

That would be enough

This has been issue 163 of *To Win Just Once*, published 24th March 2016. It incorporates *Les Petites Bêtes Soyeuses*, a game of *En Garde!*. Issues are published ten times a year, roughly every five weeks. © Paul Evans 2016

Deadlines

Orders for *Railway Rivals* and *Star Trader* to Mike by Friday, 15th April.

Orders for *LPBS*, *Great White Hunter* and any other contributions to Pevans by Friday, 22nd April 2016.

(Next deadlines: 20th/27th May, 24th June/1st July, 29th July/5th August)

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 has just started and there's room for a couple more players (Jason Fazackarley is waiting for the next one). Rules provided.

Online games

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

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

Castles of Burgundy (at www.yucata.de): Pevans

Concordia (at www.boiteajeux.net): Pevans

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

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

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

Vinci (at www.yucata.de): Pevans

Credits

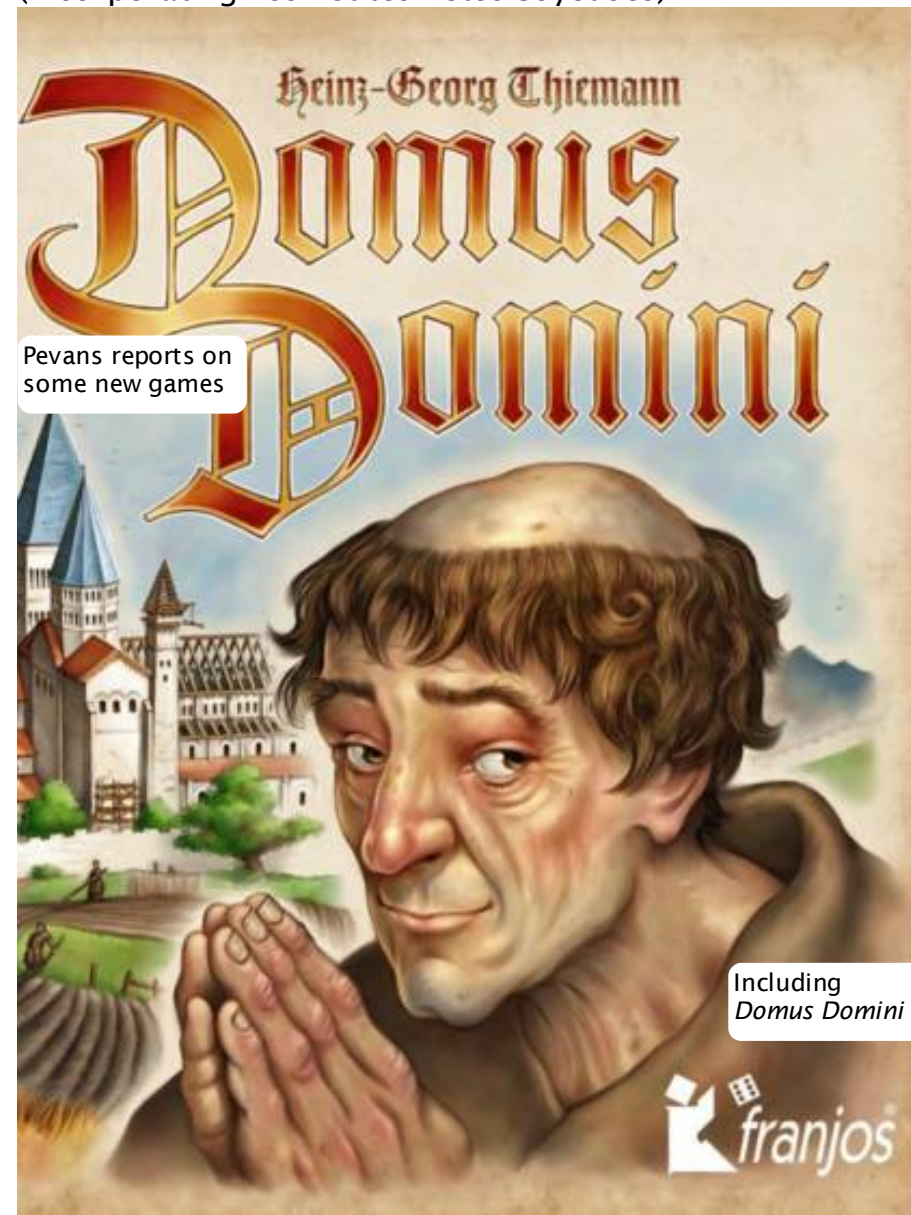
To Win Just Once issue 163 was written and edited by Pevans. The *LPBS* masthead (page 23) is by Lee Brimmicombe-Wood, as is the drawing on page 27. The illustration on page 24 is by Tim Wiseman. Game and book artwork is courtesy of the publisher. Photos were taken by Pevans, who played with Photoshop.

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To Win Just Once

(incorporating *Les Petites Bêtes Soyeuses*)



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(LPBS 294: August 1668)

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Chatter

The Six Nations tournament is wrapping up as I write this. As a Welshman, I always look forward to my country's annual humbling of its larger neighbours. This isn't quite how it's worked out this year, being beaten by the English (only just in the end) and drawing (drawing! I could understand if it was cricket, but fancy drawing a Rugby Union match) with Ireland.

My support only goes so far as watching the games on television though. I've never felt the need to actually attend a match and rugby wasn't on the agenda when I was growing up. (My school majored in cross-country running – pah! – and I avoided physical exercise whenever possible anyway.)

In fact, in recent years I've not even watched the games live. With the recording, you can fast-forward when the referee awards a scrum and wait until he's decided which team to award a penalty to, they've taken the kick and everybody's ready for the line-out. On the odd occasion when a scrum works, it's easy enough to rewind a bit. Having said that, it looks like the latest variation of the rules for scrummaging has produced more effective scrums.

But enough of this uncharacteristic waffle about sports, time I let you have my notes on the games I've been playing recently. Speaking of which, there's a six-week gap to the next issue of *TWJO* as I'm away at this year's Gathering of Friends early in April. Expect next issue to contain my (first?) report on the games I played there.

TWJO online

The PDF of *TWJO* 162 was downloaded 81 times in February – the last 10 days anyway, given it was published on 19th. There were 121 downloads for issue 161 through February, taking it to 366 in two months. *TWJO* 160 was downloaded 94 times in February, making it 365 since publication.

Interesting search terms used to find my website in February include “Chinatown board game” and “Linie 1” – both taking them to my reviews of those games, I presume. However, “Paul Evans Whitstable” probably didn't find anything useful. I do have a page about other Paul Evanses on my website, but none of them mentions Whitstable.

Letters

Chris Baylis chimes in

Did you find much at the Toy Fair of interest? Bumping into Steve Wilks (ex-MD of TSR UK) was about the most interesting thing Grant and I discovered – except from maybe the fact that that there were no underground trains going to Olympia the day we went.

It's getting worse by the year. There used to be a number of board games on display that were idealistic and not just remakes of *Monopoly* but we didn't see anything that was worth wasting time on. Old age is making me more Grouchy than Grumpy I guess.

I remember Furrycon at the Old Ship in Brighton, that's where I first met David Westnedge. Had a good long working friendship with him for years then he sort of fell off the radar – bit like David Watts really. Any idea on those two gaming stalwarts nowadays?

I bumped into David Westnedge (proprietor of distributor Westnedge Games) at the UK Games Expo last year, as tall as ever and looking well. He's still in the business, but has moved out of London, he said.

David Watts is, of course, the onlie begetter of *Railway Rivals* – his cries of “only two more wanted for a game of *Railway Rivals*” (in a west Wales accent) were a feature of many a games convention in years gone by. He is still running *RR* games – in *The Tangerine Terror* if nowhere else.

Tim Macaire has some different cries.

Spring in the air!

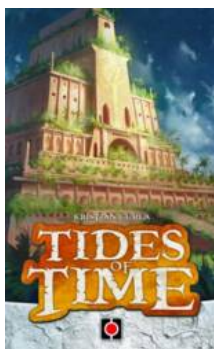
Why should I?

What is he on?

All the latest

Pevans's round-up of recent games played

Time to catch up with the new games I've been playing in recent months – many of which were new releases at Spiel '15. Top of the list is Martin Wallace's *Ships*. It's taken me a while to get to grips with this one and there'll be a full review in due course. Most recently, Keith Rapley introduced me to *Tides of Time*. This is a neat eighteen-card game designed by Kristian Čurla and published by Portal Games in Poland (<http://portalgames.pl>). It's for two players who develop their civilisation over just three rounds of drafting cards. Each round they score points according to the cards in front of them and most points wins.



The game starts by dealing the players five cards. Each card shows a suit (colour and symbol) and offers a way of scoring points (3 points for each green/shamrock, for example). Players choose one to play, reveal them and pass the rest to their opponent. Once they've played five cards, players check to see what they've scored. Simple, but so clever. Especially as, after the first play, both players know exactly what cards are available.

There is a small memory element to the game, but otherwise it's a question of out-calculating your opponent. If I play the “score three for every green” will I get any green cards? Or should I play a green card, making the scoring card less valuable for my adversary so he passes it back and I get to play it... Clever, clever stuff: I give it 8/10 on my highly subjective scale, despite my general antipathy to two-player games.

