

That would be enough

This has been issue 166 of *To Win Just Once*, published 16th July 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, 29th July 2016.

Orders for *LPBS*, definitions for Fictionary Dictionary and all other contributions to Pevans by Friday, 5th August 2016.

(Next deadlines: 2nd/9th September, 14th/21st October, 18th/25th November)

Waiting lists

En Garde! new players are always welcome in *Les Petites Bêtes Soyeuses*. You will need the rules to *En Garde!* in order to play: www.engage.co.uk

Railway Rivals – the latest game is under way. Pevans, Mike Clibborn-Dyer and Jonathan Palfrey are waiting for the next one, which will be on the Illinois map. Working map and rules provided.

Star Trader – There's room for 1-2 more players in the current game (David Buchholz and Jason Fazackarley are 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

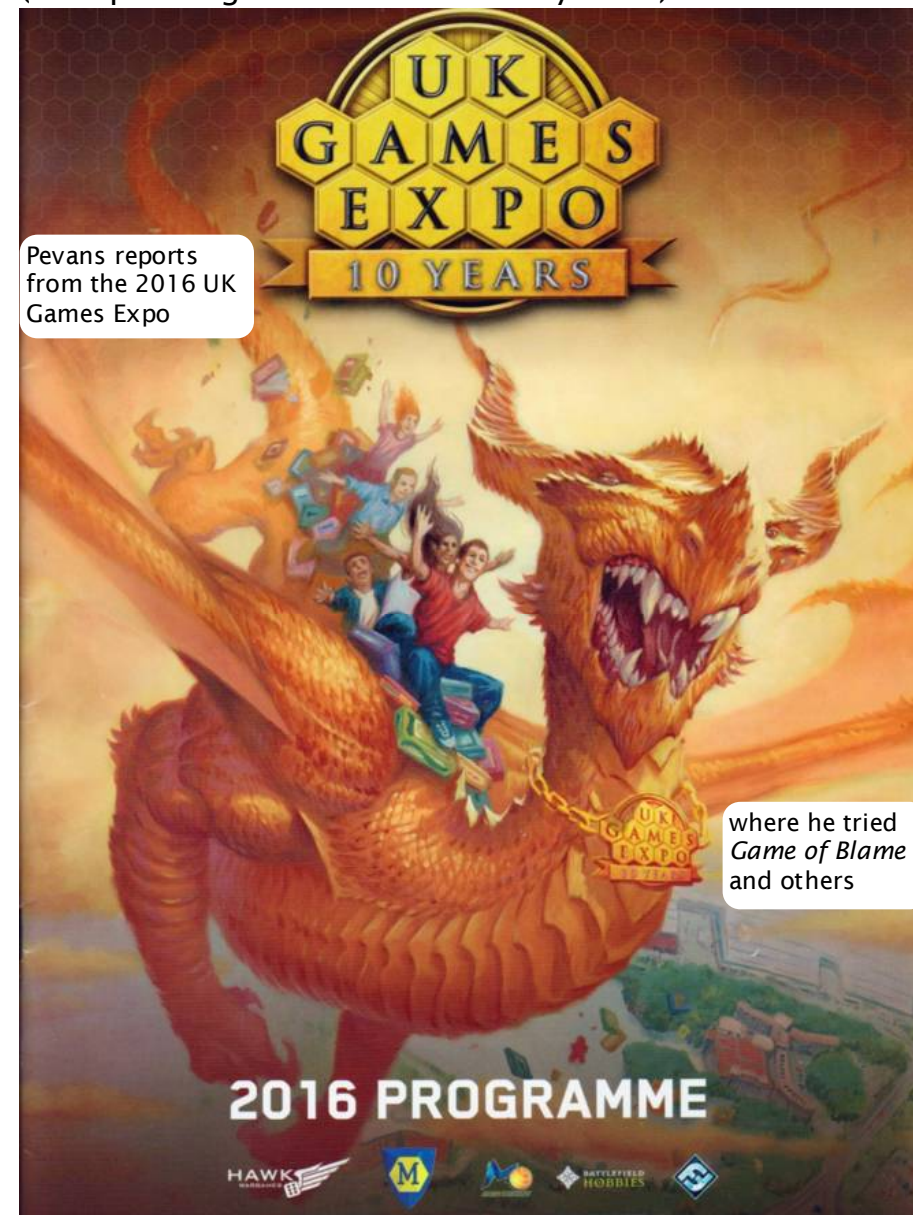
To Win Just Once issue 166 was written and edited by Pevans. The *LPBS* masthead (page 21) is by Lee Brimmicombe-Wood, as are the drawings on pages 16, 22 and 27. Nik Luker drew the illustration on page 24. Game and book artwork is courtesy of the publisher. Photos were taken by Pevans, who played with Photoshop.

