

That would be enough

This has been issue 159 of *To Win Just Once*, published 30th October 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, 13th November.

Orders for *LPBS*, *Great White Hunter* and any other contributions to Pevans by Friday, 20th November 2015.

(Remaining deadline for 2015: 18th/24th December)

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 – the latest game is under way. Pevans and Mike Clibborn-Dyer are waiting for the next one. Working map and rules provided.

Star Trader – the next game is just starting and there's room for a couple more players. Rules provided.

Online games

A Few Acres of Snow (at yucata.de): Pevans

Agricola (at www.boiteajeux.net): Pevans, Alex Everard

Brass at brass.orderofthehammer.com: Pevans

Concordia (at www.boiteajeux.net): Pevans

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

Roll Through the Ages (at www.yucata.de): Pevans

Through the Ages (at www.boardgaming-online.com or boardgamearena.com): Pevans, Al Tabor

Vinci (at www.yucata.de): Pevans

Credits

To Win Just Once issue 159 was written and edited by Pevans. The *LPBS* masthead (page 26) is by Lee Brimmicombe-Wood. The illustrations on pages 27 and 28 are by Tim Wiseman and the one on page 30 by Bryan Lea. Game and book artwork is courtesy of the publisher. Photos were taken by Mike Dommett (marked M) and Pevans (P) and Pevans played with Photoshop.

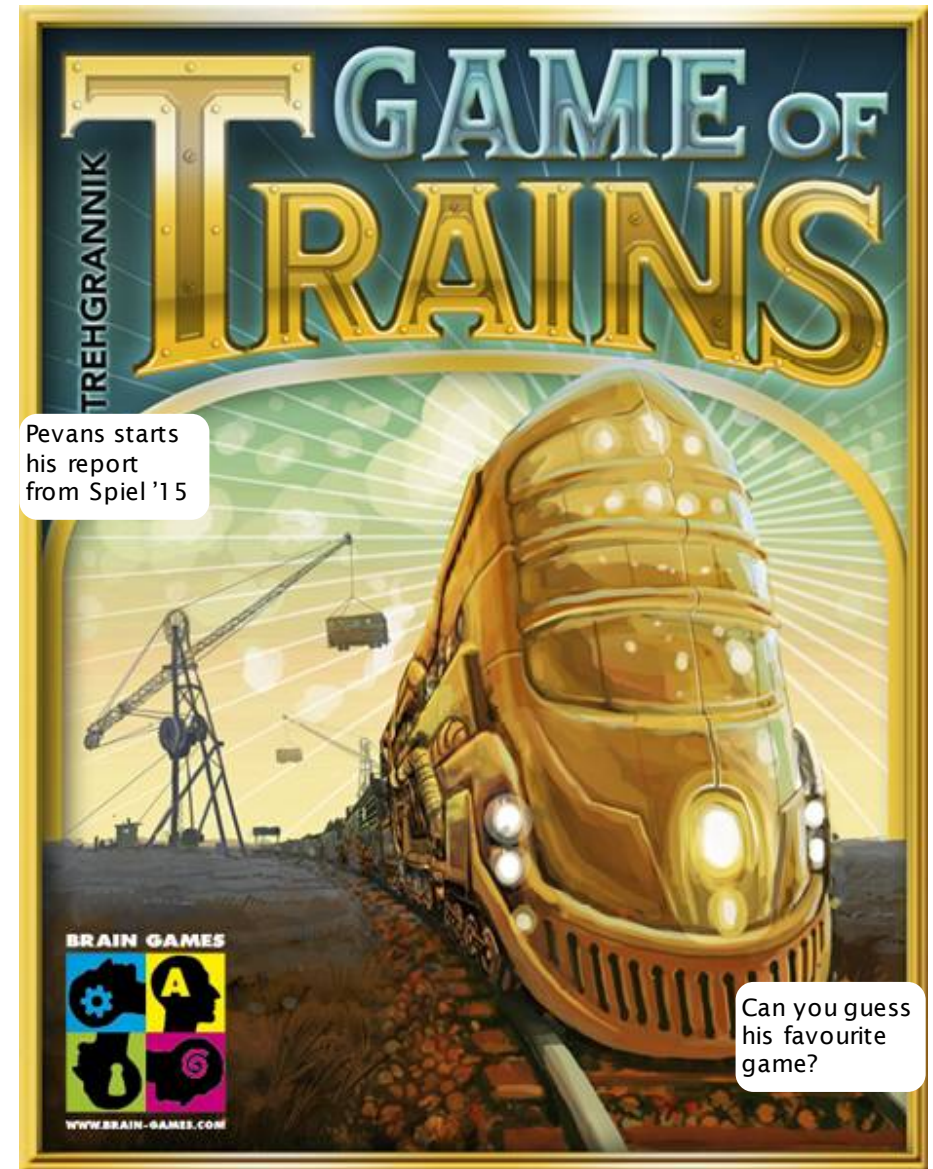
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To Win Just Once

(incorporating *Les Petites Bêtes Soyeuses*)



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Chatter

Hmm, I'm wondering how many people actually read this bit now. Last issue's request that readers tell me whether they're receiving the emails I send got just one response. Positive, natch. However, I have found out a bit more. My ISP provides an 'authorised' mail server, which should positively identify my emails as not spam. When I use this to send mass emails I get responses from some recipients' systems (possibly work addresses rather than personal ones) telling me that my email will not be delivered as it's been identified as spam. Go figure.

If I use my ISP's standard mail server, I don't get this. However, I know some of these emails didn't get through either as I sent a duplicate message from MailChimp. A few people responded to this and hadn't received the previous message. The problem with MailChimp is that (as far as I can see) there's no way of using it to send *LPBS* character sheets to individual players.

My plan is thus to use MailChimp to send a general message when a new issue of *To Win Just Once* has been published and the games are available online. I will continue to use my existing software to send *LPBS* players their character sheets separately. It should then be obvious who is not receiving these and I can re-send them as necessary. Watch this space to see what happens.

As promised, this issue has my first report on this year's Spiel games fair, concentrating on the immediate highlights. There will be more in next issue and even more on the website in due course.

First, however, I'd better give an update on the building work at the end of the road – it keeps Mr Dommatt happy, at least. Work continues, although I couldn't describe either plot as busy. A few workers are visible at times and plenty of lorries come and go (and block the road), but it's not a high level of activity. Plot 1 – the sheltered housing – is now up to second floor level, the same as the (new) three-storey block opposite, but on slightly higher ground. Plot 2 – houses – has reached much the same height (in those bits that are being built) and roofs are beginning to appear on top.

New *Star Trader* game

Our next game is about to start: see page 22 for details. We have room for another player or two, so let Mike or Pevans know if you're interested in playing.

TWJO online

Last issue, *TWJO* 158, came out mid-September and had some 69 downloads in the rest of the month. Issue 157 was downloaded 101 times in September, taking its total to 208 in two months. September saw 26 more downloads of *TWJO* 156 to give it 365 in total since publication.

My report from the UK Games Expo was popular as well, although it was my 'retro' piece on *Ambush* from 2009 that attracted most downloads. However, I

didn't find any amusing search terms this month. There were some intriguing referrals from Russian websites, though. Quite why a "car tuning" site would be referring to my website I don't know. And I'm not sure I want to.

A tale of three cars

Pevans reports from Spiel '15

I've said before that no games convention is complete without horror stories of the terrible journeys people had getting there. So gather round while I tell 'ee a tale... Those wishing to read about the event itself should skip the next few paragraphs. This year Mr Dommett was driving and picked me up from home on the Wednesday morning in his nice, two year-old company Mondeo. We made decent time around the M25 and through the tunnel to Calais, turned left and headed for Essen.

It's a four-hour drive from Calais and it always amuses me that most of this is spent in Belgium, the smallest of the four countries we pass through. However, this time we didn't even make it to Belgium. As the border approached, the car decided it didn't fancy it. Mike put his foot on the accelerator, the engine raced and we just slowed down. We pulled off the motorway, parked up in a handy layby and called the AA's European Assistance. (Note that, Mike's mobile being provided by his employer, it doesn't do abroad. Luckily my employer – me – is



Waiting to get in to Spiel – but without us! (P)



The view into Hall 3 from above those doors (M)

more enlightened.) Once the AA had worked out where we were, they said someone would be with us in 40-60 minutes.

An hour and a half later, a breakdown truck arrived. The friendly Frenchman driving it agreed we had a problem, but not one he could fix. It would need Ford parts and, it now being five minutes past five, everywhere would be closed. While he winched the car aboard, we consulted the AA, who tried to find us a hire car in which to continue our journey. Forty minutes later (and almost back in Calais), now standing around outside the breakdown guy's garage, we were told they couldn't find anything (everything's closed!). However, they had booked us into a hotel for the night and would sort out a car the following morning.

So Mike and I had an unexpected night in a pleasant hotel on the town square of Gravelines, next to Dunkirk. By ten o'clock Thursday morning (just when Spiel opens its doors) we'd heard nothing, so we chased the AA guys. No luck so far, but they'd keep looking. A bit later they called back to say they'd hired us a car and faxed (!) the details to the hotel. A taxi would pick us up. At 2 pm. Well, it was lunchtime by then.

It took a good half hour to get to the car hire place and a similar amount of time to fill in the paperwork, check over the car and transfer all the luggage (hey, we were in Mike's car, we'd just thrown in anything that might be useful!). Back on the road, at 3:30 pm we passed the junction where we had pulled off exactly 24 hours earlier. Which is why we arrived in Essen at 7:20 pm on the Thursday, neatly missing the first day of Spiel. Aagh!

Those who've been will know that Spiel is a showcase for new games – hundreds of them – as publishers promote their latest for the Christmas season (games are

a very seasonal business). The official figures give 910 exhibitors from 41 countries with over 1,000 new releases occupying 63,000 square metres of exhibition hall. The emphasis is on board games, but there's a significant section of role-playing games (most obviously all the live action costumes, weapons and equipment) along with trading/collectible card games, computer games, wargames and everything else. There is also a comics convention, Comic Action, run alongside Spiel. This year there were 162,000 visitors over the four days, with the doors opened early each day because of the crush.

As I point out each year, there is so much to see at Spiel that it's impossible to get round everything. This year I was only there for three days rather than four, so I've seen even less than usual! Hence, as always, this first iteration of my report concentrates on the games I saw and played at the show (and in the evenings afterwards) – what makes Spiel different is that it emphasises playing the games, not just buying them. As I play more of the games – and time allows – I will add more. Note that when I refer to a game being like another, I am not suggesting it's a copy. This is just a shorthand way of describing a game by reference to another.