After spending some time familiarising myself with the rules – this is a Phil Eklund game, after all – I got a three-player game of *Pax Pamir* at the Swiggers games club last week. This is a card game that applies the basic system of Phil's earlier *Pax Porfiriana* to Kipling's “Great Game” – the rivalry between the British and Russian Empires over Afghanistan (sandwiched between British India and the Russian Transcaspian territory). It's co-designed by Phil Eklund and Cole Wehrle and is published by Phil's imprint, Sierra Madre Games (<http://www.sierra-madre-games.com>).

Players are Afghan tribal leaders, navigating a course between the Brits, Russkies and an independent Afghanistan. They buy cards representing locations, major players of the time, military forces and other resources and play these to bolster their position and their faction. They deploy wooden cubes to indicate tribes allied to them and spies that can infiltrate other players' positions and wooden cylinders for the three factions' forces.



Playing *Pax Pamir* with the “Pax-P board”

On top of this, the political situation changes, each time making a different resource the key to winning. Should one of the three factions succeed, the winning player will be the one with the largest influence in that faction. Hence, players are constantly jockeying for position, hoping to get a lead with a particular faction and force a conclusion. Phew! There's an awful lot going on here and the game certainly needs several plays to understand what's going on – though having played *Pax Porfiriana* helps. It gets a provisional 7/10 on my highly subjective scale.

The week before, I tried *Manhattan TraffIQ*, which is an odd little game. Designed by Dirk Arning, it is published by Mücke Spiele (<http://www.muecke-spiele.de>) and is a tile-laying game notionally set in Manhattan. The square tiles are divided into four sections and have streets running along some (or all) edges. A starting set of tiles is laid out and players then take two actions a time in turn. The main actions are to draw a tile (into hand) and to place one (from hand). Tiles must match the type(s) of terrain they are adjacent to.



The game gets interesting when a player completes a set of four tiles meeting at a corner: they can place one of their vehicles (taxi or truck) on the street at that point. If they have more vehicles (trucks count double) on a continuous street than other player(s), the other players must remove theirs. This is tricky to achieve, which is where the other two actions come in: moving a taxi or a truck along unblocked, complete streets.

This is what makes the game, of course: being able to manoeuvre your vehicles to see off the opposition. The game ends when a player has all their vehicles on the map or the last tile is drawn. Players score points for their vehicles still in play and most points wins. As you can probably tell, *Manhattan TraffIQ* is very abstract. It's a game of positional play that requires a deal of thought. However, in the one game I've played, the first player to establish a strong presence on the tiles was unstoppable. It gets a provisional 6/10 on my highly subjective scale.



Duell: Once Upon a Game in the West is a Wild West shootout card game – just a pack of cards, essentially. Designed by Jorge Piñan and Ignacio Sánchez Usera and published by Sphinx Spieleverlag (<http://www.sphinx-games.com>), it comes across as a simpler version of *Bang!* with the finger-pointing mechanism from *Cash 'n' Guns*. It should be a quickfire, fun game. However, played with highly analytical gamers, it becomes pretty tedious. Each player has the same set of cards from which to play each turn, but there's only one that seems to make a difference.

So it's a question of working out when an opponent will play that card, leading to inconclusive round after inconclusive round. It went down like a lead balloon at Swiggers and will not be featuring there again. It gets 4/10 on my highly subjective scale.

There's a definite *Tetris* element to *Expo 1906* (designed by Remo Conzadori and Nestore Mangone and published by Gotha Games – <http://www.ilgotha.org>) as players have to fit their 'project' tiles (each a shape of four squares) into the limited space on their own board. Just to make things a bit harder, the inventions must be adjacent to the 'resources' (square tiles) they need. The resource tiles are divided diagonally, showing different resources on each half. This is a neat touch as a single tile can provide two different resources to one project and/or resources to two (or more) different projects. A little bit of planning is clearly needed!

Players start with a set of six action cards and play one each turn. They can only get them back at the end of the round, which is triggered by the first person to play their 'Meeting Room' action. This provides a bit of a bonus, but that player will be last in the next round. As you'd expect, actions let players take resources, buy projects and place tiles on their board. They can also take cash and advance on the 'Patent Office' tracks for the potential bonuses these provide.

The game lasts a maximum of ten turns and may finish before this if players are doing well. I've only played it once so far, but it provided an intriguing challenge. And a bit of brain-burning in working out where to place things. This is definitely not a game for those challenged in the spatial awareness department. I enjoyed it, despite handicapping myself with my first project placement, and will be playing again. It gets a provisional 7/10 on my highly subjective scale.



My player board, cards and pieces in *Expo 1906*



On to the top floor for the *Burgle Bros*

Burgle Bros is the latest game self-published by designer Tim “Paperback” Fowers and one of my occasional Kickstarter investments. It’s a co-operative card game of a heist, the players all having a special ability according to the character they’re playing. It’s played across tiles separated by wooden ‘walls’ representing floors in a building. Players must find and ‘crack’ the safes on every floor and then escape from the roof.

Not surprisingly, the tiles start face down, so players must explore each floor. They need to find the safe and the exit to the next floor. They must also reveal all the tiles in the same row and column as the safe as the numbers on these make up the code for opening the safe – a neat little mechanism this. The burglars don’t have the place to themselves, of course. There is a guard (pawn) patrolling each floor and this speeds up each time the players trigger an alarm. Hence players are under time pressure as the game proceeds.

I’ve played this twice now (easy and normal ‘settings’) and the team (just) won both times. This is despite me crashing through the floor at one point! There are certainly some tactics to work out. We found it quite effective to lure the guard to one corner of a floor while team mates cracked the safe in the opposite corner. While I’ve enjoyed the game for the experience, my concern is whether it has much replay value. When you’ve played it once, you’ve seen all the tiles, so there are no surprises next time. I think it needs a few extra tiles and some different layouts. For the time being it gets 6/10 on my highly subjective scale.

Domus Domini (“The House of the Lord”) is an intriguing game, designed by Heinz-Georg Thiemann and published by franjos (<http://www.franjos.de>). The name suggests a church-related theme: it’s actually about monasteries and is hefty box-full of cards, cardboard and wooden playing pieces. The game is played over just five rounds, so it doesn’t take long at all. At the end of each round, players get points and money according to how much food they’ve sent to support the central monastery in Cluny. This is shown by their position on the central board: the further along the track, the more points they score, but players get funds in the reverse order.



My brewery has hit the top, my fields are almost there, I’ve got two guard dogs, a useful bonus for my brewery and four lay brothers ready (?) for work, but no chapel

Players need the income to expand and develop their monastery so that they produce more food. So this mechanism means they want to lag behind in the early rounds and score big in the later rounds. This leads to some interesting jockeying for position each round. Another clever mechanism is that players can pay to pass the first player token to their neighbour. This continues until one player decides to take it – and collects the cash!

The bulk of the round comprises players expanding one or more of the ‘economic sectors’ of their monastery: the fields, the dairy and/or the brewery. (I think I know which one I’d concentrate on!) All of these produce food during the game and will be worth points at the end – with a bonus if they’re fully developed. On top of this, players bring in lay brothers to work in their monastery, watchdogs to guard against other players stealing from them (!) and can build a chapel for extra points.

There’s a lot going on in *Domus Domini* and, while the strategy may be obvious, there are several routes to achieving it and lots of competition with the other players. I was thoroughly impressed with the game on its one outing so far and will certainly be playing it again. It gets a provisional 8/10 on my highly subjective scale.

Antarctica is another complex game, but not too complicated to play – unless you make a mess of the set-up, like I did. Designed by Charles Chevallier, it’s published by Argentum (<http://www.argentum-verlag.de>). There’s a sort of roundel that regulates actions. The sun piece moves one section each turn and the player with the first ship on that section gets to do something. They must

move the ship to a different section and this is where the action takes effect. One consideration is what actions are available from the different sections. Another is when you'll get to have another turn with that ship. And then there's the question of what it makes available for the other players...

The first of players' actions is to recruit scientists, making these pawns available to place in Antarctica when they build buildings, the second action. They may carry out some research, moving their marker along one of the research tracks. This may trigger bonus actions for the moving player or even for all players. Finally, players may be able to build another ship – thus increasing their options. All of these actions require the right buildings and scientists in the right place. Hence, getting buildings on the board is an early priority.

The game ends when one player has placed all their scientists or all the building cards have been used. Players score for several different things, including having the most scientists in an area – making placing scientists a later priority – and positions on the research tracks. From my first play, it looks like control of areas brings in the most points, but the points from other things should not be overlooked – depending on how the game has been played. It gets a solid 8/10 on my highly subjective scale.

Lignum was designed by Alexander Huemer and published by Mücke Spiele (<http://www.muecke-spiele.de>). The story of the game is the timber industry in mediaeval Germany with players cutting trees, transporting the timber to their saw mill and selling what they produce. However, the first thing they do each round is move their foreman piece along a track, collecting tools, transport and workers along the way. This is almost a game in itself as players must decide how far to move their foreman each time – the crucial thing is that they can never move backwards.



Antarctica in play (on an uneven table) at the Swiggers games club



Playing *Lignum* this time: boy, it's busy!

Having assembled what they need (or what they can get hold of, at least), players then use their resources to gather wood and move it to their processing area, either putting it up for sale immediately or milling it – which needs additional workers and, of course, saws. Milled wood is worth more than raw timber, but not by that much, so there's a close decision here. Wood can also be kept to be sold at a premium in later rounds – at the cost of forgoing income in the meantime.

