

That would be enough

This has been issue 153 of *To Win Just Once*, published 27th March 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 *LPBS*, Great White Hunter and any other contributions to Pevans by Friday, 17th April.

(Next deadlines: 15th/22nd May, 19th/26th June, 24th/31st July)

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

Railway Rivals – Martin Jennings, Mike Dyer, Jonathan Palfrey and Pevans 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 18 for more information about these.

Brass at brass.orderofthehammer.com

Concordia (at www.boiteajeux.net): Pevans

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, Alex Everard

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

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

Credits

To Win Just Once issue 153 was written and edited by Pevans. The *LPBS* masthead (page 19) is by Lee Brimmicombe-Wood, as are the drawings on pages 15 and 21-25. The illustration on page 20 is by Nik Luker and the one on page 26 by Tim Wiseman. Game and book artwork is courtesy of the publisher. Pevans took the photos (except where noted) and played with Photoshop.

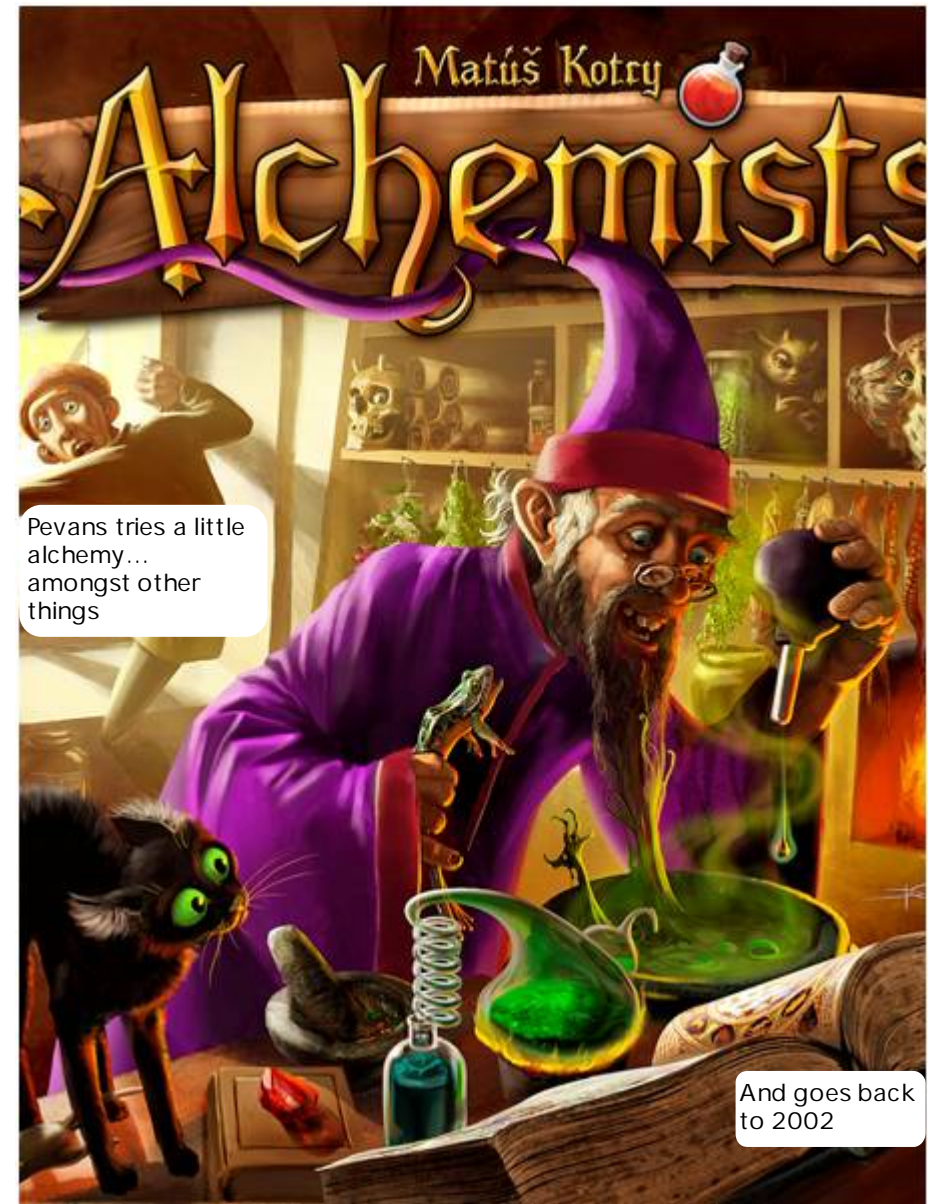
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To Win Just Once

(incorporating *Les Petites Bêtes Soyeuses*)



Issue 153: April 2015

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Contents

Chatter	3
Letters	4
Some new games	4
Pevans on games he's played recently	4
Some old games	9
Pevans returns to the past.....	9
Reading Matter	11
Games Events	13
Medstead and Four Marks	14
<i>Railway Rivals</i> game 10 – Turn 12	14
Game End Statements.....	14
More <i>Railway Rivals</i>	16
Subscribing to <i>TWJO</i>	16
Great White Hunter	17
Start-up.....	17
Online Games	18
Les Petites Bêtes Soyeuses	19
September 1667 (283).....	19
Press.....	27
Points Arising.....	33
Announcements.....	34
Duels.....	34
Trials.....	35
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

This issue may be a little thin, not least because Mr Dommett has been ill. Mike reported that he had “terrible pain all down [the diodes in] my left side” and was confined to bed for a while. The problem has been diagnosed as a trapped nerve and he is recovering with the aid of physiotherapy. (I'm not sure a physio could have helped Marvin the paranoid android, but you never know...)

This does mean we're without Close to Critical – our *Star Trader* game – this issue. Mike finished off the *Railway Rivals* game, Medstead and Four Marks, and the results are below. However, the next game will have to wait a bit – and there's room for another player or two.

I've also remembered to start our next all-reader game – yes, it's the return of Great White Hunter!

People-watching is a great pastime on the Tube. Can anyone explain why, if you're travelling with someone you want to converse with, you would sit on opposite sides of the carriage by choice? Perhaps it's an invitation for the rest of the carriage to join in? Unless the conversation is in Italian, Polish or Urdu, of course. I'm waiting for someone to speak French slowly enough for me to follow and pitch in!

Last Monday's journey on the Overground – which has wider carriages than the Tube – featured two middle-aged couples travelling together. The men were sitting opposite each other, with the women on either side of one of them. The men were discussing the Six Nations across the carriage while the two women gossiped across the man between them!

Speaking of the Six Nations Championship, I didn't give much for Wales's chances after losing to England in the first match. Yet they beat Ireland and had a chance of taking the title when it came to the last day. And what a brilliant last day! If only all rugby internationals were like those three matches.

Having said that, I've taken to fast-forwarding as soon as the ref calls for a scrum. I only return to play once the referee's awarded a penalty (apparently at random), it's been taken and the lineout throw is about to come in. If, by some mischance, the scrum works, it's easy to rewind a tad to pick up the action. When it's a particularly boring match, I start hitting the fast-forward button every time play breaks down. Guess I'm a fair weather rugby fan.

TWJO online

February was clearly a quiet month on the internet (well, it does have only 28 days). The PDF edition of *To Win Just Once* 152 was downloaded 63 times from publication on 19th. Issue 151 clocked up just 18 further downloads in February to take it to 120 in two months. The previous issue, 150, was downloaded just 11 times to give a total of 385 since publication.

Apart from *TWJO*, a document that was downloaded a lot in February was my article on *Ambush*, the old SPI solitaire wargame. Not surprisingly, much of this traffic appears to have come from BoardGameGeek. The most amusing way my website was found last month was from a search for "Columbus fire department." Presumably that's directed someone to my report from the Gathering of Friends in a year when we were evacuated following a fire alarm!

Letters

Colin Bruce is supportive over my being-offered-a-seat awkwardness:

It's when people stop and offer to help you across the street that you REALLY need to worry! (Snigger)

Thanks, Colin.

Phil Eklund, designer (and publisher) of *Greenland* responds to my mention of the game last issue.

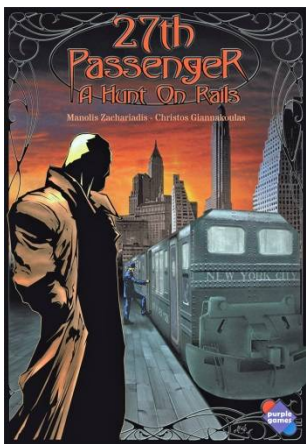
Now that the first edition is sold out, the second edition *Greenland* should appear in October of this year. It MAY feature brand new graphics, custom made figurines, new enlarged Elder Mats, and a few new cards.

Furthermore, a companion game, *Neanderthal*, will be published at the same time. This is a prequel to *Greenland* and the two games can be combined.

I look forward to *Neanderthal* (there's already information about it on BGG) and I hope Phil will do an 'upgrade' pack for those of us with the first edition of *Greenland* (still available at Games from Pevans, by the way).

Some new games

Pevans on games he's played recently



I've played a few more of the Spiel '14 crop of games, so here are my first thoughts on them. *27th Passenger* (designed by Manolis Zachariadis and Christos Giannakoulas) is an odd combination: it's a last-man-standing deduction game. It's set on a train travelling from Manhattan to Staten Island with just 27 passengers (cards) on board. The passengers are identified by three attributes, each with three values, giving 27 combinations. Each player is a passenger, of course, assigned at random at the start.

As the train moves from station to station, passengers disembark, allowing players to narrow down the field. They use their actions, too, to try to identify the other players and then assassinate



27th Passenger displayed at Spiel '14

them. Call it wrong, though, and it's you who's out of the game. Arriving at the final station forces the end of the game with a final round of assassinations – if no-one's won before that.

Playing with gamers, I found the game one of quiet thinking and mutual annihilation – we were all dead before the last station! I suspect this will usually be the result when serious gamers are playing. Certainly, on first acquaintance, it seemed relatively easy to deduce who the other players were. The game will probably be more fun with casual gamers – players are more likely to mess up and produce a clear winner!

It still has the drawback of being an elimination game, though, with the prospect of expelled players twiddling their thumbs until it finishes. Luckily it doesn't take too long: 45 minutes is the time on the box and I don't think we took much longer than that. *27th Passenger* gets an initial 5/10 on my highly subjective scale. I would like to thank publishers Purple Games for providing a review copy.