Did I mention vertigo? The *Skyliners* display (M)

At the top of the ramp leading up from the U-bahn station outside the Messe (exhibition centre) you have a choice. Veer right to enter through the bustling foyer outside hall 1 with its restaurant and cloakrooms. Or veer left to enter through the light, airy foyer of hall 3. I usually go left, not least because this is also the way to the press centre. Hall 3 is also the largest of the halls and has some of the biggest games companies right at the front.

I, of course, am more eclectic in my selection and tend to move deeper into the halls to visit the smaller publishers. Hence my first stop was at veteran publisher Hans im Glück (www.hans-im-glueck.de). Here I found several expansions for and new versions of their games (*Star Wars Carcassonne* anyone?). The new game on display, though, was *Skyliners*, with its vertigo-inducing cover of a bunch of hard-hatted workers perched on a girder high above a city of skyscrapers (Z-Man Games are producing the English language edition). This was noticeable because it is played in the game's box with players stacking plastic pieces on a squared grid to build skyscrapers.



Looks like a city: *Porta Nigra* on display (M)

However, this is not about building as high as you can. Instead, players score points for the buildings they can see in each row from their side of the board. Buildings are obscured if a taller building is closer to the player. Thus, the ideal is to have a line of buildings of increasing height running away from you. On top of this, players get bonuses for placing antennae on top of buildings and for having the tallest building in each section of the board (so there is some incentive to keep building up).

At first sight, *Skyliners* doesn't seem a particularly deep game, but there are definitely some tactical challenges for players. It certainly looks impressive as skyscrapers rise up in variegated colours, interspersed with green parks (which are low points and can't be built on).

Next door to Hans im Glück was eggertspiele (www.eggertspiele.de) and I spotted three new games here. I have to say that I initially assumed *My Village* was an expansion for *Village*, given it was from the same designers (Inka and Markus Brand) and had the same artwork. My mistake: this is a stand-alone dice game, developed from and keeping some of the ideas of *Village*. As I wasn't a fan of the original, it may be a while before I get around to playing this one. More interesting was *Porta Nigra*, from the well-respected design duo of (Wolfgang) Kramer and (Michael) Kiesling. This is a card-driven game of Roman city-

Lots of things going on in *Mombasa* on R&R's display (P)

building, named for the 'black gate' that still stands in the present day German city of Trier. The English edition is published by Stronghold Games and this is definitely one to try.

The eggertspiele game that I have played is *Mombasa*, produced in English by RnR Games. This is a thoroughly complicated game with pieces to place on the board, tracks on each player's own board and on each company's board, and a deck of cards to manage. I was exhausted just reading the rules. However, the goal of the game is simple enough: have the most money at the end of seven rounds. Though money also includes the value of players' shares in the four chartered companies, which is related to

the companies' expansion into Africa. So players are looking to gain more shares and to increase the value of the companies they have shares in.

Actions in the game are driven by the cards you play at the start of each round (and one useful objective along the way is increasing the number of cards you can play). There is a clever system for re-cycling your cards – not unlike the mechanism in *Historia* – that means you're planning not just which cards to play this round, but which ones you'll have available next round. Actions let you buy cards and shares, expand a company or progress along one of the tracks on your own board. These last provide bonuses during the game and/or points at the end.

On top of this, each player has a couple of 'bonus' markers that enable other actions – at a cost – and can be used each round. Phew! What all this complexity gets you is a lot of choices to make, almost certainly several strategies to try out and the need to play the game a couple of times before you know what you're

doing. Having got the first of these under my belt, I give *Mombasa* a provisional 8/10 on my highly subjective scale.

Feuerland Games were at their customary long stand along the 'left' wall of hall 3. The main thing I noticed there was called *Alte Dunkle Dinge* and looked very familiar in its dark green colour scheme. It turns out this is a German version of *Ancient Terrible Things*, which I saw last year with the original publisher, Pleasant Company Games from South Africa. One table on the stand had the prototype of Uwe Rosenberg's next game, which has the working title of *Ein Fest für Odin* (A Feast for Odin). From what I could make out, this will be the next game in the *Agricola-Le Havre-Ora & Labora-Glass Road* mould. Players start with a Viking settlement and some workers, deploy their workers to gain stuff and add islands to expand their settlement. At first glance it looks pretty complicated and I didn't manage to get a full explanation. Definitely one to watch out for – next year or on the company's website: www.feuerland-spiele.de/en

Next up were my old friends at Abacusspiele (www.abacusspiele.de). Their new edition of classic card game *Tichu* was impressive, but the game I looked at was *Cacao*, designed by Phil Walker-Harding (a new name to me) and published in the US by Z-Man. I was quite taken with the circular boards that each player has. This represents their home village. However, most of the action is laying square tiles to build up a central jungle area in what is a highly tactical game.

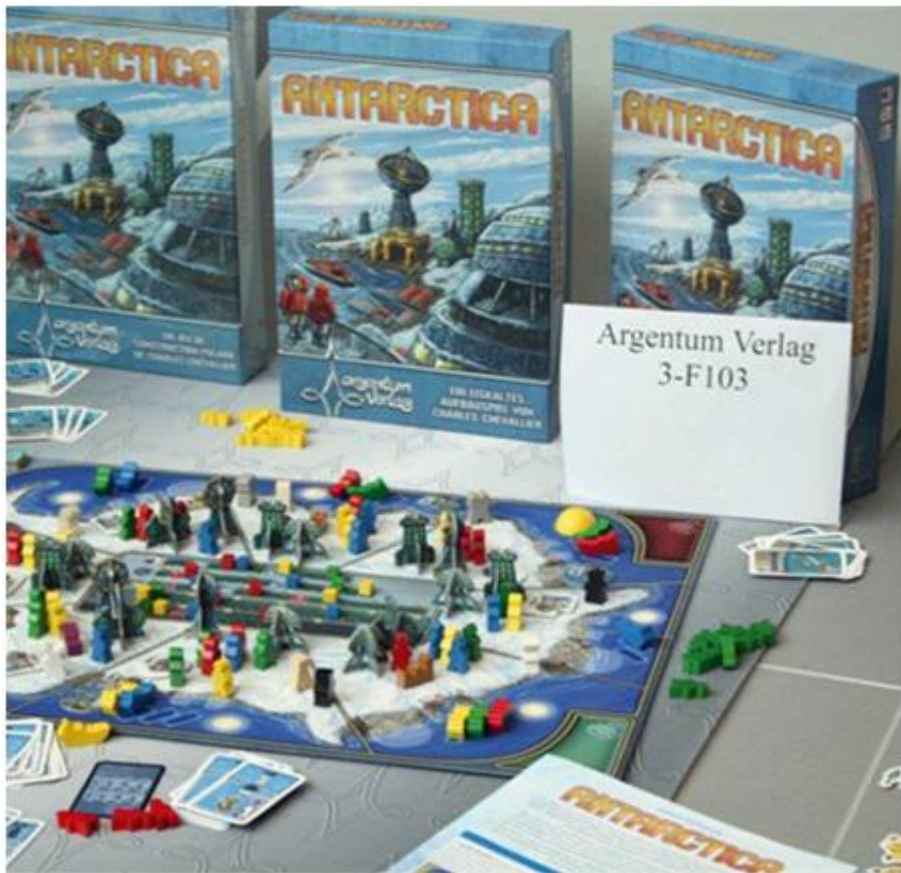
Players have a hand of tiles which show workers on their edge. They add one of these to the tiles in the centre, but not adjacent to any other worker tiles. This may then require them to fill in the spaces with jungle tiles from the central display. In turn, this means workers next to the new tiles carry out the action shown – harvesting cacao 'fruits', selling them at a market for 'gold' or even mining some gold directly.

As you'd expect, the player with the most gold at the end (when players have placed all their tiles) wins the game. However, achieving this is not straightforward as you have to make best use of your workers even as the playing area changes around them. It's an interesting little game and I shall certainly look for an opportunity to play it properly.

*Cacao* on display (P)

German publisher Argentum (www.argentum-verlag.de) is one of my regular stopping points at Spiel as they usually have an interesting game to look at. This year the game is *Antarctica*, designed by Charles Chevallier (and no relation to the children's co-operative game of the same name published by Sunny Games). The game is about research and exploitation on the continent, which is divided into several segments. As the sun moves round, players get the chance to move one of their ships and then take an action, depending on where the ship ends up.

In this way they can build ships, recruit scientists, erect buildings or conduct research in various fields (represented by tracks on the board). This last action can trigger bonuses or extra actions for all players. At the end of the game, players will score points according to how many scientists they have in each area, what buildings they've constructed and what they've researched. In a neat touch,

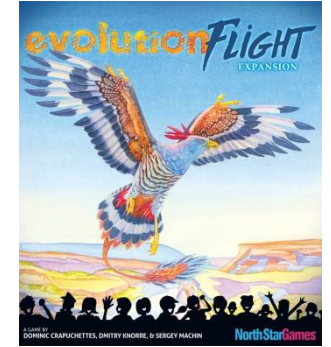


Lots of *Antarctica* boxes, but just one game (M)

players can discard resources during the game – hampering their progress – to get bonus points at the end.

As well as wooden playing pieces, *Antarctica* features neat cardboard 'buildings' which make it a visually appealing game, especially as the continent fills up. There are clearly lots of tactical opportunities in the game and I look forward to trying it.

North Star Games's stand was almost buried in copies of *Evolution*, along with the new expansion for the game, *Flight*. *Evolution* is a clever little game that entices players to 'create' carnivorous creatures only for them to starve to death as the herbivores develop defensive mechanisms (or is this just what happens to me?). As the title suggests, the *Flight* expansion adds avian species to the mix. When creating a new species, players can opt to make them avian. This gives certain benefits – they can fly away from terrestrial predators! However, they are limited in size and need extra food each round (flapping those wings takes energy). This is a great expansion for the game and I now incorporate it as standard. It gets 8/10 on my highly subjective scale.



By the way, the second edition of *Evolution* has a slightly different deck of cards. Some traits have been tweaked and the "Unstable DNA" card removed (something I tend to do with my first edition anyway). North Star have made the second edition deck available on its own for those who want to replace their first edition cards or just need new cards. If you have a first edition game, I recommend picking up the new deck and replacing the original one. Find out more at www.northstargames.com

Another publisher whose stand is along the 'left' wall is Granna from Poland (www.granna.pl). This year they had *CVlizations* to show us. Designed by Jan Zalewski, this is a civilisation-development game in the style of Granna's earlier *CV*. In this game, it's the civilisation with the most happiness that wins, which is a nice touch.

The game is essentially a card game, each player having a hand of action cards. Each round players each choose two of their cards, playing one face-up and the other face-down. All the cards are then revealed and players carry out the actions in numerical order. However, the strength of an action depends on how many players have chosen it. Generally, if only one player chose an action, it's fine. If two chose it, the action is a bit more powerful, but if three or more did, it's **less** powerful. That's a clever little mechanism. Especially as players all have the same actions in their hands and can't reclaim cards until the end of the 'era', when everybody's played six of their eight cards.