However, the big money is in completing contracts, which require specific types of wood (did I mention there are three types?) aged for specific times. The game lasts just eight rounds (seasons), two of which are 'winter'. In these rounds players are severely limited in what they can do. A tactical element is setting up resources to do things in winter, especially the final round. It's a complex game that's an interesting challenge. I enjoyed playing *Lignum* and give it an initial 7/10 on my highly subjective scale.

Having missed out on it at Spiel last year, I finally got a chance to play *Nippon* just before Christmas. Designed by Nuno Bizarro Sentieiro and Paulo Soledade, this comes from Italian publisher What's Your Game? (<http://www.whatsyourgame.eu>). It is another complex game with several interlocking mechanisms that are quite meaty on their own. The main action is taking meeples from a box on the board to use one of the two actions shown. Actions include buying factories (using 'blueprints' from your own knowledge



track or other sources), using factories (burning ‘coal’ – from your own track or other sources) to produce goods, using goods to establish influence in provinces – according to the type of good – and acquiring bonuses (which could be coal or blueprints).

There are ships and trains to acquire, an income track to boost and more. At some point, you will ‘consolidate’, removing your accumulated workers (and paying them, depending on the number of different colours) to acquire both an immediate bonus (money, coal,

blueprints et al) and a multiplier for end of game bonuses. At another point, which cunningly does not synchronise with anything else, the available workers will run out and that’s the end of the round.

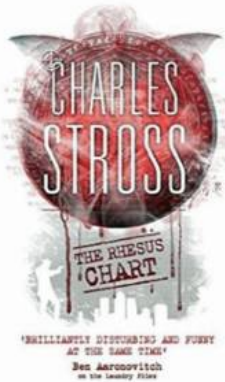
Players score after rounds two and five, after which they each have the last actions and the final scoring – producing a quick finish to what would otherwise be a long game. This is a clever game with plenty of decisions to be made and I expect rewards efficient play. With so many things to do, is clear that you won’t get very far with all of them, so specialisation is probably the way to go. Excellent stuff and a provisional 8/10 on my highly subjective scale.

Quite a few interesting games and now I’m torn between playing some of them again and trying out the new games I still have piled up. Oh, it’s a hard life. ☺

Reading Matter

One of the issues with ebooks (as I gradually move into the 21st century) is that I no longer have the physical prompt of the finished book to remind me to write about it in these pages. So it was actually a while ago that I read the latest (in paperback – the next book is now out in hardback) in Charles Stross’s “Laundry” series: *The Rhesus Chart*. In these books, the Laundry is the most secret of Britain’s security services: it deals with occult threats.

The world Stross portrays is essentially identical to the one we live in. Except that magic is real and is just a matter of mathematics. Thus, solving the wrong equation will open a door to another universe whose denizens will suck out your soul (for want of a better word). Or simply destroy our universe. This is what the Laundry has to combat, which it does in part by recruiting those who discover how to do magic. Well, the survivors, anyway.



The Rhesus Chart addresses everybody’s favourite manifestation of the occult: vampires. Except, as all Laundry staff know, vampires don’t exist. Think about it, as we’re invited to do early in the book: vampires would mean piles of dead bodies, all drained of their blood. There’s no way this could stay hidden, particularly in modern society. QED. Unless... there were just a few of them, each choosing their victims carefully and jealously guarding their hunting ground...

The book starts with our everyman hero, Bob Howard, faced with finding something extra to work on. One of the delights of the Laundry books is the way Stross pokes fun at corporate culture and the bureaucratic nonsense that goes with it. So someone at the Laundry has had the bright idea to emulate Google and have all staff spend 20% of their time on their own projects. Except that the 20% is on top of their normal working hours and it’s compulsory. And I’ll bet that’s taken from a real life example.

Meanwhile, deep in the City, a team of dealers has come up with some really nifty algorithms. Though they do seem to have some odd side effects – such as being allergic to daylight and feeling the urge to drink the blood of the cleaner... Luckily (?) one of them is an ex-Laundry employee. Unluckily, she’s Bob’s ex. You can see where this is going.

Cue much mayhem and the gradual realisation that this is only the visible part of much deeper machinations – within the Laundry as well as outside it. It all builds nicely to a final showdown or two with some clever thinking from Bob and a final twist that I was rather dismayed with. It’s interesting to see how our hero has changed in the course of the books. Originally he knew very little and won through by being smart and lucky. However, five books on, Bob is a bit of a player. He knows things, he has powers and is actually becoming quite senior in the Laundry.

I miss that he’s no longer a lowly IT man, called on to fix people’s computer problems – something Stross had fun with in the early books. However, Bob is still largely in the dark. There is still a lot going on in the Laundry that he’s not told about. Maybe that will change in the next book. I look forward to it.

Games Events

This year’s Baycon takes place after Easter (30th March-3rd April) at the Exeter Court Hotel Hotel in Kennford, Devon – on the A38 a few miles south of Exeter. This is one of the major board games conventions of the year, although I’ve only managed to attend a couple of times. It’s essentially several days of open gaming, fuelled by a substantial games library, and is well worth a visit. The Baycon website seems to have disappeared, so you’ll have to sign up to Facebook to find out more: <http://www.facebook.com/groups/baycon>

It has some competition this year with Stabcon South taking place in Southampton (at the Jury’s Inn Hotel) over the weekend of 1st-3rd April. As the

name suggests, this is a spin-off from the winter and summer Stabcon events in Manchester. However, it is not run by the same team and I've not attended. To find out more, check out <http://stabconsouth.com>

As if these weren't enough, this year's spring Tringcon takes place on the same weekend: 2nd April. Run by the one and only Keith Thomasson, this is a day's open gaming. Space is limited so it's advance bookings only: drop Keith an email at website@fwtwr.com or find out more at <http://www.fwtwr.com/tringcon>

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 a huge trade hall plus demonstration and participation games and 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: mid-November 2016 at the Hallmark Hotel in Derby. MidCon is a friendly board games convention in a decent hotel. See www.midcon.org.uk

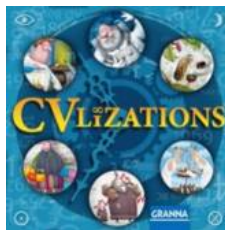
For more extensive information on UK board games events, try the following.
 The Labyrinth: <http://homepage.ntlworld.com/the-labyrinth/games/>
 The Queen's Lane Advertiser: <http://www.boardgamers.org.uk/qla.php>

Games from Pevans 
 Mail order board and card games in the UK

CVLizations

An entertaining card-based civilisation-development game enhanced by the endearing artwork. In this game it's the civilisation with the most happiness that wins, which is a nice touch. It plays quickly (just nine rounds), so players need to make the most of their actions.

For 2-5 players, aged 10+, playing time 45 minutes: **£20.00**



See more online at www.pevans.co.uk/Games

Great White Hunter
Turn 10

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

Chris Baylis opens: “What a delightful day so far – read about three celebrity deaths on FaceBook and lost two years of online gaming through some kind of glitch – so I am in just about the right mood to shoot blanks into the wild.”

However, Mr Baylis’s second shot bags a Monkey – and I don’t know which is more surprised. Though the monkey doesn’t have much chance to express it.

Tim Macaire and Rob Pinkerton finish off one Antelope, while Matthew Wale finds another one. This gives Rob back the undisputed lead.

Several hunters pepper the trees around the wounded Gorilla, but only Ray Vahey hits it. While the Dommatt can only shoot the leaves off a bush.

Player	Shots	This turn	Total
Chris Baylis	P15,P16	4	11.92
Andrew Burgess			6
Charles Burrows	E9,O10	0	7.5
Mike Dommatt	R16, P19	0	8.75
Mike Clibborn-Dyer	G4,G1	0	14.25
Alex Everard	G1,K3	0	5

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.

Player	Shots	This turn	Total
Joe Farrell			1
Tony Hinton-West			2
Bill Howell			5
Andy Kendall	R14,R15	0	6.25
Nik Luker	R14,Q15	0	15
Tim Macaire	O10,L10	2	11.5
Brad Martin	H2,G3	0	5
Graeme Morris			5
Craig Pearson			2.67
Rob Pinkerton	L10	2	20
Matt Shepherd			10.42
Gerald Udowiczenko			1
Pam Udowiczenko			5
Ray Vahey	F2	4	11.75
Matthew Wale	D2,R18	4	7
Graeme Wilson	H2,L2	0	18
Paul Wilson	M11,Q15	0	14.75

Send your next shots to Pevans at
180 Aylsham Drive, UXBRIDGE UB10 8UF or
to TWJO@pevans.co.uk by Friday, 22nd April 2016.

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.

Game 33 of *Brass* (at brass.orderofthehammer.com) was another win for yours truly, but a close game. My score was 146 points, Mike was on 144, ‘Dugy’ (this game’s ringer) had 130 and Steve 118. Game 34 has just started.

Brad Martin’s interested – along with me – in playing *Keyflower* at Board Game Arena (BoardGameArena.com). If you’d like to join us, let me have your ID at BGA and I’ll invite you in.

BGA has also put up a game, *Koi-koi*, that uses Hanafuda cards (Japanese playing cards with 4 cards for each suit/month, represented by a specific flower). Anybody want to try it with me?

There’s a longer list of games on the back page and I’d love to get a few more games started.