At the last G3 Day James Wood introduced me to *Alchemists*. This is one of Czech Games Edition's releases from Spiel '14 and was designed by Matúš Kotry, a new



My *Alchemists* shield fully assembled and in use

name to me. Boy, this is a complicated game – and some assembly is required! Players are the eponymous alchemists, collecting eight different ingredients and mixing pairs of them to produce 'potions' that have different effects. I'm being specific here because one element of the game is deduction. From the effects of potions, players can deduce the set of three attributes that each ingredient has.

To keep track of what they've discovered, players have a grid that cross-references each pair

of ingredients and a paper sheet for recording the characteristics of the ingredients. To conceal these, there's a shield for each player, which also supports the grid so that players can insert markers. This is the assembly part of the game!

The really clever bit is how players establish what the ingredients do each time they play. They use an app on a smartphone or tablet to set these at random. What's more, players test their potions and deductions by using the camera to capture the two cards they've selected. The app tells everybody what the answer is while keeping secret which cards were used. I'm impressed by this clever use of technology. The game can be played without the app, but one player then has to be games master, providing the answers to players' tests.

The rest of the game is worker placement: using your pieces to take actions each round. There are a lot of actions available, forcing players to prioritise what they do with their limited pieces in the limited time available – the game takes just six rounds. Some actions are fairly obvious, such as collecting ingredients. However, players can also sell potions to get the cash they need for other actions. An important action is increasing your 'Reputation' by 'publishing' a set of attributes for an ingredient (Reputation is the key source of victory points at the end of the game and also affects play). The neat bit is that you don't need to be correct: you get the benefits regardless. However, players can also try to debunk what's been published.

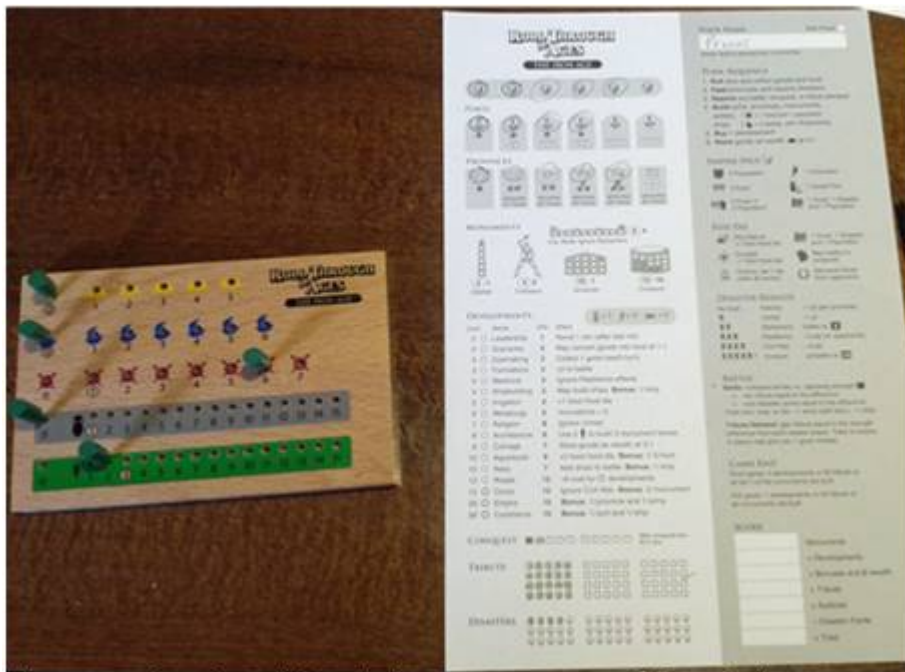


Alchemists on display at Spiel '14

With all the actions on the board and the deduction element, there's quite a learning curve to *Alchemists*. I was impressed that, once I got my head round all the options, it played very smoothly. On first acquaintance, I give it 8/10 on my highly subjective scale.

Roll Through the Ages: the Iron Age is a Tom Lehmann game developed from Matt Leacock's earlier *Roll Through the Ages: the Bronze Age*. As a fan of Matt's game I was looking forward to finding out what Tom had made of it. The first change is that it's in a larger box: the original game only just fitted into its box. This time Gryphon Games have produced a plastic insert that neatly holds the components, including wooden pegboards and dice, as in the first game.

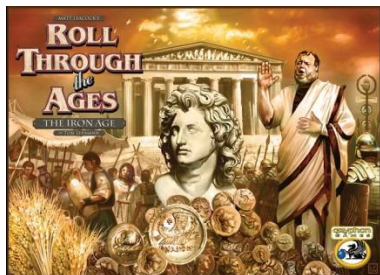
The next change is what's on the pegboards. The different goods of the Bronze Age game have been reduced to one line that's just 'goods' and new lines added to



What you need to play *Roll Through the Ages: Iron Age* – apart from the dice...

show player's stock of armies, ships and wealth. Instead of building cities to increase the number of dice they roll, players build provinces or ports and roll as many dice as whichever of these they have most of. Provinces need to be fed each turn, but provide armies, while ports cost goods to build, but mean that you produce more goods.

As before, the dice are the heart of the game and you roll them, Poker Dice style, to power your actions each turn. One side of each die is still a skull and these inflict disasters on you – or your opponents in some cases. There are Monuments to build – for points – and Developments to empower your empire and score points. While many of the Developments are the same as the Bronze Age game, there are new ones as well, giving players more and different options. Players can also use their armies to exact tribute (more points).



My first thought on working through the rules was concern that the additional complexity might have spoiled what was a simple game the first time around. However,

once I played it, I decided that the extra complexity adds to the game. It gives players more options, meaning that all dice rolls are useful and players can have strategy as well as tactics. The other thing I liked was the option to play a 'long' game, giving time for strategy to develop, rather than the "it's over already?" approach of the original game. Full marks to Mr Lehmann and another game to add to my 'must buy' list. Sigh. *Roll Through the Ages: the Iron Age* gets a solid 8/10 on my highly subjective scale on first acquaintance.

Some old games

Pevans returns to the past

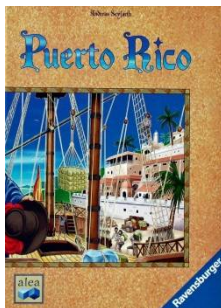
I was browsing through some old issues of *TWJO* and noticed my occasional lists of games of the year. These now go back over ten years and I wondered how my selections had stood the test of time. Which games are still played and which have been consigned to the dustbin of history? Let's take a look at Pevans's Favourite Games of 2002.

- 1 *Puerto Rico* designed by Andreas Seyfarth and published by alea/Rio Grande
- 2 *Age of Steam* designed by Martin Wallace and published by Warfrog
- 3 *Wildlife* designed by Wolfgang Kramer and published by Clementoni and Überplay
- 4 *Bang!* designed by Emiliano Sciarra and published by DaVinci Editrice
- 5 *Alles im Eimer* designed by Stefan Dorra and published by Kosmos – and from Rio Grande as *The Bucket King*
- 6 *Das Duell* designed by Peter Neugebauer and published by Kosmos
- 7 *Fische Fluppen Frikadellen* designed by Friedemann Friese and published by 2F Spiele
- 8 *Trans America* designed by Franz-Benno Delonge and published by Winning Moves and Rio Grande
- 9 *Keythedral* designed by Richard Breese and published by R&D Games
- 10 *Magellan* designed by Tom Lehmann and published by Hans im Glück – and by Rio Grande as *Pizarro & Co*
- 11 *ZooSim* designed by Corné van Morsel and published by Cwali



Playing the original *Age of Steam*

Interesting that I have the top two in this order; I would reverse it now. *Age of Steam* I think is a masterpiece. It is a really challenge to manage both the business and network-building elements as players build railway lines and transport goods. You have to borrow to grow your company, so the first goal is building up your income to the point where you don't need to borrow any more – without going bust in the process. *Puerto Rico* is excellent, but not quite in the same league. It was innovative, though, introducing the mechanism of players choosing roles that let everybody do the same action, but with a bonus for the player making the choice. As I have eventually learnt, it's as much about the other players' positions as your own. So, two classics to start.

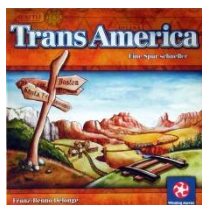


Wildlife in play

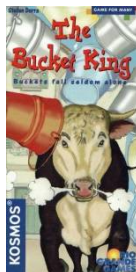
Both of these are games that I am still playing and still want to play, but *Wildlife* has rather fallen by the wayside. I remember enjoying it at the time, *but* it doesn't have enough appeal that I'm still playing. The opposite is true of the next game. *Bang!* has bags of appeal – who can resist a Wild West gunfight? It remains a favourite, especially for five or more players. However, it does suffer if players don't know the cards as the explanations

really slow the game and it's meant to move fast. I like its 2012 re-working as *Samurai Sword*, too.

The Bucket King is a nice little game and one that I play happily when it appears on a games table – as it did at MidCon last November. *Das Duell* I remember as a neat two-player game of the confrontation between Gandalf and the Balrog in *The Lord of the Rings*. It's disappeared without trace, but then, I don't play too many two-player games. *FFF* has also disappeared. It's an intriguing game, as players try to optimise their travel round the board, bartering goods to buy the fetishes (!) they need to win. It's interesting, but not one of Friedemann's finest.



TransAmerica, on the other hand, remains a regular filler. It doesn't take long to play as players race to link up their cities in several different zones across North America. It's fun, not too demanding and you can blame the cards when you lose! Its sequel, *TransEuropa*, provides a slightly different challenge, but I didn't get on with the *Vexation* expansion.



Keythedral is a typically clever Richard Breese game in the "Key..." series. This one's about managing the workers and resources needed to build a cathedral. The challenge is matching these ever-changing needs. I said originally that I wanted to play *Keythedral* a lot more. I still do, as it's still an engaging game. I must dig out my copy.



Playing *Keythedral*

Bizarrely I cannot remember *Magellan*, even after reading my original description. It is, I wrote, a clever bidding game with a two-part board that allows four different variations. What you're bidding for is a stake in six different explorers. Each explorer scores points, provides players with extra gold cards or both, with some interesting variations. It is, apparently an excellent, highly competitive game from a pretty straightforward set of rules. I remember nothing!