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To Win Just Once

(incorporating *Les Petites Bêtes Soyeuses*)



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Chatter

Well, well, well, we are living in interesting times. It seems that every time I put the news on, there's some startling new development following the UK's referendum vote. Never mind a week being a long time in politics, things are changing on a daily basis.

The only thing that I'm surprised about is that a 52:48 vote is being taken as a robust mandate for 'Brexit'. After all, Nigel Farage himself asserted there would have to be a second referendum if the margin was that close! I wonder what the next twist will be?

Oh, and don't forget "may you live in interesting times" is meant to be a curse.

Great British Beer Festival

Yes, it's that time of year again. The GBBF is at Olympia 9th-13th August. As usual, I plan to go along on the Thursday, 11th, arriving for a late lunch and leaving early evening (before it gets too busy). Thursday is Hat Day, too, so hats will be worn! Anyone who'd like to join me is very welcome.

TWJO online

The PDF edition of *TWJO* 165 was downloaded 236 times in June – well, the three weeks after it was published. The previous issue, 164, attracted 41 more downloads in June, taking it to 243 in two months. *TWJO* 163 was downloaded just 17 times in June, which makes a total of 208 downloads since publication.

For the second month running "Pevans" was the main search term used to find my website, which seems quite sensible. But why is someone searching for "is Pevans company illuminati"? This will have taken them to my report from Spiel '07, but I'm not sure that's what they were looking for...

Letters

Tim Macaire has a simple request.

Will you be at the GBBF this year? I hope to see an announcement in this month's news...

The advantage of being editor is I can get my response in first... Meanwhile, Matt Wale is in a different world.

In Great White Hunter I will shoot at B11 then C12 oh wait, what do you mean I have already lost!

Talking of different worlds, Mr Dommett is coincidental.

Picking up the magazine, I see you have been reading *Pavane* – so have I.

Great minds, eh?

Back at the NEC

Pevans reports from the 2016 UK Games Expo

This promised to be a landmark year for the UK Games Expo. Having been at the Hilton Metropole Hotel at the National Exhibition Centre (NEC) for the last two years, this year the Expo was taking over Hall 1 of the NEC itself. This is a big step – taking the event closer to its avowed purpose of being a British equivalent of Germany's Spiel – and a big risk for the organisers. I'm glad to say that it was a tremendous success.

Hall 1 was used during the day for the trade and demo areas, providing plenty of space not just for the stands but space in between (the aisles at the Essen Messe can get very congested during Spiel) and for open gaming and refreshment areas. Tournaments, competitions and evening gaming took over all the space at the Metropole (which was the full extent of the Expo in 2014). This has the added bonus of keeping the hobby gamers largely out of the way of the general public. ;-)

The Expo has also expanded to three days, opening (late) on Friday morning and running through the whole weekend. This, of course, means that gamers were *in situ* from Thursday even though there were no formal events until Friday. I rolled up for Thursday lunchtime as, with my retailer hat on (as *Games from Pevans*), I had an invitation to Esdevium Games's "Retailers' Summit". Hosted by



Setting up at the Expo – Wotan have cheated by just driving a bus in!

the UK's largest games distributor (and part of the international Asmodée empire), this saw presentations from publishers distributed by Esdevium and an opportunity to talk to them and the Esdevium staff. (Plus a free lunch!) This was an early opportunity to see some of the new games and find out about others due for publication later this year.

Come Friday morning and I had my press hat on (as *To Win Just Once*) to attend the Expo's press preview. This took place in the couple of hours before the event opened to the public and took over the large open gaming area in Hall 1. Here, exhibitors at the Expo had the opportunity to present their wares to just the press. I was pleased to see some TV and film cameras (a feature of Spiel is the TV crews touring the event) as well as bloggers et al. This was my second opportunity to get in first!