Trader to the Stars (Star Trader game 8)

Game report – Turn 3

The scandal of the adulteration of Liquors burst on Alpha Centauri this Quarter. Prices soared while at Alpha Centauri all stocks were withdrawn until they could be checked and destroyed or put back in the Warehouses. The closure of the Markets hit some traders quite hard.

PAVONIS PIONEERS gained a Dealership at Gamma Leporis, buying 12 units at 3 HTs each.

PAVONIS also gained a Contractorship at Delta Pavonis, buying 14 units of Petroleum at 10 HTs each.

PAVONIS also sold 3 Liquors for 12 HTs each at Mu Herculis, though they will be annoyed at leaving so much money on the table. FATCAT sold 10 Isotopes for 7 HTs apiece and gained a Dealership. They then bought 12 Monopoles for 12 HTs each and took a second Dealership, while shutting out PAVONIS PIONEERS' bid of 11 to buy.

At Sigma Draconis, FATCAT bought 7 Spice for 12 HTs each, but didn't gain a Market Position. TRANSURANIC TRUCKERS bid of 10 to buy was too low.

INTERSIDEREAL GREENHORNS sold 8 Isotopes at Alpha Centauri for 10 HTs each, gaining a Dealership, and PAVONIS PIONEERS unloaded a single Spice for 14 HTs

Finally at Beta Hydri, FOOLS AND HORSES used their Market Managership to sell 6 Spice for 20 HTs each.

COSTA NOSTRA IMPORTERS INC loaded Passengers for Epsilon Eridani and Tau Ceti.

FOOLS AND HORSES were quite quiet this Quarter.

The FEDERATED ASSOCIATION OF TRUCKERS CO-OPERATIVES AND TRADERS increased Political Connections from 2-3 and, associated with this, improved their Reputation slightly. No doubt people would have been happier had the Weaver turned up. But the Corporation will doubtless shuffle its goods around before hyper-jumping next Quarter.

WHITE STAR LINE boosted the Reputation of its passenger-carrying fleet by 5 points.

TRANSURANIC TRADING loaded Passengers to Epsilon Eridani and Beta Hydri.

PAVONIS PIONEERS took OP 9 at Gamma Leporis and loaded it onto the Sheriff. Passengers were loaded for Beta Hydri. Some pod swapping took place at Delta Pavonis

SWISS MERCENARY FLEET's poorly equipped Piccolo hulls failed their jumps, which must be worrying given a third has been commissioned and a fourth laid down at Tau Ceti. Perhaps the grande fromage knows what he is doing. Fortunately he sold a cargo of illegal weapons on planet at Gamma Leporis from his unstreamlined ship at maximum and we shall see what he does next.

INTERSIDEREAL GREENHORNS hired agent Eleanor at Alpha Centauri and were seen at the armoury in the Space Station.

Corporation Table

Corporation letter and name	Connections Bus/Crim/Pol	Init'v Bid	Turn order	Cash Rep'n	Player
B	4 0 3	N		570 20	Andrew Burgess
C Costa Nostra II	4 5 1	0	7th	55 21	Mark Cowper
D Fools & Horses	2 0 7	0	5th	165 32	Mike Clibborn-Dyer
E FATCAT	5 7 3	7	2nd	52 35	Jerry Elsmore
F White Star Line	0 0 7	10	1st	132 34	Paul Evans
G Swiss Mercenary Fleet	2 5 2	0	8th	207 30	Martin Jennings
H Intersidereal Greenhorns	3 0 7	0	6th	63 33	Mateusz Ochman
J Pavonis Pioneers	6 0 8	5	4th	165 32	Przemek Orwat
K Transuranic Trading	3 0 4	0	3rd	86 20	Bob Parkins
N under Initiative Bid means No move received, F indicates the Corp was floated					

News

EV 19, adulteration of Liquors at Alpha Centauri, took place this turn.

Turn 5 C4
Turn 6 B3, P2

OP 9 was taken by Pavonis Pioneers.

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

There were no new News chits this turn. The current chits (new ones in bold) are as follows.

Turn 4 P7

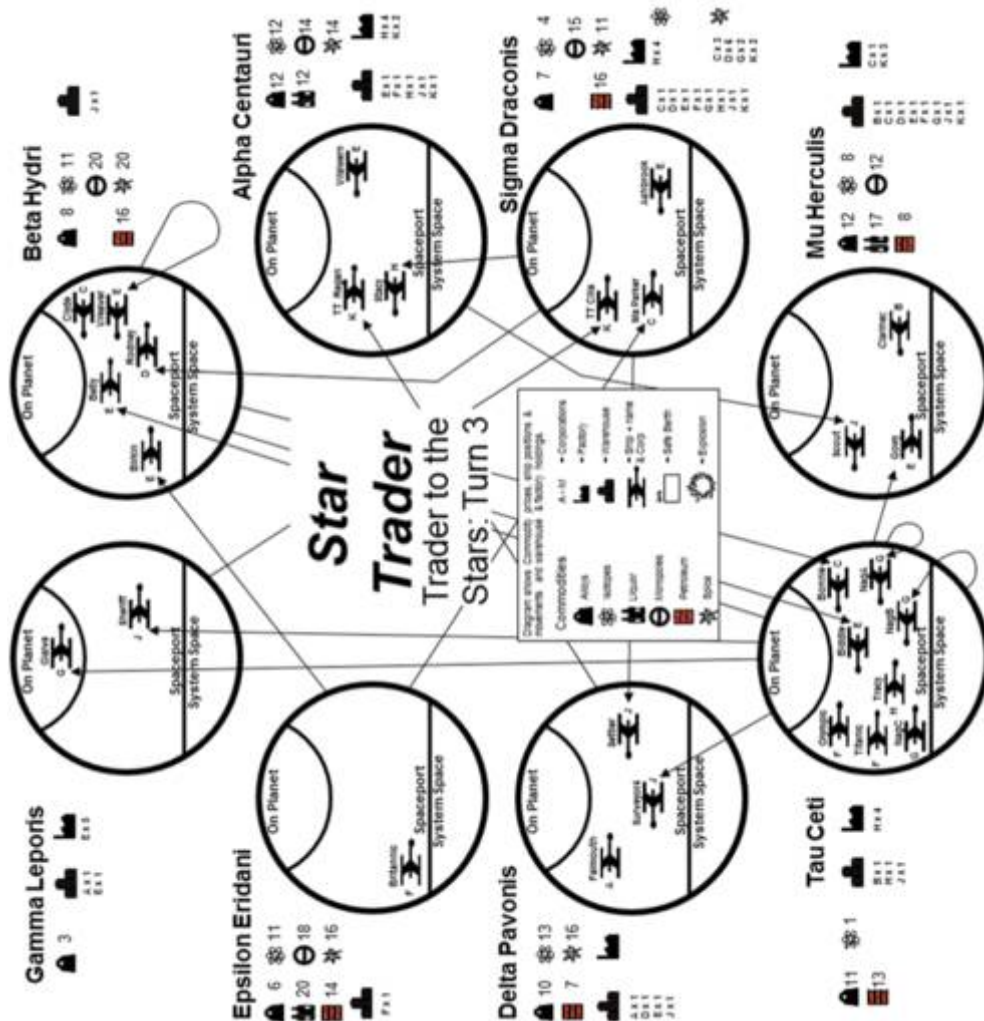
GM Notes

Spice, Monopoles, Liquors and Tempus do not require a cargo pod. They are in effect zero capacity good, and are the only commodities that a Piccolo hull, for example, can carry. You can carry as much as you like on any ship.

Passengers available between two star systems are the sum of the two systems spaceport classes. So between Beta Hydri (4) and Delta Pavonis (1), 5 Passenger groups are available. Between Beta Hydri (4) and Epsilon Eridani (3), 7 Passenger groups. The first player in initiative

order gets first grab. Any he leaves can be taken by the second player and so on.

Orders to Mike Dommett, 119 Victoria Road, Alton GU34 2DD
 or by e-mail to mike_dommett@yahoo.co.uk
 by 15th April 2016



Banwen (Railway Rivals game 11)

Game report – Turn 8

BLACK SHEEP RAILWAYS surprisingly kept pace with THOR. THOR built a short spur south of Brynmawr, possibly as a defensive measure. STEAM MACHINES & FUNICULARS built into the valleyside but ran out of Build points and did badly in the races. ARRIBA ARRIBA ANDALE fell into 3rd place.

Race results					Scores			
					AAA	BSR	SMF	THOR
8	33	Fochriw	S2	England				20
9	42	Aberdare	53	No Name		20		10
10	13	Abersychan	S1	Any Port	20			
11	25	Ystrad Mynach	54	Ynysybwll			20-7	10+7
12	43	Aberaman	S6	Any Port		20+8	-8	10
13	34	Dowlais	65	Tonyrefail		20-4+6		10+4-6
14	36	Merthyr Tydfil	S4	Cardiff or Newport				20
15	16	Ebbw Vale	22	Cross Keys	20+1		10-6	+5
16	61	Treherbert	S3	Cardiff or Barry		20		
TOTAL					41	90	9	90

Builds and points

BLACK SHEEP RAILWAYS (BSR),
 Gerald Udowiczenko – Black
Builds: None
Points: 141 +90 = 231

ARRIBA ARRIBA ANDALE (AAA),
 Mike Dyer – Blue
Builds: None
Points: 121 +41 = 162

TRAVELLING HOPEFULLY RAILWAY (THOR),
 Jonathan Palfrey – Green
Builds: (Brynmawr) – F75 (-3)
Points: 97 -3 +90 = 184

STEAM MACHINES & FUNICULARS (SMF),
 Martin Jennings – Red
Builds: (Tredegar) – A75 – B74 (-8)
Points: 77 -8 +9 = 78

Next turn's races

Race	From	To
17	11 Pontypool	32 Rhymney
18	26 Caerphilly	S6 Any Port
19	66 Gilfach Goch	24 Bargoed

20	12	Blaenavon	S1	Any Port
21	45	Aberfan	31	Tredeggar
22	52	Ferndale	S2	England
23	63	Ystrad Rhondda	56	Senghenydd
24	46	Treharris	S5	Barry or Penarth

GM Notes

Each player may enter up to 5 out of 8 races each turn – held over races (in italics) don't count towards this limit.