ZooSim I do remember, but, again, it's one I've not played for years. It's a clever, abstract game with a spatial element that requires plenty of thought and a zoo-based theme. However, it is very accessible, as you can tell by the fact that it was re-done by Zoch and Rio Grande as *O Zoo le Mio*. This is a sophisticated little game with a lot of subtlety in it, but relatively easy to understand. This is another one I must dig out again.

I reckon that's not a bad list. There are two real classics at the top, *Age of Steam* and *Puerto Rico*. Then come three lighter games that I'm still playing: *Bang!*, *Bucket King* and *Trans America*. There are two more that this list has prompted me to return to: *Keythedral* and *Zoosim*. Leaving just four that are goners: *Das Duell*, *Fische Fluppen Frikadellen*, *Magellan/Pizarro & Co* and *Wildlife*. RIP.

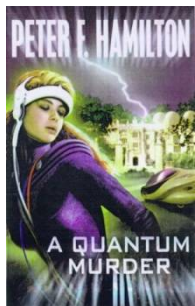
Reading Matter

I seem to be having a retro moment as I've started re-reading some older books. What got my attention was Peter Hamilton's series about his psychic private eye, Greg Mandel: *Mindstar Rising* (first published, 1993), *A Quantum Murder* (1994) and *The Nano Flower* (1995). What I'd forgotten is that Mandel is more a technology-enhanced, ex-Special Ops killer. We first meet him, at the start of *Mindstar Rising*, as he assassinates a former "People's Constable."

This is our introduction to the near-future England in which these stories are set. There are three major features that distinguish it. The first is global warming, which has



happened suddenly, raising sea levels and flooding low-lying land. Such as East Anglia. In the books, Peterborough is on the coast and has become a boom town due to the influx of refugees – cheap labour – and foreign investment. Thus bits of it are high tech and full of whizz-kids, while other bits are shanty towns full of the dispossessed.



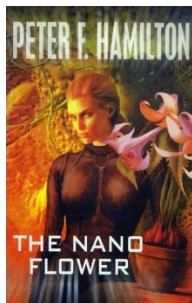
The second feature is the fall-out from the hard-left Government (the People's Socialist Party), violently overthrown a few years ago (as *Mindstar Rising* starts). This was a repressive regime that Stalin would have recognised, with the hated "People's Constables" its brutal enforcers. Mandel was one of those fighting the regime and, as we can see, he is still taking revenge.

The third is the benevolent mega-corporation, Event Horizon. The company got rich providing consumer electronics and other subversive equipment that was smuggled into Britain and contributed hugely to the overthrow of the PSP. Run by billionaire Philip Evans, it has invested its profits into pure research, pushing back the boundaries of science and (in later books) opening up the exploitation of space. Just like any other mega-corporation really. One of the early developments of *Mindstar Rising* is control of Event Horizon passing to Philip Evans's granddaughter, Julia. Julia Evans is the other main viewpoint character of the three books, while what happens to her grandfather is a major plot element.

I guess I would characterise *Mindstar Rising* as a techno-thriller of corporate and political intrigue. There is plenty of action, both physical and in the form of computer hacking. It is gripping all the way through as we learn more about this strange, alternative England. The twists at the end add to the story and leave us with two interesting characters to follow into the other books.

A Quantum Murder is set a few years later and opens with the gruesome murder of an eminent, if scandalous, scientist. It's a whodunit that see Julia enlisting Greg's help to get to the bottom of what happened. It's also more obviously science fiction as much of what's going on depends on the science being researched by the characters.

There's then a gap of fifteen years to *The Nano Flower*, which is quite different from the other two books – though it returns to the techno-thriller format. The characters are older, events that were still fresh in *Mindstar Rising* are now history and Greg and Julia are not the main focus of the story. It is again more obviously science fiction with the involvement of an alien element right from the start. It's also 1-200 pages longer than the previous books as Hamilton gears up to the size of book he's known for now.



It was fascinating re-reading the books after a few (!) years. I'd forgotten large chunks of the plot – particularly of *The Nano Flower* – although I have vivid memories of particular incidents (such as the battle on the airship). However, what struck me in particular were the resonances with Hamilton's most recent (that I've read) book, *Great North Road* (see TWJO 145). It was fascinating to re-read *The Nano Flower* (in particular) in the light of the later book.

All three remain excellent reads that I thoroughly recommend.

Games Events

Coming up in April is one of the big board games bashes of the year: Baycon. Baycon 2015 will be held, as usual, at the Exeter Court Hotel, Kennford (a few miles south of Exeter in Devon), Thursday 9th - Sunday 12th April. This is essentially an open gaming event, but it does include my favourite award: "The Roger Heyworth *Spirit of the Game* Trophy" will be awarded to the person who has contributed most to other players' enjoyment." Brilliant! There's a substantial games library and a great atmosphere. You can find more information on the web at sites.google.com/site/baycon2007 or the Baycon Facebook group.

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 12

It was a tight finish, with a 3-way tie for the last race, leaving CoWS and TXR with a single point between them and SNS close behind them. JAB closed up as well – aided by an unexpected NMR by ARB – though JAB failed to enter Race 52, a giveaway for him.

Races					Scores				
					JAB	ARB	CoWS	TXR	SNS
45	5C	El Paso	3D	Enid	10JR				10JR
46	6H	Lufkin	AS	Abilene	10JR		10		10JR
47	4C	Roswell	JH	Dallas	15-2		15-3		+3
48	KD	Arkansas Missouri	8S	Victoria			20		10
49	3C	Clovis	JS	Mexico	20		10		
50	JD	Witchica Falls	AH	Galvaston			10-3	20-4+2	+1
51	10H	Fort Worth	6D	Tulsa			10-2	10-2	10-5
52	3S	Lubbock	9C	Santa Fe	No-one entered the race				
TOTAL					53	0	38	56	39

ERP = Exchange of Running Powers; JR = Joint Run

Final Points

Jacobahn (JAB)

Mark Cowper (Black)

Points: 239 +53 = **292**

Andrew's Railway Business (ARB)

Andrew Burgess (Blue)

Points: 199 +0 = **188**

Carriages or Wagon Systems (CoWS)

Paul Evans (Red)

Points: 314 +38 = **352**

Texas Rock Crusher Railway (TXR)

Jonathan Palfrey (Green)

Points: 295 +56 = **351**

Stars N Stripes (SNS)

Gerald Udowiczenko (Brown)

Points: 292 +39 = **331**

Game End Statements

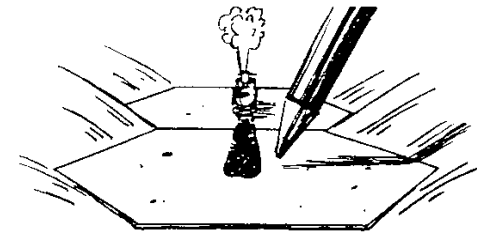
Jacobahn – Mark Cowper, 4th

Firstly, thanks to Mike for breathing life into the Texas map after years languishing in a Farnborough loft. It was an interesting map with everyone starting so close together. I decided that Jacobahn would go West and South

toward Mexico rather the join the bun fight North and East. This was an OK strategy for the building turns but turned out to be disastrous during the races, as shown by Jacobahn and ARB who followed me westwards, going to finish 4th and 5th. Just not enough races to enter. Sadly, the writing was on the wall for the Westward Ho Railways the moments HATS gave up; it would have been a lot closer if they were in there competing for track and entering the races with the other 3 railways. C'est la Vie. I have no idea which of CoWs, SNS or TXR would have won, though I would like it to be SNS as they were the most open and proactive of the 3 to sharing races.

Carriages or Wagon Systems – Paul Evans, 1st (just!)

My initial plan was to network the north-east corner of the map. However, when I saw the first turn's results, it was clear HAT and SNS had had the same idea – and there wasn't room for three of us. The problem was where else to go. JAB and ARB had both gone west, so anything in that direction would always be behind them, and TXR was networking the south. So I did a bit of both, filling in some of the gaps. I followed my usual strategy of connecting the major groups of cities on



the map – in this case, Clubs, Diamonds, Hearts and Spades. The final result was a U-shaped line, just missing any direct connection between the Clubs and Spades areas.

I was surprised how well the first round of races went – I particularly enjoyed winning the exchange of running rights with TXR (Jonathan). However, Jonathan had caught me up by the time we were through the first half of the races. After that it's been nip and tuck, with SNS making a late challenge. The last lot of races didn't look particularly good for any one of us, so I'm on tenterhooks to see who's won. Regardless, it's been a good game: thanks to all the players and especially to Mike for GMing. I'm in for the next one!

Texas Rock Crusher Railway – Jonathan Palfrey 2nd

Given that Paul is already ahead, I think he'll probably win the game, but there are some close races this time, and with a bit of luck I could perhaps win. It looks like being a bad turn for Gerald, so I don't think he has a chance; Andrew should do well this time, but too late!

GM – Mike Dommet t

It is an interesting map. Mark mentioned he had some in his loft, and I'm very grateful for his handing them over to me. There appeared to be two choices: fight among the eastern cities or try and corner some of the western cities. The initial divide of 4 and 2 seemed sensible until HAT suddenly dropped out without explanation. TXR's southern corners were invaded, first by SNS's roundabout track and then by others. CoWS had the mix of Western and Eastern tracks. I wasn't sure who would win, and the result was closer than I'd expected.

Thanks to the players for taking part, and we'll try the American maps again; but the next game will go to Wales.

More Railway Rivals

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 (and may mean bonus points!).

So far we have Martin Jennings, Mike Dyer, Jonathan Palfrey and Pevans signed up. In theory we can have up to six players, though it may get a bit crowded! So, anyone else interested?

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Great White Hunter Start-up

This game is essentially a variation of *Battleships* and is open to all readers of TWJO. Set in the late 19th century, a 20 x 20 grid represents an area of the African bush, while the players are all hunters looking to bag trophies.

All you have to do each turn is nominate two squares to take pot-shots at: F9 and M17, say (the second is only used if the first misses). Letters (A-T) run across the grid and numbers (1-20) up and down (thus A1 is the top left corner).

The first hit on each animal scores points in proportion to its size. For example, a Lion is three squares and worth 15 points, so the first hit scores 15/3 = 5 points.