With the Expo formally opened, I was then able to spend Friday and Sunday tramping the hall and looking at what I hadn't seen earlier – and in more detail at some of what I had seen at the previews. My companion for much of this was the redoubtable Pete Card, my roommate for the weekend. You'll notice that I've missed out Saturday. That's because this is when the day-long *Memoir '44* tournament takes place. It was feted in the Expo publicity as the one tournament that has run at every Expo to date. I've been a participant in recent years and will report on this separately.

The next question is how to organise my report. One option is chronologically, following my voyage around the Expo and component events. This has the advantage of being in the same order as my notes, but is pretty random as far as anyone else is concerned. Another is to organise it geographically, taking readers on a tour around the spaces used for the Expo. This is what I did with my report from last year's Spiel and I found it hard work. It also doesn't make much sense without a map. So I'm going to stick with my tried and trusted approach of listing exhibitors alphabetically.

The first iteration of this report will concentrate on my personal highlights and I will add to this as time allows me to expand on my notes. As always, when I refer to a game being like another game, I am not suggesting it is a copy. This is just a convenient shorthand for describing new games with reference to other games the reader is (hopefully) familiar with.

Alderac Entertainment Group (AEG) is one of the publishers I saw at Esdevium's summit on Thursday, where there was a lot of interest in *Mystic Vale* (designed by John Clair). This is a fascinating take on deck-building card games. The twist is that players construct the actual cards, rather than compiling a deck from the cards. The Tarot-sized cards are split into three sections and players' initial cards have only a



few of these filled in – some cards are completely blank. Each section provides a power and/or icons for generating resources.

The cards come in transparent sleeves and players add powers/resources by buying transparent overlays that add another ability to the card (it goes into the sleeve over the card). The one thing the initial abilities definitely do is provide the ‘manna’ players need to buy new powers. These then provide more manna, other resources and special abilities.

Each turn players draw cards from their deck, stopping when they want to, and then use the drawn cards for their actions. However, if they draw too many ‘decay’ symbols, they’re bust and lose that turn. This is a clever push-your-luck element that adds a neat touch to the game. Some overlays provide victory points and players can use other symbols to buy ‘Vale’ cards for points and constant powers. The artwork is terrific and really builds up the atmosphere of the game’s fantasy setting. *Mystic Vale* should be available later this year. There’s more on all the games from AEG at www.alderac.com.

After discovering the excellent *Game of Trains* at last year’s Spiel, I was keen to see what that game’s publisher, Brain Games, had for us at the Expo. Their stand was easy to find as it was a bright ice blue. This was to fit the theme of the new game, *Ice Cool*, designed by Brian Gomez (hmm, do I sniff a pseudonym?).



Ice Cool set up and being demonstrated

This is an entertaining game of flicking penguins around a network of rooms in search of fish. No, really!

The first innovative feature is the playing area. The game comes in a set of boxes, nested within each other (like Russian dolls). To set up the game for play, you separate out these boxes, put them next to each other and link them together, matching up the holes (doorways) in the sides. Once done, this looks like the plan of a building (a school, in fact) and clearly there are several ways to do this.

The playing pieces are pawns with hemispherical bottoms, weighted so that they bob up again if you knock them over – just like toys I remember from childhood. They are sized to fit through the doorways between the boxes and the game is all about flicking them from room to room. Skilled players can send them on curving paths through more than one room.

The element that holds all this together – literally – is the fish-shaped pegs that clip the different box layers together. These come in the players’ colours and players collect them from above the doorways they get their penguin through. First to get all their fish wins the round. Except that one player is ‘Hall Monitor’, whose job is to catch the other players. The Hall Monitor wins the round if they can catch each of the other players before anyone gets all their fish.

You play enough rounds for everybody to be Hall Monitor once and then tot up the points to see who’s won. Never mind that, I think this is a game to play just for the fun of it. The penguin pieces are actually quite tricky to flick, so you have to learn the knack – though part of the fun is watching pieces bouncing off the walls. It’s aimed at children and families, but it is good fun. On first acquaintance, I give it a provisional 7/10 on my highly subjective scale. Find out more at www.brain-games.com



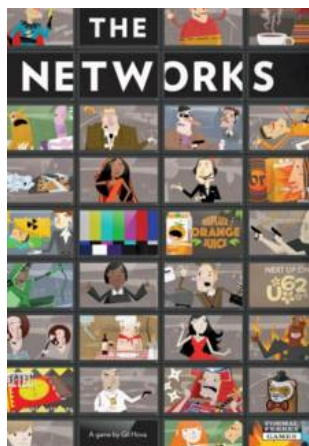
A demo game of *Star Wars: Rebellion* all prepared, Death Stars at the ready...

