

That would be enough

This has been issue 152 of *To Win Just Once*, published 19th February 2015. It incorporates *Les Petites Bêtes Soyeuses*, a game of *En Garde!*. Issues are published ten times a year, roughly every five weeks. © Paul Evans 2015

Deadlines

Orders for *Railway Rivals* and *Star Trader* to Mike by Friday, 6th March.

Orders for *LPBS* and any other contributions to Pevans by Friday, 13th March.

(Next deadlines: 10th/17th April, 15th/22nd May)

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.engage.co.uk

Railway Rivals – Martin Jennings, Mike Dyer and Jonathan Palfrey are in the frame for the next game (on the South Wales Coalfield (East) map). Working map and rules provided.

Star Trader – Mateusz Ochman is waiting for the next game – anyone else? Rules provided.

Online games

See page 16 for more information about these.

Brass at brass.orderofthehammer.com

El Grande (at yucata.de): Pevans

Puerto Rico (at www.boardgamearena.com): Pevans, Brad Martin

Through the Ages at www.boardgaming-online.com or boardgamearena.com

Agricola (at www.boiteajeux.net): Pevans

Nauticus (at www.yucata.de) Pevans, Brad Martin.

Roll Through the Ages and **Vinci** (at www.yucata.de) Pevans

Credits

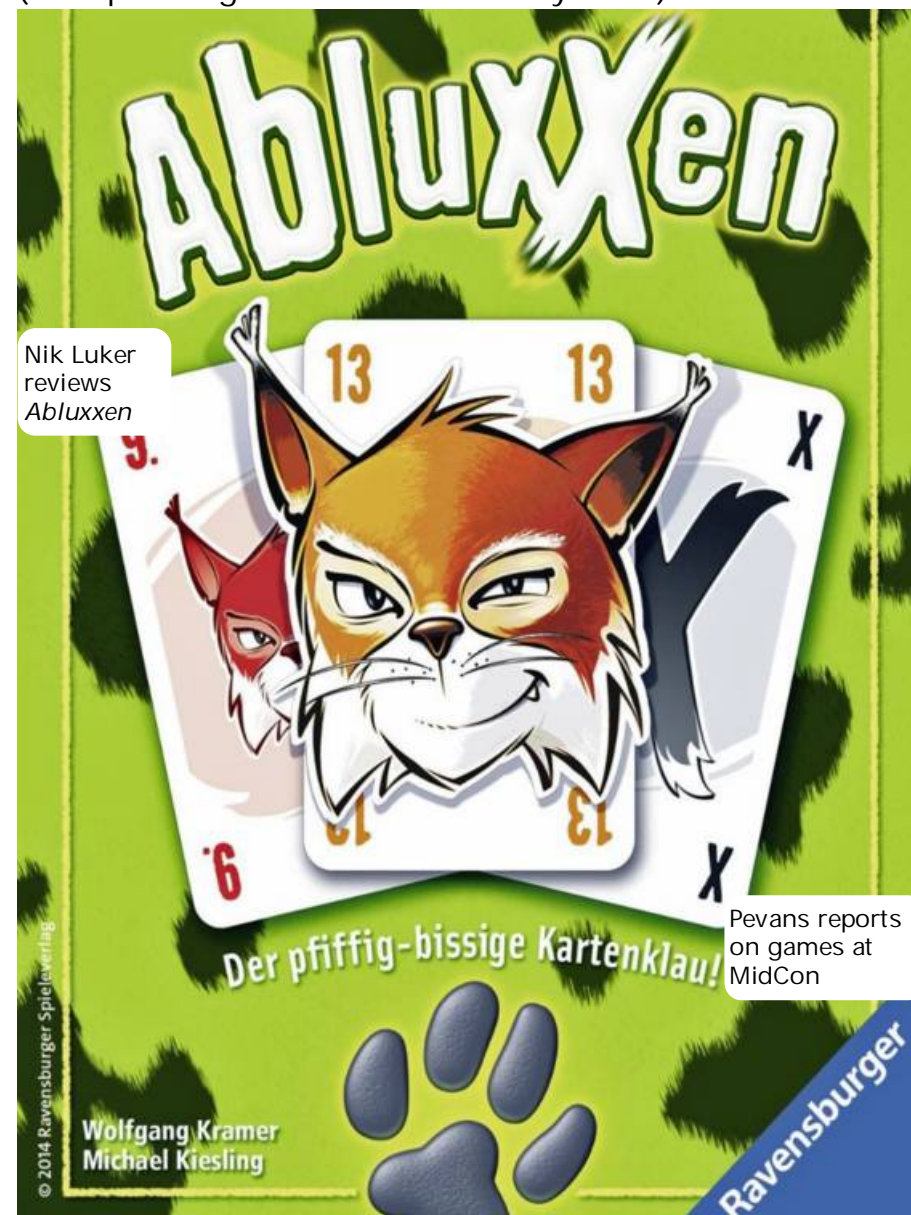
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To Win Just Once

(incorporating *Les Petites Bêtes Soyeuses*)



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Contents

Chatter	3
Making Lynx	4
Nik Luker reviews <i>Abluxxen</i>	4
MidCon and other stories	5
Pevans plays more games.....	5
Reading Matter	11
Games Events	13
Medstead and Four Marks	14
<i>Railway Rivals</i> game 10 – Turn 11.....	14
Subscribing to <i>TWJO</i>	15
Online Games	16
Close to Critical	17
<i>Star Trader</i> game 7 – Turn 11.....	17
Star System Map.....	19
Les Petites Bêtes Soyeuses	20
August 1667 (282).....	20
Press.....	25
Points Arising.....	31
Announcements.....	33
Applications.....	34
Duels.....	34
New Characters.....	35
Tables.....	35
Other Appointments.....	35
Battle Results.....	35
Army Organisation and 1668's Summer Deployment.....	36
Brigade Positions.....	36
Frontier Regiments.....	36
Regiments.....	37
Femmes Fatales.....	37
The Greasy Pole.....	38
That would be enough	40
Deadlines.....	40
Waiting lists.....	40
Credits.....	40

Chatter

So there I am, just finished a hard afternoon's bookkeeping graft for one of my clients, hopping onto a Northern line Tube train to take me to London Bridge and the Swiggers games club, when I feel a tap on my shoulder. Blow me down if it isn't some impertinent young whippersnapper offering me his seat! Good God, man: I'm not even 60 yet – do I look that decrepit?

I'm miffed largely because I've always thought I look younger than I am. I guess I will have to face it, though: I am rapidly approaching the end of maturity (?) and heading full tilt for old age. Eek!

Latest from the building work at the end of the road is that foundations have finally begun to appear. However, so has a crane. This looms over the site like some giant, skeletal, one-legged bird, poised to peck at passing pedestrians. A more realistic worry is that it suggests the new building will be much taller than anything around it.

However, the first thing the crane seems to have done is lower a mechanical digger into the big hole. Presumably this is now digging it even deeper. I'm beginning to lean towards nuclear bunker as the reason for the hole. Though Geraldine is of the opinion that they're probably taking out the bunker left there by the previous occupants of RAF West Ruislip (the US Navy!).

My report from Spiel '14 (as published in the last two *TWJOs*) is now on my website in both HTML and PDF formats and I'll be adding to it as time allows: www.pevans.co.uk/Reviews/Spiel14.html

Railway Rivals

As our current game draws to an end (it's close between yours truly and Messrs Palfrey and Udowiczenko), Mike has suggested the venerable Map A: South Wales Coalfield (East) for the next game. We will provide working maps for players, so don't worry if this one is not in your collection. This map includes my birthplace, which adds to its appeal as far as I'm concerned.

TWJO online

The PDF edition of *To Win Just Once* 151 was downloaded 102 times in the 12 days of January that it was available. Issue 150 clocked up a further 100 downloads in January to take it to 374 in two months (and four days). The previous issue, 149, maintains its status as poor relation with just 26 downloads, making a total of 289 since publication.

Perusing other statistics from the website doesn't throw up anything else of interest in January. I remain fascinated by the variety (and obscurity) of some of the links to my website, though. And the "page not found" errors for pages and directories that have never existed on the website!

Making Lynx

Nik Luker reviews *Abluxxen*

Winner of the Austrian Spiel der Spiele award 2014, *Abluxxen* is a small card game by Wolfgang Kramer and Michael Kiesling. Those two names should be enough to pique the interest of any self-respecting gamer, even without the Austrian accolade, and this one is indeed worthy of your attention. It's a delightful game of building and playing out sets whilst hindering and pinching cards from your opponents.

Inside the box are 110 cards – 8 sets each numbered 1-13 in 13 colours, 5 jokers and a start player card. The cards are illustrated with a crafty looking cartoon lynx (the game's name is a German play on words) and are of reasonable quality. Each player is dealt 13 cards, the remainder being set aside as a draw deck. Six cards are placed in a face up display beside the deck and the game can begin.

The object is simple. Each player seeks to lay out as many cards as possible. At the end of the game, these will be worth one point each, irrespective of their numerical value. Any cards in hand, however, are worth one minus point each.

A turn consists of laying out either a single card or multiple cards of the same value. Cards are played so as to overlap the player's previously laid cards so that the numbers and values of earlier cards are always visible. Simple. But here's the twist. If the number of cards played by the current player matches the number of cards at the top of another player's display (i.e. the cards not overlapped by other cards) and the current player's cards are of higher value, the opponent's cards must be snatched.

The current player can then choose either to take the cards into their hand, whereupon the opponent draws the same number of cards, either from the draw deck and/or the adjacent display, or refuse them. In this event, the opponent must decide either to take the cards back into their hand or discard them (and draw new cards accordingly).

Either way, the snatched cards cannot remain on the table. This process is applied to every eligible opponent in clockwise fashion, although each player



Abluxxen display, photo courtesy of Ravensburger

may only be robbed once per turn. It is then the next player's turn.

Play continues until either a player has no cards left in hand or the draw deck and display have been used up. Points are then summed as described above and the player with the most points wins.

The astute amongst you will, by now, have worked out that the value 13 cards are invincible. This would be true were it not for one final elegant twist. The jokers. These, when played with other cards, take on the value of those cards. However, when played alone, or with other jokers, they become the highest valued card, so even 13s can be beaten. The catch is, there are only five of them...