Key

Animals	Symbol	Size (squares)	Number on grid	Points Value
Bush	B	1	12	0
Monkey	M	1	12	4
Antelope	A	2	9	8
Snake	S	2	?	10
Gorilla	G	3	6	12
Lion	L	3	3	15
Elephant	E	4	2	20

Other symbols

X	Missed shot
---	-------------

Upper case = this turn, lower case = last turn, ~~Strikeout~~ = dead animal

Notes: animals go up and down or left and right, not diagonally, with two exceptions. Elephants are blocks of four squares; each Snake is two diagonal squares and moves by up to three squares a turn.

Animals only touch (if at all) at corners and only Snakes will go next to a Bush.

After 12 turns or when the board is clear (except for any snakes), the player with the most points wins.

Send your first shots to Pevans at 180 Aylsham Drive, UXBRIDGE UB10 8UF or to TWJO@pevans.co.uk by Friday, 17th April 2015.

If several players hit the same square at the same time, they share the points; if several players hit different squares of the same animal at the same time, they get the points for the square they hit.

Once an animal has been identified, subsequent shots share the points of the square they hit (there are no points left for the square(s) hit initially) with a minimum score of 1 point. So if players A and B hit the second square of that lion and C gets the third, C gets 5 points and A and B get 2½ each.

An animal is dead when all its squares have been hit. No more points can be scored for this animal.

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” – or email me for an invitation. And 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 others to join me and Alex Everard for a game.

Brass

Online at brass.orderofthehammer.com. Game 20 saw me beaten into last (!) place. Steve Jones won with 143 points, John Boocock had 130 and Mike 127, just ahead of my 125. Number 21 was a three-player game that went to Nigel Misson on 201 (another high score) from my 192 and Steve's 172. Game 22 needs another player or two...

Concordia

The latest arrival at Boîte à Jeux is this cracking Mac Gerdts-designed game. It's one I'd like to play more, so who wants to join me?

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.

Les Petites Bêtes Soyeuses

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

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

**Orders for October 1667 to
Pevans at 180 Aylsham Drive,
UXBRIDGE UB10 8UF, UK or
lpbsorders@pevans.co.uk
by Friday 17th April 2015**



September 1667 (283)

It's September and Paris is bustling again as the troops return from their bold mission to North Africa. Laden down, Parisians hope, with booty and ready to spend. For a few of them, though, their first thought is affairs of honour. Even the successful commander of the Army is not immune: Pierre Cardigan wants to have words with the Minister of Justice, Count Euria Humble, who now claims the affections of Mlle Edna Bucquette.

Both men are well built, but Humble's cutlass overmatches Cardigan's sabre. The soon-to-be Field Marshal is also far less skilled with a sword, putting him at a distinct disadvantage. Cardigan starts sensibly enough, blocking against the expected sabre swing. Humble fools him, though, by waiting a beat and then slashing. The cutlass wound is enough for Cardigan to feel honour is satisfied and he concedes the duel.

Tourtière Mangetout expects to meet Leonard de Hofstadt over their affections for Mlle Sue Briquet. However, Hofstadt has decided he doesn't like the proficient way his opponent swishes his rapier. M Hofstadt stays in bed (Mlle Briquet's whereabouts have not been confirmed), leaving Mangetout a lonely wait.

RFG Lieutenant-Colonel Jean Jeanie's beef is with one Percy Mystic on the subject of Mlle Lotte Bottle. Both men arrive at their rendezvous for what looks a balanced encounter: Mystic has the advantage of wielding a sabre (against Jeanie's regimental rapier), but the disadvantage of lower expertise. Jeanie goes for an immediate lunge, starting a furious lunge, and is rewarded with first blood. Mystic comes back at him with a slash to even the score. Jeanie's cut

wounds Mystic again, but he is also going for the furious attack and his sabre cut is more damaging. Jeanie surrenders before he can take any further injury.

Paris is almost evenly divided over Rob d'Masses' challenge to Frele d'Acier, but the balance tips just in Masses' favour to grant him cause. They are, of course, in enemy regiments too. As cavalrymen, both use sabres, and each has a second: Terence Cuckpowder for Masses and Jacques As for Acier. When they square up to each other, it's clear that Masses is by far the bigger man and Acier is still injured from previous encounters. The aggrieved Acier starts the duel by closing in and landing his boot where it will do most good. This doesn't stop Masses' slash, which lands at the same time. Acier staggers back, but the grimacing Masses follows up and hits him again with a cut. Acier throws in the towel. Then he retrieves it to help staunch the blood and Jacques As assists him towards some medical assistance.

Sorting out who's who and what's what

The other big excitement in Paris is the allocation of appointments for the next year. First, however, some of the new arrivals join the military. Or, in some cases, move around. Cyrano de Camembert resigns from the 13th Fusiliers and applies to the 27th Musketeers. They turn him down, so he tries the 4th Arquebusiers. They are happy to welcome a new recruit and Camembert buys the rank of Captain.

Charles Louis Desapear is more successful when he applies to the 27th Musketeers and is admitted to the regiment. He buys a Captaincy.

His duelling injuries give Percy Mystic the air of a hard man, which stands him in good stead when he applies to the Princess Louisa Light Dragoons. The favour he calls in makes sure he is accepted and he buys his way to Major and second in command of the regiment.

13th Fusiliers commander Maurice Fluff-Bunny recruits Xavier Four-Hollandaise to the regiment. Having re-arranged his own debts, he finances Four-Hollandaise to a Captaincy and then appoints him Regimental Adjutant.

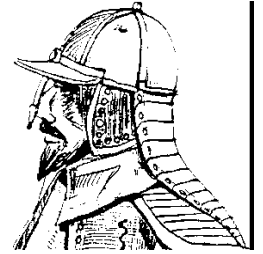


THE NEW ARRIVALS

There are no new recruits for the Grand Duke Max Dragoons, but there is competition to take the vacant Major's position. As the senior Captain, Claude Talon buys the rank first, thwarting the plans of his colleague, Captain Grégory Bonnissel. And it is the junior Captain, Jean Ettonique, who is selected as the new Regimental Adjutant by the regiment's commander, Chopine Camus, thwarting Bonnissel's other ambition.

Euria Humble assumes a new military role by joining the Crown Prince Cuirassiers and taking the rank of Major.

Lt-Colonel Was Nae Me is now the commander of the King's Musketeers and is pleased to welcome Allan Fa-Dân and Charles Asnovoise to the regiment. A hefty gift to Fa-Dân more than covers the cost of his Captaincy – though he's borrowed heavily (from the "Slylocks" apparently) as well. Extra finance would be no help for Asnovoise, though, as he simply doesn't have the social standing to be a Captain in the regiment. He settles for the rank of Subaltern, even if it does mean spending a week supervising the Privates every month.



RFG commander Amant d'Au surprises his men by volunteering the whole regiment for another three months in North Africa. Yes, the Guards will be garrisoning France's latest territory until December. Lt-Col Jean Jeanie and Private Noggin le Nog do not look happy as they re-pack their kitbags and set off.

Not to be out-done, the commanders of the Cardinal's Guard, Lothario Lovelace, and the 53rd Fusiliers, Tourtière Mangetout, volunteer for active service as well. Neither takes his regiment, though.

There are a couple of Government appointments before the military organisation is attended to. Minister of State Jacques Shitacks gives Ministerial positions, but no portfolios, to Eglise de Sant-Suplice and Pierre Cardigan. He turns down the applications for similar positions from Bill de Zmerchant and Pierre le Sang. Current Minister without Portfolio Gar de Lieu gets nowhere with his request to take over the exchequer. Shitacks leaves the position of Chancellor vacant again. His Majesty honours both Sant-Suplice and Cardigan for their new positions, elevating the former to Count and the latter to Viscount.

Now confirmed as Field Marshal for the next year, the new Viscount Cardigan appoints commanders for the three Armies that will take the field next summer. General Pierre le Sang forsakes his ambitions of Government to take command of First Army, Cardigan preferring him to Generals Gar de Lieu and Bill de Zmerchant. Le Sang appoints Etienne Brule as First Army Adjutant, but ignores the applicants for First Army Quartermaster-general and his Aide, leaving his staff to settle these.

Zmerchant gets his post when le Sang picks him rather than Lieu to command Second Army. Zmerchant had Brule in mind as his Adjutant, but le Sang beat him to the punch. He doesn't consider Terence Cuckpowder for the job – any more than le Sang considered Colonel Cuckpowder for First Army – and leaves the post empty for the time being, along with the position of Aide. He does, however, appoint Rick O'Shea as Second Army's QMG.

Despite General Lieu's entreaties, Cardigan leaves command of Third Army vacant. Nor does he appoint an Adjutant-General or an Aide. Third Army's staff

looks over the two applicants to be QMG and choose Jacques de Gain rather than Sebastian Adis II. They are also prepared to make Cuckpowder Army Adjutant.

As there is no Adjutant-General, it's open season for the Division commands. Egon Mad 2 is the only applicant, though, and takes over First Division. He does not appoint an Adjutant or an Aide at this time. The other posts as Division commander go to time-servers. One of these adds Bernard de Lur-Saluces to the Third Division staff as his Adjutant. Eglise de Sant-Suplice applies some influence in support of Rob d'Masses, ensuring that the latter takes the job as Adjutant of the Cavalry Division.

The Minister of War, Uther Xavier-Beauregard, does not name anyone to either Inspector-General job, after Ali Vouzon turns down the offer of Inspector-General of Infantry in favour of "retail therapy". This leaves a free-for-all for the Brigadier positions the IGs would otherwise appoint. Having failed to become a QMG, Sebastian Adis II has moved on to his applications to command a Brigade. He fails to get the position in the Guards, the Horse Guards, the Heavy or the Dragoon Brigades. First, Second and Third Foot reject him, too, but he finally succeeds with Fourth Foot. This is bad news for Brigadier-General Pepé Nicole as he is frozen out of his one and only (valid) application.

The new Brigadiers appoint their Brigade Majors. Voulo Vault gets the nod in the Guards, while Coeur De Lion's application succeeds in the First Foot. The others are selected by lot from the Majors in each Brigade. Claude Talon has barely got himself fitted for his Major's uniform when he is tapped on the shoulder to take the Brigade Major's position in the Dragoons. In gratitude he makes a large donation to the church orphanage.

It's my party and I'll bar who I want to...