Many races may require Joint Runs or Exchange of Running Powers – talk to each other. Make sure at least one of you specifies a route and the other one at least says “Joint run/Exchange with X, his route.”

After the race, each player may build up to 8 build points, including known costs to others. The build points available after the races will reduce by 2 each turn.

Orders to Mike Dommett, 119 Victoria Road, Alton GU34 2DD or by e-mail to mike_dommett@yahoo.co.uk by 15th April 2016

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

Orders for August 1668 to Pevans at 180 Aylsham Drive, UXBRIDGE UB10 8UF, UK or lpbsorders@pevans.co.uk by Friday 22nd April 2016



August 1668 (294)

Summer reaches a climax this month: France's armies look to complete their mission, while France's peasants prepare to bring in the harvest. There is a bit of manoeuvring first, however. QOC commander Terence Cuckpowder adds his weight in support of KM Captain Maurice Essai Deux as he tries to remove the senior Major in his regiment. Their success is not followed by any action; Deux remains a Captain.

Cuckpowder has other fish to fry. Specifically, he supports the ALC Colonel against Percy Mystic's attempt to remove him. As Major Mystic does not back up his request, the Colonel stays in place.

The surprise comes from Euria Humble, the retiring Minister of Justice and Colonel of the Gascon Legion. He resigns his commission and buys a new one as a Major in the 4th Arquebusiers. This position makes him commander of just the regiment's second battalion.

New boy Plein Comme Un Oeuf applies for entry to the Royal Foot Guards. Brigadier-General Amant d'Au, commanding France's senior regiment, turns him down. Oeuf takes a fresh application to Lt-Colonel Leonard de Hofstadt, commander of the Cardinal's Guard, who accepts him with alacrity. Buying himself the rank of Captain with his freshly-borrowed funds, Oeuf picks up his new uniform and sets off to join his regiment in action.



Another new arrival, Guy de Bonbon-Ecrasé, simply volunteers for service in a Frontier regiment. Lt-Gen Richard Shapmes volunteers, too, joining the Royal North Highland Border regiment as a battalion commander.

RFG Major Con d'Masses gains appointment as Brigade Major of the Guards Brigade, passing leadership of his battalion to the regiment's senior captain. He celebrates by repaying a loan.

Talking of acting commanders, there are quite a few of these filling in the vacancies – mainly in Third Army. To begin with, temporary command of Third Army goes to the man leading Second Division. Lieutenant-General Sebastian Adis II steps up from Fourth Foot Brigade to command the Division. In turn, Colonel Pepé Nicole of the

69th Arquebusiers takes over at the helm of Fourth Foot.

The First Foot Brigadier, Bdr-General Gaz Moutarde, becomes acting commander of Third Division, while the Lieutenant-Colonel of the Picardy Musketeers takes over his Brigade. Lt-Colonel Xavier Four-Hollandaise, already acting commander of the 13th Fusiliers while their boss serves as Third Division Adjutant, is bumped up to acting command of Second Foot Brigade. And Third Foot Brigade is led by 27th Musketeers Colonel Charles Louis Desapear.

Heading for home

The troops of Second Army suffer as the summer heat reaches a crescendo. The lack of equipment has prevented them from digging adequate wells or water channels and both men and horses go thirsty. Disease is also taking its toll in the encampments. General Bill de Zmerchant, Army commander, cuts his losses and orders the men to pack up and return home. His brave decision wins him a Mention in Despatches (“Ooh, that’s brave.”) and His Majesty awards him an Earldom as consolation.

One of the losses being cut is Private Charles Asnvoice, a volunteer with Frontier regiment 4. He succumbs to the combination of dehydration and disease. RIP. Lt-Gen Monty Carlo, attached to the same regiment, pulls through a nasty bout of dysentery. With Second Frontier, volunteer private Guy de Bonbon-Ecrasé is first to retreat. His reward is disciplinary action, which isn't going to be good for his reputation back in Paris.

Third Army has largely completed its job of establishing the new border. There are a few final skirmishes with their Spanish counterparts across the line, but nothing serious. As acting commander of Second Division for the second month, Lt-Gen Sebastian Adis II continues to grow into his job, as it says in the Despatches. The Mention brings him a Knighthood and he gains the appointment of his acting command – just in time for it to run out!

27M Colonel Charles Louis Desapear is acting Brigadier of Third Foot and finds the odd 50 crowns for his pocketbook. He is brevetted to Brigadier-General and granted the appointment as Brigadier just in time to lead the march home. The new Major in the 4th Arquebusiers, Euria Humble, is not used to such a lowly command. When subjected to a volley of well-aimed musket-fire from the Spaniards, he trots back to cover. He is promptly cashiered from the regiment.

Fourth Foot Brigade is led by the Colonel of the 69th Arquebusiers, Pepé Nicole. As with Desapear, he receives a brevet promotion to Bdr-Gen and takes the Brigadier's position. However, he does better at looting, securing three hundred crowns' worth for himself. There's a Mention in Despatches (“Where did that booty come from?”) and a Knighthood on top of this.

The final unit in Second Division is the RNHB. Lt-Gen Richard Shapmes has joined them to take command of a battalion. He leads his men to success in ensuring a hilltop position is on the French side of the border. He gets a (brief) Mention in Despatches as a result and picks up 300 crowns' worth of plunder from the Spaniards his men displaced.

Brigadier-General Gaz Moutarde, the First Foot Brigadier, is acting commander of Third Division. He adds more than two hundred crowns' worth of loot to his wealth as the Brigade sees off some Spanish cavalry on reconnaissance. Fellow Bdr-Gen Bernard de Lur-Saluces (commander of the 13th Fusiliers) is his Adjutant. 300 crowns' worth of swag comes his way and he accepts the Brigadier's position in Second Foot in time for his return to Paris.

Lur-Saluces's second in command in the 13F, Lt-Colonel Xavier Four-Hollandaise, is acting Second Foot Brigadier during the month. The Brigade sees little action, so his only reward is the opportunity to grab a bit of loot: he gets 50 crowns' worth. Colonel Coeur De Lion does not command the Picardy Musketeers this month as he's acting First Foot Brigadier (while Moutarde is in charge of the Division). A successful month sees him brevetted to Bdr-Gen, but there's no Brigade command for him to walk into. Instead he has a Mention in Despatches (“Acting Brigadier only”), which leads to the grant of a Knighthood. He does much better at grabbing the goodies, taking 600 crowns' worth away with him.

Last of the loot

As it has been all season, First Army's job is pacifying France's new territory – while removing whatever valuable they can. Already promoted to Field Marshal for next year, First Army commander General Pierre le Sang receives a fine Mention in Despatches (“An excellent season's work”), but limits himself to a token hundred crowns in plunder. There's a Mention, too, for Army Adjutant (and Bdr-Gen in the Dragoon Guards) Etienne Brule: “superb note taking”. He picks up 150 crowns' worth of goodies. The General's Aide, CPC Bdr-Gen Sebastian de la Creme, appears in the Despatches as well (“outstanding aiding”) and takes a further 150 crowns for himself.

For the third month in a row, the King's Musketeers are the best performers of the Guards Brigade in First Division. There's a Mention in Despatches for Guards Brigade Major Con d'Masses (usually a Major in the RFG), who also accumulates a further 250 crowns in prizes.

The KMs' commander, Bdr-Gen Was Nae Me, sees his name appear in the Despatches as the Musketeers pounce on some Spanish sympathisers and deport them. Me earns 400 crowns from the sale of their goods. He receives a box from Paris. "What's in the box?" cry the rest of the Musketeers, hoping for some bloody revelation. Instead, stuck to the bottom of the box are a small carrot and a couple of peas. There's a note. It reads: "Thinking of you. † FAG". Number two in the KMs, Lt-Colonel Duncan d'Eauneurts, manages to get 600 crowns' worth of loot to go with his own Mention. Captain Maurice Essai Deux demonstrates why he didn't need to buy the vacant Major's position as he is promoted into it. He still has to buy a couple of horses, though, and doesn't get any loot to help with this.



The Cardinal's Guard take over an abandoned manor house, spending much of the month stripping it. Leonard de Hofstadt may only be Lt-Col, but he's in charge and takes away 300 crowns' worth of booty. Major Alan de Frocked does slightly better, finding 350 crowns' worth for himself. The winner, though, is Major Jean d'Ice who plunders 450 crowns' worth. Captain Plein Comme Un Oeuf betrays his inexperience with his over-enthusiasm. He dives into the pigsties to check for anything valuable hidden there. However, the only thing the liquid mud hides is a deep hole. By the time anyone realises Oeuf is in real trouble, it's too late: he's drowned before he can be fished out. RIP.