That description doesn't sound particularly awe inspiring I know, but trust me, the game is terrific. The trick, of course, is to try to play out large sets of cards, as these are difficult for opponents to take (remember they will have to match the number of cards *and* beat their numerical value). The only way to assemble large sets, though, is to steal the relevant cards from opponents or get them from the draw deck/display. But the only way to get cards from the draw is to have opponents steal cards from you. It's a delicious dilemma! The game can also end very abruptly. You need to keep an eye on your opponents so as not to get caught with too many cards in hand at the end. But you want to get as many cards into your display as possible, so you need cards in hand...

We've had a lot of fun with *Abluxxen*. It manages a high level of "take that" without ever turning nasty and plays fast. It plays well with up to five players (the 2-player 'duel' works nicely) although friends assure me they have successfully pushed it to six players (which they describe as 'brutal!'). All in all an excellent addition to anyone's filler collection. Recommended.

Abluxxen was designed by Wolfgang Kramer and Michael Kiesling and published by Ravensburger. There is also a multi-lingual edition, called *Linko!*, which is identical. It is a card game for 2-5 players, aged 10+ and takes about 20 minutes to play.

MidCon and other stories

Pevans plays more games

If you've not been to MidCon, I recommend it. It's a friendly board games convention held in a comfortable hotel in Derby that must be, ooh, a hundred yards from the train station. It's held in early-mid November, just a few weeks after the Spiel games fair. This means it's a great opportunity to play the new games from Essen – as I did a couple of months ago.

MidCon is mostly open gaming with plenty of tables and chairs in the hotel's various function rooms. There is the odd organised event, notably a *Diplomacy* tournament – the original *raison d'être* of the con – and an entertaining quiz on the Saturday night. (My strategy for the quiz is to team up with my old gaming friends Chris Dearlove and Mark Jones as they know (almost) all the answers –



Ancient Terrible Things ready to play at MidCon – just ignore the minion

though we could only manage second place this time, beaten by two points!)

One of the best things about the venue, though, is the number and variety of places to eat just a short walk away. It helps make for a great weekend. On top of this, the hotel has a lunchtime buffet in the main gaming room and t'committee buys in real ale for the bar (the hotel doesn't normally stock such things). Plus Spirit Games provide a shop, featuring a lot of the new titles.

Enough of that, time for more about the games I played. First up, alphabetically at least is *Ancient Terrible Things*. Designed by Simon McGregor and published (in South Africa) by Pleasant Company Games, this is one of the games I'd come across at Spiel in October. MidCon was my first chance to play the game and I roped in some old friends: that Mark

Jones again, his other half, Hilary, and Keith Rapley, an occasional at Swiggers and regular at G3 Days.

The story of the game is that the players are all adventurers exploring river in dense jungle and disturbing that which man is meant not to wot of – the ancient, terrible things of the title! The sole survivor (the game's winner) makes it back to civilisation only to see the journal of their adventures tossed into the incinerator as the ramblings of a madman! Well, that's what I was told, anyway. The game's components are atmospherically dark with greens and browns predominating, while players' resources are denoted by more brightly coloured cardboard tokens.

Players choose an encounter to face when it's their turn and try to defeat it by rolling a specific combination with the dice available. This is a neat variation on Poker Dice in that players can always re-roll all the dice, but have to spend tokens if they want to keep anything already rolled. Defeated encounters provide points, while failure means unleashing a Terrible Thing – minus points!

Around this core mechanism there are bonuses to achieve, equipment players can buy to help their cause and resources to collect. It makes for an entertaining hour or so – at MidCon the game seemed to drag a bit, but a subsequent playing rattled along at a fine pace. *Ancient Terrible Things* is not a particularly deep game, but is an enjoyable romp. I give it a provisional 7/10 on my highly subjective scale.

Somehow I managed to miss (*Council of Verona* out of my Spiel report, despite the highly entertaining demo at the Crash Games stand in Hall 2. Designed by Michael Eskue, this is – like *Love Letter* – a haiku among games: an intense little game in just 17 cards. *Council of Verona* also contains numbered markers for each player, along with a player aid card.



Four Montagues and four Capulets on the council – that's two agendas failed

Cards are characters from *Romeo and Juliet* and either have an agenda (Lord Capulet wants the Capulets to dominate the city council, for example) or an action. Each turn, players play a card, either in the council (one side of the table) or into exile (the other side). If it was an action card, they may take the action (such as moving a card from council to exile). Then they may place a token, face down, on an agenda card.

At the end of the game (when all the cards have been played), characters' agendas are evaluated. Players score points for their tokens on successful agenda cards. There is plenty of scope for bluff and the result is in the balance right to the end, making this a cracking game of suspense. It has bags of atmosphere, too.

Add in the Poison expansion (poison and antidote markers for each player), as recommended by the Crash Games guys – and me, and the result is a terrific little game. I took my copy to MidCon, where it was played several times, and it has been a staple at Swiggers games club since October. I give it 9/10 on my highly subjective scale. Thanks to Crash Games for the review copy.

One of the games I was looking forward to at Spiel was the latest from Phil Eklund and Sierra Madre Games: *Greenland*. Like all of Phil's games, a lot of research has gone into this and the rules are very detailed as a result. I brought my copies home and awaited the opportunity to try it. This came at MidCon, with my old mucker, Pete Card, handling the explanations. Keith Rapley was our third player and we worked carefully through a few turns as a learning exercise (Pete had to help with the Bring 'n' Buy).

I've played it a few times since and had a lot of fun with it – in a somewhat masochistic way! The players are three tribes trying to survive in the harsh environment of mediaeval Greenland (apocryphally so named as a marketing exercise to encourage Viking settlers). An array of cards represents Greenland and each shows something to be hunted or gathered, providing food, fuel and luxuries for the tribe – and enabling it to expand.

However, hunting is dangerous and uncertain. The hunters may come back empty-handed and some of them may not come back at all! As the game proceeds,



Greenland in play

the climate gets colder (historically, the arrival of the Little Ice Age finished off the settlers) and hunting gets harder. This is a tough game: your hunters die, your elders die, you don't have enough fuel and, if you marry in to other tribes for the advantages this brings, your people can be ravaged by disease! Perhaps the game is a bit too realistic.

I have thoroughly enjoyed playing *Greenland*, but it's tough to survive – and really tough to come out on top. It's usually a case of who does least worst. As always, the game is packed full of historical detail. It gets 9/10 on my highly subjective scale.

Among the publishers I make a point of talking to at Spiel is Italy's Giochix. I only managed a brief chat with main man Michele Quondam, but he was good enough to give me a copy of one of the company's new games, *Historia*. This was designed by Marco Pranzo, whose previous game, *Upon a Salty Ocean*, I thoroughly enjoyed a couple of years ago. As a civilisation-development game, *Historia* is right up my street. It wasn't until some time after Spiel that I finally got to play it. It was well worth the wait.

At the heart of the game is an innovative technology-development tree. It has two dimensions: science along one axis and military along the other. The matrix isn't an orderly rectangle, though. The jagged edges mean players cannot develop along just one axis: they need a certain amount of military to reach the top of the

technology axis; or some technology to hit the top of the military. Different areas of the matrix score points, too, each representing a different type of culture – the narrow line at the top of the technology axis with minimal military is "utopian".

On top of this, there is a geographical element, with a small map split into regions. These are worth points and also constrain which other 'empires' players can interact with. Players' actions are governed by their set of cards. The way cards come back to players is carefully organised, meaning players have to plan several moves ahead for which cards/actions they will have available when.



Historia is a clever, clever game that I am very impressed with. There is clearly more than one way to approach this and a lot of tactical decisions to be made along the way. There are a host of elements to combine, too: managing your cards, the geography and the development matrix. I'm going to be playing this a lot and I give it 9/10 on my highly subjective scale. Expect a full review in due course.

One of the games I missed at Spiel '14 was *Hyperborea*, designed by Andrea Chiarvesio and Pierluca Zizzi and published by Italian firm Yemaia – their second game, following 2012's *Al Rashid*. I jumped at the chance to play the game on the Friday evening of MidCon at the invitation of Richard Dewsbery, who's something of a fan. Pete Card made it three. It's an intriguing empire-building game in a fantasy setting, powered by coloured wooden cubes.

Players add cubes to their own board, aiming to complete the right combination to carry out a particular action. Cubes are stored in individual bags and drawn at random, so it's important to keep track of what cubes are in your bag. Actions include exploring the main board (made up of hexagonal tiles), putting extra pieces in play and improving your technologies. Plus, of course, adding cubes to your bag.

Hyperborea provides players with an awful lot of options for what they do, which means there are many decisions to make. As always, doing something different can pay dividends. However, there's a combat element to the game that players ignore at their peril. It's a good-looking game, too, with plenty of nice bits. However, it didn't really grab me. It's a game I will certainly play again, but I won't be the person putting it on the table. On first acquaintance I give it a provisional 7/10 on my highly subjective scale.

Pete Card turned teacher to introduce me and a couple of others to *Mythotopia* – the second game from Martin Wallace and Treefrog Games launched at Spiel '14. I've been a fan of Martin's very clever wargame, *A Few Acres of Snow*, since it was published. *Mythotopia* takes the core mechanisms of this and uses them to create a multi-player strategy game. It is set in a fantasy land of competing Lords where beating your opponents militarily is only part of the story.

Playing *Mythotopia*

Players start with several provinces scattered across the map. These provide victory points and resources, so there is a clear incentive to build armies and conquer more provinces. Not only do you gain victory points (and resources), but you take them away from your opponents. When you have more than one opponent, wars become a lot harder to win, though. Not to worry, there are plenty of other ways of gaining points. Only some of these will be available each time you play, providing different goals each time.

The core mechanism is *Dominion*-like, drawing a hand of cards from your own deck and using them to power the actions you take. The actions you can carry out are limited by the cards in your hand, so your killer strategy may have to wait for the right cards to come round. As well as the obvious military actions (such as building and deploying armies), players can buy and discard cards to 'tune' their deck and use cards to build cities, castles and roads – more ways of gaining victory points.

What is really clever is how the game ends: a player has to take the action "end the game" as part of their turn. The twist is that they must be the winner, once any battles in progress have been resolved, and they can only do this once several of the sources of victory points have been exhausted. The result of this is that there is a lot of jockeying for position. As the stock of victory points goes down, nobody can allow anybody to get too far ahead. This makes for a tense, close-fought game. I had great fun and *Mythotopia* gets a provisional 9/10 on my highly subjective scale.