And so the social whirl begins again. The first week sees the battle of the two Jacques. The Minister of State, Count Jacques Shitacks, holds court in the Fleur de Lys – for Government Ministers and Army Generals, anyway – while the Lt-Colonel of Grand Duke Max's Dragoons, Jacques As, hosts "members and friends of the GDMD" at Bothwell's. Both of these are relatively select groups, but which is larger?

In the Fleur, Jacques S has Madelaine de Proust on his arm as he greets his



guests and turns away those who do not meet his requirements. Bill de Zmerchant is a General, so he and Mary Huana are admitted. Chopine Camus is only a Brigadier-General and is barred. Having just been appointed a Minister without Portfolio, Eglise de Sant-Suplice gains entry and brings Frances Forrin with him. Minister of

Justice Euria Humble escorts Edna Bucquette with no problem. Lieutenant-General Egon Mad 2 has to cool his heels outside. Maurice Fluff-Bunny is, of course, the Commissioner of Public Safety and joins his boss with Leia Orgasma on his arm. Pierre Cardigan is both Field Marshal and a Minister, so he gets in twice! General Pierre le Sang brings Guinevere

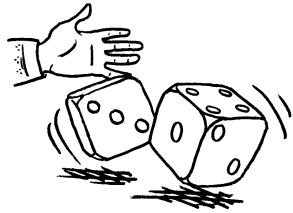


d'Arthur to join the party. However, Pepé Nicole and Rick O'Shea are but Brigadiers-General and must stick with the others outside. Richard Shapmes may be more senior, as a Lt-General, but it's not enough to get him in now his Ministerial appointment has lapsed. That makes five outside the Fleur, while the arrival of the Minister of War, Uther Xavier-Beauregard, accompanied by Henrietta Carrotte, takes the guests to seven (plus ladies). Bill, Euria and Uther find the opportunity to hand Maurice donations for "The True Patriots Fund".

Down the road at Bothwell's, Jacques A and Thomasina Tancenjin welcome four other members of the Grand Duke Max Dragoons, though not a one of them has a +1. They are: the senior Major, Kidder de Margaux; the freshly-minted Major, Claude Talon; still just a Captain, Grégory Bonnissel; and the new Regimental Adjutant, Captain Jean Ettonique. Jean proposes a toast to the regiment: "Lord, grant us the courage to face our enemies openly and the strength to overcome them. May the horses of the Grand Duke Max's Dragoons be swift and surefooted, our sabres sharp, our enemies terrified and our ladies passionately appreciative of our courage and skill. Colonel, ladies and gentlemen, I give you the Regiment!" Along with his colleagues, Jacques is able to greet 27M Charles Louis Desapear and King's Musketeer Was Nae Me. This makes six guests, one less than Count Shitacks admitted, so the senior socialite gets the bragging rights. Such as they are.

The Shitacks conflagration continues into week 2 with exactly the same group attending. However, only one of those refused entry repeats his mistake: Richard Shapmes spends another week in the entrance hall of the Fleur. Jacques and Madelaine continue at the Fleur for the rest of the month, but without any more guests, as do Pierre le Sang and Guinevere. Ali Vouzon is in the Fleur de Lys all month as well, showing Angelina di Griz a god time. Gar de Lieu pitches up with Maggie Nifisent in week 2 for the rest of the month. His first week was spent at the Louvre sharing with the court his experiences of serving through the campaign in the RNHB – "those rough Highlander lads," as His Majesty puts it. Richard Shapmes is the last man to make it into the Fleur.

This takes us to the third week of September in the Fleur, when there are two social events. The advertised one is the latest *Académie de Danse*, led by Voulo Vault and Ophelia Derriere. This month's featured dance is the fast *furlana*,



demonstrate the "*cavalquinho*". This is a Portuguese dance at a slow tempo. The man and woman mark their legs on the ground in alternate tempos, as if riding a horse. The audience doesn't seem keen, but it earns Gaz the prize for the most interesting new dance. Jacques As is accompanied by Thomasine Tancenjin. Jacques' 'dance' involves him chasing Thomasina around the room while waving a wooden club. It's amusing, but is it art? Kathy Pacific accompanies Jacques le Franc. Warren Peece brings Ingrid la Suède. Etienne Brule takes advantage of a break in the dancing to visit the gaming tables. He doesn't like the odds and cuts his bet on the house's first roll. The next two rolls are much better, but he still loses both wagers.

The competing party is an informal get-together hosted by Maurice Fluff-Bunny and Leia Orgasma. Their guests include two other members of Maurice's regiment, the 13th Fusiliers: Lt-Colonel Bernard de Lur-Saluces and Captain Xavier Four-Hollandaise. Jean Ettonique is from the GDMD and Terence Cuckpowder is a Queen's Own Cuirassier. And this is where the trouble starts. Terence makes a typically flamboyant entrance, casually handing Maurice 50 crowns "for the True Patriots" and attracting the attention of Voulo's dancers. Etienne Brule and Frele d'Acier spot that he's wearing the uniform of their enemy regiment and charge across to exchange challenges. As host, Maurice tries to calm things down and shepherds the two Dragoon Guards back to their own party. In the process, Maurice realises that Acier is no noble. Pausing only to count the donation Etienne has slipped him, he adds his challenge.

Then the CPS spots Gaz Moutarde amongst the dancers. A click of the fingers summons a minion, from whose pouch of legal documents Maurice selects one. He advances on Gaz. "Moutarde," he cries, "you're nicked!" Achmed 'The Axe' Al-Headsoff drags out the hapless Gaz in chains by and bundles him into the newly-restored CPS coach for his trip to the Bastille. Here he awaits trial on charges of aiding and abetting an enemy of the Crown. While all attention is on Gaz, Chopine sidles up to Maurice and hands over his contribution to "The True Patriots Fund".

It's my money and I'll lose it if I want to

Returning our attention to Bothwell's, the club has other members in situ during week 1 as well as Jacques As's party. Eric de Miabeille brings Anna Rexique, Terence Cuckpowder escorts Lucy Fur and Warren Peece accompanies Ingrid la

possibly useful when trying to dodge the attentions of the debt collectors, as Voulo failed to do earlier in the month. Some of those attending have their own routines to demonstrate. Chopine Camus accompanies Sheila Kiwi and shows off some of the jigs he has learned aboard ship. Etienne Brule escorts Belle Epoque. Frele d'Acier brings Freda de Ath. Gaz Moutarde has Anne Tique on his arm to



Suède. Eric, Anna, Warren and Ingrid return the following week. After his disappointment in the first week, Chopine Camus arrives at his own club with Sheila Kiwi. This is where and when Etienne Brule makes his first appearance of the month, showing off his new conquest, Belle Epoque, to the world. The lure of the gaming tables is too much, though, and Etienne is pleased to win his first bet. The house then rolls high three times in a row and Etienne cuts these wagers, ending the week out of pocket. The parties in week 3 leave Bothwell's empty, but Warren and Ingrid reappear at the end of September, as do Etienne and Belle. Etienne manages not to bet anything this time.

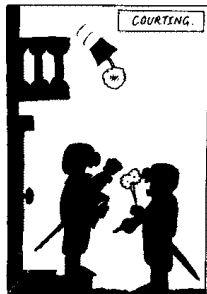
Hunter's is home to Monty Carlo and Charlotte de Gaulle all through September. Was Nae Me pops in briefly (week 3) with Vera Cruz on his arm. This explains what he was up to the week before. There is a rare visitor in the Horse Guards club: Rob d'Masses brings Viv Ayschus for a quiet drink in horsey surroundings. Sebastian Adis II celebrates his success at becoming a Brigadier with the woman in his life, Marie Antoinette. First they go shopping, then they pitch up in the Blue Gables. All month. This is also where Arnaud Surfinmaise and Betty Kant can be found for the first two weeks.

The Frog & Peach is visited by Percy Mystic, with Lotte Bottle in tow, at the start of September and by Kidder de Margaux at the end. Kidder places three wagers on the table, but his luck is not in: he loses the first one and cuts the other two. And the Shylocks' boys have been round to collect. Red Phillips is the least of the clubs, but is where to find Coeur De Lion any week of the month. He has Ada Andabettoir for company and a large loan to spend. Amazingly, he also gets involved in a fight. Cyrano de Camembert visits just once (week 2) in his nice new Arquebusier uniform (but, oddly, without his nice new lady friend). Unfortunately, Coeur is in the Picardy Musketeers and the two exchange insults.

Jacques de Gain is again the iron man of the month: four weeks practising rapier and that's that. René de Gaviscon does the equally classic routine: he practises (sabre) for three weeks and then heads off to the Bawdyhouses for a different sort of practice. Throwing his money around attracts the attention of the local ne'er-do-wells and René is relieved of his remaining crowns on his way home. Frele d'Acier puts in three weeks with his sabre, but his other week is spent at a party. Jacques le Franc does the same, though his weapon of choice is the cutlass. Having started at their clubs, Percy Mystic and Rob d'Masses hit the gyms for three weeks sabre practice.

Plenty of people fit in two weeks' practice this month: Arnaud Surfinmaise (rapier), Bernard de Lur-Saluces (rapier), Charles Asnovoise (rapier), Cyrano de Camembert (rapier), Eric de Miabeille (sabre), Eglise de Sant-Suplice (sabre), Egon Mad 2 (rapier), Jacques As (sabre), Maurice Essai Deux (rapier), Pepé Nicole (rapier), Rick O'Shea (cutlass), Terence Cuckpowder (sabre), Uther Xavier-

Beauregard (sabre) and Voulo Vault (rapier). Phew! And this doesn't include those who spend one week in the gym. Similarly, there are plenty of other Parisians visiting the Bawdyhouses for some female company. The footpads pick on Grégory Bonnissel, but he's spent his money.



Less public are those courting the ladies. Or, in the case of Leonard de Hofstadt, staying at home with their lady love. Leonard is definitely not going out. Gaz Moutarde does go out, after a couple of weeks at Anne's place, and regrets it.

Squabbles on the doorstep are rather more public. One of these is between Grégory Bonnissel and Xavier Four-Hollandaise. Having been there the week before, Xavier feels he's first in the queue, while Grégory contends that he's had his chance. It's academic anyway, as the lady in question is out with her current beau, but a duel will be required.