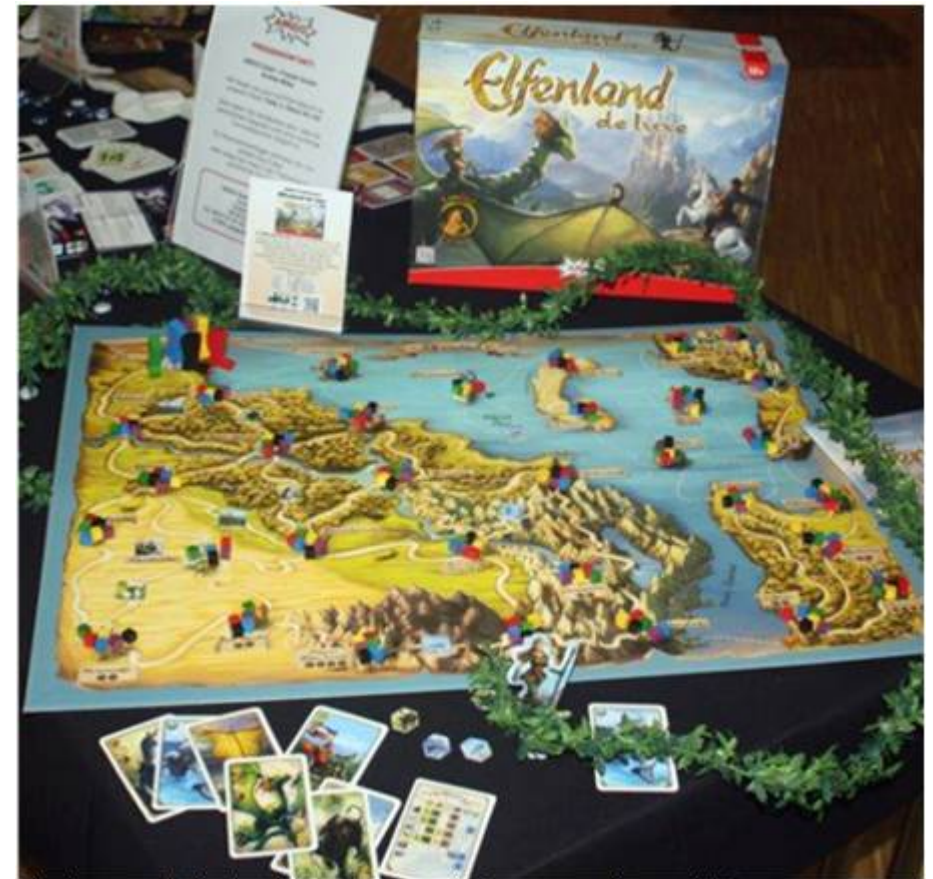
Promotional display of *CIVIZATIONS* (P)

The actions allow players to collect resources, which they can then use to buy ideas cards. Ideas provide bonuses and/or happiness. The game ends after three eras (nine rounds), which isn't long at all, and the player with the most happiness wins. This is a neat and enjoyable little game, enhanced by the endearing artwork. It gets a provisional 9/10 on my highly subjective scale and I hope that Granna are able to find a distributor in the UK soon.

Amigo (www.amigo-spiele.de) is one of the bigger publishers and had the usual crop of new games on show. The one that stood out for me was a new “de luxe” edition of *Elfenland*, renamed to its original title of *Elfenroads* for the US edition (from Rio Grande Games). This is Alan Moon’s classic race game of competing

elves using the sort of transport you’d expect from elves: dragons, unicorns, giant pigs... The new edition puts the game back in a large box and incorporates the *Elfengold* expansion. It also has an alternative map for the new *Elfensea* version of the game.

On the stand for German distributor Spiel Direkt (www.spiel-direkt.eu) I found the latest brain twister from Clicker Spiele (www.clicker-spiele.de). *Old Town Robbery*, designed by Günter Cornett and Peer Sylvester, is the latest in the “Old Town” series, set around a Wild West ghost town. It sees a robber exploring the town, looking for opportunities. The players take turns to act as the sheriff, trying to re-trace the robber’s steps and identify the buildings he visited. The tricky part is handing the reins from player to player.

This box says “*Elfenland de luxe*”, the English one says *Elfenroads* (M)



I said there was a church: *Domus Domini* on display (M)

Along the way, the players construct a story around the robber's activities. This gives them an aid in remembering what the robber was up to. It's billed as a memory and communications game and is aimed at family play.

As you move towards the rear of hall 3, you find more of the smaller companies—though there are always some mixed in with the big boys. Back on row L I found another of my favourite small publishers, franjos (www.franjos.de), and had a chat with one of the 'Fran-Jo's, Franz-Josef Herbst. There was a chunky new game on the stand: *Domus Domini*, designed by Heinz-Georg Thiemann. As this is Latin for "The House of the Lord," I was not surprised to see players with churches in front of them.

In fact, each player is running a mediaeval monastery and must donate food to the diocese (?) each round. The more you donate, the more victory points you get, but the less cash. Money lets you develop your monastery enabling you to make bigger donations, for greater rewards, in the future. Thus, I anticipate the key decision in the game will be when to switch from bidding low (for cash) to bidding high (for points).

I was immediately taken with the game when I discovered what happens at the start of a round. As the first player is at a slight disadvantage, the player with the marker can pass it to their left by paying a coin. The recipient may do the same. So can the third player and so on until someone decides they really can't afford to carry on! That's a neat little mechanism and I look forward to giving the whole game a go.

I was even more pleased to see a new version of *Husarengolf* (designed by Torsten Marold) with franjos. This requires some explanation. It's a physical game played on a deep wooden tray. There are handles at the corners, allowing two players to grip the tray between them. Inside the tray are eight holes, each marked with a colour. A ball goes into the tray and the players have to wrestle with the tray to get the ball into a hole of their colour. While it may sound like this is a game of brute strength, it's much more about dexterity. I can remember howling with laughter when playing the original back in the late Nineties (it won a special *Spiel des Jahres* award when it was first released in 1997).



This is *Husarengolf*(P)

You can tell when you're approaching the 2F Spiele stand as the the colour green starts to predominate. This year's green box contains the game *504*, so called because it is 504 different games. Or variations on a theme, anyway. Remember those children's books in three sections depicting the heads, torsos and legs of different figures? Flip the pages and you get a random, often amusing figure: a Viking warrior wearing a ballerina's tutu, say. Well, designer Friedemann Friese has applied this to board games.

The rulebook is a heavy beast, made up of spiral-bound loose-leaf pages in three sections. Flip the different sections and you get a random set of rules across the two visible pages. However, it's a bit more organised than this to make sure you get a viable game: effectively each game is three modules in any order from a set of nine, giving $9 \times 8 \times 7 = 504$ possibilities. This allows both for variations on a theme – 1-2-3 versus 1-2-4 versus 1-2-5, say – and radically different games: 1-2-3 versus 9-8-7.

This is a very clever idea and a lot of work must have gone into it – I had my ear bent about just how much. My problem is that I have enough trouble deciding which game to play without then having to make further decisions about

precisely which version. It's bad enough with expansions, deciding whether to play a 'vanilla' game or add expansion 1 or expansion 2 or both or... Bah! On the other hand, this may be the only game I'll ever need!

Leaving that aside, looking at the game in play, I was immediately struck by the physical resemblance to *Settlers* as it's played across a 'board' of hexagonal tiles representing different terrain. However, there are a lot more components on top of this – though probably only a few will be needed in any one game. Given the nature of the game, it's difficult to describe how play will proceed as this depends on just which rules are being used. It may involve conflict, it may involve share-dealing, it may involve producing goods or none of these.

There is a recommended starting game – modules 1-2-3 – which gives a peaceful game of expansion, production and delivery across the full set of land tiles plus bonus cards that give players advantages. I know I'm going to try this game and I will certainly start with this version. The question is how much further I will get with trying the variations...



Terrain tiles, loads of bits and the thick rulebook of 504 (M)

Almost at the back of hall 3 I found new publisher Pretzel Games (www.pretzelgames.com) with what may be the silliest game at Spiel. *Flick 'em Up!* is a Wild West shoot-out where the players take out opposing gunfighter figures by flicking wooden 'bullets' across the table at them. Brilliant! There are rules, but I don't care: a copy came home with me and it gets a provisional 9/10 on my highly subjective scale. Of course, this may change when I play it.

Having reached the back of hall 3 and pretty much run out of space in this issue, there's just one thing I want to squeeze in before I call a halt to my report. I must tell you about my favourite of the games I played at Spiel.



The giant demo version of *Flick 'em Up!* (P)

I've been intrigued by the games previously produced by Brain Games (www.brain-games.com) and their latest is a cracker. Designed by Alexey Konnov, Alexey Paltsev and Anatoliy Shklyaro, *Game of Trains* is a neat little card game. It's simply a set of cards showing railway wagons (with some amusing illustrations) numbered from 1 to 64 and with icons showing a particular action. There's also a locomotive card for each player, simply to show which end of their row of cards is which.

Players start with seven cards dealt at random and then arranged in order from high to low. The winner is the first to end up with a row that's in order from low to high. To do this, they either draw a card from the deck and replace one in their row, discarding the replaced card to the centre of the table, or they use the action on one of the cards in the centre and discard it. Simplicity itself, eh?

It's the actions that make the game. Some of them are simple: move one wagon two places to the left, for example. Others force all other players to discard their first (or last, or centre) card and replace it with one drawn at random. Hence, players must keep a careful eye on what actions are available and how the other players might mess up their almost-complete set.



Card 24 from *Game of Trains*

To give you an idea of how much fun this game is, Mike, Pete and I – and a stray German who'd joined us – played it on the Brain Games stand. And immediately played it again. Three of the four promptly bought a copy and at least one of them went back to buy more copies the following day – by which time the three of us had played it twice more. It is a simple game, but it's also great fun and plays really quickly. It gets a provisional 10/10 on my highly subjective scale.

Okay, that's all I have room for this issue. I will continue next issue with my highlights from halls 1, 2 and 7 and explain where the third car (in the title of this report) comes into the story. Until next time...

Games Events

With Spiel out of the way, MidCon is a great opportunity to try out some of the new games. (What are the odds someone will have a copy of *Mega Civilization?*) It's one of my favourite conventions, sited literally across the road from Derby railway station in the Hallmark Hotel and in the middle of a lot of good restaurants. It's 13th-15th November this year, but I won't be there as it clashes with my brother's 50th, darn it. Everybody else should hit the website for more information: www.midcon.org.uk

Things then go quiet for December – though there is Dragonmeet in Earl's Court on 5th December. This is mainly a role-playing event, but there is a strand of board games. Find the details at www.dragonmeet.co.uk.

