaving you to take up battle vs the enemy agent aka the CPS who has arrested my butler, cook and housemaids, appropriated all of my mistress’s undergarments from the wash basket and worst of all has confiscated my beer!!!! Enough is enough.

† Quasi

PS Tell the Quartermaster that I have ‘borrowed’ a keg of gunpowder from Munitions tent 2; the docket is attached

### Social

The Minor Saints’ Society will be celebrating the Feast of St John Chrysostom (13 September) during week 2 at Hunter’s. All new gentlemen members are welcome. Carousing costs for gentlemen and their ladies will be paid.

† Baron Monty Carlo

To celebrate our glorious victories (there have been some, haven’t there? Only I’m on the staff so never really get close enough to see) and to commiserate on the banning of the Boozers and Bellringers Club, I hereby announce a party in September: the Bowsers and Ballbreakers Club (and if you gentlemen are the bowsers, we all know who the ballbreakers are!). You and your mistresses are invited to join me in my club Weeks 1-3 if you are SL 8 or above, the drinks are on me, the bowing I leave to you. Regimental enemies of the CPC are not welcome.

† Earl Eglise de Sant Sulpice

Dear Paris

The inaugural meeting of the Boozers et Bellringers club\* will be held in a marquee in the square outside the CPS HQ building in Pudding Street, Week 1 of September 1666. All gentlemen who have had enough of tyranny and are prepared to make a stand are invited. A new cocktail by a Russian gentleman called Molotov will be available. Gentlemen are invited to bring flammable material; shame if during the fun and games and after a beer or two, the CPS HQ should go up in flames, strictly by accident.

\* Not to be mistaken with the Boozers and Bellringers club, which is now disbanded and highly illegal in today’s Paris

### Personal

Percy Percy says that Autumn fashions are tending to bold strokes.

Given that displays of unmentionables are so déclassé, why does our Minister of Public Safety not change his name by deed poll?

Dear General Pierre La Sang,  
I have now realised that we are fighting the wrong battle – the true enemy of France lies in Paris, accusing honest men, loyal and true, of vampirism, lycanthropy and witchcraft, when he is the very devil himself. As a true man of God, I cannot allow this to continue, so I resign as First Army Commander and, as God is my witness, will take the fight to this cowardly, drug-pushing, false prophet, camel dung-gorging, yellow bellied le Grosse Blouse, aka the CPS.

† Baron Quasi Le Bossu

How anyone could take umbrage at our loyal and devoted CPS's desires to emulate Grayson Perry is beyond me; why, he isn't even a member of the Horse Guards in good standing.

Lord Percy Percy says that his Majesty is ALWAYS fashionable.

Well said – after all, we set the fashion, do we not!  
† Le Roi

Cher Etienne Brule, I wish to echo your sentiments, and hope to share a bottle at some time after our return to Paris.

† T Cuckpowder

Lord Percy Percy says that, since imitation is the sincerest form of flattery, he is uncertain as to whether the imposter is fashionable or not.

To Sheikh Yadik Al-Abowt 'Libel' – a false statement that harms your reputation. Well, let's see:

YOU are a Turk,  
YOU Chickened out of a duel,  
YOU did arrange the trial burning and take your coach to the Bastille.

I referred to you as a turkey – oops, sorry, I forgot: you make even mentally retarded turkeys appear intelligent. I can see how that statement could harm your reputation.

Unless, of course, you are using your ignorance of the law to presume Libel by omission. In that case, I apologise unreservedly for the following omissions in my work:

You are nothing but an extortionist. You left the Royal Marines under a cloud because they would not participate in the queer practices that sailors and yourself are so keen on.

You left the Cardinal's Guards as the regimental altar boys were not going to be sent to the front – wonder where you got the idea about examining teeth marks (incident with your own genital area perhaps).

People would walk under the emptying of chamber pots rather than be on the same side of the street as you.

As for undermining your authority, by your own crass stupidity you're doing fine in that respect – don't give me credit where it is not due.

Now that you are Minister of War, Paris will probably be overrun by Gypsies, Hapsburgs, English and even more Turks by the end of the month whilst our brave soldiers are on a 'wild goose' – or is that werewolf? – chase, so good luck arranging a court case.

† The Hokey Cokey

The Picardy Musketeers seem to have a high turnover in officers with their casualties. Egon Madd should surely join this Regiment?

† La Plume de ma Cousine

As the leaves fall, one wonders what may join them.  
† UXB

Lord Percy Percy says, as fashion is turning towards multi-tasking, why is our CPS not a lady?

I would not wish to pass on the rumours that the CPS's sudden illness is connected with his generative organs and the malady involves maggots and rotting of the said parts, so I will keep silence.

† Le Parapluie Jaune

## Points Arising

### Next deadline is 20th December

First off, I had orders from every player this turn, which is the first time this has happened for a while. Thanks to everybody – the challenge is whether we can do it again.