On another doorstep, there is a very similar argument between Claude Talon and Pierre Cardigan. Claude was there first, Pierre tries to pull rank and the result is another duel. Amusingly, this is the one week in the month when the object of their affections is actually at home! Apart from these, Charles Louis Desapear, Jean Ettonique (at two addresses), Kidder de Margaux and Maurice Essai Deux all fail in their courting. In most cases this is because their intended is elsewhere, but Maurice just fluffs it. Twice. Perhaps it's the spicy African cuisine he's trying to woo his intended with. He's probably better off than Allan Fa-Dân, who spends most of the month mooning after a woman who won't even give him the time of day. Rationality seems to assert itself at the end of the month as he heads for the red light district.

Living it up on the frontier

The Royal Foot Guards on garrison duty – what could be cushier? Being back in Paris, reckons most of the regiment. Not Brigadier-General Amant d'Au, who revels in the local ambience and haggles with the best of them. His rewards are a Mention in Despatches ("The Guards? Here?") and 300 crowns saved from the regimental budget. His recalcitrant soldiers are in no danger, but equally there are no rewards for Lt-Colonel Jean Jeanie, nor for Private Noggin le Nog.

Things are a bit livelier on France's other borders, guarded by the gallant men of the Frontier regiments. Frontier regiment 3 is bolstered by the commander of the Cardinal's Guard. No troops, mind you, just the person of Colonel Lothario Lovelace. Lovelace is not used to the daily routine of frontier life and is discovered in his tent when he should have been on guard duty. A very public dressing down follows. Tourtière Mangetout has a better idea of what he should be up to with Frontier regiment 4: he's used to roughing it as Colonel of the 53rd Fusiliers. His contribution to the frontier troops is collaring a Spanish officer while on patrol. His cut of the ransom is just a hundred crowns though. ❖

Press

Announcements

To: All prospective Army recruits
Come join France's Premier Combat Regiment, The Glorious Fighting Thirteenth Fusiliers. Freshly returned from our successful Summer Campaign where we truly lived up to our reputation by trouncing the Barbary Coast Pirate enclave of Rustam el-Jihadi, smashed the forces of Wazim Mustafa and fought to a bloody standstill the elite guard of The Emir of Algiers.

Commissions paid for all suitable applicants with additional benefits of joining me at my club, The Fleur de Lys, once a month for drinks and discussions of tactics.

† Bdr.General Sir Maurice Fluff-Bunny

Commanding Officer, The Glorious Fighting Thirteenth Fusiliers

Official Ministry Announcement No.5
The anarchist and serial slanderer who calls himself the Hokey Cokey is deemed an enemy of the Crown and, as such, liable to immediate arrest. Any persons knowing of his true identity and whereabouts are called upon to disclose this information to the Offices of the Public Safety Ministry. A reward of 500 crowns will be payable to whoever helps bring this villain to justice.

† Bdr.General Sir Maurice Fluff-Bunny

Commissioner for Public Safety
Commanding Officer, The Glorious Fighting Thirteenth Fusiliers

Recruits welcome for the QOC:
Regular duelling opponents available.
† Terence Cuckpowder

Regiment,
Your Commanding officer finds himself in the position of needing a new second as the previous incumbent now lies in a foreign land after breaking his neck in a freak accident.
† Camus

Aide Required for Brigadier General.
Apply to WP.

Social

Dear Paris,
To celebrate my return from having spent the best part of 6 months overseas correcting the King's foreign enemies from living to dead, I will be holding a party at my club week 3 in October 1667. Costs for yourselves and attached ladies will be covered.
† Was Nae Me Lt. Col KM

Col. Sir Etienne Brule of the Dragoon Guards invites Gentlemen of SL 10 and above to his club for the annual Cavalry Luncheon. Refreshments to be provided. Mistresses welcome. This year's theme is "Gallop, Canter, Trot: Exciting new ways to make your horse go fast!" Guest speakers welcome, with 50 Cr and a copy of our regimental history, "We're the Dragoon Guards, and You're Not", awarded as a prize for best lecture subject.
Event to take place in Week 2 of October. No QOC, please.

Dear Sirs, to celebrate my arrival in Paris and meet some upstanding locals I will be holding a party at my club during weeks 1 and 2. All are welcome and feel free to bring your mistresses.

Kind Regards, † Percy Mystic

Official Ministry Announcement No.6
All True Patriots are invited to attend the formal unveiling ceremony of the Public Safety Ministry's newly constructed 'catapult of justice' – La Belle Estelle – at the Bastille in Week 1 of October. After the ceremony all attendees are invited to join me and my officials at The Fleur de Lys for drinks and discussions of its qualities and future use!

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

Seb Adis II and Marie Antoinette invite ALL of Parisian Society in Week 1 to Blue Gables club for a Great Bake Off. Rolling pins and icing cones will be provided. We have asked the great Marie Berry along to judge who can bake the best Petits Fours and ice some French fancies, all washed down with galleons of Angoulême Cognac and wines paid by us at the Bar later. Ladies welcome. We will take our wares down to Montmartre afterwards to distribute amongst the poor. As Marie would say "Let them eat cake".

"Qu'ils mangent de brioche," surely?
† La redaction

Elite Masked Ball
All Ministers and all Gentlemen of SL 17 or above and their Ladies are invited to a Grand Masked Ball at the Fleur in Weeks 3 and 4 in October to celebrate autumn's pleasures. Please wear autumn colours of green, brown, yellow and red. Masks will be provided and I will arrange for private chambers should you wish to cosy up with a good book or discuss affairs tete-a-tete. Your costs will be paid, of course, and the best costumed couple will be invited to join me in December for the Xmas revels

† Viscount Eglise de Sant Sulpice,
The Flower of Chivalry

The late campaign season showed a worrying lack of riding ability among our senior officers – fatally so in the case of one cavalry Colonel. In an attempt to remedy this, I am sponsoring a steeplechase in the second week of October. All contestants are welcome, but spectators will be limited to those old and wise enough to give valuable criticism (SL 13 should be enough).

† BdZ

Ladies and Gentlemen,
Ophelia and I are delighted to continue 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 October 1667, we have decided to concentrate on the Bourrée, a dance common in Auvergne. It is danced in quick double time, and somewhat resembles the Gavotte, which we examined in April.

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.

October Week 4 at my club. Gentlemen, bring your ladies and dress up in period costume. Prizes for the best dressed couple. SL 9 and above, costs paid.

Regimental Letters

Cher Brigadier mon Colonel, Lt Colonel As, Major de Margaux and my brother captains,
Greetings!

May I briefly say how grateful I am to have been accepted amongst your ranks in the Grand Duke Max's Dragoons and what a splendid sight was our charge against the pirates in North Africa!

So now we all head back to Paris to enjoy our well-earned coin with parties, camaraderie, laughter, and perhaps a little female companionship, n'est-ce pas?

And so now a thought has occurred to me, that we as brother officers should not waste each other's time at the doorsteps of France's delightful damsels... Would it not be better to agree, as gentlemen of honour, as to

which doors each of us will pursue Cupid's ambition to the utmost? In this way, we can avoid any mutual embarrassment and the other men of Paris can stand down or stand ready!

I will be honest with you all, and declare that two ladies have caught my eye. Miss Marie Antoinette and Miss Anna Rexique. Can I have your word as brothers in arms that none of you aspire to the affections of these ladies? (I name two as one should always keep a back-up in case the course of true love doesn't run true first time!) And if, perhaps, one of you is similarly charmed, can we not discuss it openly now and come to an agreement, before we settle our plans and waste our coin only to run at cross purposes in September?

I remain, your faithful friend and servant,

† Jean Ettonique
Captain, GDMD

Captain Ettonique, et al,
Let me be quite clear on regimental etiquette. In all cases I "expect" regimental members to act at all times avoid bringing disrepute to the GDMD or their senior officers. To wit anyone who appears at the doorstep of the same 'lady' will defer to anyone from our regiment who is of higher rank or senior squadron position.

Failure to do so will have severe consequences, at a minimum, a season's chores in the stables as any private is expected to do (without possibility of being excused duty – I know that goes on but turn a blind eye provided the horses and stables are kept clean). If it is anyone from Archduke Leopold pony Club I expect

their blood to be spilt. For any other cases I would expect (but not enforce) a gentleman to stand down to someone of a senior rank or higher social standing. † Camus

Messrs,

I understand that Ms. Mary Huana has recently lost her beau, and might be in need of consolation. I certainly would not wish to create bad blood between brothers over the affections of a woman. I look forward to celebrating our good fortune in battle upon our return, and share with you all more voyageur songs from New France that so intrigued the men while in Africa.

Vive le Roi! † C. Talon

GDMD Regimental orders;

Regimental Adjutant

Captains Bonnissel & Ettonique

Having reviewed your applications I can announce that the position of Regimental Adjutant, will go to Captain Ettonique, who showed exceptional skill and aptitude stepping into the position at the end of this summer's campaign.

To Captain Bonnissel, do not feel down hearted, keep studying all you can on the art of war, listen to your peers and perhaps next year...

† Camus

Brig General Camus

Thank you for your kind words, Sir. I congratulate Captain Ettonique heartily on the confirmation of his position as Regimental Adjutant. I have no doubt that the skills he showed during the last month's action will support the Regiment's success

this coming year. I cannot deny in being disappointed but out of one disappointment, one can only look for the next opportunity to prove oneself as my dear father instilled in me.

To that end, I will be looking to take on the vacant Major position in our fine regiment and assuming that I am successful, I would like to put myself forward mon Brigadier-General to be your Brigade Major should you take command of the Dragoon Brigade.

Your humble servant,

† Grégory Bonnissel

Captain, GDMD

Colonel C. Camus,

I am writing to inquire as to whether a Major rank slot is still available in the unit? If so, I should like to apply. If not, rest assured I shall continue my duties as a Captain with enthusiasm.

Reg. † Cpt. Claude Talon

Cpt Talon,

I can see no reason not to expect you to step up to the position of Major, I note that Cpt Bonnissel is also interested in the vacant position but, as dictated by Military tradition, the post should be filled by the most senior officer (funds & social graces not withstanding).

Please ensure your application is correctly filled out as I would hate to see you being overlooked on a technicality.

Glory to GDMD, God save Le Roi!

† Camus

Thank you sir. I shall fill out the paperwork and purchase the appropriate steeds. † Talon

Personal

Could it be true that the candles in the CPS office are dosed with hallucinogenic drugs? There seems to be a common trait amongst recent post holders.