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: 3rd-5th June 2016 at the NEC (Hall 1 and Hilton Metropole). 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. 13th-16th October 2016, 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>

Great White Hunter

Turn 6

	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q	R	S	T
1																				
2		x																	x	
3										x						x				
4				↓				x								x				x
5				↓		x	X		e	X										
6		⊗		↓						E										
7		⊗														L				
8		⊗					x													
9																				
10				x								A	X	X			x	x		
11								⊕	⊕		X									
12				x		⊗														X
13	X									⊕			⊗	⊗	⊗					X
14							L			x	⊗									
15										⊕										
16													X	X	x			x	b	
17											⊗		E	e		x	x			
18											⊗			E	X	X				
19		x				x					⊗		x	X	x	x				
20																				

What's this about?

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. 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 of 1 point. So if A and B hit the second square of that lion and C gets the third, C gets 5 points, A and B 2½ each.

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

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

Shots and scores

“Elephant please!” cries Mike Clibborn-Dyer. His wish is granted. The Elephant he picks and the area around it are peppered with shot, but the creature isn’t quite finished off. Only Paul Wilson bothers with the other Elephant, though Brad Martin tries and establishes just where it is. Brad is still smarting over last turn: “I reckon I should have got a zillion points for a Bush: GW, Jeb or old George, it doesn’t matter as I’m doing the world a service.”

Chris Baylis submits his manifesto: “I believe that Pam, Mark and myself are all new members of the Conservationists Eco Party’s new arm Make It Safe n Secure (aka MISS). Our aim (is poor) is to protect the wildlife by ensuring our projectiles go nowhere near any living thing. Either that or we all bought cheap bullets from the same website. I think I have a better chance at shooting the other Hunters than I do any of the little cute and cuddly wildlife.” Then he hits a Lion.

So does Pam Udowiczzenko, while Matt Wale and Graeme Wilson hit the same, previously unnoticed Antelope.

With no luck for our leading scorer, Rob Pinkerton, and no shots from second placed Nik Luker, they see their lead eroded with Paul Wilson (just) leading the challengers.

Key

Animals	Symbol	Size (squares)	Number on grid	Point s 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, lowercase = last turn, Strike out = 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.

Player	Shot s	This turn	Total
Chris Baylis	P7	5	5
Andrew Burgess			6
Charles Burrows	N16,N18	1.25	2,25
Mike Dommatt	N18	1.25	6.25
Mike Clibborn-Dyer	M17	5	10.5
Alex Everard	M10,N10	0	5
Joe Farrell			1
Tony Hinton-West			2
Bill Howell			5
Andy Kendall	S12,S13	0	5
Nik Luker			13
Tim Macaire	H5,N16	0	5
Brad Martin	A13,K5	0	0
Graeme Morris	P18,N19	0	2.5
Mark Nightingale			0
Craig Pearson			1
Rob Pinkerton	M16,O18	0	16
Matt Shepherd	N16,N18	1.25	4.25
Gerald Udowiczzenko			1
Pam Udowiczzenko	G14	5	5
Ray Vahey	N18	1.25	5.25
Matthew Wale	K11,L10	2	3
Graeme Wilson	L10	2	10
Paul Wilson	J6	5	11

Send your next shots to Pevans at
180 Aylsham Drive, UXBRIDGE UB10 8UF or
to TWJO@pevans.co.uk by Friday, 20th November 2015.

Online Games

TWJO readers are welcome to join in the various online board games we’re playing. Let me know what games you’d like to play and I’ll add you in.

Since last issue we’ve finished two games of *Brass* (at brass.orderofthehammer.com). Our 28th game saw Mike (aka *bubemagnet*) win on the tie-breaker from yours truly, both on 168 points. Mike proceeded to win game 29 as well, scoring 148 points to Steve Jones’s 141 and my 127 with newbie Tony Hinton-West on 87. Game 30 is just starting.

It looks like we have three people lined up for a game of *Puerto Rico* and two interested in *Through the Ages* (at www.BoardGameArena.com) – one more would make the games more interesting. Similarly, we need one more to get a game of *Agricola* off the ground (at www.BoiteaJeux.net).

Trader to the Stars

Star Trader game 8 – pre-start

It's time to get the new game going. We're playing on the 8-system, 6-commodities map and the players are: Paul Appleby, Andrew Burgess, Mike Clibborn-Dyer, Mark Cowper, Jerry Elsmore, Paul Evans, Martin Jennings, Mateusz Ochman, Przemek Orwat and Bob Parkins. We still have room for a couple more players, so anyone who wants to give it a try is welcome to send in orders either this turn (or the next couple).

I have made a few minor changes in the rules for player-selected options and the players should get a PDF of the amended rules with this issue of *TWJO*. More importantly Delta Toucanis has vanished from the map and rules (If I have proof read them properly) as the result of scholarship by Daniel Thibault, who wrote to us earlier this year.

“Delta Tucanae [yes, I spelt it wrong] is a poor choice [as one of the additional star systems], because it happens to be rather distant (250 light-years) compared to the other systems. *Star Trader* uses Sun-like stars in the solar neighbourhood, so we can do better. It is also a double star and δ Tucanae A is type B9, much too blue for human settlement (so much UV!). δ Tucanae B is better (type G0) but, despite its companion being some 536 AU away (about the distance Sedna is from our Sun), it would still be 120 times brighter than our full Moon. All the time.

“The candidates to replace δ Tucanae I selected using the following criteria: they had to be in the F6 to K2 type range, like the stars already listed; they had to have a simple Bayer name (Greek letter + constellation genitive), and the Greek letter had to be different from those already in use. This yields five candidates: η Cassiopeiae, δ Pavonis, ξ Boötis, ζ Tucanae, and ξ Ursae Majoris.

“Two of these are double stars again: ξ Boo and ξ UMa. So this leaves η Cas, δ Pav, and ζ Tuc. If you want to keep the δ, then δ Pavonis is the choice. If you want to keep the Tucanae, then ζ Tucanae is the choice. The distances from either one of these three stars to the remaining ones are all comparable.

“Although I agree that you can make Hyperjump failure thresholds what you like (yes, I read *Pride of Chanur* a long while ago, liked it), it turns out there is a decent correlation with the distance between the actual stars.”

Daniel provided quite a lot of fascinating information that I can e-mail to interested people. Thank you very much for this, Daniel, and, in line with your recommendations, we have Delta Pavonis on the map instead of Delta Toucani.

Start-up orders

For this deadline, players must give me a name for their Corporation, which will start the game with 500 HTs in cash and two warehouses.

Each Corporation also has one spaceship, composed of a Clarinet hull with three cargo pods, one passenger pod, one light weapons pod and an Augmented jump pod, the whole manned by a B class crew. Players must designate which system's Spaceport their ship will start in and where they wish to place their warehouses.

Each player then has a total of 7 Connection Levels to distribute as they wish between the Business, Political and Criminal connections of their corporation before the first turn. Each corporation starts with a reputation of 20.

Each player may choose one special ability/asset/property from the list below (also at the end of the rules). No two corporations are allowed the same special ability, so a preference list is required. First preferences will be allocated with a die roll to split ties. Those without a special ability will now be allocated their second preference, if available. Those still without an ability will now be allocated their third preference, and so on. Please assume the worst and submit 12 preferences as any player whose preferences run out will be allocated an ability at random after all other players have taken theirs. Placement of ships, warehouses, and allocation of connection levels can (and should) all be specified as dependent on special ability received.

1. DEALERSHIPS: Corporation allowed 4 dealerships at start.
2. MONARCH HULL: Corporation starts with Monarch hull, 8 Cargo pods, 2 Passenger pods, and 2 Light Weapons pods, and an Augmented jump pod, with B class crew, instead of the Clarinet hull.
3. HI TECH SENSORS: All ships owned by this corporation have ±1 on interception rolls as desired.
4. PRECOG: +6 to all initiative rolls, if desired.
5. FLUTE HULL with 1 light weapon, 1 cargo, 1 passenger pod, B class crew, instead of Clarinet hull.
6. FIVE WAREHOUSES: Company starts with 5 warehouses instead of 2.
7. 4 ISOTOPE FACTORIES at Sigma Draconis: These do not count against factory limit at any point of the game.
8. TWO SHIPS: Start with 2 Corco Zeta hulls (instead of Clarinet hull), each with 2 Cargo pods, 1 Light Weapons pod, 1 Passenger pod, Augmented jump and A class crew.
9. AGENT: Company has 1 agent chosen from a random selection of 2 at the start.
10. MARKET MANAGER: Company starts as Market Manager in one commodity at Beta Hydri. (Player's choice to be specified at start)
11. HOT SHOT PILOTS: All of your ships receive +1 on any smuggling check die rolls.
12. FRIENDS IN HIGH PLACES: Any die rolls for Reputation loss are automatically reduced by 1.
13. HOT SHOT NAVIGATORS: All your ships add +2 to their Hyperjump chances in addition to any other modifiers.

14. DIRTY TRICKS DEPARTMENT: All sabotage attempts receive an additional +2 die roll modifier.

15. RACKETEER: Add +1 to all rolls on the black market table.

16. BATTLE COMM POD in lieu of a cargo pod on your initial spaceship.

17. 70 HTs to be added to your starting assets.

18. 4 ALLOY FACTORIES at Gamma Leporis (these do not count against factory limit at any point of the game).

All players should receive a copy of the revised rules and map along with this issue of *To Win Just Once*. If any other reader would like a copy, just ask. Any questions, contact me as below.

Start-up orders to Mike Dommett, 119 Victoria Road, Alton GU34 2DD or by e-mail to mike_dommett@yahoo.co.uk by 13th November 2015

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Banwen

Railway Rivals game 11 - Turn 4

BLACK SHEEP RAILWAYS and STEAM MACHINES & FUNICULARS head NW to Hirwaun. Then BLACK SHEEP build east towards Merthyr, while STEAM MACHINES build north to Rhymney.

ARRIBA ARRIBA ANDALE reached Pontypool and then built north to the head of the valleys gap. TRAVELLING HOPEFULLY RAILWAY cut the ridge to Dowlais and into the heads, whilst connecting various branches.