To be clear, Gar de Lieu will spend the first week of September in gaol and will be on trial at the start of October with the new Minister of State sitting in judgement (or the King if GdLi is the new MoS!).

Next turn is the start of a new season. **All characters start the month in Paris and all duels must be fought.**

The new Military Appointments and any empty Government Appointments will be filled at the start of

Al-Abowt: Those prayers will be 5 times a day then?

## Poetry Corner

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

Cheer up, we have a new Minister of War.

Be brave, lads, and walk with a swagger,  
The Sheikh is in charge and has decreed,  
In keeping with his faith: no pork, no mead.

You can find him at night pissed at the bar.

† The hokey cokey

September – by NPCs where they are not taken by player characters. However, a player character who has a position that lets him appoint a post may choose to leave the appointment vacant. If you have applied for an appointment or hold a rank that allows you to appoint other characters to posts, don't forget to do so (or NPCs will get the jobs).

Note that the military appointments shown on the Greasy Pole (and character sheets) have expired. They are shown as a reminder that the incumbent gets +1 on his chance of being appointed if he has re-applied for the same position.

The current Minister of Justice and Chancellor of the Exchequer conclude their terms of office at the end of next

month. Anyone wishing to apply for these jobs should do so with their September orders for resolution at the start of October. Note, however, that both appointments are in the gift of whoever is appointed Minister of State at the start of next month.

## Notes

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

There's a Yahoo! group for *En Garde!* players that provides a forum for

## Announcements

Arsène Est applies for Aide to Field Marshal

Bill de Zmerchant applies for Division Commander of Cavalry and Frontier Divisions

Bill de Zmerchant applies for City Military Governor

Bill de Zmerchant applies for Inspectors-General of Cavalry and Infantry

Bill de Zmerchant applies for Adjutant General

Bill de Zmerchant applies for Minister of Justice

Chopine Camus applies for Brigadier of Dragoon Brigade

Devlin Carnate applies for Minister without Portfolio

players of different games to swap stories and ideas. Sign up and get talking at: <http://games.groups.yahoo.com/group/EnGardePlayers/>

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

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

Devlin Carnate applies for Minister of War

Devlin Carnate applies for Minister of State

Donald O'Grady applies for Army Commander of Field Army

Donald O'Grady applies for Minister of State

Etienne Brule applies for Brigade Major of Horse Guards Brigade

Etienne Brule applies for Aide to General

Eglise de Sant-Suplice applies for Division Adjutant of First, Second, Third, Cavalry and Frontier Divisions

Eglise de Sant-Suplice applies for Minister without Portfolio

Euria Humble applies for Minister of War

Egon Mad 2 applies for Brigadier of Guards, Horse Guards, Heavy, Dragoon, 1st Foot, 2nd Foot, 3rd Foot and 4th Foot Brigades

Egon Mad 2 applies for Minister of State

Frele d'Acier asks NPC Major 1 of Grand Duke Max's Dragoons to resign

Frele d'Acier applies for Aide to Lt. General

Gar de Lieu applies for Minister of State

Gustav Ind applies for Brigade Major of Guards Brigade

Gustav Ind applies for Aide to General

Gustav Ind applies for Division Adjutant of First, Second, Third, Cavalry and Frontier Divisions

Gustav Ind applies for Aide to Field Marshal

Gustav Ind applies for Comm'nr. of Public Safety

Gustav Ind applies for Chancellor of Exchequer

Gustav Ind applies for Minister without Portfolio

Gustav Ind applies for Minister of Justice

Gustav Ind applies for Minister of War

Gustav Ind applies for Minister of State

Jacques As applies for Brigade Major of Dragoon Brigade

Jacques de Gain applies for Army Adjutant of Field Army

Jacques de Gain applies for Army Quarter Master Gen. of Field Army

Jacques le Franc applies for Division Adjutant of First, Second, Third, Cavalry and Frontier Divisions

Jacques le Franc applies for Aide to Field Marshal

Jacques Shitacks applies for Army Commander of First, Second and Third Armies

Jacques Shitacks applies for Minister of State

Monty Carlo applies for Division Commander of Cavalry Division

Pierre le Sang applies for Army Commander of Field Army

Pierre le Sang applies for Minister without Portfolio

Richard Shapmes applies for Province Mil. Governor

Richard Shapmes applies for Division Commander of Second and Third Divisions

Richard Shapmes applies for Minister without Portfolio

Terence Cuckpowder applies for Division Adjutant of First, Second, Third, Cavalry and Frontier Divisions

Terence Cuckpowder applies for Aide to Field Marshal

Tomas le Matelot applies for Army Commander of Field Army

Tomas le Matelot applies for Minister of State

Uther Xavier-Beauregard applies for Province Mil. Governor

Uther Xavier-Beauregard applies for Division Commander of Cavalry Division

Uther Xavier-Beauregard applies for City Military Governor

## Applications

Here are the appointments again, this time in the order in which they will be resolved, with the characters who are applying for each post.