The Royal Foot Guards take things calmly and slowly as they check for anything of value left behind. Colonel Amant d'Au organises his troops carefully, ensuring they bring the loot to him. He finishes the month with 300 crowns' worth and a (brevet) promotion to Bdr-General. The only other officer with some booty is Major Beau Reese Jean Seine and it's only a token 50 crowns' worth. They are all Mentioned in Despatches, though: "very organised, this lot". Lt-Col Jean Jeanie's MiD ("smiles like a reptile") gets him an Earldom into the bargain, while Captain Philippe Lesueur is Mentioned twice ("Lesuer, Lesueur... How do you spell it?").

The Dragoon Brigade assists the Guards with cavalry support. GDMD Colonel Chopine Camus is brevetted to Brigadier-General. Lieutenant-Colonel Jacques As gets nothing. GDMD Major Claude Talon is Brigade Major and makes sure that his share of the loot is 400 crowns. He then shares this with his (surviving) colleagues in the Grand Duke Max Dragoons as they managed not to pick up any loot at all. That is, apart from Subaltern Granville Ferferfetchacloff, whose capture of a wagonload of onions from the Spanish commissariat last month is scoffed at by the more senior officers.

Scoffed is soon the operative word as servants of various officers queue for the chorizo, paella rice and even calamari (Ferferfetchacloff feels compelled to tell the ancient joke about the sick squid he owed his uncle) he found beneath. Unfortunately, the young Subaltern laughs so much at his own joke, that he chokes on a calamari. The others only realise he isn't still laughing when he turns blue. Major Kidder de Margaux is Mentioned in Despatches ("let's call it the Margaux manoeuvre") for trying to force the obstruction out of his throat, but it's to no avail. RIP GF.

The Cavalry Division has a wider-roving brief and winkles out some last Spanish troops to chase across the new border. Horse Guards Brigadier Ali Vouzon takes a healthy 300 crowns in loot from the fleeing enemy, not realising that his Brigade Major has snaffled twice as much. Yes, that's 600 crowns' worth of plunder for DG Major Jean Ettonique.

It's actually the Dragoon Guards who run off the Spanish forces, bringing plenty of rewards for the regiment's acting commander, Lt-Col Frele d'Acier. He is Mentioned twice in the Despatches ("good horsemanship and leadership"), takes 400 crowns as his split of the booty and gains the title of Marquis. The Queen's Own Carabiniers don't do as well, despite Bdr-Gen Terence Cuckpowder's theory that "a wedge of armoured horsemen can be very effective at breaking a line of infantry". He does manage to pick up the odd 50 crowns of loot, though. He is Mentioned, too, for his theorising.

Uther Xavier-Beauregard is Brigadier of Heavy Brigade and does very nicely despite the Brigade's indifferent performance: 700 crowns' worth of loot and a Mention ("indifferent"). There's nothing for Major Percy Mystic in the Archduke Leopold Cuirassiers (though he still has enough to pay off his debts with the Shylocks) and just a promotion for Captain Allan Fa-Dân in the Crown Prince Cuirassiers. He can only afford one of the horses he needs as a Major, but has a bit of time to find the balance.



Parisian Ladeez

Paris is torpid in August. There's no-one much about and the few who are don't do much. Jacques Shitacks spends his month in the cool halls of the Fleur de Lys with just Madelaine de Proust for company. In another room are Pierre Cardigan and Edna Bucquette, also keeping cool. The hot and bothered man outside is Rick O'Shea, who is expecting to Toady to Jacques. He won't go away; spending the whole month camped outside demanding Jacques admit him. He does have some company: Florent Sans de Machine turns up in the third week. Florent's month

started with some female company at the Bawdyhouses and the other two weeks are spent in the Blue Gables.

Despite last month's incidents, Felix Anton Gauchepied'er is back in one of Paris's markets with his friend, Trissy. Their Plan B is to pose as Bespoke Tailors specialising in stylish designer work trousers for "today's working man". They set up a free fitting room (a tent) and offer rock-bottom prices for this opening week's sales. Barely have our intrepid entrepreneurs commenced trading when they are surrounded by outraged men who give the pair a roughing over and smash their tent due to "inappropriate actions" taken during the fittings and for offering certain additional, unwanted, 'services'!

Looking rather the worse for wear, the twosome head to Le Prix d'Or (Paris's racetrack), attired in ladies' finery and on the lookout for jockeys and stable hands to invite back to the Frog & Peach. Their propositioning doesn't go down too well and once again they are beaten up as they flee the scene, both of them tripping over their dresses. To add salt to the wounds, Felix started the week carrying a fair amount of cash. Still, at least the money buys them time to escape.

After these adventures, Felix recuperates in the Frog & Peach before adjourning to the red light district for some ... company. And, of course, Jacques de Gain spends the month working out with his rapier. ❖

Press

Announcements

The Cardinal's Guard is seeking more recruits of the calibre of our brave Majors d'Ice and de Frocked. Men who wish to serve God's Mouthpiece, smite the enemies of God's chosen King, help themselves to such enemies' loot and stand up to the bully-boys of the "other regiment" in the Guards' Brigade should apply in confidence of being accepted into our superior military team.

Eye-patches are optional, fancy cloaks and rapiers are required.

If help is required with expenses please contact me directly.

† Leonard de Hofstadt,
Commander, Cardinal's Guard

Despatches from the Front

The performance of the PM is causing concern. They are fighting competently.

Treason and sabotage. These twin enemies of France are the source of the defeats suffered by our courageous second army. I lay these charges not against their noble commander, the Marquis de Zmerchant, but against whichever corrupt dealer supplied France's brave boys with inferior equipment. Without the proper fear of our troops, our enemies will think nothing of attacking our commerce. We must show strength in rooting out this corruption.

I call upon the Commissioner of Public Safety and the incoming Minister of Justice to investigate this crime and prosecute it with the full force of the law.

† Beau Reese Jean Seine

Social

To all good gentlemen of Paris,
To celebrate my recent good fortunes in my fast rise up the ranks, along with my success in the field (4 mentions at the time of writing this missive, perhaps more if God wills it), I will be throwing a party upon my return to Paris in September. Everyone of note is invited (SL 5 and above) and the party will take place at Hunter's. I hope to use this as a chance to get to know more of you, to drink to the success of France and to mourn those we lost on campaign. Please bring your good lady friends if you wish, being surrounded by just men for the last few months will mean the company of women will be most welcomed! Please note, the Crown Prince Cuirassiers are still recruiting and I still have an Aide position available for a suitable Subaltern.

Wishing you all good health,
† Brigadier-General Sebastian de la
Creme

Soldiers All! (Well, if you're SL 6 or over and you're NOT the Cardinal's Merde, sorry Guard). Join me, Captain Philippe Lesueur, heir to Cahors-Kerignac and victorious in battle (so far...) in my club, Weeks 2 and 3 next month. As I circulate among you, I will be asking you to

recount your exploits and those of others at the Front and will award a prize of 50 cr to the one that is most fashionable (well, embroidered anyway...). You and your mistresses are welcome, subject to the above restrictions, and your carousing costs will be paid.

† Captain Philippe Lesueur,
Royal Foot Guards

Field Marshal Pierre le Sang invites all officers who hold the rank of Brevet Brigadier-General and above to attend on him at his Club during weeks 1 and 2 of September with their ladies. We will celebrate the victories and mourn the casualties of the campaign season just concluded. All costs met.

† Field Marshal le Sang

To celebrate a successful campaign, Jean d'Ice invites all members of the military to a party at his club – even the scum of the KM will be allowed in. This will be during the second week of September.

War Minister, the Count Jacques Shitacks, invites all Officers who hold the Rank of Brevet Brigadier-General and above to attend on him at his Club during weeks 1 and 2 of August and September with their ladies. All costs met.

War Minister, the Count Jacques Shitacks, invites all Gentlemen – of whatever social standing – and their ladies to attend on him at his Club during weeks 3 and 4 of August and September. All costs will be met.

To The Returning Heroes and Friends
To celebrate the end of another successful season, I will be holding a re-union for all who served and friends in Bothwell's during week 4. We will celebrate our return and remember those who did not. All costs will be met and ladies are welcome.

† Jacques As GDMD

Naughty Nero Party
Week 3, The Frog & Peach Club
Those delightful 'vestal virgins' Madame Felicity and Miss Triss will be hosting this Romanesque fancy dress themed party.

Men to come as gladiators – free oil for torsos will be provided! If you must bring a woman with you, then she at least must be sporting a beard! Lots of entertainment will be provided; songs, poetry, dancing and plenty of ooh la la!
Everyone is invited, drinks and nibbles free to all guests.

Personal

Lord Percy Percy says, as fashion is tending towards the inconsequential, Jacque Shitacks has a very fashionable reproductive organ.

Points Arising

Next deadline is 22nd April

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

To: Bdr General Cuckpowder
Commanding Officer, Queen's Own Carabiniers
Dearest Cucky,
It's me again, Felix-poo's, and I just had to write to you darling to let you know how simply horrid those brutes at the Bastille were to me recently. I took the time and effort to go all the way there and offer my services as a Ferret and they weren't interested! Can you imagine the cheek of it! I mean it's not that I'm not well qualified for the job as I've lost count of the number of men's trouser legs that I've been up, so if that doesn't show I've the experience then I don't know what will!