Builds

BLACK SHEEP RAILWAYS (BSR), Gerald Udowiczenko - Black

a)(Aberaman) - K7 - J6 - Aberdare - J4 - I4 (+3)

b)(I4) - H3 - Hirwaun; (Aberdare) - K5 - L4 - M5 - N5 (+3)

c)(N5) - A40; (H12) - G12 - Ystrad Rhondda (+6)

Points: 47 +12 = 59

TRAVELLING HOPEFULLY RAILWAY (THOR), Jonathan Palfrey - Green

a)(Pontypridd) - M16 - L16 - Town 53; (M9) - L8

b)(C40) - E39

c)(E39) - Dowlais; (L8) - Aberaman; (I64) - J64 - J65 - Cardiff Docks (+6)

Points: 40 +6 = 46

GM Notes

Next Turn's builds: 5, 6, 3

Orders to Mike Dommett, 119 Victoria Road, Alton GU34 2DD or by e-mail to mike_dommett@yahoo.co.uk by 13th November 2015

Les Petites Bêtes Soyeuses

Being a correspondence 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 page 21). You will also need a copy of the published rules to *En Garde!* (see www.engarde.co.uk).

Orders for April 1668 to Pevans at 180 Aylsham Drive, UXBRIDGE UB10 8UF, UK or lpbsorders@pevans.co.uk by Friday 20th November 2015



March 1668 (289)

Welcome, March, with wintry wind... It may nominally be Spring, but there's a chill wind bustling through Paris. The cold keeps most people indoors until the sun has warmed the city's stonework. Except for those who have affairs of honour to settle, of course. And this month, that would be... Count Eglise de Sant-Suplice. His rapier concealed beneath his long cloak, Minister Sant-Suplice skulks to the ordained meeting place along with his second, Bill de Zmerchant. There they find no-one. There is no sign of Humphrey Gocart, who should be trembling behind his foil. Sant-Suplice tries a few passes with his sword to keep warm, then he and Marquis de Zmerchant head for home.

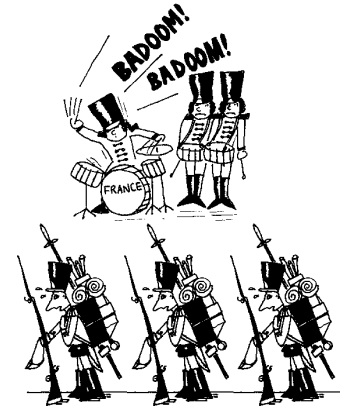
There should be another duel: between Claude Talon, Major of the Grand Duke Max Dragoons, and Grégory Bonnissel, Captain of Grand Duke Max's. Oops! Guess who should have taken more care choosing a mistress to court. Having exchanged profuse apologies – by letter – neither man shows up for the duel. Some loss of face, yes, but at least they're not disgraced.

Run away!

Various military men have been asked to quit their posts this month, but only Maurice Fluff-Bunny, the CPS, backs up his request by calling in a favour. He is successful in persuading the junior Major of the Royal Foot Guards to quit. Fluff-Bunny promptly resigns from command of "The Fighting Thirteenth" to apply to Amant d'Au for entry to the RFG. Brigadier-General Au's response is definite: No! A disgruntled Fluff-Bunny runs through the list of options and settles on the Gascons: with the Major who's acting commander busy being Brigade Major,

Fluff-Bunny can walk in as a Major and take command of the regiment. And so he does. His efforts to renew his loans are less successful as the Shylocks will only re-lend him what he can repay now. Once he's done that, they dun him for the balance. If only his new regiment had not been so expensive...

Meanwhile Bdr-Gen Au wastes no time mobilising his men for active service. Perhaps he feels a season on the frontier is safer than remaining in Paris to face the wrath of the Commissioner of Public Safety. Be that as it may, the Royal Foot Guards are quickly on the road. This surprises Lieutenant-Colonel Jean Jeanie, Captain Con d'Masses and new Captain Noggin le Nog, all of whom had other plans for this month. Not to mention the next two.



Another man whose plans are disrupted is Lt-General Richard Shapmes, Provincial Military Governor of Brittany. His attempts to improve the collection of taxes backfire as the peasants rise up in protest. Lt-Gen Shapmes is given command of Frontier regiment 3 with strict instructions to suppress the unrest.

Meanwhile Lothario Lovelace signs up new boy Jean d'Ice for the Cardinal's Guard. M Ice fancies the look of the Major's uniform. However, Captain Alan de Frocked has beaten him to it, buying into the vacant position. A Captain's uniform will have to do for Ice, leaving plenty of change from that large loan he's taken out.

Despite his position in Paris, Gar de Lieu feels the need for further excitement with the rough boys of the Royal North Highlanders. Accordingly, he volunteers for action commanding a battalion of the elite regiment. Lt-Gen Monty Carlo offers his services to the ordinary frontier regiments for what may well be a rather too exciting season.

No parties in the Fleur!

Interestingly, this month's social events almost all take place in the less prestigious clubs. This does not mean that the Fleur de Lys is empty, though. Ali Vouzon and Angelina di Griz are there all month, for example. So, too, are Jacques Shitacks and Madelaine de Proust. Maurice Fluff-Bunny brings Katy Did to the Fleur every week and they welcome the occasional guest. Duncan d'Euaneurts Toadies in week 3, handing Maurice a donation for the "True Patriots Fund", and Sebastian de la Creme (accompanied by Di Lemmere) joins them after the Hokey Hunt in the last week. The hunt is not as well attended as it has been, which may have something to do with Maurice having declared the Hokey Cokey dead.

Pierre le Sang is the last of those spending the whole month at the Fleur. He has Guinevere d'Arthur with him and they welcome Sebastian and Di in week 1. This is the most popular week with other members. Pierre Cardigan is there with Lois de Low; Uther Xavier-Beauregard brings Henrietta Carrotte and Voulo Vault escorts Ophelia Derriere. The last member to drop in is Bill de Zmerchant, visiting in week 2.

Etienne Brule holds court in Bothwell's with Belle Epoque for weeks 1, 3 and 4 – missing out week 2 to attend Frele d'Acier's party. Etienne's competition in week 1 is Was Nae Me's party. With Vera Cruz on his arm, Was welcomes Claude Talon, Duncan d'Euaneurts, Grégory Bonnissel, Jean Ettonique (newly appointed Horse Guards Brigade Major, courtesy of Brigadier Ali Vouzon), Kidder de Margaux and Maurice Essai Deux. Several of the guests bring their ladies: Claude escorts Anna Rexique, Jean Alison Wunderlandt and Kidder Bess Ottede. Etienne and Belle's guests this week are Frele d'Acier and Freda de Ath and Jacques As and Thomasina Tancenjin. Jacques' arrival sparks an outburst from

Duncan, striding across from Was's group to slap him round the face with his glove. He's offended by Jacques' standing, given that Lt-Col As is not of the nobility. Chopine Camus is the last member in Bothwell's in week 1, enjoying a quiet drink with Sheila Kiwi.

Frele's party, celebrating his title, takes over Bothwell's in week 2. Freda is hostess and they have a substantial, if occasionally raucous, crowd of Toadies. To begin with, we have two King's Musketeers – Bdr-Gen Was Nae Me and Lt-Col Duncan d'Euaneurts – versus two members of the Cardinal's Guard: Major Alan de Frocked and Captain Jean d'Ice. Exchanges between the two pairs carry on through most of the week, much to the chagrin of Vera, accompanying Was, and Ava Crisp, Jean's brand new conquest. Busy not getting involved are Etienne Brule and Belle, Grégory Bonnissel, Jean Ettonique and Alison,

Sebastian and Di. Humphrey Gocart, who has Frances Forrin on his arm, would also be part of the peaceful group, were it not for Jacques As (and Thomasina) arriving just behind him. As's lack of noble blood (or a title) offends not just Humphrey, but also Duncan and Jean (d'Ice). That's another couple of duels for Jacques, as well as each of the CGs and KMs.

Bothwell's clears out in week 3. Etienne and Belle have just Frele and Freda, Jacques and Thomasina and Was and Vera as their guests. Frele and Was return again in the last week, along with their mistresses, but Jacques and Thomasina are hosting their own event. This is a discussion of military tactics in preparation for this year's summer campaign. First of the guests, alphabetically, is Claude Talon, who is unaccompanied "so as not to rub it in." He has an interesting tactical suggestion. "We could fight in open order," he starts, "utilizing



camouflage, cover and concealment – like my mother's people – rather than wearing bright uniforms and lining up shoulder to shoulder in rows." Silence greets his words. "Just saying..." he mumbles. Then, "Anyways, another round of wine!" Grégory Bonnissel and Maurice Essai Deux arrive solo. Jean Ettonique brings Alison and Kidder de Margaux escorts Bess. Claude's being the only suggestion put forward, Jacques declines to award the prize he had offered.

Seasonal celebrations

Sebastian Adis II is in charge in Hunter's. He has scheduled a month's worth of entertainment with a seasonal flavour, some parts of which seem more popular than others. Thus, when Sebastian and Marie Antoinette host Easter Bonnet making in week 1, they are joined by just four others. Euria Humble brings Edna Bucquette and Charles Louis Desapear escorts Josephine de Buonaparte. Euria provides his host with a handsome donation for the "Lost Women of Montmartre". Mind you, this sum is dwarfed by the funding he's given to the Paris Orphanage this month. Euria and Edna are back to try their hands at baking a "Simmel Cake" in week 2. This attracts Claude Talon and Anna, Kidder de Margaux and Bess and Leonard de Hofstadt, who has Sue Briquet on his arm, both looking satisfied after getting "two months' worth of oats" in week 1.

Week 3 is Easter Egg Painting week in Hunter's, hosted again by Sebastian Adis II and Marie Antoinette. Euria and Edna, Kidder and Bess and Leonard and Sue are game for this, with Jean d'Ice and Ava adding to the numbers. As more wine is drunk, more of the paint appears on the participants than on the eggs! The final session is entitled "Make your own *Poisson d'Avril*". Euria and Edna are there again, along with Jean and Ava and Leonard and Sue. This leaves the question of who will be the subject of the carefully devised *poissons*...

Finally, in the Frog and Peach we find Percy Mystic in charge, celebrating his admittance to the ALC, of which regiment he is now a Major. Things start slowly with just Gaz Moutarde Toadying to Percy and Lotte Bottle in week 1. Gaz returns the following week when Charles Louis Desapear and Josephine roll up as well. Everybody's back in the third week and numbers nearly double again. Joining in are Allan Fa-Dân with his new love, Ella Fant (Allan having made good use of Marquis Shapmes' absence and his re-scheduled debts), and Humphrey Gocart and Frances. Bill de Zmerchant joins the gang for the last week of March, after a week spent with his lady friend. This swells the turnout even further as everybody else is back again.

Starting March by re-scheduling his loans, Coeur De Lion then spends the whole month at Red Phillips with Ada Andabettoir for company. The club has no other visitors and Coeur has nothing else to do. Blue Gables has just one visit, from Pepé Nicole in week 2.