Pete also had his teaching hat on to introduce me (and the usual suspects: Chris Dearlove and Mark and Hilary Jones) to *Pandemic: Contagion*. Designed by Carey Grayson and published by Z-Man Games, this reverses the idea of Matt

Leacock's original *Pandemic*. This time the players are the viruses and victory comes from killing people!

Players play cards from their hands to infect cities across the different continents, placing cubes from the stock in their little 'Petri dish' container (a neat touch). They can also 'improve' their virus, increasing the number of cards they draw, the cubes they place or their defence against humanity's attempts to stop them (event cards).

Once humanity's resistance is over, players tot up their scores and whoever has the most points wins. *Pandemic: Contagion* is, in effect, a fairly simple card game, enlivened with some neat physical components. However, I didn't really feel that I was a dastardly virus exterminating humanity and it gets a 5/10 on my highly subjective scale.

The last of the games that were new to me was Rüdiger Dorn's *Las Vegas*, published by alea a couple of years ago. This is a neat little dice game on a gambling theme, but without too much reliance on the luck of the dice. Instead players use the denominations of their dice to 'bid' on the various bank notes available at the casinos (little boards on the table). Once all the dice have been placed, the most dice at each casino wins the bank note. At the end of the game, the most money wins.

It's simple and quite elegant with some definite tactical nuances – I quickly learned to eke out my dice as having the last placement is a definite advantage. *Las Vegas* is not a deep game, but it's enjoyable and clever. I give it 7/10 on my highly subjective scale.

On top of all of these, I got to play lots of other games at MidCon: *Castles of Mad King Ludwig*, *El Gaucho*, *7 Wonders* and *Steam Donkey*, to name a few. All in all, MidCon was a good weekend's gaming in good company with some good beer – and good food! I expect to be back next year. Sorry, this year now. You can find out more at the website: www.midcon.org.uk

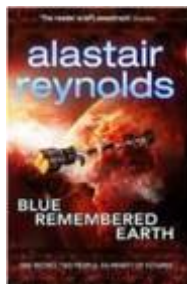
Reading Matter

I don't read much non-fiction, but I couldn't resist the book Mike Dommert gave me: *Looking for Calvin and Hobbes – the unconventional story of Bill Watterson and his revolutionary comic strip* by Nevin Martell. As a Brit, I only discovered *Calvin and Hobbes* through the published collections of what was a daily comic strip. It was brilliant, funny and occasionally thought-provoking (I always remember that, having powered his way to Mars in his soap-box cart, Calvin decides he should return to Earth rather than let humans mess up another planet). And then it stopped.



Bill Watterson, who wrote and drew *Calvin and Hobbes*, was always reclusive and Nevin Martell's book is more of a quest to find him than a conventional biography. Martell makes this point in his prologue and sets out the goal of his quest: an interview with Bill Watterson. The book then charts his progress as he talks to Watterson's colleagues, friends and relatives. Along the way, he fleshes out the story of Watterson's upbringing, education and professional life. His interviews go some way to explaining why *Calvin and Hobbes* was such a success and why it came to such an abrupt end.

Of course, as a fan, what I'd really like is more *Calvin and Hobbes*. That's something this book cannot provide, but at least it tells the story and explains why there will never be any more strips (though never's a long time...). Does Martell find his Grail? You'll have to read the book to find out – and I recommend it to any *Calvin and Hobbes* fan out there. As far as I'm concerned, *Calvin and Hobbes* just is. To paraphrase AA Milne: "Somewhere in the forest, a boy and his tiger are always playing."



Coming back to the science fiction, I've just finished Alastair Reynolds' *Blue Remembered Earth*. This is a fascinating near-future (22nd century) vision of life on Earth – and on the Moon, and on Mars, and elsewhere – post-global warming. While technology is taking humanity out into the solar system, on Earth the wheel has turned and Africa is the dominant continent, economically. Not least in the form of the mighty Akinya Space corporation, founded by the great Eunice Akinya and still run by the Akinya family.

The story is triggered by Eunice's death – at an advanced age – and follows two black sheep of the family. Geoffrey and Sunday Akinya, grandchildren of Eunice, are brother and sister. They are rich kids, of course, but they seem to take the wealth and resources of the family for granted – it's all they've known. Geoffrey is a biologist, obsessively involved in preserving elephants in his native land (what we would call Tanzania), while Sunday is an artist, living in a bohemian settlement on the Moon.

It is their cousins, the men who run the corporation, who start the ball rolling, sending Geoffrey to tie up a loose end in their grandmother's will. This sheds new light on aspects of the family's history and prompts Geoffrey and Sunday into digging further. It is a quest that will take Sunday to Mars and back and Geoffrey into the oceans and out into deep space before they are able to resolve things. Or do they? This book could easily fit into the back-history of Reynolds' far-future stories, but I sniff a new series starting – and there's already a sequel.

The plot moves at a brisk pace, pulling the reader along. What this obscures is the background, the carefully delineated utopia that Reynolds sketches out in the details and environment of the story. We are used to the idea of the internet being everywhere; mobile and wi-fi allowing devices to connect wherever they

happen to be. In this future it's people who are connected this way, augmented to connect to databases and devices and even project their consciousness elsewhere. The whole thing is overseen by The Mechanism, which has the power to stop any violent or criminal act.

Reynolds does not belabour the point. This technology is just there in the background, part of the characters' lives like the air they breathe – though Sunday is deliberately living outside. Occasional incidents let the reader see the effects and power of the technology. Reynolds has done an excellent job of hiding his technology-driven utopia beneath a gripping story. But a utopia it definitely is. It depends, as one of the characters says at one point, on humanity "growing up." Sadly, I can see no sign that we're going to do so any time soon. *Blue Remembered Earth* is a terrific read, which I heartily recommend.

Games Events

The end of February sees this year's SoRCon at the Holiday Inn in Basildon, Essex (Waterfront Walk, Festival Leisure Park, Basildon SS14 3DG) from 27th Feb - 1st March. It's essentially an open gaming event, with games starting on Friday afternoon and continuing all weekend. There is also "The Quiz-A-Hunt", a secondhand games sale and, possibly, a retail stand. I've not attended this event, but I was a regular at its predecessor and fully expect a good time for all. For more information, see the website at www.sorcon.co.uk or find them on Facebook.

This box concentrates on events I expect to attend.

Swiggers: games club that meets every Wednesday evening, upstairs at The Shipwright's Arms, 88 Tooley Street, London SE1 2TF (a few minutes' walk from London Bridge station). For more info, 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.

UK Games Expo: 29th-31st May 2015 in 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. For details see www.ukgamesexpo.co.uk

Spiel: the board games event of the year. 8th-11th October 2015, at the Messe (Exhibition Centre) in Essen. Contact Friedhelm Merz Verlag, Postfach 210250, Bonn, 53157 Germany or see www.merz-verlag-en.com

MidCon: 13th-15th November 2015 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>

Medstead and Four Marks

Railway Rivals game 10 – Turn 11

CoWS takes a slender lead over TXR and SNS has a stonking round, coming up into contention with his round-the-edge routes. ARB and JAB have few races available to enter and fade.

Races					Scores				
					JAB	ARB	CoWS	TXR	SNS
36	KH	Louisiana	9S	Corpus Christi			15-2	0	15+2
37	5H	Beaumont	10D	Ardmore			20-3		10+3
38	7H	Texarkana	JC	Arizona	10	10-8			10+8 JR
39	4S	Austin	5D	Oklahoma City		0-5	10-1	20-5+4	+7
40	5S	San Antonio	2C	Amarillo	+6	20-6	0	10	
41	QS	Mexico	8C	Albuquerque	+2	20-2			
42	AC	Dalhart	2D	Bartlesville			10		20
43	10S	South Texas	9H	Fort Worth	-3		20-1	10	+3
44	4H	Port Arthur	AD	Kansas					20
TOTAL					15	29	68	39	98

ERP = Exchange of Running Powers; JR = Joint Run

Builds and Points

Jacobahn (JAB)

Mark Cowper (Black)

Builds: None

Points: 224 +15 = **239**

Andrew's Railway Business (ARB)

Andrew Burgess (Blue)

Builds: None

Points: 159 +29 = **188**

Carriages or Wagon Systems (CoWS)

Paul Evans (Red)

Builds: None

Points: 246 +68 = **314**

Texas Rock Crusher Railway (TXR)

Jonathan Palfrey (Green)

Builds: None

Points: 256 +39 = **295**

Stars N Stripes (SNS)

Gerald Udowiczenco (Brown)

Builds: None

Points: 194 +98 = **292**

Next turn's races

Number	From			To	
45	5C	El Paso		3D	Enid
46	6H	Lufkin		AS	Abilene

47	4C	Roswell	JH	Dallas
48	KD	Arkansas/Missouri	8S	Victoria
49	3C	Clovis	JS	Mexico
50	JD	Wichita Falls	AH	Galveston
51	10H	Fort Worth	6D	Tulsa
52	3S	Lubbock	9C	Santa Fe

GM Notes

Each player may enter up to 5 out of the remaining 8 races.

Yellow (HAT's) track remains in place and can be used on regular payment. Payments are made to HAT but not recorded on HAT's total.

Game End Statements are welcome with your final turn's orders.

Send your orders to Mike Domett, 119 Victoria Road, Alton GU34 2DD or by e-mail to mike_dommett@yahoo.co.uk by 6th March 2015

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.

The table on the right shows the costs for the paper edition, including postage.

Paper edition	UK	Europe	World
10-issue (1 year) subscription	£27.00	£45.00	£55.00

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Games only	UK & EU	Else-where
10-turn (1 year) subscription	£6.00	£5.00

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Online Games

TWJO readers are playing online versions of board games – and any reader is welcome to join in. Look for games named “TWJO” something – they have the password “pevans56”. Board Game Arena, Boîte à Jeux and Yucata don’t have a password system, so e-mail me to be invited into a game (or set one up yourself and invite people). My ID is usually Pevans (exceptions noted below). Let me know what other games you fancy playing.

A Few Acres of Snow

Martin Wallace’s brilliant card-based wargame is online at yucata.de and I’m enjoying playing it there. Sign up and take me on...

Agricola

Online at www.boiteajeux.net – I’m Pevans56 here and looking for opponents.