† La parapluie verte

Lord Percy Percy says that, as fashion is tending towards the minimalist, Shitacks has a very fashionable wit.

Captain Ettonique,

I was pleased by your initiative in applying for the role of Regimental adjutant this summer, coping well in both new roles as you did, does you great credit & I am sure it will not be long before you catch the eye of those in more senior positions and one day even the King. As you will see in the Regimental orders I have decided to extend your position.

† B-Gen, Sir Chopine Camus

Appointed and already asking for bribes – well, Parisians, we are in little doubt as to what we have got.

† La Plume de votre Tante

Found scratched on a privvy wall near Hunter's

When is a camel not a camel?

... when it's a rabbit!

† The Privvy Poet

Primus: I understand some members of the King's Musketeers suffer from coulrophobia.

Secundus: I had heard that.

Primus: Apparently it's brought on by seeing a Dragoon Guard in uniform.

Dear Pere Allouez,

I am on my way back from Africa. It was interesting indeed. Our regiment engaged the enemy only once, but the battle was fierce. We profited greatly, our commander leads a good war party, and is generous with rewards. He seemed taken aback when I asked if we needed to collect scalps to prove our deeds, as is custom in New France. He assured me it was not the custom in France, which surprised me. The people of Africa are mysterious, and were wary of us. It was very hot and dry, but with many strange animals. I saw many camels; which are ungainly beasts. I hunted deer-like gazelles but never had a chance to hunt a lion as I wished. Once back in France I will be attending a celebration thrown by Jacques As, an able commander, and likewise rewards his men well. I will teach the men some more voyageur songs! I will tithe a tenth of my booty, Pere, but you will forgive me if I don't give it to the Bishop at Notre Dame, he appears wealthy enough. Instead, I am buying meat and bread for the church orphanages. Children need meat to grow strong. Please give my best to my parents. Also, say hello to my friend la Salle, I received word he is moving to Montreal with the company.

Your student and friend,

† Gitche-Biizhew.

Dear Father and Mother,

I survived and have been appointed to the General Staff as a Brigadier-General. I have a nice new girlfriend, all my limbs, all my marbles and a shed load of cash, so it's PARTY

TIME. Sounds good...? Non, it's as dull as a night at the annual Angoulême Wall Paint Drying contest here. Just a dance for posh toffs, a gathering of the Generals where they will sit around, smoking cheroots, drinking port and reminiscing about how dangerous it was watching the battle from 1 mile away on top of a hill, surrounded by their lackeys or adjutants or aides or whatever and finally a recruitment party for one of the Dragoon regiments. Snooze. Sorry Dad, but Paris is not the place it used to be. In your day it was a load of balls – now it has no balls at all!

Bye for now, † Sebastian

Cher Major Margaux,
What fine amusement we had in Africa and it was a pleasure to ride alongside you, Sir! I noted with interest your press with regards to the late Lt. Col. Dexter Sinistre and his horse. I am, sir, of a mind to tame the beast and show it who is master. If the beast is still alive and available, I would be grateful to you to allow my groom to pop down the stables and take the beast off of your hands.

In the meantime, I look forward hearing from you in the matter and of course to share a drink or two with you and the rest of our comrades in arms at Bothwell's as guest of Lt-Colonel As.

Yours,

† Grégory Bonnissel,
Captain, GDMD

Euria Humble as MOJ. What debt of 'honour' is being repaid here?

Captain Bonnissel,
You are of course welcome to the wilful beast. I prefer my own mount, and my aides are too scared of him for him to be of use to me. Send your man to me and I will send him back with the horse in question. Bonne chance!

I will see you at Lt. Col. As's club and I look forward to celebrating the end of the campaign with my brother officers!

Sincerely yours,

† Major de Margaux, GDMD

To all who love their King and faith
That camel came close to killing our king and implementing PISSOFF (Proposed Islamic Supreme State Of Further France). For making a stand under the camel's tenure as CPS death threats were issued against me. After the camel's demise my warnings that there were those who were in league with him drew yet more threats and calls for duels.

Now from relative obscurity but for wearing a fist MFB has ironically become the CPS. His fist is not a symbol of strength for the king rather directed against the king.

I am calling on Paris and France show you support and say "Je Suis Hokey Cokey"!

† The Hokey Cokey

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

Sir, I notice your concern about what you describe as 'creatures from the stars'.

As an expert in anatomy, I am willing to offer my services in examining any suspects you might have in custody

and verifying whether or not they are indeed alien.

I remain at your service,

† Count Madd

Poetry Corner

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

Sleep safe, France, we have a new
CPS,
Who promises to protect more than
ROS.

Yet when he opens his mouth what a
smell.

I've smelt it before – oh shit, it's a
camel.

Fluff-Bunny you're a sack full of piss!
† The Hokey Cokey

Points Arising

Next deadline is 17th April 2015

A big thank you to Stewart Macintyre (CC) and the rest of the GDMD crew for the hugely entertaining correspondence between their characters (see the Press). I know there's a lot of communication between players and it's great to be able to publish some.

For those of you who are relatively new to the game, there's a whole section on horse races (see the invitation in the Press) in the House Rules. All you old hands will find it there, too, should you need a refresher.

The Hokey Cokey's insult to MFB (see Poetry Press above) is considered sufficiently insulting that MFB, his regimental colleagues (currently BdLS and XFH) and friends (just TM at the moment) have cause for duels with M Hokey Cokey. However, since this is a pseudonym, this cause will have to be held over until the man himself comes forward or someone

steps up to fight the duels on his behalf. Any volunteers?

I had no orders from the following and they suffered the consequences:

X12 (Tim Skinner) has NMR'd. Total
now 1

X7 (Chris Carter) has NMR'd. Total
now 1

X9 (Dean Talbot) has NMR'd. Total
now 1

X1 (Chris Boote) has been floated at his request.

Welcome

Joining us this turn is Alan Percival, who's also running his own game. Welcome to LPBS, Alan: have fun!

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

Cyrano de Camembert applies for Regiment Adjutant of 4A

Jacques le Franc applies for Army Adjutant of First Army, Second Army and Third Army

Maurice Fluff-Bunny asks NPC Major 1 of Crown Prince Cuirassiers to resign

Maurice Fluff-Bunny asks NPC Major 1 of 13th Fusiliers to resign

Maurice Fluff-Bunny asks NPC Major 2 of 13th Fusiliers to resign

Duels

Results of September's duels

Euria Humble (gains 1 Exp) beat Pierre Cardigan.

Leonard de Hofstadt didn't turn up to fight Tourtière Mangetout and lost SPs.

Percy Mystic (gains 1 Exp) beat Jean Jeanie.

Rob d'Masses (with TC, gains 1 Exp) beat his enemy Frele d'Acier (with JA) - voted cause 5:4.

To be settled next month:

Grégory Bonnissel (Sabre, Seconds JE) and Xavier Four-Hollandaise (Rapier) have mutual cause as neither stood down over Marie.

Cyrano de Camembert (Rapier) and Coeur De Lion (Cutlass, Seconds ROS) have mutual cause for being in enemy regiments.

Claude Talon (Sabre, 1 rests) and Pierre Cardigan (Sabre, adv.) have mutual cause as neither stood down over Mary.

Etienne Brule (Rapier, Seconds FdA, 4 rests) and Terence Cuckpowder (Sabre, Seconds RdM, adv.) have mutual cause for enemy regiments.

Maurice Fluff-Bunny (Sabre, Seconds JE & BdLS, 1 rests) has cause with Frele d'Acier (Sabre, Seconds JA & EB, adv.) as he's not Noble but higher SL.

Frele d'Acier (Sabre, Seconds JA & EB, 2 rests) and Terence Cuckpowder (Sabre, Seconds RdM, adv.) have mutual cause for enemy regiments.

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

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

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

Trials

Gaz Moutarde will be on trial at the beginning of next month – after duels, but before anything else. CPS Maurice Fluff-Bunny will prosecute on charges of aiding and abetting an enemy of the state. The Minister of State, Jacques Shitacks, will sit in judgement. Influence cannot affect the result, but players are welcome to send testimony and other contributions (I recommend liaising with MFB and JS, though).

Influence can be used with the King to try to commute the sentence, should GM be found guilty. Any player may submit conditional orders to use favours and/or bribes for or against commuting the sentence.

New Characters

Alan Percival gets the Second son of a wealthy Gentleman: Init SL 4; Cash 500; MA 4; EC 5 (X2).

Tables

Other Appointments

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

Royal Foot Guards: 4
 Frontier regiment 1: 3
 Frontier regiment 2: 4
 Frontier regiment 3: 2
 Frontier regiment 4: 3
 RNHB regiment: 2

Army Organisation and 1668's Summer Deployment

First Army (Field Ops)	PIS/N/EB/N
First Division (Field Ops)	EM2/___/___
Guards Brigade (Field Ops)– RFG CG KM	
Dragoon Brigade (Field Ops)– GDMD PLLD	
Cavalry Division (Field Ops)	N5/N/RdM
Horse Guards Brigade (Field Ops)– DG QOC	
Heavy Brigade (Field Ops)– ALC CPC	
Second Army (Siege)	BdZ/___/___/ROS
Frontier Division (Siege)	N1/N/N5
Frontier Regiments (Siege)	
Third Army (Defence)	___/___/TC/JdG
Second Division (Defence)	N6/N/N5
3rd Foot Brigade (Defence)– 27M 4A	
4th Foot Brigade (Defence)– 69A Gscn	
RNHB Regiment (Defence)	
Third Division (Defence)	N2/N/BdLS
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	N4/N/VV	First Foot Brigade	N2/N/CDL
Horse Guards Brigade	N6/N/N2	Second Foot Brigade	N3/N/N6
Heavy Brigade	N5/N/N5	Third Foot Brigade	N6/N/N4
Dragoon Brigade	N2/N/CT	Fourth Foot Brigade	SA2/N/N3

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

Frontier Regiments

					(Defence for Sept-Nov)
Colonel	<u>F1</u> N2	<u>F2</u> N6	<u>F3</u> N2	<u>F4</u> N1	<u>RNHB</u> N5
Attached			LL	TM	
Also at the Front					Royal Foot Guards