There is a lot of competition to be the iron man (4 week's practice, no female company) this month. It has to go to Rick O'Shea whose work-out is all the more

strenuous as he's using a cutlass. There's an honourable mention for Terence Cuckpowder, as he spent four weeks practising his sabre slashes (maybe he shouldn't be quite so cavalier with the woman in his life...). Bernard de Lur-Saluces and Jacques de Gain stick to the less wearying rapier, but keep at it all month. Chopine Camus, Pierre Cardigan, Uther Xavier-Beauregard and Voulo Vault can't forgo female companionship, but each practises for three weeks thereafter: Voulo with rapier and the others with sabre. Pepé Nicole gets two weeks practice with his rapier and lots of others pop in for the odd week.

Pepé's need for female company is satisfied by an initial visit to the red light district. Maurice Essai Deux makes a similar trip later in the month after his courting is not well received. Perhaps his intended did not enjoy the performance of Luis de Magnifique's Spring Overture he had organised. The orchestra did rather clog up the street... Duncan d'Eauneurts and Eglise de Sant-Suplice wrap up their March in the bawdyhouses. Bet Duncan won't be putting that in one of his letters home! Eglise tried out his moves on two different ladies this month: he met Allan Fa-Dân on one doorstep and Grégory Bonnissel on the other. Lothario Lovelace is practically camped outside the home of his intended. Unfortunately, she's out with her current beau. Except for one week when Lothario finally gets through the door. And is rejected. Alan de Frocked actually succeeds twice, but the one we know about is the one that causes a duel with Terence Cuckpowder.



Cannonballs and Cauliflowers

The promise of better weather sees the French frontier troops laying siege to Lille, hoping to gain the city before the Spanish gear up for the summer. The Royal Foot Guards join in – though there is some reluctance among the lower ranks. Their commanding officer, Brigadier-General Amant d'Au, bravely leads his troops against the city walls and is rewarded with his favourite thing: money. Success against the outlying positions brings the RFC's commander almost 1,500 crowns worth of loot. His number two, Lt-Colonel Jean Jeanie, gets into the spirit of things and pockets nearly a thousand crowns worth. He is also Mentioned in Despatches ("I wonder what he can do when he wants to be in action?"). The Captains, Con d'Masses and Noggin le Nog are more reluctant, skulking at the back of their respective companies. This works to Captain Masses' advantage as he stumbles over a chest that has been unearthed by the heavy tread of the preceding troops. This turns out to contain some very fine cognac and brings him over fifteen hundred crowns. Things are less advantageous for Captain Noggin le

Nog. As his troops advance ahead of him, the one cannon on the city wall fire on them. The gunner's aim is short: the ball hits the ground well in front of the advancing soldiers and bounces over them. Only to land on Captain Nog. RIP.

Frontier regiment 3 has been assigned to Lt-Gen Shapmes to assist him in putting down the unrest in Brittany caused by his taxation policies. His fellow Lt-Gen, Monty Carlo, is attached to the regiment to assist. However, the Breton peasants are made of stern stuff (not to mention the difficult terrain in the centre of the province) and the Frontier troops make little headway against determined barracks of cauliflowers. Lt-Gen Shapmes receives a Mention in Despatches ("Must be important – he hasn't got mud all over him"). Lt-Gen Carlo lectures the soldiers on discipline and deportment from a safe position well to the rear, which gets him no reward.

Finally, General Gar de Lieu starts another season with the RNHB regiment. His "brave boys" continue to engage Spanish forces in the foothills of the Pyrenees, bringing the General a Mention ("not again!") and 200 crowns in plunder. ❖

Press

Announcements

The Heavy Brigade will be departing for the front in May, in advance of the Summer campaign, to establish the lay of the land and call dibs on the best billets. Don't complain you weren't warned two months from now. † UXB

To Officers and Men of the Horse Guards:

Be advised to conduct whatever of your personal affairs (no pun intended) are necessary during the month of March. April and May will see the Brigade once more in the field (probably a foreign one).

† Lt-Gen Ali Vouzon

Official Ministerial Announcement No.12

All subjects of the Crown are formally notified that the word 'Myxomatosis' has been banned from public use and anyone caught uttering, writing,

spelling or in any way communicating this word will be subject to arrest and investigation by the Public Safety Ministry.

It is further announced that the late Count Egon Madd 2 is officially declared dead and anyone claiming to be such a person at any future date will be subject to arrest and investigation.

† Sir Maurice Fluff-Bunny
Commissioner for Public Safety
Commanding Officer, The Imperial
Legion
The Crimson Knight

Social

To All Gentlemen of Paris
Following on from last month's discussion, I intend to sponsor a horse race in week 4 next month.

The race will be followed by a party at Bothwell's where all costs will be met by me, female companions welcome.

† Jacques As GDMD

To The Gentlemen Soldiers of France: Sirs, the 11th April next month marks the anniversary of our glorious victories at the Battle of Ravenna and the Battle of Ceresole. To that end I propose a party lasting Weeks 1-4 next month to which all those holding a military rank and of SL 16 or above and their mistresses are invited, at my expense. There will be martial contests, bards, lusty soldier's songs and dancing girls with wine and victuals a-plenty. Please be my guest at my club where we shall remember battles old and new and pledge ourselves to the glorious dead.

† Count Eglise de Sant-Sulpice
Lieutenant-General of France
Minister Without Portfolio

Come one, come all: I invite all of polite Parisian society to join me and my beloved Edna Bucquette at my club – the Fleur – throughout the whole of April.

From there we will make regular coach trips to the Paris orphanage which is celebrating its new found financial security and the installation of a new roof!

The poor waifs will hold singing, dancing and bible recital demonstrations in honour of Le Roi.

All costs including that of transport will be covered.

† Count Euriah Humble

Ladies and Gentlemen,

Firstly may I offer my sincere apologies to my fellow *figurante* who were deprived of the opportunity to dance in the ballroom of the Fleur in January.

I do not remember much of what happened in that month. I know only that I did not make it to my appointment with my chiropodist and that somehow I ended up on the battle lines at the front last month. I do remember a servant offering me some of Count Mad's hangover cure and feeling rather peculiar, and I have hazy memories of a brothel and someone who appeared to be half male (on his left side) and half female (on her right), but I prefer not to delve deeper into those depraved chambers.

Thankfully, my dearest Ophelia has forgiven my indiscretions and we are delighted to resume hosting the 'Académie de Danse' in the Fleur de Lys ballroom during the 3rd week of April and May, before our break for the campaign season.

As always, 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 April 1668, we will attempt once more the Courante, another dance in triple metre, which is chiefly characterized by the passion or mood of sweet expectation.

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.

Sir Was Nae Hae is holding a party for the polite society in Paris – going to be a sparsely attended affair then!

† La plume orange

To All Gentlemen of Paris
Following on from last month's discussion, I intend to sponsor a horse race in week 4 next month. The race will be followed by a party at Bothwell's where all costs will be met by me, female companions welcome.

† Jacques As GDMD

Personal

So what are all these street cries of "Eu, le hokey-cokey" about then?

Commandant's Office, Barracks of the Glorious Fighting Thirteenth Fusiliers

"General, a message from the CO of the RFG, Sir. Bad news I'm afraid they've rejected your application."

"They've what?!!"

"I'm sorry, Sir, truly I am. Something about a dispute over a woman and someone being left like a proper wally on a doorstep for several months."

"That B*****d d'Au, I'll have his head for this! Now what am I going to do? I've already tendered my resignation to the War Ministry. What other regiments are left with vacancies at the helm, Captain?"

"Well Sir, there's the following all without Colonels: The Picardy Musketeers..."

"Nope, forget them, a bunch of losers."

"Err, what about the Royal Marines then Sir ... eek", the Captain flings

himself to one side as a filing tray just misses his head. "Oh, let's forget those. Sir. Sorry, I recall now your views on that particular regiment. What about the PLLD?"

"Milksops to a spoilt brat."

"Umm... well... there's the 53rd Fusiliers or the 27th Musketeers or what about the 4th Arquebusiers? All decent regiments requiring leadership."

"Useless, a right bunch of rabble that lot. Surely there must be something else?"

"I'm afraid that only leaves the Gascons, Sir. That's the last of them all."

"The Gascons, the F*****g Gascons FFS!! Really, has it come down to this?! God damn d'Au! Captain, get word to my men at the Bastille, have them send over the d'Au file, the large one, and have it forwarded to the barracks of... and it pains me to say it... the Gascon Regiment."

Citizens of Paris

The Crimson Shit has spoken and yet it is another lie. We know that Hokey Cokey has not been caught.

Latest edict from the CPS translated into reality for our citizens.

Despair, doomed in the knowledge that the streets are under constant surveillance, the law abiding have everything to fear, the innocent best run! Remember when dealing with your political opponents, just call for The Crimson Shit and he will vanquish all whether guilty or not.

We need to level this playing field. Your city needs you kill CPS agents and any in the 13th. Vive le Roi!

† The Brotherhood of Paris

Brigadier Ali Vouzon
It's certainly warmer when we're in action.

† Colonel Cuckpowder

From: Major Jean Ettonique, Major, Dragoon Guards

To: Brigadier General Earl Ali Vouzon, Comd Horse Guards Brigade Greetings, mon General!

May I present myself humbly for your consideration to be appointed as your Brigade Major in April 1668. It would not seem right for a fighting General such as yourself to be without the appropriate staff support in your appointment. As has been noted, I was a keen volunteer to do my duty at the Front with my squadron last month and wish to learn more of the cavalryman's art.

I hope I am a suitable candidate for the role: I am strong, a good sabreur, and recently decorated in action. I trust these small accomplishments and some talent in command will be sufficient to bring this cavalry officer to your attention and secure me the appointment.

I trust you will have a pleasant month and look forward to your response.

I remain, Sir,

Your Obedient Servant,

† Jean Ettonique

Simnel Cakes are the work of the Devil. Or Fluffy-Bunny, as he's sometime called.

† La clog vert

Humphrey Gocart
Nasty!

† Cuckpowder

To Sir Maurice Fluff-Bunny, Commissioner for Public Safety, Commander of His Majesty's 13th Fusiliers,

With regard to my recent drugging and apparent kidnap, I trust that the perpetrators of this heinous act will be swiftly caught and brought to justice.

It is clear to me that my removal from Paris is an escalation of a previous attempt to disrupt the *Académie de Danse*. I see this as an attack on the Art and Culture of our proud nation, and, by extension, an attack on our most benevolent King Pevans himself and for this reason it cannot be tolerated.

If we are to bring the light of French society to the world, we must demonstrate its superiority through our own mastery: mastery of arms, mastery of Diplomacy, mastery of our devotion to his Majesty and mastery of the arts of polite society. In those arts, dance is an art which brings us together more than any other and it cannot be allowed to wither on the vine – we cannot allow the forces of chaos and anarchy to deprive us of our God given rights.