Another publisher I saw at Esdevium's summit was Fantasy Flight Games with main man Christian Petersen one of those showing off their latest. The most obvious of these was *Star Wars Rebellion*, which is huge. I saw it being played a lot over the weekend (not least by Christian and Esdevium founder Dan Steel – inducted into the UK Games Expo Hall of Fame this year, but looking none the worse for the experience). The game is hard to miss. The big, deep box contains a large board and a huge number of models: from individuals through spaceships to three Death Stars!

The game is a cat and mouse struggle for two sides (2-4 players) as the mighty Empire tries to crush the puny guerrillas of the Rebellion. If only they can find the rebel base. The longer the rebel leaders survive, the further they can spread Rebellion, increasing their strength even as they diminish the Empire until they are strong enough to defeat it. However, time also lets the Empire narrow down the location of the rebels' HQ and destroy it to win.

The game manages to combine large-scale political and military struggles with the personal abilities and actions of both sides' heroes. I heard nothing but good things about the game (not least from Dan) and it is gorgeous to look at – though the high quality production does not come cheap (UK RRP is now £93.99 after the recent fall in sterling).

The other item I noticed from FFG was their good-looking new edition of *Fury of Dracula*. This is a hidden movement game with one player, in the role of the Transylvanian Count, sneaking across Europe. The other players try to stop Dracula, tracking his progress by the exsanguinated corpses popping up across the continent. It's something of a classic (it was originally *The Fury of Dracula*, published by Games Workshop in 1987) and it's great to see it available again – especially with such high quality production. See more from Fantasy Flight at www.fantasyflightgames.com



Gil Hova is a man I've managed to avoid (not deliberately, you understand) at the Gathering over the years, but he managed to collar me at the Expo. With several published games to his name, Gil has his own imprint: Formal Ferret Games (no, really – check out the logo). His latest is *The Networks*, wherein players compete for shows and stars to fill the schedule of their TV network and earn better ratings than the opposition (also the theme of the venerable *TV Wars*, but there's little similarity between the two).

The game is played over five seasons, so players can't rest on their laurels if they do well in the first season. The first thing players have to do is buy in better shows. Then they can recruit stars for those



Lab Wars being demonstrated

shows – aiming to get the right people for the show (Matt LeBlanc in a re-make of a British sit com anyone?). Finally, they need to pick up advertisers to bring in the income they'll need to improve further. However, it's viewers that win the game: the objective is to be the most popular network over all five seasons.

The game looks good and I was quite taken with my introduction: players are pushed all the time and will have to make the right decisions at the right times. They are also competing for everything as well, so players need to keep an eye on what their opponents are up to. *The Networks* was funded on Kickstarter last year, was produced earlier this year and should be available (in the States) now. What I don't know is whether any copies will make it to this side of the pond. I hope so, as I certainly want to play it. There's more on Gil's website: gil.hova.net

Lab Wars is another game that caught my eye as I toured the aisles of the Expo. Self-published by Caezar Al-Jassar and Kuly Heer, it's a card game of competitive science laboratories. How true to real life it is, I don't know, but I suspect that's what inspired it. The aim is to become the scientist with the highest reputation. This means building up your equipment, conducting experiments, publishing papers (and, perhaps, winning a Nobel prize) and, of course, sabotaging your rivals!

Each round, players choose a particular character from their hand. Then, in turn, they use this character for the actions they choose. Actions produce research



Battle of Britain on a large scale

points, the game's currency, which are used to buy equipment cards and 'impact' cards which establish the player's reputation. From what I saw, the game plays pretty quickly and is good fun – it was certainly going down well with the people I watched. An entertaining lightweight game, I think: I give it a provisional 7/10 on my highly subjective scale. The game was successfully funded on Kickstarter at the beginning of July and is planned for delivery early in 2017. It can be ordered from the website: www.lab-wars.com

I discovered PSC Games last year when they launched *The Great War* (bringing together Richard Borg's excellent *Commands & Colors* wargame

system with the terrific models produced by The Plastic Soldier Company to make a brilliant game of First World War battles). This made their stand a priority for an early visit from me (and Pete) and there was plenty to see. For a start, they were sharing with Ian Brody of Grigling Games, designer and publisher of *Quartermaster General*. The two outfits are working together on *Quartermaster General: 1914*, which applies the *QMG* mechanisms to the First World War, and *Victory or Death*, which uses them for the wars between the city-states of Ancient Greece. Given the pedigree of the two firms, I'm looking forward to both – and the models they will contain.