Brass

Online at brass.orderofthehammer.com. Game 18 had a close finish: Steve scored 186 points, just ahead of your truly on 182, a nose in front of Mike on 180. Excellent stuff. We were joined by Nigel for game 19, which he proceeded to win with 151 points, after over-building my iron works to make sure I couldn’t beat him. I took my traditional second place with 143, and Mike pipped Steve to third, 128:127. Game 20 needs one more player as I write.

El Grande

Another classic. I haven’t played for years, so who fancies a game at yucata.de?

Nauticus

Online at yucata.de – a recent addition to the site and a game I commented on in TWJO 145. So far I have Brad Martin and me – who else fancies a go?

Puerto Rico

Just one of the games at www.boardgamearena.com: there’s no password system, so sign up and let me have your ID so that I can invite you to a game.

Roll Through the Ages

Online at yucata.de – a game I enjoy, despite being rubbish. Who’d like a turn at drubbing me?

Through the Ages

Online at boardgaming-online.com where I’m Paul “Pevans” Evans and at www.boardgamearena.com. Let me know if you’d like to play at either site.

Vinci

Online at yucata.de – another classic, in a version adapted for online play. It’s great fun: after some early wins, I’m now being put in my place.

Close to Critical

Star Trader game 7 – Turn 11

“So why haven’t the Authorities done more to intercept the Spaceship wandering about the Mu Herculis System?”

“I’m not quite sure, but a spokesman for the Government blamed the previous administration for not spending more on System defences and relying on Corporation assurances.”

“And why didn’t the administration remedy the deficiency?”

“They wouldn’t answer that question, but insist the donations from Corporations to their administration were completely irrelevant.”

The main event of the Quarter was the discovery of Alloys in quantity on a remote Federation world. Easy to mine, they brought the price crashing everywhere. The unexpected reduction in cost may impact on wages on Mu Herculis and boost the re-election chances of the administration.

COSTA NOSTRA PIZZA loaded passengers for Beta Hydri and Gamma Leporis. MARATHON MANIACS loaded Passengers for Sigma Draconis. THE 7 CORPORATION bought 7 Spice Factories at Sigma Draconis and 2 Monopole Factories at Mu Herculis. AVERY & SONS loaded Passengers to Tau Ceti. No one is carrying Passengers to Mu Herculis for some reason.

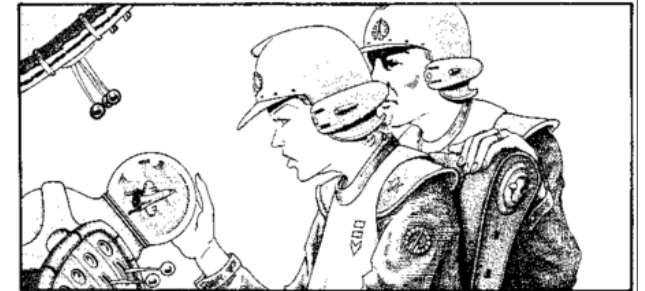
AVERY & SONS bought 5 Alloys on Contract at Gamma Leporis.

COSTA NOSTRA PIZZA wanted to sell Alloys at Epsilon Eridani and were just the first of many to be caught out by the sudden surplus and drop in prices of Alloys.

COSTA NOSTRA PIZZA also wanted to buy Spice but the price rose above their bid of 11, leaving them frustrated.

Tau Ceti saw both SAILCAT and AVERY & SONS buying 5 Isotopes each on Contracts.

MARATHON MANIACS did manage to sell 2 Alloys at Mu Herculis, despite the price movements, but SAILCAT were left unable to sell at the same price of 7 HTs. AVERY & SON sold 10 Isotopes for 8 HTs and a Dealership and there was sufficient demand for SAILCAT to sell 4 more for 9 HTs.



THE 7 CORPORATION bought Isotopes and Spice on their Contracts at Sigma Draconis, taking advantage of the low prices.

SAILCAT bid 7 and failed to sell Alloys at Beta Hydri. THE 7 CORPORATION sold 9 Isotopes for 7 HTs each and SAILCAT then sold 5 more for 8 HTs. COSTA NOSTRA PIZZA and THE 7 CORPORATION both sold Monopoles on Contract. Finally, AVERY & SON sold 11 Spice for 14 HTs and took a second Dealership this Quarter as THE 7 CORPORATION sold 5 on Contracts.

Corporation Table

Corporation letter and name	Connections Bus/Crim/Pol	Init'v Bid	Turn order	Cash Rep'n	Player
A Marathon Maniacs	10 0 0	0	2nd	602 30	Andrew Burgess
B Costa Nostra Pizza	5 5 2	0	1st	218 30	Mark Cowper
C Sailcat	9 0 7	0	4th	1304 40	Mike Dyer
D The 7 Corporation	9 4 5	0	6th	950 40	Paul Evans
E Swiss Mercenary Fleet	8 7 0	0	5th	270 40	Martin Jennings
F Avery & Sons	10 8 1	3	3rd	307 40	Prezemek Orwat

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

GM Notes

You can use the Contractor Option to buy or sell up to 5 units of a Commodity, OR you can bid to buy or sell. You cannot do both. Only the Market Manager can do this.

My apologies for the loss of continuity in player sheets. Never trust your company servers is the clear message.

The remaining Agents are:

- Dragon
- Dwarf
- JB
- Tender
- Willy

News

EV 14 took place, with Alloy prices dropping everywhere.

There is one new News chits this turn. The current chits (new ones in **bold**) are as follows.

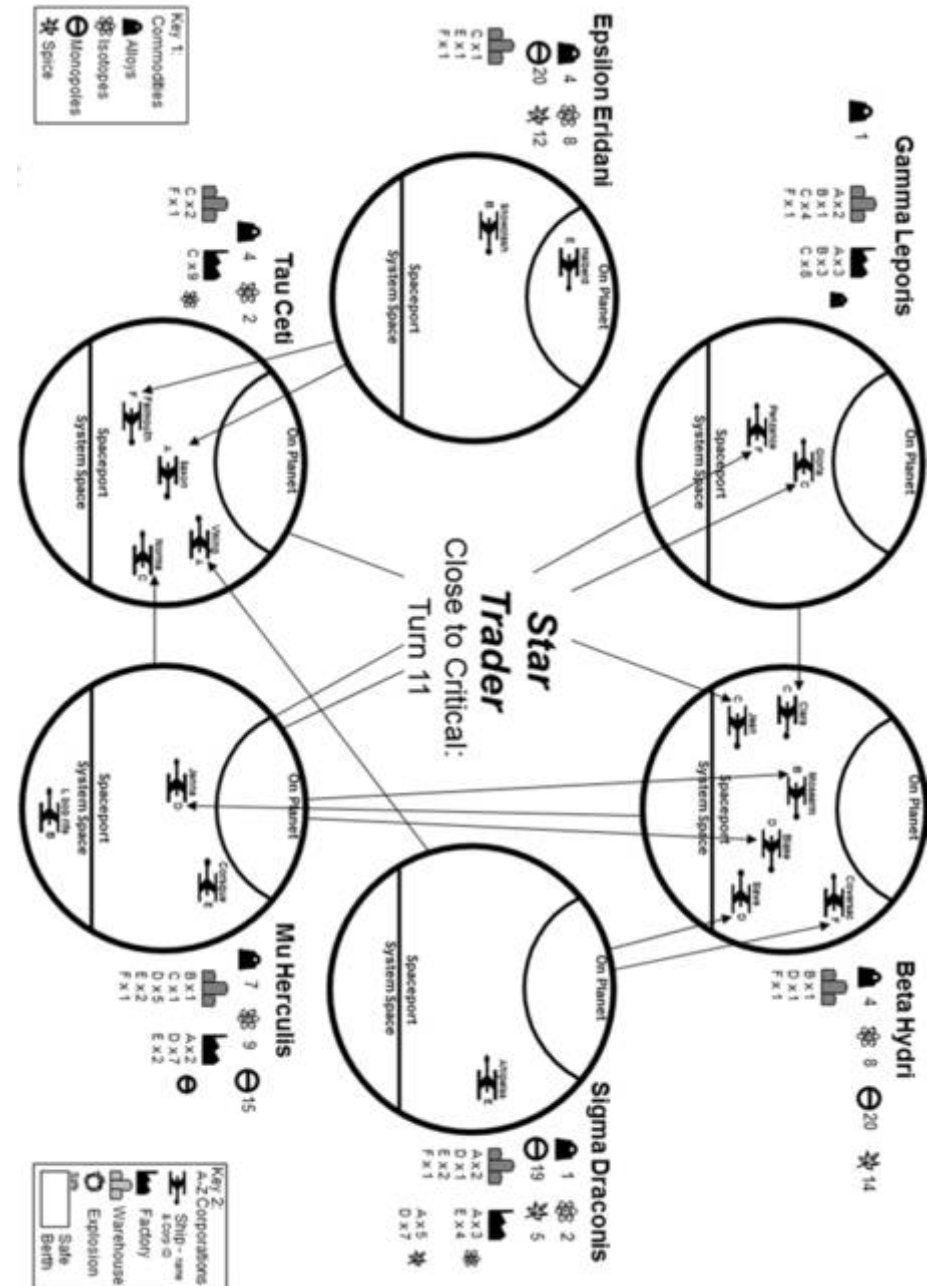
Turn 12: B8

Turn 13: B10, C4

Turn 14: P3
Turn 15: **P5**

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

Send your orders to Mike Dommett, 119 Victoria Road, Alton GU34 2DD or by e-mail to mike_dommett@yahoo.co.uk by 6th March 2015



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).

Orders for September 1667 to Pevans at 180 Aylsham Drive, UXBRIDGE UB10 8UF, UK or lpbsorders@pevans.co.uk by Friday 13th March 2015



August 1667 (282)

As the summer nears its end, fresh blood arrives in Paris. Some of them sign up with regiments, while others seek excitement in the quiet city. Cyrano de Camembert is one of the former. He applies to the Royal Marines. However, Brigadier-General Rick O'Shea is not accepting recruits. Monsieur Camembert applies to the Picardy Musketeers. Lieutenant-Colonel Arnaud Surfinmaise doesn't want newcomers.

Luckily for the cheesy one, Bdr-General Maurice Fluff-Bunny is all too happy to sign him up for the 13th Fusiliers. Now, what about a commission, M Camembert? No? You'll be a Private, then. Private Camembert promptly volunteers for the Royal North Highlanders, only to have the sergeant-major take his ear firmly between thumb and forefinger and steer him in the direction of his regiment's transport.