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

To all of Paris

May I take this opportunity to introduce myself: I am Jean D'Ice, recently arrive in Paris in an attempt to restore my family's failing fortunes, and would appreciate any help from those more experienced than myself. In particular, I am in need of a Second.

† JdI

Majors in the Guards Brigade aren't trained, they are born that way. And they don't have porcine interests either.

† La chaise bleu

Dearest Brother Bonnissel,

I write with profound regret and apologies regarding my actions of late. I have recently entertained Ms. Rexique at my club, unaware that you were still perhaps considering yourself involved with the good lady whilst away serving our beloved King. To step on the feelings of a brother in the regiment is a grave transgression, for which I am greatly sorry. While I understand you might feel honour requires a duel, I have no intention of lifting my hatchet against a friend and regimental brother. If you wish, I shall break things off with Ms. Rexique immediately. Please again accept my apologies on this matter.

Yours, † Jean-Claude Talon

Brother Talon,

Thank you for your message. I can assure you that there are no hard feelings and I appreciate your apology. Consider it accepted. It's the scoundrels at *Bonjour!* who should be feeling the wrath of my sabre. I suggest we forgo an early morning and meet for a drink instead at our Lt Colonel's party in Bothwell's in week 4.

Yours, † Gregory Bonnisel

Do we need a Fluffy-Bunny proof fence?

Yes. I'm getting one. † Le Roi

Sir Was Nae Me

I am glad you could rearrange your own party so you could go to mine. I have been looking forward to reminiscing with you and Lt. Col. As on the good old days at the Grand Duke Max Dragoons.

† Sir Frele D'Acier Lt. Col. Dragoon Gds

To Lady Isla d'Eauneurts, Chateau d'Eauneurts, Eauneurts-sous-Montreuil, Pas-de-Calais, Picardy

Chère Maman,

You'll be pleased to learn that I arrived back in Paris from the front quite safely with a full purse to show for my pains. Unfortunately, the spoils of war I secured aren't enough to make a further dent in the estate's remaining mortgages. Hopefully I'll be able to address this problem again during the Summer Campaign.

Returning soldiers are always Paris' darlings, so I hope to improve my standing somewhat this month. Memories are short, however, and I fear it won't be possible to further improve my standing without an appointment of some kind. I've petitioned the Field Marshal repeatedly regards a position as his aide, but even messages hand-delivered to his private residence go unanswered. I don't suppose he was ever a guest at Chateau d'Eauneurts and that you could petition him too?

The only other alternative is a post as Adjutant to the Cavalry Division. Strange that a Musketeer would be deemed eligible for a Cavalry position – but I've only been in the army for a relatively short time and am not yet fully conversant with how the military mind works.

Should I be unsuccessful in securing either appointment I think my only alternative will be to volunteer my battalion to the front for the remainder of the Spring. Oh well, I suppose that may bring the day when I can pay off the mortgages in full a little closer – and at least Madelein's latest socks will see immediate use.

Love to you both, † Duncan

Sir Frele D'Acier

Sir, your sympathy is appreciated.

† Colonel Cuckpowder

Parade Square at the barracks of the Gascon Regiment

Mounted on a splendid white charger, and adorned in a suit of crimson red armour, Sir Maurice Fluff-Bunny addresses his new regiment.

“Men, for far too long has this regiment languished in the shadows, its true fighting calibre underestimated and overlooked by the military hierarchy. Well, from today all that changes! We stand on the brink of momentous change, a new dawn is heralding and your place shall be at its forefront. No more will the fops of the RFG sneer at your name, nor the dandies of the CPC allow the hooves of their horses to spray you with mud as they pass.

“No men, from today your fellow soldiers shall look up to you, officers clamour to command your battalions, Brigadiers to have you within their Brigades. However, first we need to make some changes: out go your current uniforms and in come these!” Several carts roll onto the parade ground with new style all black uniforms, silver helmets and silver

sashes. “Out, too,” continues Major Fluff-Bunny, “must go the humble title of the Gascon Regiment and instead henceforth you shall be known near and far as the ‘Imperial Legion’! Enemies shall tremble at your mention, troops flee at the sight of your battalions. At the head of the regiment shall be carried a new standard, this, the Golden Rabbit!” A Sergeant unfurls a large white banner adorned with the emblem of a golden rabbit.

Fluff-Bunny is not done yet: “Furthermore, a new regimental mascot is to replace the flea-ridden goat that I found doing its ‘business’ in the kitchens. Men, I present to you Jezeliah, the camel, a creature of fortitude and endurance that reflects our new qualities.

“I shall lead you men, be proud to lead you. We shall not flinch, we shall not falter, we are the IMPERIAL LEGION.”

At this point several CPS agents who have been waiting to the sides rush on shouting “All hail, all hail, all hail to the Commander!” and break out with cheering, clapping and whistling. A few cries of “Fluff-Bunny for Emperor” can be heard amongst the cacophony of noise.

Major Sebastian de le Creme

Freda and I are delighted that you and Di can attend. We look forward to your company.

I can assure you will meet the finest Cavalry officers in the land. I am not allowing the QOC in so there should not be any unpleasantness.

Kind regards,

† Sir Frele D'Acier Lt. Col Dragoon Gds

Lord Percy Percy says, as public displays of letter writing seem to be reaching high levels of sycophancy, he expressly esteems the respect of the reading public and begs that this missive be considered as fashionable.

Poetry Corner

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

Scrawled on a Privy Wall at the Palais de Justice...

There was a Commissioner called Bunny,

Points Arising

Next deadline is 20th Nov 2015

There's an invitation to a horse race in the Social Press section. The rules for this are in the *LPBS* House Rules booklet. Newer players (and older ones and GMs who need a refresher) should take a look at these.

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

CA Charles Asnvoice (Gerry Sutcliff)

has NMR'd. Total now 1

CdC Cyrano de Camembert (Dave

Whiffin) has NMR'd. Total now 1

EdM Eric de Miabeille (Pete Holland)

has NMR'd. Total now 6 and is sent

to a Frontier regiment

XFH Xavier Four-Hollandaise (Fran-

cesca Weal) has NMR'd. Total 1

X4 (Paul Appleby) has been floated at his request

X1 (Nik Luker) has been floated at his request

X2 (David Williams) has been floated at his request

Whose antics were really quite funny. He'd kill who he pleased With the greatest of ease (So long as it brought in some money).

Found scratched on a privy door next to The Blue Gables.

He promised us a statue in Januree, He said he killed Hokey Cokee,

Now he says he doesn't like mee – What a liar is Fluff-Bunnee.

† The Privy Poet (As read by all the gentry and read to the CPS)

Howard Bishop is not taking up his new character immediately, so he will be floated for a few months.

Chris Boote's new character (X3) was removed as I didn't get any orders for this or his previous character.

Welcome

Paul Appleby returns to the game after a break: welcome back, Paul.

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

Announcements

Bill de Zmerchant asks NPC Division Commander of Frontier Division to resign

Con d'Masses asks NPC Major 2 of Royal Foot Guards to resign

Duncan d'Eauneurts applies for Division Adjutant of Cavalry Division

Duncan d'Eauneurts applies for Aide to Field Marshal

Gar de Lieu applies for Minister of War

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.

Humphrey Gocart asks NPC Captain 4 of Princess Louisa Lt Dragons to resign

Jacques Shitacks applies for Minister of War

Maurice Essai Deux applies for Regiment Adjutant of KM

Percy Mystic asks NPC Colonel of Archduke Leopold Cuirassiers to resign

Duels

Results of March's duels

Humphrey Gocart didn't turn up to fight Eglise de Sant-Suplice and lost SPs.

Grégory Bonnissel didn't turn up to fight Claude Talon and lost SPs.

Grudges to settle next month:

Allan Fa-Dân (Rapier, adv.) and Eglise de Sant-Suplice (Rapier, Seconds BdZ) have mutual cause as neither stood down over Ella.

Xavier Four-Hollandaise (Rapier, adv.) has cause with Jean d'Ice (Rapier, 1 rests) for pinching Ava.

Duncan d'Eauneurts (Sabre, Seconds WNM & MED, 5 rests) has cause

with Jacques As (Sabre, Seconds FdA, adv.) as he's not Noble but higher SL.

Alan de Frocked (Rapier, Seconds LdH, adv.) and Duncan d'Eauneurts (Sabre, Seconds WNM & MED, 1 rests) have mutual cause for being in enemy regiments.

Alan de Frocked (Rapier, Seconds LdH, adv.) and Was Nae Me (Rapier, Seconds FdA, 1 rests) have mutual cause for being in enemy regiments.

Duncan d'Eauneurts (Sabre, Seconds WNM & MED, adv.) and Jean d'Ice (Rapier) have mutual cause for being in enemy regiments.

Humphrey Gocart (Foil, 5 rests) has cause with Jacques As (Sabre,

Seconds FdA, adv.) as he's not Noble but higher SL.

Jean d'Ice (Rapier, 5 rests) has cause with Jacques As (Sabre, Seconds FdA, adv.) as he's not Noble but higher SL.

Jean d'Ice (Rapier) and Was Nae Me (Rapier, Seconds FdA, adv.) have mutual cause for being in enemy regiments.

Eglise de Sant-Suplice (Rapier, Seconds BdZ, adv.) and Grégory Bonnissel (Sabre, Seconds JE) have mutual cause as neither stood down over Lucy.

Terence Cuckpowder (Sabre, adv.) has cause with Alan de Frocked

(Rapier, Seconds LdH, 5 rests) for pinching Lucy.

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

Duels held over until June

Richard Shapmes versus Allan Fa-Dân.

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

New Characters

Martin Adamson gets the First son of a small Merchant: Init SL 4; Cash 28; MA 4; EC 1 (X3).

Paul Appleby gets the Bastard son of a small Merchant: Init SL 2; Cash 23; MA 5; EC 4 (X4).