The main display on the stand was a giant map of Britain and near Europe with model aeroplanes on stands being pushed around by a couple of WAAF's (PSC Games main man, Will Townshend, was also resplendent in an RAF uniform). Yes, the next game from PSC will be a "re-mastered and upgraded version of Richard Borg's much-loved old TSR classic, *The Battle of Britain*." Hmm, it may be a classic, but I'm afraid it passed me by back in the 1990s. It's a two-player game of the air war over Britain in late 1940, pitting the defending fighters against the bomber fleets and their escorting fighters. I look forward to seeing what PSC do with the game, but it will be a completely new experience for me. The Kickstarter campaign runs until 12th August and is more than 200% funded!

There was an extensive display of *The Great War* on the stand, of course, along with the expansions so far. The latest of these is a pack of three Whippet tanks – lightly armoured, fast tanks armed with machine guns as infantry support. These look just as good as the models in the main *Tank* expansion and a few scenarios with Whippets are included in that. The next expansion will be the French Army – I'm hoping for cavalry and some early war scenarios. PSC Games can be found at www.pscgames.co.uk and Grigling at www.griglinggames.com.

Push It is an interesting game. Not least because it's just a set of coloured wooden pucks. All you need is a smooth, flat surface and you can play: flick, shove, push or chop your pucks across the table. The aim, as in bowls, is to be closest to the target piece (jack) when everybody's finished. It's simple, it's fun and it's a game you can just tuck into a pocket or a bag and play when you need something



to fill the odd five (or twenty) minutes. There are four colours of pucks in the box, so it can be played by 2-4 and designer Leeson George recommends playing with partners (croquet style) with four. It's a cracking little game and gets a solid 8/10 on my highly subjective scale. The *Push It* website is at www.push-it-game.com

Pete and I hit the Ragnar Brothers' stand on Friday morning to get an introduction to their latest, *Niña and Pinta*. Unfortunately, shipping delays meant the game arrived in the UK just too late for the Expo. However, the guys had several demo copies on display and the game is certainly available now. As you'd expect from the name, the game is about exploring the New World – all three of Columbus's ships are involved. However, everybody remembers the Santa Maria so the game's title celebrates the other two ships. The twist is that each ship goes to a different, parallel version of the Americas.

Each player has their own expedition: three ships on which to send their settlers (nice little wooden meeples) and Captains (slightly larger meeples) to the three versions of the Americas. This costs money, but the main reason for going is to bring back money. Initially, players will explore, revealing the differing terrain in each New World and gaining the occasional bonus. Once established, settlers provide revenue and this is brought back by the ships, with any plunder.

Players can also attack each other – within limits that require planning – and convert settlers to towns and then cities (again, this requires a bit of planning to achieve). One advantage of these is that they can't be attacked. A second is that they score more points at the end of the game. However, a lot of players' points will come from the 'bonus' tiles they buy each round. Some of these provide

Playing *Niña & Pinta*

immediate advantages (such as a free town or larger ships). The others score points according to the number of cities in the appropriate New World (just which one is established during play – something else for players to think about).

Niña and Pinta plays over six ‘Eras’, giving players six opportunities to send ships to the New Worlds (and back) and six occasions to buy bonuses. The winner is, of course, the player with the most points and this won’t be clear until you tot them all up. The Ragnars have come up with another intriguing, deep game that I look forward to playing. For the time being it gets 8/10 on my highly subjective scale. Find out more on the Ragnars’ website at ragnarbrothers.co.uk



For me, Warm Acre are the publishers of the highly entertaining *Jane Austen’s Matchmaker* card game. Their next venture, being demonstrated at the Expo in prototype form, is another card game, *Game of Blame*. Themed around a medieval court, this is a fast-playing card game of making sure your opponents carry the can when things go wrong. It’s a terrific idea and my brief introduction to the game was good fun.