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	EH
40	Sheila Kiwi	11		CC
3	Kathy Pacific	17	B	JIF
63	Carole Singeurs	11		
54	Madelaide de Proust	17		JS
20	Emma Roides	10	I	
35	Katy Did	16	I	
33	Anna Rexique	10	I	EdM
42	Maggie Nifisent	16	B	GdLi
38	Pet Ulante	10	W	
55	Jacky Tinne	16		
43	Di Lemmere	10	I	
52	Guinevere d'Arthur	15	B/W	PIS
53	Angelina de Griz	10	B	AV
10	Frances Forrin	14	B	EdSS
56	Ingrid la Suede	10		WP
21	Helen Highwater	14	W	
6	Viv Ayschus	9		RdM
48	Fifi	14	B/W	
57	Ava Crisp	9	I	
62	Alison Wunderlandt	14		
59	May Banquot l'Idée	9		
11	Laura de Land	13		
2	Betty Kant	8	I	AS
16	Ophelia Derriere	13		VV
19	Jenny Russe	8	W	
26	Ella Fant	13	B	
32	Sal Munella	8	W	
27	Lucy Fur	13	B	TC
41	Marie Antoinette	8	B/I	SA2
30	Leia Orgasma	13	B	MFB
49	Mary Huana	8	B/I/W	BdZ
45	Cath de Thousands	13		
34	Freda de Ath	7	W	FdA
8	Lotte Bottle	12	B	PM
39	Thomasina Tancenjin	7	I	JA
12	Charlotte de Gaulle	12		MC
50	Ulla Leight	7	I	
17	Henrietta Carrotte	12	I/W	UXB
5	Belle Epoque	6	B/I	EB
28	Vera Cruz	12		WNM
13	Josephine Buonoparte	6	I/W	
31	Bess Ottede	12	I/W	
24	Violet Bott	6	I/W	
1	Sue Briquet	11	B	
15	Ada Andabettoir	5	B/I	CDL
4	Anne Tique	11	W	GM
25	Lois de Low	5	B	
9	Deb Onairre	11	I	

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

Regiments		REG	CG	KM	DG	OO	CA	CPC	RM	gdmd	PM	13F	PLD	53F	27M	4A	69A	Gscn
COI	ADA	LL	LL	LL	EB	TC	N7	N7	JIF	CC	AS	MFB	BdLS	TM	TM	N7	PN	
LCol	JJ	N3	WNM	FdA	RdM	RdG	N5	N5+	N2	GM	KdM	JA	CDL+N4	N5	N6+	N4+	N7	N3+
Maj 1	VV+	N3	N5	N2+	N2	N2	N2	N2	N4	N5	CT+	N6	N4	N4	N4	N3	N5	N5
Maj 2	N5	N2	N2	N2	N2	N2	N2	N4	N5	N3	N3	N3	N2	N4	N4	N3	N5	N5
Capt 1	N1	N6	N6	N1	N6	N1	N5	N6	N2	N6	N6	N6	N4	N1	N2	N6	N2	N3
Capt 2	N1	N6	N4	N1	N5	N6	N3	N5	N2	N2	GB	N5*	N6	N4	N1	N2	N6	N2
Capt 3	N2	N6	N2	N4	N1	N3	N5*	N4*	N5*	JE*	N5*	N6	N4	N1	N2	N6	N2	N3
Capt 4	N3*	MED	N6*	N3	N3	N5*	N4*	N5*	JE*	N5*	N6	N6*	N6*	N6*	N6*	N2*	N3*	N5*
Capt 5		AFD										XFH*						
Capt 6												CLD	CdC					

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	27+83	Comfy	General/Min w/o Port			9	Maggie	Flr		4 Bill Hay
EM2	Count Egon Mad 2	25+75	Rich	Lt-General/1st Div Commandr			11		Flr		4 Tym Norris
JS	Count Jacques Shitacks	24 70	Filty	General/State Min.			3	Madelaine	Flr		4 David Olliver
JdG	Count Jacques de Gain	23 60	Filty	Bdr-General/3rd Army OM Gen.			20		Flr		5 Ben Brown
PC	Viscount Pierre Cardigan	23+77	Withy	Fld Marshal/Min w/o Port			9		Flr		4 Matt Shepherd
UXB	Count Uther Xavier-Beauregard	22+87	Comfy	Bdr-General/War Minister			13	Henrietta	Flr		4 Pete Card
EH	Count Eur'ia Humble	21 64	Withy	Major CPC/Justice Min.			18	Edna	Flr		5 Matthew Wale
PIV	Marquis Pierre le Sang	21 57	Comfy	General/1st Army Commndr			7	Guinevere	Flr		4 Bill Howell
AS	Earl Ali Vouzon	20 41	Rich	Bdr-General			8	Angelina	Flr		1 Graeme Morris
EdSS	Count Eglise de Sant-Suplice	19 49	Comfy	B.Lt-General/Min w/o Port			7	Frances	Flr		2 Jerry Spencer
JIF	Baron Jacques le Franc	19 32	Rich	Colonel RM			15	Kathy	Both		6 Charles Burrows
BdZ	Marquis Bill de Zmerchant	19+69	OK	B.General/2nd Army Commndr			6	Mary	Flr		3 Tim Macaire
VV	Sir Voulo Vault	18 53	OK	Major RFG/Gds Brigade Maj.			2	Ophelia	Flr		2 Mark Booth
RS	Marquis Richard Shapmes	18 36	Withy	Lt-General			10		Flr		4 Charles Popp
EB	Sir Etienne Brule	16 46	Poor	Colonel DG/1st Army Adjutnt			2	Belle	Both		4 James McReynolds
GM	Sir Gaz Moutarde	16 29	Rich	Major RM			3	Anne	Both		2 Mike Clibborn-Dyer
EdM	Marquis Eric de Miabeille	15 31	Withy	Bdr-General			14	Anna	Both		3 Pete Holland
WP	Marquis Warren Peece	15 30	Withy	Bdr-General			13	Ingrid	Both		2 Pam Udowiczzenko
FdA	Frele d'Acier	15 29	Comfy	Lt.Colonel DG			4	Freda	Both		3 Peter Farrell
TC	Terence Cuckpowder	15 29	Comfy	Colonel QOC/3rd Army Adjutnt			3	Lucy	Both		4 Mike Dommett
AdA	Marquis Amant d'Au	15 F	Withy	B.Bdr-General RFG			7		Both		5 David Brister
ROS	Baron Rick O'Shea	15+50	Comfy	Bdr-General/2nd Army QM Gen.			5		Both		6 Paul Wilson
JJ	Sir Jean Jeanie	14 F	Comfy	Lt.Colonel RFG			12		Both		3 Andrew Kendall
MC	Sir Marquis Monty Carlo	14+52	Withy	Lt-General			13	Charlotte	Hunt		4 Andrew Burgess
CC	Sir Chopine Camus	14+50	Comfy	Bdr-General GDM			7	Shella	Both		4 Stewart Macintyre
JA	Jacques As	13 19	Comfy	Lt.Colonel GDM			1	Thomasina	Both		4 Joe Farrell
TM	Sir Tourtiere Mangetout	12 F	Rich	Colonel 53F			4		Both		4 Howard Bishop
LL	Sir Lothario Lovelace	12 F	Comfy	Colonel CG			8		Both		4 Geoff Bowers
MFB	Sir Maurice Fluff-Bunny	11+62	OK	B.Bdr-General 13F/CPS			6	Leia	Flr		5 Jason Fazackarley

ID	Name	SL	SPs	Cash	Rank	Regiment/Appointment	MA	Last seen	Club	EC	Player
WNM	Sir Was Nae Me	11+54	Comfy	Lt.Colonel KM			6	Vera	Hunt		3 Mark Farrell
RdG	René de Gaviscon	10+38	Comfy	Lt.Colonel ALC			4		BG		5 David Williams
X12		9- 2	Poor				5		BG		3 Tim Skinner
AS	Arnaud Surfinmaise	9 27	Poor	Colonel PM			6	Betty	BG		5 Nik Luker
SA2	Sebastian Adis II	9+ 27	OK	Bdr-General/4 F Brigadier			5	Marie	BG		4 Mark Cowper
CDL	Coeur De Lion	8 25	Comfy	Major PM/1 F Brigade Maj.			5	Ada	RP		3 Graeme Wilson
AFD	Allan Fa-Dân	8 8	OK	Captain KM			6		BG		4 Gerald Udowiczzenko
ZZZY	Patrice d'Romilly	8 6	Comfy				6		BG		2 Simon Burling
X1		8 0	OK				6				3 Chris Boote
RdM	Rob d'Masses	8+ 41	Comfy	Lt.Colonel QOC/Cav Div Adjutant			3	Viv	HGDs		5 Craig Pearson
CA	Charles Asnovoice	7 8	Poor	Subaltern KM			4				4 Gerry Sutcliffe
NIN	Noggin le Nog	7 F	OK	Private RFG			1				4 Martin Adamson
KdM	Kidder de Margaux	6 17	OK	Major GDM			4		F&P		6 Gary Phillips
PM	Percy Mistic	6 16	OK	Major PLLD			5	Lotte	F&P		3 Ray Vahey
PN	Pepé Nicole	6 15	Comfy	Bdr-General 69A			5		RP		3 Colin Cowper
MED	Maurice Essai Deux	6 9	OK	B.Captain KM			4		F&P		3 Olaf Schmidt
CT	Claude Talon	6+ 26	OK	Major GDM/Drgn Brigade Maj.			4		F&P		4 Cameron Wood
XFH	Xavier Four-Hollandaise	6+ 19	Poor	Captain 13F/13F Regt. Adjnt.			4		F&P		2 Francesca Weal
GB	Grégory Bonnissel	6+ 18	OK	Captain GDM			2		F&P		3 Mark Nightingale
LdH	Leonard de Hofstadt	5 6	OK				4		F&P		5 Neil Packer
JE	Jean Ettonique	5+ 29	Comfy	Captain GDM/DGDM Regt. Adjnt.			6		RP		5 Tony Hinton-West
BdLS	Bernard de Lur-Saluces	5+ 27	Poor	Lt.Colonel 13F/3rd Div Adjutant			5		RP		2 Rob Pinkerton
CdC	Cyrano de Camembert	4+ 12	Poor	Captain 4A			6		RP		4 Dave Whiffin
CLD	Charles Louis Desapear	3+ 16	Poor	Captain 27M			1				4 Martin Jennings
X9		2- 2	Poor				5				3 Dean Tailbot
X7		1- 2	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, Filthy = 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+