Minister of State: DC, DOG, EM2, GdLi, GI, JS, TIM

Minister of War: DC, EH, GI

Minister of Justice: BdZ, GI

Minister without Portfolio: DC, EdSS, GI, PIS, RS

Chancellor of the Exchequer: GI

Commissioner of Public safety: GI, UXB

Army commander: DOG (Field), JS (First, Second, Third), PIS (Field), TIM (Field)

Adjutant-General: BdZ, UXB

Inspector-General: BdZ (both)

## Duels

### Grudges to be settled next month:

Euria Humble (Cutlass, Seconds GI, adv.) has cause with Pierre Cardigan (Sabre, Seconds TIM & AE, 5 rests) for pinching Edna.

Pierre le Sang (Rapier, Seconds TIM & TM, adv.) has cause with Sheikh

Uther Xavier-Beauregard applies for Adjutant General

Uther Xavier-Beauregard applies for Comm'nr. of Public Safety

Voulo Vault applies for Brigade Major of Guards Brigade

City Military Governor: BdZ, UXB

Division commander: BdZ (Cavalry, Frontier), MC (Cavalry), RS (Second, Third), UXB (Cavalry)

Provincial Military Governor: RS, UXB

Army Quartermaster-General: JdG

Brigadier: CC (Dragoon), EM2 (all)

Army Adjutant: JdG (Field)

Aide to Field Marshal: AE, GI, JIF, TC

Division Adjutant: EdSS (all), GI (all), JIF (all), TC (all)

Aide to General: EB, GI

Brigade Major: EB (Horse Guards), GI (Guards), JA (Dragoon), VV (Guards)

Aide to Lt-General: FdA

Yadik Al-Abowt (Foil, 4 rests) for pinching Kathy.

Sebastian Nuisance (Rapier, adv.) has cause with Coeur De Lion (Foil) for pinching Ada.

Yves Vrai Bretheauteque (Sabre) has cause with 'X1' (Foil, adv.) for pinching Deb.

"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.

## New Characters

Olaf Schmidt gets the Second son of a small Merchant: Init SL 3; Cash 25; MA 4; EC 3 (X2).

Cameron Wood gets the Second son of a well-to-do Gentleman: Init SL 4; Cash 250; MA 6; EC 1 (X3).

Neil Packer gets the Second son of a Peasant: Init SL 2; Cash 10; MA 2; EC 4 (X4).

## Tables

### Army Organisation and 1667's summer Deployment

Field Army (Field Ops)	--/--/--
First Division (Field Ops)	--/--/--
Guards Brigade (Field Ops) - RFG CG KM	
RNHB Regiment (Field Ops)	
Second Division (Field Ops)	--/--/--
1st Foot Brigade (Field Ops) - RM PM	
2nd Foot Brigade (Field Ops) - 13F 53F	
Third Division (Field Ops)	--/--/--
3rd Foot Brigade (Field Ops) - 27M 4A	
4th Foot Brigade (Field Ops) - 69A Gsc n	
Cavalry Division (Field Ops)	--/--/--
Horse Guards Brigade (Field Ops) - DG QOC	
Heavy Brigade (Field Ops) - ALC CPC	
Frontier Division (Field Ops)	--/--/--
Frontier Regiments (Field Ops)	
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	--/--/--	First Foot Brigade	--/--/--
Horse Guards Brigade	--/--/--	Second Foot Brigade	--/--/--
Heavy Brigade	--/--/--	Third Foot Brigade	--/--/--
Dragoon Brigade	--/--/--	Fourth Foot Brigade	--/--/--

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

### Frontier Regiments

	F1	F2	F3	(Field Ops for Sept-Nov)	
Colonel	N3	N3	N4	F4	RNHB
				N4	N4
Attached					
Also at the Front					

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

### Battle Results

First Army: 4

- Guards Brigade: 1
- Royal Foot Guards: 2
- Cardinal's Guard: 1
- King's Musketeers: 3

Frontier Division: 4

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

Second Army: 4

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

Third Army: 5

- Cavalry Division: 1
  - Horse Guards Brigade: 2
  - Dragoon Guards: 1
  - Queen's Own Carabiniers: 2
- Heavy Brigade: 2
  - Archduke Leopold Cuirassiers: 1
  - Crown Prince Cuirassiers: 3
- Dragoon Brigade: 2
  - Grand Duke Max's Dragoons: 5
  - Princess Louisa Lt Dragoons: 6

### Other Appointments

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

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		JS
35	Katy Did	16	I	
42	Maggie Nifisent	16	B	GdLi
55	Jac ky Tinne	16		