Each player is an advisor to the Queen and must make sure the other advisors get blamed for the incidents shown on the cards. The problem is that each card has coloured seals (wax not wildlife) and if your role matches, the finger’s pointing at you. Hence, the main mechanism is to

get cards out of your hand, burying bad news in the discard pile. The other option is to change job, suddenly making bad cards very useful. I’m looking forward to this one and give it a provisional 9/10 on my highly subjective scale. www.warmacre.com is the company’s main website and there’s a separate site for the game: www.gameofblame.com.

All in all, I had a terrific three days at this year’s UK Games Expo. Many thanks to Richard Denning and his team (and all the volunteers) for a job well done. I look forward to next year’s event, scheduled for 2nd-4th June 2017 and you can keep up to date on the website: www.ukgamesexpo.co.uk

Games Events

As noted in last issue, this weekend (15th-18th July) is Manorcon at Leicester University. There’s probably just time to get there if you’re not already booked in: check www.manorcon.org.uk for the latest.

Things are fairly quiet after that, but there is The Cast are Dice on 13th-14th August. This is taking place at the Sixth Form College in Stoke-on-Trent and is essentially a weekend of open gaming with a large games library on hand. Tickets are available in advance with some room for those arriving on the day. Find out more at www.thecastaredice.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: 2nd-4th June 2017 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: 11th-13th 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>

Fictionary Dictionary

We start with half a dozen entries for round one's fictional definitions. More players are very welcome to join in – there's still plenty of time. And everybody gets a vote on their favourites.

Round 1 definitions

The proposals are below. All you have to do is let me know your favourite definition for each word.

Argyle

- 1 A Scottish Gargoyle.
- 2 A female gargoyle.
- 3 A strangely-coloured sort of gravel deposited in parts of Scotland by glaciers.
- 4 Somewhere near Plymouth apparently.
- 5 Homeric phrase relating to dextrous heroes, especially used in relation in sheep- or fleece-related activities.
- 6 The cunning deceit practiced by pirates.

Biostrome

- 1 Similar to a maelstrom, but involving material of biological origin. Commonly referred to as a sh*tstorm.
- 2 New brand of Minestrone soup with added Pro-biotic bacteria.
- 3 An older version of UEFItrome.
- 4 Naturally occurring moist environment which supports indeterminate lifeforms, most commonly found in third term student residences.
- 5 Archaic name for the practice of playing music by rubbing a moistened finger around the tops of partly-filled wine glasses. Literally 'the tone from the brim'.
- 6 A software cleaning tool: one application and the bugs are gone!

The next words are: Credendum and Dacoit

Send your votes (just two numbers) and/or made-up definitions to Pevans at 180 Aylsham Drive, UXBRIDGE UB10 8UF or to TWJO@pevans.co.uk by 5th August 2016

What's this about?

This game is open to all readers and I guess most of you will have come across some variation of it. Each issue I will put up a couple of obscure (or not) words. Anybody who wants to participate writes in with a fictional definition for each word. (For example: "Geranium: a ceremonial dagger used by Aztec priests for human sacrifice.") I publish the definitions, anonymously.

All readers (not just those who contributed) vote for their favourite definitions (any vote for yourself will be ignored). Players score points for the number of people who choose their definition. (In other versions of the game, the definitions include the correct one and players get points for spotting it. However, Google and Wikipedia make this too easy, so I've left it out for this game.)

We'll run this for 10 rounds/issues. The winner will be the player with the most points at the end.

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 37 of *Brass* (at brass.orderofthehammer.com) saw a return to winning ways by your editor – though only just. I scored 130 points, just ahead of this game's ringer, Al h, on 126, Steve on 124 and Mike on 117. A good game overall and number 38 is already under way.

Brad Martin and I would like to play *Keyflower* (at BoardGameArena.com). If you'd like to join us, let me have your ID at BGA and I'll invite you in.

boardgaming-online.com has an implementation of the new edition of *Through the Ages*. Al Tabor, Brad Martin and I are playing – anyone else interested?

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 6

"So, what do we do?"

"I don't know. We have our orders."

"But the sums don't add up. Look, he's factored in the wrong prices."