Bdr-Gen Chopine Camus is recruiting for the Grand Duke Max Dragoons and is not short of applicants (see Press). However, Grégory Bonnissel tries the Crown Prince Cuirassiers first. He is given short shrift and quickly joins Claude Talon and Jean Ettonique at the GDMD barracks. All three purchase the rank of Captain – only Bonnissel has to take out a loan first.

Camus appoints Captain Ettonique as the new Regimental Adjutant. It's just for the month, but who knows what it could lead to? All three set off to join their regiment, Talon bringing a case of Chateaufort-du-Pape with his kit. It's a strange mixture: his tanned skin, peculiar haircut and the case of dark red wine...

Amant d'Au, commanding the Royal Foot Guards, admits one Noggin le Nog to the regiment as a Private. Le Nog hardly waits for his uniform before he's aboard a ship for North Africa.

One vacancy in Government is resolved as the Minister of State, Jacques Shitacks, appoints his fellow Count, Eurie Humble, as Minister of Justice. Shitacks is less taken with the idea of Eglise de Sant-Suplice as a Minister – even one without a specific portfolio – and turns down his application.

Take me out!

Two of those new arrivals seeking excitement in the city seem to have found it – they will have duels waiting for them at the beginning of September. Leonard de Hofstadt starts his month by winning the affections of the rather bored Sue Briquet, as everyone else finds out when he takes to the Frog & Peach for the rest of the month. His opponent in September will be Tourtière Mangetout.



Percy Mystic will have the honour of crossing swords with Jean Jeanie after his antics in week 1. He doesn't take the lady out in public, but most Parisians will have a good idea who his squeeze is. Instead, Percy spends a couple of weeks practising with a sabre, ready for next month. He finishes off by standing outside the Fleur de Lys, scratching his head. He expected Richard Shapmes to be there to Toady to.

Pierre le Sang is an old hand at this and stays in with his lady, just in case any young buck should come calling. Once he's confident they're not, he adjourns to the gym for three weeks rapier practice.

This leaves the enigmatic 'X9', who alternates between Red Phillips and rapier practice. And two old hands, Ali Vouzon and Jacques Shitacks, who pass their August in the cool seclusion of the Fleur de Lys. Each is accompanied by the lady in his life: Angelina di Griz and Madelaine de Proust, respectively. Ali is baffled by the lack of life in Paris. "Where is everybody?" he cries, only to hear the sound echo back to him across the empty streets.

Strictly Looting

In North Africa there is finally some organised resistance to the French troops. First Division welcomes the opportunity for a decent fight and sees off the enemy in no uncertain manner. The men of the Royal North Highlanders are led by a fine array of Generals, and one Lieutenant-General. General Richard Shapmes is the latest to arrive and acquits himself well: he gains two Mentions in Despatches ("*another **** General!*") and acquires lots of the curvy swords the

locals use – nearly 500 crowns' worth! There's only one, short Mention for General Gar de Lieu ("him again") and he adds over 300 crowns to his earnings for the campaign. Shame he has to send more than this back to Paris to pay off his debts. General Monty Carlo's name goes into the Despatches as well ("hasn't he got an Army to lead?"), but can only manage just over one hundred crowns' worth of loot. The Lt-General, Uther Xavier-Beauregard, aka the Minister of War, collects 200 crowns' worth and receives a Mention in Despatches ("wosname...").



The Cardinal's Guard is the first regiment of the Guards Brigade to come under attack. They stand firm, keeping the enemy occupied while the rest of the Brigade gets itself organised. Colonel Lothario Lovelace has to work hard, but makes up for it by being one of the first onto the field of battle in search of loot: 400 crowns' worth is his take.

The King's Musketeers then engage the enemy and inflict heavy casualties. The acting CO, Lt-Col Was Nae Me, leads from the front to gain a fulsome Mention in Despatches ("the bravest of the Musketeers"). In turn, this brings him a Knighthood. And he gets over a thousand crowns in ransom for the "big chap in a turban" he took prisoner. There is none of this for (brevet) Captain Maurice Essai Deux: no bravery, no MiD, no promotion and not even any loot.

The Royal Foot Guards finish the job, driving the enemy from the field and collecting anything of value left behind. Lt-Colonel Jean Jeanie is acting commander, in Bdr-Gen Au's absence. He can only find 250 crowns' worth of goodies, though. Private Noggin le Nog, on his first outing with the military, collects just as much for himself.

Bdr-Gen Amant d'Au is acting Guards Brigadier, but refuses to stay at the back of his command. His bravery earns him a close encounter with an enemy billhook that gives him a new parting in his hair. This doesn't go unnoticed: he receives two Mentions in Despatches ("very brave," "and such stylish hair!") and is elevated to the title of Marquis. A bit of arm-twisting ensures he gets some 600 crowns' worth of plunder into the bargain. His Brigade Major, Voulo Vault, can only watch, open-mouthed at his new boss's endeavours. And hanging around with your mouth open gets you diddly-squat in this man's army.

The Guards Brigadier, Jacques de Gain, is bumped up to acting Division commander for this last month of the campaign. The extra responsibility (mainly those unruly chaps in the RNHB) keeps him busy, but he still finds time to pocket 250 crowns' worth of loot. His name goes into the Despatches ("full pockets for de Gain") and his rank (Brigadier-General) is made permanent, severing his connection to the King's Musketeers. There's also a MiD for Divisional Adjutant Jacques le Franc ("is he the first Jacques or the second?") who puts in a bit more effort on the looting and goes home with a further 500 crowns.

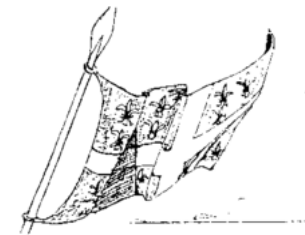
The X3 Factor

There's confrontation for Second Division as well and, again, the Brigades acquit themselves well. In Second Foot, the Fusilier regiments drive all opposition from the field. 53rd Fusiliers' commander Bdr-Gen Tourtière Mangetout is Mentioned in Despatches for his good work and picks up just shy of five hundred crowns' worth of booty. So much for his downbeat observation, "if the bullets don't get you then the dysentery will." His opposite number in the 13th, Bdr-Gen Maurice Fluff-Bunny is Mentioned as well ("him too") and finds the same amount of loot. The difference is that he gains a Knighthood as well. His new recruit, Private Cyrano de Camembert, finds that he's a footnote in the Despatches ("a nose for cheese") and 'liberates' 300 crowns' worth of goodies. The Brigade Major, brevet Lt-Col Bernard de Lur-Saluces of the 13th Fusiliers, gains his permanent rank.

The Royal Marines do the business in First Foot Brigade with the Picardy Musketeers in support. Lieutenant-Colonel Arnaud Surfinmaise is promoted to Colonel as the Musketeers' commander. Devotion to looting earns him 600 crowns' worth. Major Coeur De Lion is more devoted; to the tune of 900 crowns, allowing him to pay off his debts. There's nothing else for him. Brigadier Rick O'Shea is promoted to full Brigadier-General (making room in the Royal Marines for le Franc's promotion). A generous Mention in Despatches – too long to be quoted here – earns him elevation to Baron. Plus there's 700 crowns' worth of plunder into the bargain. His Brigade Major, Gaz Moutarde (another man not serving with his regiment, the Royal Marines in this case), takes 800 crowns as his share of the booty, but gets nothing else.

Third Division is in action, too, with both Third and Fourth Foot Brigades doing well. Third Foot Brigadier Sebastian Adis II is promoted to full Brigadier-General and adds some 700 crowns to his personal wealth. Pepé Nicole, the Fourth Foot Brigadier, can only manage 350 crowns' worth, but is Mentioned in Despatches: "most junior Brigadier".

It is Frontier Division which has the quietest time as the local forces take on France's front line troops. This doesn't stop Euria Humble, serving as a Private in Frontier regiment 2, earning promotion to Subaltern as a reward for laying out the regiment's bivouac so exactly. 'X3' is one of the few casualties, falling into a nest of scorpions while on patrol. He is pulled out by General Bill de Zmerchant, the Division commander. This bravery earns Zmerchant a Mention in Despatches



("not afraid of scorpions!") and he is showered in 800 crowns' worth of donations from admiring locals. Whether they wanted to donate, or not. Colonel Etienne Brule is Division Adjutant and diverts a further 500 crowns' worth to his own purse. Despite a nasty moment when he bites on a 'gold' piece and it disintegrates, nearly choking him, there's no further reward for Brule.

Barbary bake-off

The infantry gets all the action, so there's little for the Cavalry Division to do. Lt-Colonel René de Gaviscon earns a Mention in Despatches for training his squadron in the basics of dressage to give them better control of their mounts ("very pretty, but is it war?"). Heavy Brigadier Eglise de Sant-Suplice finds himself promoted to (brevet) Lt-General and earns over 200 crowns from his fertiliser business.

Major Rob d'Masses, in the Queen's Own Carabiniers, is brevetted to Lt-Col after he stumbles on an illicit still in the backwoods and confiscates the product. This is worth a lot. Masses keeps over a thousand crowns for himself and Eric de Miabeille, the Horse Guards Brigadier, takes a further 400. Brigade Major Frele d'Acier is so busy with paperwork that he doesn't notice and gets nothing. Brigadier Miabeille has to make do with the money.

As Division commander, Egon Mad 2 cuts himself in for 500 crowns' worth of the action. Lt-Gen Mad has taken on the onerous task of collecting bodies from the field and has a narrow escape when one of them isn't quite as dead as he'd thought. He is careful to make sure this does not find its way into the Despatches. These are written by Lt-Col Terence Cuckpowder, the Divisional Adjutant, who keeps his own name out, too, but is promoted to Colonel in the Queen's Own.



This leaves the Dragoon Brigade. We shall gloss over the antics of the Princess Louisa Light Dragoons, as it's the Grand Duke Max's who have a good month. A night-time patrol spots a pirate ship coming close to shore and summons the whole regiment. As the pirates unload their booty in a secluded cove, the GDMD charge, scattering those who survive to the four winds. There's more than enough loot to go around here. Bdr-Gen Chopine Camus is Mentioned twice in the Despatches ("Arr!" "And at night, too!") and takes 800 crowns as his cut. Lt-Colonel Jacques As gains the same amount, but nothing else. There's 800 crowns for Major Kidder de Margaux and the new Captains do well: six hundred crowns' worth for Grégory Bonnissel; 700 for Jean Ettonique and a magnificent 1,100 comes the way of Claude Talon. What a debut! However, there are no promotions or further MiDs. In particular because of Talon's request to remove the scalps of his fallen opponents.