Anyway I know that I can leave it to you to sort out for me darling as you're such a dear and can put those ruffians in their place.

Love & Kisses,

† Felix x x x

P.S Trissy sends hugs and kisses too

Poetry Corner

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

Stack your arms and look
Upon the unquiet corpse field
The bitter harvest's done
Rest now

† The Secret Blade

The new Military Appointments and any empty Government Appointments will be filled at the start of September – by NPCs where they are not taken by player characters. A player character with a position that

lets him appoint a post may choose to leave the appointment vacant. If you have applied for an appointment – or hold a rank – that allows you to appoint other characters, don't forget to do so (or NPCs will get the jobs).

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

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

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

AFD Allan Fa-Dân (Gerald Udowiczenko) has NMR'd. Total now 1

CA Charles Asnovoice (Gerry Sutcliff) has NMR'd. Total now 3 and is sent to a Frontier regiment

JE Jean Ettonique (Tony Hinton-West) has NMR'd. Total now 1

KdM Kidder de Margaux (Gary Phillips) has NMR'd. Total now 4 and is sent to a Frontier regiment

MC Monty Carlo (Andrew Burgess) has NMR'd. Total now 4 and is sent to a Frontier regiment

PN Pepé Nicole (Colin Cowper) has NMR'd. Total now 3 and is sent to a Frontier regiment

X1 (Mark Nightingale) has been floated as it's a "Bit manic at work... and now at home :-)".

X3 (Pam Udowiczenko) has been floated as "Life has got in the way".

X4 (Mark Booth) got the benefit of the doubt and has been floated.

Notes

The *En Garde!* rules are available to LPBS players at a reduced rate: see any month's Points Arising 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

Amant d'Au applies for Brigadier of Guards, Horse Guards, Heavy, Dragoon, 1st Foot, 2nd Foot, 3rd Foot and 4th Foot Brigades

Amant d'Au applies for Army Quarter Master Gen. of First, Second and Third Armies

Amant d'Au applies for Commissioner of Public Safety

Amant d'Au applies for Chancellor of Exchequer

Amant d'Au applies for Minister without Portfolio

Amant d'Au applies for Minister of Justice

Amant d'Au applies for Minister of War

Amant d'Au applies for Minister of State

Alan de Frocked applies for Brigade Major of Guards Brigade

Alan de Frocked applies for Aide to General

Ali Vouzon applies for Province Mil. Governor

Ali Vouzon applies for Division Commander of First, Second, Third, Cavalry and Frontier Divisions

Ali Vouzon applies for City Military Governor

Ali Vouzon applies for Inspector General Cavalry

Ali Vouzon applies for Inspector General Infantry

Ali Vouzon applies for Adjutant General

Ali Vouzon applies for Commissioner of Public Safety

Ali Vouzon applies for Chancellor of Exchequer

Ali Vouzon applies for Minister without Portfolio

Ali Vouzon applies for Minister of Justice

Ali Vouzon applies for Minister of War

Ali Vouzon applies for Minister of State

Bernard de Lur-Saluces applies for Brigadier of Guards, Horse Guards, Heavy, Dragoon, 1st Foot, 2nd Foot, 3rd Foot and 4th Foot Brigades

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

Bill de Zmerchant applies for Minister of Justice

Beau Reese Jean Seine applies for Brigade Major of Guards Brigade

Beau Reese Jean Seine applies for Aide to General

Beau Reese Jean Seine applies for Division Adjutant of First, Cavalry and Frontier Divisions

Beau Reese Jean Seine applies for Aide to Field Marshal

Beau Reese Jean Seine applies for Army Adjutant of First, Second and Third Armies

Claude Talon applies for Brigade Major of Dragoon Brigade

Duncan d'Eauneurts applies for Division Adjutant of First and Cavalry Divisions

Duncan d'Eauneurts applies for Aide to Field Marshal

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

Etienne Brule applies for Army Quarter Master Gen. of First, Second and Third Armies

Euria Humble asks NPC Major 1 of 53rd Fusiliers to resign

Euria Humble asks NPC Major 2 of 53rd Fusiliers to resign

Euria Humble applies for Minister of Justice

Euria Humble applies for Minister of State

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

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

Jean d'Ice applies for Brigade Major of Guards Brigade

Philippe Lesueur applies for Regiment Adjutant of RFG

Philippe Lesueur applies for Aide to Lt. General

Philippe Lesueur applies for Captain, King's Escort

Pierre le Sang applies for Minister without Portfolio

Richard Shapmes applies for Province Mil. Governor

Sebastian Adis II applies for Province Mil. Governor

Sebastian Adis II applies for Division Commander of First and Second Divisions

Sebastian Adis II applies for City Military Governor

Sebastian Adis II applies for Inspector General Cavalry

Sebastian Adis II applies for Inspector General Infantry

Sebastian Adis II applies for Adjutant General

Sebastian de la Creme applies for Brigadier of Heavy Brigade

Uther Xavier-Beauregard applies for Division Commander of First, Cavalry and Frontier Divisions

Was Nae Me applies for Brigadier of Guards Brigade

Xavier Four-Hollandaise applies for Division Adjutant of First, Second, Third, Cavalry and Frontier Divisions

Xavier Four-Hollandaise applies for Aide to Field Marshal

Applications

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

Minister of State: AdA, AV, EH

Minister of War: AdA, AV

Minister of Justice: AdA, AV, BdZ, EH

Minister without Portfolio: AdA, AV, PIS

Chancellor of the Exchequer: AdA, AV
 Commissioner of Public Safety: AdA, AV
 Army commander: BdZ (1st, 2nd)
 Adjutant-General: AV, SA2
 Inspectors-General: AV (both), SA2 (both)
 City Military Governor: AV, SA2
 Division commander: AV (all), SA2 (1st, 2nd), UXB (1st, Cavalry, Frontier)
 Provincial Military Governor: AV, RS, SA2
 Army QMG: AdA (all), EB (all), JdG (all)
 Brigadier: AdA (all), BdLS (all), EB (all), JdG (all), SdIC (Heavy), WNM (Guards)
 Army Adjutant: BRJS (all)
 Aide to Field Marshal: BRJS, DdE, XFH
 Division Adjutant: BRJS (1st, Cavalry, Frontier), DdE (1st, Cavalry), XFH (all)
 Aide to General: AdF, BRJS
 Brigade Major: AdF (Guards), BRJS (Guards), CT (Dragoon), JdI (Guards)
 Captain, King's Escort: PL
 Aide to Lieutenant-General: PL
 Regiment Adjutant: PL (RFG)

Duels

Results of August's duels

There were none!

Grudges to settle next month:

Euria Humble (Cutlass, Seconds ROS, adv.) has cause with Pierre Cardigan (Sabre, Seconds PM & JS, 5 rests) for pinching Edna.

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

New Characters

Gerry Sutcliff gets the Bastard son of a Peasant: Init SL 1; Cash 9; MA 5; EC 5 (X2).

Paul Appleby gets the Second son of a wealthy Merchant: Init SL 3; Cash 250; MA 3; EC 4 (X5).

Geoff Bowers gets the Second son of a very wealthy Knight: Init SL 6; Cash 750; MA 1; EC 3 (X6).

Tables

Other Appointments

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

Shows who holds appointments outside military units:

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

Battle Results

First Army: 4

First Division: 4

Guards Brigade: 1

Royal Foot Guards: 4

Cardinal's Guard: 3

King's Musketeers: 2

Dragoon Brigade: 3

Grand Duke Max's Dragoons: 4

Princess Louisa Lt Dragoons: 6

Cavalry Division: 2

Horse Guards Brigade: 2

Dragoon Guards: 1

Queen's Own Carabiniers: 4

Heavy Brigade: 2

Archduke Leopold Cuirassiers: 3

Crown Prince Cuirassiers: 3

Second Army: 6

Frontier Division: 2

Frontier regiment 1: 3

Frontier regiment 2: 5

Frontier regiment 3: 5

Frontier regiment 4: 6

Third Army: 3

Second Division: 5

3rd Foot Brigade: 4

27th Musketeers: 6

4th Arquebusiers: 3

4th Foot Brigade: 2

69th Arquebusiers: 5

The Gascon Regiment: 4

RNHB regiment: 3

Third Division: 3

1st Foot Brigade: 1

Royal Marines: 3

Picardy Musketeers: 4

2nd Foot Brigade: 4

13th Fusiliers: 5

53rd Fusiliers: 4

Army Organisation and 1668's Summer Deployment

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

Organisation and Deployment for the Campaign Season with Army and Division posts (Commander/Aide/Adjutant/QMG) Entries are ID for player characters, N (+MA if needed) for NPC, __ for vacant

Brigade Positions

Guards Brigade	--/--/--/---	First Foot Brigade	--/--/--/---
Horse Guards Brigade	--/--/--/---	Second Foot Brigade	--/--/--/---
Heavy Brigade	--/--/--/---	Third Foot Brigade	--/--/--/---
Dragoon Brigade	--/--/--/---	Fourth Foot Brigade	--/--/--/---

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

Frontier Regiments

				(Defence for Sept-Nov)	
Colonel	F1 N5	F2 N5	F3 N5	F4 N6	RNHB N8
Attached					
Also at the Front					