Regiments	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.																
	RFG	CG	KM	DG	QO	CALC	CPC	RM	GDM	PM	13F	PLD	53F	27M	4A	69A	Gscn
CoI	DC	EH	JdG	YVB	EdM	N7	N3	ROS	CC								
LCoI	AdA	AE	N5	N3	TC	EdSS	JIF	DS									
Maj1	VV	GI	N5	N3	N4	RdG	WNMGM	N3									
Maj2	JJ	LL	N4	N5	N2	DDA	JA										
Capt 1	N4	HB	N2	N4	N5	N3	N3	N3									
Capt 2	N2	N3	N4	N5	N5	N2	FdA										
Capt 3	N2	N4	N6	N5	N5	N2	N3	N3									
Capt 4	N4	N4	N4	N4	N2	N6	N1	N6									
Capt 5																	
Capt 6																	

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	X1
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	OK	Major CG/State Min.	9		Flr	6	Ashley Casey
DC	Count Devlin Carnate	27	F	Rich	B.Bdr-General RFG/Min w/o Port	11		Flr	2	Bruno Giordan
GdLi	Count Gar de Lieu	26	70	Poor	General/Justice Min.	8	Maggie	Flr	4	Bill Hay
JS	Count Jacques Shitacks	24	59	Flthy	General/Chancellor	3	Madelaine	Flr	4	David Oliver
EM2	Viscount Egon Mad 2	24	41	Rich	Bdr-General	9		Flr	3	Tym Norris
PC	Earl Pierre Cardigan	23	63	Comfy	Fid Marshal/Min w/o Port	9	Edna	Flr	4	Matt Shepherd
JdG	Count 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	Fid Marshal/1st Army Commdr	8		Flr	4	Tim Skinner
QLB	Baron Quasi Le Bossu	19	F	Poor		12		Flr	6	Mark Cowper
PIS	Baron Pierre le Sang	18	F	Comfy	General/2nd Army Commdr	7		Flr	4	Bill Howell
UXB	Earl Uther Xavier-Beauregard	17	F	Withy	B.Lt-General/Drgn Brigadier	12		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	Rich	Bdr-General	5		Both	2	Francesca Weal
SYAA	Marquis Sheikh Yadik Al-Abowt	17	52	Comfy	/CPS	5		Flr	3	Jason Fazackarley
AV	Earl Ali Vouzon	16	F	Rich	B.Lt-General/Gds Brigadier	8		Both	1	Graeme Morris
RS	Baron Richard Shapmes	16	F	Withy	B.General/2nd Div Commandr	10		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	Withy	Major DG/Gen's Aide ( )	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	General/3rd Army Commdr	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	OK	Colonel RM/Fntr Div Adjutant	3		Both	6	Paul Wilson
JIF	Sir Jacques le Franc	14	F	Rich	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	B.General/Cav Div Commandr	12		Hunt	4	Andrew Burgess
BdZ	Baron Bill de Zmerchant	13	F	Comfy	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	Baron Yves Vrai Bretheauteque	11	F	Withy	B.Bdr-General DG	6		HGds	1	Chris Boote
JJ	Sir Jean Jeanie	10	F	Comfy	Major RFG	8		Hunt	3	Andrew Kendall
TM	Sir Tourtière Mangetout	10	F	Withy	B.Bdr-General 53F/2 F Brigadier	3		BG	4	Howard Bishop
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
FdA	Frele d'Acier	9	F	Comfy	Captain GDMD/LtGen's Aide ( )	4		Hunt	4	Peter Farrell
TC	Terence Cuckpowder	9	F	Comfy	Lt.Colonel QOC	3		Hunt	4	Mike Dommett
AS	Arnaud Surfinmaise	8	8	Poor		5	Betty	BG	5	Nik Luker
RdG	René de Gaviscon	8	F	OK	Major ALC	4		5	David Williams	
HB	Henri Bastar'd	7	F	Comfy	Captain CG	6		BG	3	Carl Chambers
WNM	Was Nae Me	7	F	OK	Major CPC	5		3	Mark Farrell	
DDA	Dick D'Asterdly	6	F	Poor	Major CPC	2		4	Gerry Sutcliffe	
X1		5	12	Poor		6	Deb	F&P	4	G Udowiczenko
MLF	Morgan La Foot	4	RIP							Cameron Wood
SN	Sebastian Nuisance	4	F	Comfy	Lt.Colonel 27M	5		4	Paul Appleby	
CDL	Coeur De Lion	3	4	Poor		4		3	Graeme Wilson	
NdG	Noisette de Gingembre	3	RIP							Neil Packer
HdE	Horatio d'Encore	3	RIP							Olaf Schmidt
X5		2	F	Poor		5		1	Martin Jennings	
PN	Pepé Nicole	2	F	OK	B.Major 69A	5		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+