It's been a most successful campaign for the Field Army commander, General Pierre Cardigan, Field Marshal-elect. As he makes a final tour of the units under his command, he spots the loot being divvied up by the Dragoons and dips in for 1,200 worth. He receives two MiDs – one for the money and two for the show – and gets ready to return to Paris. ❖

Press

Announcements

Official Ministry Announcement No.1
It gives me great pleasure to announce, as my first official undertaking as Public Safety Commissioner, the establishment of 'The True Patriots Fund'. The purposes of the fund are to provide financial support to the widows and orphans of any members of the Army who lost their lives while serving Sovereign and Country, in this and future campaigns. I am calling upon all gentlemen of honour, true patriots of France, to donate the modest sum of 50 crowns (more if you wish). All monies received will be used accordingly.

Please forward your donations to my offices at the Bastille. The names of all donors will be engraved upon an official plaque to be erected at the War Ministry.

† Bdr.General Maurice Fluff-Bunny
Commissioner of Public Safety
Commanding Officer, The Glorious
Fighting Thirteenth

General seeks Aide – Usual duties –
Must be presentable – Good Manners
– own corkscrew – must not smell –
distinguished service history.

† General Shitacks

Official Ministry Announcement No.2
Having now had the opportunity to review both the outstanding reports retrieved from the neglected 'In-Tray' of the former CPS, Rick O'Shea, and to study a number of the files created by the late Marquis Al-Abowt, I have

been alarmed to discover information pertaining to certain 'creatures from the stars'.

Evidence exists linking the recently deceased Field Marshal Tomas Le Matelot and persons yet unspecified. Unlike my immediate predecessor, I do not intend to simply pocket the salary of office while totally neglecting the duties of such and thus I am already heavily engaged in pursuing further investigations. Rest assured that this intolerable heat, the hordes of flies and the incursions of the enemy will not deter me from making the streets of Paris safe and bringing villains to justice.

I know you are out there and I will get you!

† Bdr.General Maurice Fluff-Bunny
Commissioner for Public Safety

Successful Brigadier seeks ambitious officer to be his Aide. Glory guaranteed though the pay is a little irregular. You will learn much from serving me, if only which wines go with which cut of lamb and how to stitch napkins together to make a flag of truce.

† Brigadier-General Viscount Eglise
de Sant Sulpice

Official Ministry Announcement No.3
All former Ministry agents who served under the tenure of the late Marquis Al-Abowt and have since suffered undue persecution are hereby exonerated of any alleged wrongdoings and granted amnesty. Furthermore, all such persons are invited to return to their former posts

with immediate effect, i.e. Magpies / Wolf Trackers / Witch Smellers etc. Your Commissioner and Country need you!

† Bdr.General Maurice Fluff-Bunny
Commissioner for Public Safety

Applications for the posts of Inspector General of Infantry and Cavalry are solicited. CVs with supporting documentation should be supplied to the Ministry of War. I anticipate making appointments on my return from the front. † UXB

Official Ministry Announcement No.4
The Machinery of Justice! Through considerable personal expenditure, I am financing the construction of a new, specialised catapult within the grounds of the Bastille. This new addition to the Ministry's 'tools of trade' should be ready in time to undertake its first official duties within the next couple of months.

An official opening ceremony will be announce very shortly to which all 'true patriots' will be invited. A suitable notary will be on hand to unveil 'La Belle Estelle' as she is to be known!

† Bdr.General Maurice Fluff-Bunny
Commissioner for Public Safety

Despatches from the Front

It is with heavy heart that I mourn the loss of fellow officer Lt. Col. Dextre Sinistre of our most excellent regiment, the Grand Duke Max Dragoons. It is ever more tragic that it came not under fire but in the routine exercise of his horses. It is a marvel that the dumbest of beasts

can bring down the greatest of men. I will raise a glass, and urge all who knew him to do so as well, in his honour once we return to Paris, those who survive the current campaign.

With my recent promotion to Major, necessity and the demands of the pocketbook compel me to call, errrr, 'dibs' on Lt. Co. Sinistre's horses. Merci.

P.S. I am willing to part with the willful beast he was riding at the time of his unfortunate demise. Inquire at my tent.

† Major de Margaux, GDMD

Social

Ladies and Gentlemen,
Ophelia and I are delighted to resume hosting the 'Académie de Danse' in the Fleur De Lys ballroom during the 3rd week of each month.

Our offer extends to all those of SL 12 or higher with a suitable mistress to come and learn from their betters. All costs will be paid for those of SL 15 or higher, in appreciation of their efforts to impart their dance insights. In addition, a prize of 50 crowns will be offered to the couple teaching the most interesting new dance.

For September 1667, we have decided to get our hearts pounding with the furlana, a fast dance, in duple-time 6/8. It is an Italian courtship dance based on a folk dance with Slavonic associations.

As ever, applications from those of a lower social standing, but with a burning desire to learn, will be considered.

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

To all members and friends of the GDMD.

To celebrate the return of the regiment from another glory-filled campaign and to remember those who are no longer with us, I will be holding a meeting of all interested parties at my club week 1 in September. Lady friends are invited and all drinks and food will be paid for. For those readers who have not joined a regiment or would like to join the GDMD, come along with no obligation.

† Jacques As Lt Col GDMD

Dear Ministers, Field Marshal and all Generals, Brevet and otherwise, I invite you to my Club with your mistresses in weeks 1 and 2 of September to discuss matters of interest to France, enjoy good company and assist me in ensuring the wine cellar is emptied in preparation for the new vintage. Costs met by host.

Yours,
† Count Shitacks
Minister of State

Ministerial Correspondence

The Office of the Minister of State
General Count Shitacks,
May I humbly offer my services to the crown as Minister without Portfolio? I do so not for personal gain, but to get an understanding of the working of his Majesty's Government that I can better serve both the King & yourself.

Your humble servant,
† B-BGen Sir Camus

Regimental Letters

Sir Chopin Camus,
Greetings Sir Camus. My name is Claude Talon, known to my mother's family as Gitchi-Biizhew. My father has long served the King in New France. He has sent me to France to make my way, and recommended military service. I understand that the Grand Max Dragoons is in need of new recruits. Might I join you in Algiers as a new Captain in your fine regiment?

Yours,
† C. Talon

Cher M. Talon,
Such are the fates of war there always seem to be vacancies in his glorious Majesty's regiments.

Be advised that I have instructed the recruiting Sargent to expect you. PS bring light clothes – it is accursed hot here in Africa.

PPS A case of Chateaufort de Pap would not go amiss in the mess, to toast our lost brother, the late Lt-Col D. Sinistre: lost not in battle, but in a tragic riding accident.

† B-BGen. Camus

Sir Camus,
I shall look up that drink. Along with some Brandy from the islands, in honour of some silly sot who died in a sand castle incident... I shall make arrangements to purchase my captaincy. Perhaps I will get one of those desert-bred horses I hear of. As a man born of a daughter of the forests of New France, I hope the desert will not be too strange.

† M. Talon

Cher Colonel,
Please allow me to introduce myself. My name is Jean Ettonique and I will soon arrive in Paris seeking my fortune and a part in France's glorious army. Having read of your exploits in June 1667 and the well-deserved knighthood, my heart is set on joining your gallant band of cavalymen. With your permission, please allow me to establish my rooms and contacts in Paris this August and then with your leave I would like to apply for a commission as a Major in your regiment, the GDMD. If I may be so bold, perhaps you would assist me in securing appointment as the Bde Major for the Dragoon Bde in September... I am confident that I may be of even greater service to the regiment, and you my Colonel, in such an appointment.

If I cannot fulfil such an appointment, please consider me for appointment as a captain and your adjutant ... you will find that I have studied the art of war and am handy in a tight corner! Wishing you every success in North Africa and a swift return to the delights of Paris,

Your humble servant,

† Jean Ettonique

Cher M. Ettonique,
Thank you for enquiring into service in his Majesty's GDMD regiment. Things are a little hot here in Africa in both climate and action, we may not have seen any major action but there are always tasks available that put the brave in the spotlight should you be seek glory.

I might suggest that you forgo your month in Paris and get the swiftest cutter to bring you to Africa. While your plans seem sound, there are faster routes to advancement from within the Regiment (for those brave enough to seek them) & I cannot guarantee there will be a Majority available for purchase come August – we are already expecting a new Captain to join us here in Africa. As you are versed in Military tradition, you will know that seniority is key when advancement beckons.

I have taken note of your requests for regimental positions under advisement and will decide depending on which position you take up & have advised my recruiting Sargent to keep a weather eye out in case you decide to join us on campaign.

† B-BGen. Camus

Cher Brigadier,
You honour me with so swift a reply when your duties at the Front must occupy so much of your time. Please forgive me distracting you for the few minutes your letter deserves in reply. I fear I have made an error in judgement, and that my place must be with your Dragons in Africa, not Paris, as soon as a ship may carry me to join you in August. I know that I am not yet considered by society as acceptable to hold the lofty rank of Major, therefore please accept this my application to join the Regiment as Captain and Adjutant. My horse and I will join you as soon as we are able!

Your humble servant,

† Jean Ettonique

Cher M. Ettonique,
Recruiting Sargent so informed – we await your arrival and all the latest news from Paris.

If possible, please arrange to bring with you any non-perishable food stuffs you can reasonably transport, the food here is appalling and even some cheese from home would be welcome.

You may also wish to bring a fly swat – the beasties here are intolerable & get everywhere.

† B-BGen. Camus

Good evening Brigadier General Sir Chopine Camus,

Allow me to introduce myself Sir. My name is Gregory Bonnisel, newly arrived in Paris. I have been inspired by the exploits of our armies and the glory of Grand Duke Max Dragons and am looking to join this fine cavalry regiment. I am ready to immediately depart for the front should you accept my request. Please send word if my request is accepted.

Kind regards, † Gregory Bonnisel

Cher M. Bonnisel,
New recruits into his Majesty's army are always welcome – more so when we are so far from our beloved country for so long.

The regiment is fortunate in that a number of applicants have applied of late.

I will tell the recruiting sergeant you are expected, be sure to bring latest news from Paris, also light clothing and a fly swat are most highly recommended.