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 N
Provincial Military Governors: RS/N/N/N/N	
City Military Governor N	Adjutant-General N
Inspectors-General: of Cavalry N	of Infantry N
Commissioner of Public Safety MFB	
Chancellor of the Exchequer CPS	Minister of Justice EH
Minister of War N	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: 2
Frontier regiment 1: 2
Frontier regiment 2: 4

Frontier regiment 3: 3
Frontier regiment 4: 5
RNHB regiment: 4

Army Organisation and 1668's Summer Deployment

First Army (Field Ops)	PIS/SdIC/EB/N
First Division (Field Ops)	--/--/N2
Guards Brigade (Field Ops) - RFG CG KM	
Dragoon Brigade (Field Ops) - GDMD PLLD	
Cavalry Division (Field Ops)	N5/N/N1
Horse Guards Brigade (Field Ops) - DG QOC	
Heavy Brigade (Field Ops) - ALC CPC	
Second Army (Siege)	BdZ/N/N6/ROS
Frontier Division (Siege)	N1/N/N5
Frontier Regiments (Siege)	
Third Army (Defence)	N6/N/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	AV/N/JE	Second Foot Brigade	N3/N/N6
Heavy Brigade	UXB/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

	(Siege for Mar-May)				
Colonel	<u>F1</u> N4	<u>F2</u> N1	<u>F3</u> RS	<u>F4</u> N6	<u>RNHB</u> N5
Attached			MC EdM		GdLi
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
3	Kathy Pacific	17	B	
54	Madelaine de Proust	17		JS
35	Katy Did	16	I	MFB
42	Maggie Nifisent	16	B	
55	Jacky Tinne	16		
52	Guinevere d'Arthur	15	B/W	PIS
10	Frances Forrin	14	B	HG
21	Helen Highwater	14	W	
48	Fifi	14	B/W	
62	Alison Wunderlandt	14		JE
11	Laura de Land	13		
16	Ophelia Derriere	13		VV
26	Ella Fant	13	B	AFD
27	Lucy Fur	13	B	
30	Leia Orgasma	13	B	
45	Cath de Thousands	13		
8	Lotte Bottle	12	B	PM
12	Charlotte de Gaulle	12		
17	Henrietta Carrotte	12	I/W	UXB
28	Vera Cruz	12		WNM
31	Bess Ottede	12	I/W	KdM
1	Sue Briquet	11	B	LdH
4	Anne Tique	11	W	
9	Deb Onairre	11	I	
40	Sheila Kiwi	11		CC
63	Carole Singeurs	11		
20	Emma Roides	10	I	
33	Anna Rexique	10	I	CT
38	Pet Ulante	10	W	
43	Di Lemmere	10	I	SdIC
53	Angelina de Griz	10	B	AV
56	Ingrid la Suede	10		
6	Viv Ayschus	9		
57	Ava Crisp	9	I	JdI
59	May Banquet l'Idée	9		
2	Betty Kant	8	I	
19	Jenny Russe	8	W	
32	Sal Munella	8	W	
41	Marie Antoinette	8	B/I	SA2
49	Mary Huana	8	B/I/W	
34	Freda de Ath	7	W	FdA
39	Thomasina Tancenjin	7	I	JA
50	Ulla Leight	7	I	
5	Belle Epoque	6	B/I	EB
13	Josephine Buonoparte	6	I/W	CLD
24	Violet Bott	6	I/W	
15	Ada Andabettoir	5	B/I	CDL
25	Lois de Low	5	B	PC

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

Regiments		REG	CG	KM	DC	OO	CA	ALC	CPC	RM	GD	MD	PM	13F	PLD	53F	27M	4A	69A	Gscn
COI	ADA	LL	WIN	BER	TC	N7	EH	GM	JA	CC	BdLS	N7	PN	N3+	MFB	N5	N5	N5	N5	N6
LCol	JJ	N3	DDE	FDA	N1	N5+	N2	N2	N5	KdM	CDL+SdIC	N5	N6+	N4+						
Maj 1	VV+	N6	N5	JE+	N4															
Maj 2	N2*	ADF																		
Capt 1	N1	N3*	N6	N3	N4	N2	N4	N5	N3	N2	N4	N4	N3	N5	N5					
Capt 2	N2	LdH	N4	N6	N1	N6	N2	N2	N6	N6	N6	N4	N3	N5	N5					
Capt 3	CdM	N5	N2	N2	N6	N3	N5	N5*	GB											
Capt 4	N2	JdI	MED	N6*	N4*	N5*	N4*	N6	N6*	N3*	N6*	N6*	N2*	N2*	N3*	N5*	N5*			
Capt 5			N4*																	
Capt 6																				

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	28	F	OK	General	10		Flr	4	Bill Hay
PC	Viscount Pierre Cardigan	25	66	Withy	Fld Marshal/Min w/o Port	9	Lois	Flr	4	Matt Shepherd
JS	Count Jacques Shitacks	24	68	Rich	General/State Min.	3	Madelaine	Flr	4	David Olliver
JdG	Count Jacques de Gain	23	46	Fthy	Bdr-General/3rd Army QM Gen.	20		Flr	5	Ben Brown
UXB	Count Uther Xavier-Beauregard	22	49	Comfy	B.Lt-General/Hvy Brigadier	13	Henrietta	Flr	4	Pete Card
PLS	Marquis Pierre le Sang	21	50	Comfy	General/1st Army Commndr	7	Guinevere	Flr	4	Bill Howell
EH	Count Euria Humble	21	38	Withy	Colonel CPC/Justice Min.	18	Edna	Flr	5	Matthew Wale
AV	Earl Ali Vouzon	20	53	Rich	B.Lt-General/HGds Brigadier	8	Angelina	Flr	1	Graeme Morris
EdSS	Count Eglise de Sant-Suplice	20	51	Comfy	B.Lt-General/Min w/o Port	7		Flr	2	Jerry Spencer
BdZ	Marquis Bill de Zmerchant	19	44	Comfy	B.General/2nd Army Commndr	6		Flr	3	Tim Macaire
VV	Sir Voulo Vault	18	43	Poor	Major RFG/Gds Brigade Maj.	2	Ophelia	Flr	2	Mark Booth
RS	Marquis Richard Shapmes	18	F	Withy	Lt-General/Prov.Mil.Gov	10		Flr	4	Charles Popp
EB	Sir Etienne Brule	16	46	OK	B.Bdr-General DG/1st Army Adj't	2	Belle	Both	4	James McReynolds
AdA	Marquis Amant d'Au	16	F	Withy	B.Bdr-General RFG	7		Both	5	David Brister
FdA	Sir Frele d'Acier	16	+51	Comfy	Lt.Colonel DG	6	Freda	Both	3	Peter Farrell
GM	Sir Gaz Moutarde	15	-10	Rich	Lt.Colonel RM	3		Both	2	Mike Clibborn-Dyer
TC	Terence Cuckpowder	15	27	Comfy	Colonel QOC/3rd Army Adjutnt	4		Both	4	Mike Dommett
ROS	Baron Rick O'Shea	15	23	Rich	Bdr-General/2nd Army QM Gen.	5		Both	6	Paul Wilson
EdM	Earl Eric de Miabelle	15	F	Withy	Bdr-General	14		Both	3	Pete Holland
CC	Sir Chopine Camus	14	24	Comfy	B.Bdr-General GDMD	7	Sheila	Both	4	Stewart Macintyre
JJ	Baron Jean Jeanie	14	F	Withy	Lt.Colonel RFG	14		Both	3	Andrew Kendall
MC	Marquis Monty Carlo	14	F	Withy	Lt-General	13		Hunt	4	Andrew Burgess
MFB	Sir Maurice Fluff-Bunny	14	+42	Poor	Major Gscn/CPS	6	Katy	Flr	5	Jason Fazackarley
JA	Jacques AS	13	30	Comfy	Lt.Colonel GDMD	1	Thomasina	Both	4	Joe Farrell
WNM	Sir Was Nae Me	12	35	Withy	B.Bdr-General KM	6	Vera	Both	3	Mark Farrell
LL	Sir Lothario Lovelace	12	28	Comfy	Colonel CG	8		Both	4	Geoff Bowers
SA2	Sebastian Adis II	11	+38	OK	Bdr-General/4 F Brigadier	5	Marie	Hunt	4	Mark Cowper
AdF	Alan de Frocked	10	23	Poor	Major CG	3			2	Charles Burrows
CdM	Con d'Masses	10	F	Comfy	Captain RFG	6		Hunt	2	Craig Pearson

ID	Name	SL	SPs	Cash	Rank, Regiment/Appointment	MA	Last seen	Club	EC	Player
JE	Jean Eitonique	10	+47	Comfy	Major DG/HGds Brigade Maj.	7	Alison	Hunt	5	Tony Hinton-West
SdLC	Sebastian de la Creme	10	+35	OK	Major 13F/Gen's Aide (1st Army)	4	Di	Hunt	5	Alan Percival
DdE	Duncan d'Euaneurts	10	+32	OK	Lt.Colonel KM	4		Hunt	5	Paul Lydiate
JdI	Jean d'Ice	9	24	Poor	Captain CG	5	Ava	Hunt	3	Tym Norris
HG	Humphrey Gocart	9	11	OK		3	Frances	Hunt	3	Pam Udowiczenko
GB	Grégory Bonnissel	9	9	OK	Captain GDMD	2		BG	3	Mark Nightingale
NIN	Noggin le Nog	9	RIP							Martin Adamson
KdM	Kidder de Margaux	9	+33	OK	Major GDMD	6	Bess	BG	6	Gary Phillips
LdH	Leonard de Hofstadt	9	+32	OK	Captain CG	4	Sue	BG	5	Neil Packer
MED	Maurice Essai Deux	9	+29	Poor	Captain KM	4		BG	3	Olaf Schmidt
CDL	Coeur De Lion	8	18	OK	Major PM/1 F Brigade Maj.	5	Ada	RP	3	Graeme Wilson
BdLS	Bernard de Lur-Saluces	8	13	Poor	Lt.Colonel 13F/3rd Div Adjutant	5		BG	2	Rob Pinkerton
XFH	Xavier Four-Hollandaise	8	10	Comfy	Major 13F/13F Regt. Adjt.	4		BG	2	Francesca Weal
X1		8	0	OK		3			4	Nik Luker
CT	Claude Talon	8	+33	Comfy	Major GDMD/Drgn Brigade Maj.	4	Anna	BG	4	Cameron Wood
PM	Percy Mystic	8	+33	OK	Major ALC	5	Lotte	F&P	3	Ray Vahey
AFD	Allan Fa-Dân	7	18	Poor		6	Ella	BG	4	Gerald Udowiczenko
PN	Pepé Nicole	7	17	Comfy	Bdr-General 69A	5		BG	3	Colin Cowper
X2		7	0	OK		5			2	David Williams
CdC	Cyrano de Camembert	5	7	Poor	Captain 4A	6		F&P	4	Dave Whiffin
CLD	Charles Louis Desapear	5	+28	OK	Major 27M	1	Josephine	RP	4	Martin Jennings
CA	Charles Asnovoice	4	-6	Comfy		4			4	Gerry Sutcliffe
X3		2	RIP							Chris Boote
X4		2	2	Poor		5			4	Paul Appleby

An F under SPs means that the character was at the Front, RIP means that he died.

+ against SL means it went up this month, - means it went down.

Cash: Poor = <500, OK = 500-1500, Comfy = 1500-5000, Withy = 5000-10000, Rich = 10000-25000, Flthy = 25000+

Last seen is the lady the character was last seen with in public.

EC is Endurance Class: 1 = <60, 2 = 60-90, 3 = 91-120, 4 = 121-159, 5 = 160-200, 6 = 201+