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

Femmes Fatales

No	Name	SL	Attr	Last
64	Edna Bucquette	18	W	PC
3	Kathy Pacific	17	B	
54	Madelaine de Proust	17		JS
35	Katy Did	16	I	
42	Maggie Nifisent	16	B	
55	Jacky Tinne	16		
52	Guinevere d'Arthur	15	B/W	
10	Frances Forrin	14	B	
21	Helen Highwater	14	W	
48	Fifi	14	B/W	
62	Alison Wunderlandt	14		
11	Laura de Land	13		
16	Ophelia Derriere	13		
26	Ella Fant	13	B	
27	Lucy Fur	13	B	
30	Leia Orgasma	13	B	
45	Cath de Thousands	13		
8	Lotte Bottle	12	B	
12	Charlotte de Gaulle	12		
17	Henrietta Carrotte	12	I/W	
28	Vera Cruz	12		
31	Bess Ottede	12	I/W	
1	Sue Briquet	11	B	
4	Anne Tique	11	W	
9	Deb Onairre	11	I	
40	Sheila Kiwi	11		
63	Carole Singeurs	11		
20	Emma Roides	10	I	
33	Anna Rexique	10	I	
38	Pet Ulante	10	W	
43	Di Lemmere	10	I	
53	Angelina de Griz	10	B	
56	Ingrid la Suede	10		
6	Viv Ayschus	9		
57	Ava Crisp	9	I	
59	May Banquot l'Idée	9		
2	Betty Kant	8	I	
19	Jenny Russe	8	W	
32	Sal Munella	8	W	
41	Marie Antoinette	8	B/I	
49	Mary Huana	8	B/I/W	
34	Freda de Ath	7	W	
39	Thomasina Tancenjin	7	I	
50	Ulla Leight	7	I	
5	Belle Epoque	6	B/I	
13	Josephine Buonoparte	6	I/W	
24	Violet Bott	6	I/W	
15	Ada Andabettoir	5	B/I	
25	Lois de Low	5	B	

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

Regiments

Col	LCol	Maj 1	Maj 2	Capt 1	Capt 2	Capt 3	Capt 4	Capt 5	Capt 6	RFG	CG	KM	DG	QOC	ALC	CPC	RM	GDMD	PM	13F	PLD	53F	27M	4A	69A	Gscn
Col	AdA	JJ	BRIS	CdM	JdI	N3	N3	N2	N1	DM	GC	WINNER	DDE	FD	FA	N4	N4	N5	N6	N6	N5	N5	N4	N3	N2	N1
LCol	Ldh	AdF	N2	JE																						
Maj 1	AdF	N2	JE																							
Maj 2	CdM	JdI	N2	ME	N5																					
Capt 1	N3	N3	N2	N1	N1	N2	N2	N2	N1																	
Capt 2	N5	N3	N5	N3	N5	N6	N1	N1	N4																	
Capt 3	N2	N1	N5	N2	N1	N5	N5	N3	N3																	
Capt 4	N5	N6	N6	N6	N5	N4	N4	N1	N1																	
Capt 5	N6	N6	N6	N6	N5	N4	N4	N1	N1																	
Capt 6	N6	N6	N6	N6	N5	N4	N4	N1	N1																	

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
PC	Viscount Pierre Cardigan	25	68	Withy	Fld Marshal/Min w/o Port	9	Edna	Flr	4		Matt Shepherd
JS	Count Jacques Shitacks	24	62	Rich	General/War Minister	3	Madelaine	Flr	4		David Oliver
JdG	Count Jacques de Gain	23	36	Fithy	Bdr-General/3rd Army QM Gen.	20		Flr	5		Ben Brown
UXB	Count Uther Xavier-Beauregard	22	F	Withy	B.Lt-General/Hvy Brigadier	14		Flr	4		Pete Card
PIS	Marquis Pierre le Sang	21	F	Comfy	Fld Marshal/1st Army Commdr	7		Flr	4		Bill Howell
AV	Count Ali Vouzon	20	F	Rich	B.Lt-General/HGds Brigadier	9		Flr	1		Graeme Morris
EH	Count Euria Humble	20	F	Withy		19		Flr	5		Matthew Wale
RS	Earl Richard Shapmes	19	F	Withy	Lt-General/Prov.Mil.Gov	11		Flr	4		Charles Popp
BdZ	Earl Bill de Zmerchant	19	F	Comfy	General/2nd Army Commdr	6		Flr	3		Tim Maccaire
ROS	Marquis Rick O'Shea	16	33	Rich	Bdr-General/Chancellor	5		Both	6		Paul Wilson
FdA	Marquis Frele d'Acier	16	F	Comfy	Lt.Colonel DG	9		Both	3		Peter Farrell
EB	Baron Etienne Brule	16	F	OK	B.Bdr-General DG/1st Army Adjutnt	2		Both	4		James McReynolds
AdA	Earl Amant d'Au	16	F	Rich	B.Bdr-General RFG	8		Both	5		David Brister
TC	Sir Terence Cuckpowder	15	F	Comfy	B.Bdr-General QOC/CPS	4		Both	4		Mike Dommatt
GM	Sir Gaz Moutarde	15	F	Rich	B.Bdr-General RM/1 F Brigadier	3		Both	2		Mike Clibborn-Dyer
CC	Sir Chopine Camus	15	F	Comfy	B.Bdr-General GDMD	7		Both	4		Stewart Macintyre
JJ	Earl Jean Jeanie	14	F	Withy	Lt.Colonel RFG	18		Both	3		Andrew Kendall
JA	Sir Jacques As	14	F	Comfy	Lt.Colonel GDMD	4		Hunt	4		Joe Farrell
MC	Earl Monty Carlo	14	F	Rich	Lt-General	13		Hunt	4		Andrew Burgess
WNM	Marquis Was Nae Me	13	F	Withy	B.Bdr-General KM/Min w/o Port	8		Both	3		Mark Farrell
SA2	Sir Sebastian Adis II	12	F	OK	B.Lt-General/2nd Div Commandr	5		Hunt	4		Mark Cowper
PL	Phillippe Lesueur	11	F	Comfy	Captain RFG	5			2		Jerry Spencer
BRJS	Sir Beau Reese Jean Seine	11	F	Comfy	Major RFG	4			3		Bill Hay
SdIC	Sebastian de la Creme	11	F	Comfy	B.Bdr-General CPC/Gen's Aide ()	4		Hunt	5		Alan Percival
DdE	Sir Duncan d'Eauneurts	11	F	OK	Lt.Colonel KM	5		Hunt	5		Paul Lydiate
AdF	Alan de Frocked	10	F	Comfy	Major CG	3		Hunt	2		Charles Burrows
Jdl	Sir Jean dl'ce	10	F	Comfy	Major CG	5		Hunt	3		Tym Norris

ID	Name	SL	SPs	Cash	Rank	Regiment/Appointment	MA	Last seen	Club	EC	Player
PCUO	Plein Comme Un Oeuf	10	RIP								Geoff Bowers
XFH	Xavier Four-Hollandaise	10	F	Comfy	Lt.Colonel 13F/13F Regt. Adjnt.	5		Hunt	2		Francesca Weal
CT	Claude Talon	10	F	Withy	Major GDMD/Drgn Brigade Maj.	4		BG	4		Cameron Wood
LdH	Leonard de Hofstadt	10	F	Comfy	Lt.Colonel CG	5		Hunt	5		Neil Packer
CdM	Sir Con d'Masses	10	F	Comfy	Major RFG/Gds Brigade Maj.	7		Hunt	2		Craig Pearson
JE	Jean Ettonique	10	F	Withy	Major DG/HGds Brigade Maj.	7		Hunt	5		Tony Hinton-West
CDL	Sir Coeur De Lion	10+	F	Comfy	B.Bdr-General PM/1 F Brigade Maj.	5		BG	3		Graeme Wilson
PN	Sir Pepé Nicole	10+	F	Comfy	B.Bdr-General 69A/4 F Brigadier	7		BG	3		Colin Cowper
KdM	Kidder de Margaux	9	F	Comfy	Major GDMD	9		BG	6		Gary Phillips
MED	Maurice Essai Deux	9	F	OK	Major KM	4		BG	3		Olaf Schmidt
PM	Percy Mistic	9	F	Comfy	Major ALC	5			3		Ray Vahey
AFD	Allan Fa-Dân	8	F	Poor	Major CPC	8		BG	4		Gerald Udowiczzenko
BdLS	Bernard de Lur-Saluces	8	F	OK	B.Bdr-General 13F/2 F Brigadier	5		BG	2		Rob Pinkerton
FSdM	Florent Sans de Machine	7	8	Comfy		3		BG	4		Nik Luiker
CLD	Charles Louis Desappear	7	F	OK	B.Bdr-General 27M/3 F Brigadier	2		RP	4		Martin Jennings
FAG	Felix Anton Gauchepied'er	6	7	OK		5		F&P	4		Jason Fazackarley
X3		6	0	OK		5			3		Pam Udowiczzenko
X4		5	0	Poor		6			5		Mark Booth
X1		4	0	Poor		6			1		Mark Nightingale
GdBE	Guy de Bonbon-Ecrasé	4	F	Poor		3			2		David Williams
GF	Granville Ferferthachloff	3	RIP								Paul Appleby
CA	Charles Asnovoice	1	RIP								Gerry Sutcliffe

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, Fithy = 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+