† B-BGen Camus

PS You do not indicate what position you are seeking & as stated above there are a few applicants that I have been made aware of, so if, for example, you are seeking a Captaincy, seniority may be decided on a first come basis.

Brig General,

Many thanks for your swift reply. I would be looking to gain a Captaincy in this fine Regiment. In addition, I would like to apply for position of Regimental Adjutant should the position be available and you find me suitable, Sir.

Thank you, I remain Your humble servant,

† Gregory Bonnisel

Cher M. Bonnisel,

I urge you to make all haste to join us at your earliest convenience: fame and fortune beckon you.

I cannot currently offer you the position of Reg. Adjutant as there are a couple of others who have expressed an interest. That said, please apply giving a detailed essay of how you would handle the job and I will take it under advisement with the other applicants.

† B-BGen Camus

Cher Brig General,

I am packing my bags and making haste to the Front monsieur. My journey will be long, so my application for Reg Adjutant may be delayed, but I am more interested in joining first and finding fame and fortune!

Til then, Sir!

Personal

Cher D'Acier

I do not know what you have been drinking, but it has certainly soured your belly. Enjoy the half dozen of Chateauneuf du Pape and I hope your humours are restored.

† Cuckpowder

To: L.Col. Frele 'run away, run away' D'Acier

The reason that I did not reply to your previous press was that I deemed it unworthy. However, I cannot accept your slander against myself and our great regiment. It is time for your lesson!

† Rob

Dear Pere Allouez,

I have arrived safely in France, after a long voyage across the Atlantic Sea from Quebec. I saw whales! Paris is as grand as you claimed, such vast buildings, such abundance everywhere. But the smell, Pere, it is ghastly! Worse than when cleaning the fall hunting harvest. As my Uncle Jean suggested, I have sought out a regiment to join. I will soon be departing to Algiers as a Captain in Grand Duke Max's Dragoons. It seems strange to raise up the hatchet against people I have never met, but Uncle Jean assures me that the enemies of the King are my enemies. The people of Paris are always busy, always going somewhere. Some have looked upon my skin, clan tattoos and my clothes with wonder. Others have made fun of the same behind my back, but putting my hand upon my sword or my hatchet quiets them. Still, most have been cordial. Give the

best to my father, and tell him I hope that the coming winter season will be better for furs than the last. I know that company profits have been down the past several seasons. Tell mother that the ladies of France do treat their dogs like children, and their children like dogs, placing orphaned children in prisons, rather than with other clan families. Indeed, they do not eat their dogs; but, I see no evidence that they eat their children. They are different, but they are not windigos. Well, I must go Pere. Yes, I have gone to Mass, and will take my rosary with me to Algiers.

Yours,

† Claude Talon

Headquarters tent of the Glorious Fighting Thirteenth, North Africa Coast

"General, there's a man here who says he's come to see you about a job."

"A job? Which one? Send him in, Captain."

Into the tent comes a large Arabian male, who respectfully bows. "Excellency, I hear that you are in need of an executioner and thus I come to offer my services."

"Oh, well, what past experiences do you have, my man? Have you been an executioner before?"

"No, Excellency."

"Ah, well have you previously worked for a government ministry?"

"No, Excellency."

"Hmhm, I see. Well, do you have a good knowledge of Paris and French society and its laws?"

"No, Excellency."

"Do you have any qualities at all which you feel you can bring to the post?"

"I have a large axe and, as you can see, Excellency, I am 6' 4" and an Arab."

"Splendid, you're in! By the way what is your name dear fellow, I forgot to ask?"

"They call me Achmed, your Excellency. Achmed 'The Axe' Al-Headsoff."

"Well, Achmed, I believe that you are going to be a very positive addition to the Public Safety Ministry. Can you start straight away as I've some work coming up very soon that will require your services?"

To Colonel D'Au

Colonel D'Au – Sir,

My name is Noggin the Nog – Marquis Le Nog's young lad. I've

Points Arising

Next deadline is 13th March 2015

"For once, Rose, nobody dies!" Well, apart from Mr Jennings's latest X3 and that's par for the course. ☺ Yes, after a torrid couple of months on campaign, only one character died in action this month.

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 September – by NPCs where they are not taken by player characters. A player character with a position that lets him appoint a post may choose to leave the appointment vacant. If you have applied for an appointment – or

come to Paris in search of fame and fortune and have noticed that your regiment is the smartest and has the best uniform in Paris. I would like to ask your permission to join as a Subaltern. I am skilled in supervising the underlings in mucking out the stables as Papa used to have me ensure the stableboys did the same job well at the Summer Retreat.

I can dance well and can play the Harpsichord passably well. I also collect foreign coins and any overseas appointments the Regiment is sent on will, undoubtedly, increase my collection.

I shall await your decision by partaking of some malted Hops extract in the Old Goat and Terrapin.

hold a rank – that allows you to appoint other characters, 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.

Next month is September and any returns on investments will be paid out. Any shortfalls must be made good this month or the investment will be lost.

I had no orders from the following and they suffered the consequences: EdM Eric de Miabeille (Pete Holland) has NMR'd. Total now 1

AFD (Gerald Udowiczenko) and WP (Pam Udowiczenko) were floated as “We’ve been busy all week decorating and have no idea what time of the day it is, let along day of the week :o)”

X4 (Francesca Weal) has been floated as “I’ve not had time to wrap my head around a new character...”

The remaining new characters – X1 (Chris Boote), X12 (Tim Skinner), X2 (Gerry Sutcliff) and X7 (Chris Carter) – got the benefit of the doubt and were floated.

Welcome

Our latest addition is Tony Hinton-West, who joined in time for this turn and is playing as JE. Enjoy the game, Tony.

A little rule change

I will now allow characters with an expiring brevet rank to apply for military appointments that require their permanent rank.

For example, let's take a Major who's a brevet Lt-Col and whose brevet promotion expires at the end of August. Previously he would only have been able to apply for military appointments at the rank of Lt-Col in September. If he got one, his brevet rank would be extended for another year (following the rules). If he didn't, he would revert to Major, but couldn't apply for appointments as Major until October.

Under my new ruling, he may also apply in September for military appointments at the rank of Major. If

he doesn't get a Lt-Col's appointment, he will then be considered for a position as Major.

Two things to note: first, it only applies the month after the brevet rank expires. If your brevet rank as Lt-Col runs until December, you can still only apply for Lt-Col appointments in September. Second, appointments at your brevet rank will be dealt with first and only if you fail to get one will you be considered for appointments at your full rank. Thus no applying for Brigade Major before Divisional Adjutant.

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.

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.

Announcements

Bernard de Lur-Saluces applies for Division Adjutant of First, Second, Third, Cavalry and Frontier Divisions

Bill de Zmerchant applies for Army Commander of First and Second Armies

Bill de Zmerchant applies for Minister without Portfllo

Coeur De Lion applies for Brigade Major of 1st Foot Brigade

Etienne Brule applies for Adjutant of First, Second and Third Armies

Eglise de Sant-Suplice applies for Minister without Portfllo

Egon Mad 2 applies for Division Commander of First, Second, Third, Cavalry and Frontier Divisions

Grégory Bonnissel applies for Regiment Adjutant of GDMD

Gar de Lieu applies for Army Commander of First, Second and Third Armies

Gar de Lieu applies for Chancellor of Exchequer

Gar de Lieu applies for Minister of Justice

Jacques de Gain applies for Adjutant of First, Second and Third Armies

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

Jacques de Gain applies for Army Quarter Master Gen. of First, Second and Third Armies

Jean Ettonique applies for Regiment Adjutant of GDMD

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

Jacques le Franc applies for Aide to Field Marshal

Kidder de Margaux applies for Brigade Major of Dragoon Brigade

Pierre Cardigan applies for Minister without Portfllo

Pierre le Sang applies for Army Commander of First Army

Pierre le Sang applies for Minister without Portfllo

Pepé Nicole applies for Aide to Brigadier

Pepé Nicole applies for Brigade Major of 4th Foot Brigade

Pepé Nicole applies for Brigadier of 4th Foot Brigade

Rob d'Masses applies for Division Adjutant of Cavalry Division

Rick O'Shea applies for Brigadier of 1st Foot Brigade

Rick O'Shea applies for Army Quarter Master Gen. of Field Army

Richard Shapmes applies for Province Mil. Governor

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

Sebastian Adis II applies for Army Quarter Master Gen. of First, Second and Third Armies

Terence Cuckpowder applies for Aide to General

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

Terence Cuckpowder applies for Aide to Field Marshal

Terence Cuckpowder applies for Army Adjutant of First, Second and Third Armies

Voulo Vault applies for Brigade Major of Guards Brigade

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 Justice: GdLi, VV

Minister without Portfolio: BdZ, EdSS, PC, PIS

Chancellor of the Exchequer: GdLi

Army commander: BdZ (First & Second), GdLi (all), PIS (First)

Division commander: EM2 (all)

Provincial Military Governor: RS

Army QMG: JdG (all), ROS (Field), SA2 (all)

Brigadier: JdG (all), PN (4th Foot), ROS (1st Foot), SA2 (all)

Army Adjutant: EB (all), JdG (all), TC (all)

Aide to Field Marshal: JIF, TC

Divisional Adjutant: BdLS (all), JIF (all), RdM (Cav), TC (all)

Aide to General: TC

Brigade Major: CDL (1st Foot), KdM (Dragoon), PN (4th Foot)

Regimental Adjutant: GB (GDMD), JE (GDMD)

Aide to Brigadier-General: PN

Duels

Results of August's duels

There were none

To be settled next month:

Pierre Cardigan (Sabre, 5 rests) has cause with Euria Humble (Cutlass, adv.) for pinching Edna.

Tourtière Mangetout (Rapier, Seconds AS, adv.) has cause with Leonard de Hofstadt (Rapier, 3 rests) for pinching Sue.

Jean Jeanie (Rapier, adv.) has cause with Percy Mystic (Sabre, 1 rests) for pinching Lotte.

Rob d'Masses (Sabre, Seconds TC, 1 rests) challenges Frele d'Acier (Sabre, Seconds JA, adv.).

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

Challenges to be voted on:

Rob d'Masses challenges Frele d'Acier as he's a coward who can only criticise from afar.

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

Tony Hinton-West got the Orphaned First son of a very wealthy Merchant: Init SL 4; Cash 4550; MA 6; EC 5 (JE Jean Ettonique).

Martin Jennings gets the Bastard son of a very wealthy Merchant: Init SL 2; Cash 450; MA 1; EC 4 (X3).

Tables

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 MFB	
Chancellor of the Exchequer __	Minister of Justice EH
Minister of War UXB	Minister of State JS

Shows who holds appointments outside military units:

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

Battle Results

Field Army: 2

First Division: 1

Guards Brigade: 2

Royal Foot Guards: 1

Cardinal's Guard: 3

King's Musketeers: 2

RNHB regiment: 1

Second Division: 1

1st Foot Brigade: 2

Royal Marines: 1

Picardy Musketeers: 2

2nd Foot Brigade: 2

13th Fusiliers: 1

53rd Fusiliers: 1

Third Division: 1

3rd Foot Brigade: 2

27th Musketeers: 2

4th Arquebusiers: 1

4th Foot Brigade: 1

69th Arquebusiers: 2

The Gascon Regiment: 3

Cavalry Division: 3

Horse Guards Brigade: 3

Dragoon Guards: 3

Queen's Own Carabiniers: 2

Heavy Brigade: 4

Archduke Leopold Cuirassiers: 3

Crown Prince Cuirassiers: 4

Frontier Division: 2

Frontier regiment 1: 5

Frontier regiment 2: 5

Frontier regiment 3: 1

Frontier regiment 4: 4

Dragoon Brigade: 3

Grand Duke Max's Dragoons: 2

Princess Louisa Lt Dragoons: 5

Army Organisation and 1668's Summer Deployment

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

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

	(Defence for Sept-Nov)
Colonel	F1 N2 F2 N6 F3 N7 F4 N1 RNHB N5
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.

Femmes Fatales

No	Name	SL	Attr	Last
64	Edna Bucquette	18	W	
3	Kathy Pacific	17	B	
54	Madelaine de Proust	17		JS
35	Katy Did	16	I	
42	Maggie Nifisent	16	B	
55	Jacky Tinne	16		
52	Guinevere d'Arthur	15	B/W	
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	LdH
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	AV
56	Ingrid la Suede	10		
6	Viv Ayschus	9		
57	Ava Crisp	9	I	
59	May Banquot l'Idee	9		
2	Betty Kant	8	I	
19	Jenny Russe	8	W	
32	Sal Munella	8	W	
41	Marie Antoinette	8	B/I	
49	Mary Huana	8	B/I/W	
34	Freda de Ath	7	W	
39	Thomasina Tancenjin	7	I	
50	Ulla Leight	7	I	
5	Belle Epoque	6	B/I	
13	Josephine Buonoparte	6	I/W	
24	Violet Bott	6	I/W	
15	Ada Andabettoir	5	B/I	
25	Lois de Low	5	B	

This table shows the mistresses in Paris.
B=Beautiful, I=Influential, W=Wealthy;
Last=Last lover seen with this month

Regiments

Col	LCol	Maj 1	Maj 2	Capt 1	Capt 2	Capt 3	Capt 4	Capt 5	Capt 6	REG	CG	KM	DG	OOO	ALC	CPC	RM	GDM	PM	13F	PLD	53F	27M	4A	69A	Gscn
Ada	JJ	VV	N5	N1	N1	N2	N2	N5																		
LL	N3	N3	N2	N6	N6	N4	N2	N3																		
EB	WMM/FDA	N5	N2	N2	N1	N1	N4	N1																		
TC	RdM	RdM+N5	N2	N2	N2	N2	N2	N2																		
N7	RdG	N5	N2	N2	N4	N5	N5	N3																		
JA	GM	KdM	N5	N3	N6	N6	N2	N2																		
AS	CDL	N4	N4	N3	N2	N4	N4	N2																		
MFB	BdLS	N4	N5	N6	N4	N1	N2	N2																		
TM		N6	N4	N4	N2	N2	N6	N3																		
N7																										
PN																										

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.

The Greasy Pole

ID	Name	SL	SPs	Cash	Rank, Regiment/Appointment	MA	Last seen	Club	EC	Player
GdLi	Count Gar de Lieu	26	F	OK	General/Min w/o Port	9		Flr	4	Bill Hay
JS	Count Jacques Shitacks	24	68	Rich	General/State Min.	3	Madeline	Flr	4	David Olivier
EM2	Count Egon Mad 2	24	F	Rich	Lt-General/Cav Div Commandr	11		Flr	4	Tim Norris
JdG	Count Jacques de Gain	23	F	Filty	Bdr-General/Gds Brigadier	20		Flr	5	Ben Brown
PC	Earl Pierre Cardigan	22	F	Withy	Fld Marshal/Fld Army Commndr	9		Flr	4	Matt Shepherd
PIS	Marquis Pierre le Sang	21	57	Comfy	General/Min w/o Port	7		Flr	4	Bill Howell
EH	Count Euria Humble	21	F	Withy	Subaltern/Justice Min.	18		Flr	5	Matthew Wale
UXB	Count Uther Xavier-Beauregard	21	F	Comfy	B.Lt-General/War Minister	13		Flr	4	Pete Card
AV	Earl Ali Vouzon	20	58	Rich	B.Lt-General/Insp.Gen.Inf	8	Angelina	Flr	1	Graeme Morris
JIF	Baron Jacques le Franc	19	F	Rich	Colonel RM/1st Div Adjutant	15		Both	6	Charles Burrows
EdSS	Viscount Eglise de Sant-Suplice	19	F	Comfy	B.Lt-General/Hvy Brigadier	7		Flr	2	Jerry Spencer
VV	Sir Voulo Vault	18	F	Comfy	Major RFG/Gds Brigade Maj.	2		Flr	2	Mark Booth
RS	Marquis Richard Shapmes	18	F	Withy	B.General/Min w/o Port	10		Flr	4	Charles Popp
BdZ	Marquis Bill de Zmerchant	18	F	Comfy	B.General/Fntr Div Commandr	6		Flr	3	Tim Macaire
EB	Sir Etienne Brule	16	F	Comfy	Colonel DG/Fntr Div Adjutant	2		Both	4	James McReynolds
GM	Sir Gaz Moutarde	16	F	Rich	Major RM/1 F Brigade Maj.	3		Both	2	Mike Clibborn-Dyer
WP	Marquis Warren Peece	15	22	Withy	Bdr-General	13		Both	2	Pam Udowiczenko
FdA	Frele d'Acier	15	F	Comfy	Lt.Colonel DG/HGds Brigade Maj.	4		Both	3	Peter Farrell
TC	Terence Cuckpowder	15	F	Comfy	Colonel OOC/Cav Div Adjutant	3		Both	4	Mike Dommert
EdM	Marquis Eric de Miabeille	15	F	Withy	Bdr-General/HGds Brigadier	14		Both	3	Pete Holland
AdA	Marquis Amant d'Au	15	F	Withy	B.Bdr-General RFG	7		Both	5	David Brister
ROS	Baron Rick O'Shea	14	F	Comfy	Bdr-General/1 F Brigadier	5		Both	3	Andrew Kendall
JJ	Sir Jean Jeanie	14	F	Comfy	Lt.Colonel RFG	11		Both	4	Stewart Macintyre
CC	Sir Chopine Camus	13	F	Comfy	B.Bdr-General GDMD	7		Both	4	Joe Farrell
JA	Jacques As	13	F	Comfy	Lt.Colonel GDMD	1		Both	4	Andrew Burgess
MC	Marquis Monty Carlo	13	F	Withy	B.General	13		Hunt	4	Geoff Bowers
LL	Sir Lothario Lovelace	12	F	Comfy	Colonel CG	8		Both	4	Howard Bishop
TM	Sir Tourtiere Mangetout	12	F	Rich	B.Bdr-General 53F	4		Hunt	3	Mark Farrell
WNM	Sir Was Nae Me	10	F	Comfy	Lt.Colonel KM	6				

ID	Name	SL	SPs	Cash	Rank, Regiment/Appointment	MA	Last seen	Club	EC	Player
X12		10	0	Poor		5				3 Tim Skinner
MFB	Sir Maurice Fluff-Bunny	10+	F	OK	B.Bdr-General 13F/CPS	6		BG	5	Jason Fazackarley
RdG	René de Gaviscon	9	F	Comfy	Lt.Colonel ALC	4		BG	5	David Williams
AS	Arnaud Surfinmaise	9	F	OK	Colonel PM	6		BG	5	Nik Luker
X1		8	0	OK		6				3 Chris Boote
CDL	Coeur De Lion	8	F	OK	Major PM	5		RP	3	Graeme Wilson
AFD	Allan Fa-Dan	8	0	Poor		6				4 Gerald Udowiczenko
SA2	Sebastian Adis II	7	F	OK	Bdr-General/3 F Brigadier	5		BG	4	Mark Cowper
NIN	Noggin le Nog	7	F	OK	Private RFG	1				4 Martin Adamson
X2		7	0	Poor		4				4 Gerry Sutcliffe
RdM	Rob d'Masses	7	F	Comfy	B.Lt.Colonel OOC	3		HGds	5	Craig Pearson
PM	Percy Mistic	6	12	OK		5		F&P	3	Ray Vahey
KdM	Kidder de Margaux	6	F	OK	Major GDMD	4		F&P	6	Gary Phillips
MED	Maurice Essai Deux	6	F	OK	B.Captain KM	4		F&P	3	Olaf Schmidt
PN	Pepé Nicole	6	F	Comfy	B.Bdr-General 69A/4 F Brigade Maj.	5		RP	3	Colin Cowper
LdH	Leonard de Hofstadt	5	15	OK		4	Sue	F&P	5	Neil Packer
CT	Claude Talon	5	F	Comfy	Captain GDMD	4				4 Cameron Wood
X4		5	0	Poor		4				2 Francesca Weal
GB	Grégory Bonnisse	5	F	OK	Captain GDMD	2				3 Mark Nightingale
BdLS	Bernard de Lur-Saluces	4	F	OK	Lt.Colonel 13F/2 F Brigade Maj.	5		RP	2	Rob Pinkerton
JE	Jean Ettonique	4	F	Comfy	Captain GDMD/GDMD Regt. Adjnt.	6				5 Tony Hinton-West
X9		3-	2	Poor		5		RP	3	Dean Talbot
X3		3	RIP			6				Martin Jennings
CdC	Cyrano de Camembert	3	F	Poor	Private 13F	4				4 Dave Whiffin
X7		2	0	OK		4				4 Chris Carter

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, Filty = 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+