"You want to wake him? Remember what he did to the last man to wake him?"

"He's got toothache."

"Biting his head off – literally – is still overreaction to a tap on the cheek."

No one bought anything at Gamma Leporis.

At Epsilon Eridani PAVONIS PIONEERS sold 6 Isotopes for 6 HTs each. INTERSIDEREAL GREENHORNS sold 8 Liquors for 17 HTs apiece and gained a Contractor's position. Then TRANSURANIC TRADING sold a further two at the same price.

INTERSIDEREAL GREENHORNS sold 8 Isotopes for 10 HTs each at Delta Pavonis and took a Dealership; PAVONIS PIONEERS sold 2 more at 12 HTs. INTERSIDEREAL GREENHORNS then bought 10 Petroleum for 8 HTs each and got a second Dealership, leaving PAVONIS PIONEERS to buy 5 on Contracts. PAVONIS PIONEERS then sold 1 Spice for 15 HTs.

PAVONIS PIONEERS gained a Dealership in Isotopes at Tau Ceti when they bought 11 Isotopes for 5 HTs apiece.

Mu Herculis found INTERSIDEREAL GREENHORNS selling 9 Isotopes for 8 HTs each and gained their third Dealership this Quarter. PAVONIS PIONEERS bought 5 Monopoles at 13 HTs each. INTERSIDEREAL GREENHORNS bought 9 Petroleum for 9 HTs apiece and acquired yet another Dealership.

Alpha Centauri was quiet. WHITE STAR LINE wanted to buy Liquors, but its bid of 12 HTs was not enough as the price rose, while FATCAT could only sell 5 Alloys for 14 HTs each.

TRANSURANIC TRADING bought 6 Isotopes for 5 HTs each and gained a Dealership, while PAVONIS PIONEERS bought 2 Isotopes on Contract and then sold 2 Petroleum on Contracts.

At Beta Hydri TRANSURANIC TRADING sold 12 Monopoles for 13 HTs each – and took a Dealership – leaving FATCATS unable to sell any at 17. PAVONIS PIONEERS sold a Petroleum for 13 HTs after which COSTRA NOSTRA IMPORTERS INC sold 5 at the same price to close trading for the Quarter.

COSTRA NOSTRA IMPORTERS INC loaded Passengers for Tau Ceti, Beta Hydri and Epsilon Eridani, bought a Petroleum Factory (refinery?) at Mu Herculis and an Isotope Factory at Sigma Draconis. Then they laid down a Phoenix Hull at Tau Ceti, called Machine Gun Kelly, and a Corco Gamma Hull at Epsilon Eridani, called John Dillinger.

FOOLS AND HORSES smiled at their Spice Factory production as it boomed and increased their Business Connections.

FEDERATED ASSOCIATION OF TRUCKERS CO-OPERATIVES AND TRADERS loaded Passengers for Beta Hydri and one for Alpha Centauri. They



then took OP 40, a Spear Hull at Gamma Leporis, which they equipped with an A class crew, a Battle Comm Pod and a Hunter pod. They then defaulted on their loan with predictable consequences of increased loan and decreased Reputation.

WHITE STAR LINES took Passengers for Tau Ceti and Alpha Centauri.

SWISS MERCENARY FLEET sold Naginta E for 110% of list and laid down Naginta G and Naginta H in the Shipyards at Tau Ceti (both Piccolo hulls with D crew) and raised their Political levels to 3.

INTERSIDEREAL GREENHORNS bought a Warehouse at Mu Herculis.

PAVONIS PIONEERS were quiet. The ship's unlikely failing of a jump had muddled their plans.

TRANSURANIC TRADING hired Agent Percent and loaded Passengers to Sigma Draconis. A Warehouse was bought for Tau Ceti, Political Connections were increased and then their Reputation Increase was spectacular.

Corporation Table

Corporation letter and name	Connections Bus/Crim/Pol	Init'v Bid	Turn order	Cash Rep'n	Player
C Costra Nostra II	5 5 1	0	5th	239 23	Mark Cowper
D Fools & Horses	3 0 7	0	4th	65 40	Mike Clibborn-Dyer
E FATCAT	9 7 5	7	2nd	42 36	Jerry Elsmore
F White Star Line	1 0 7	10+1	1st	298 40	Paul Evans
G Swiss Mercenary Fleet	2 5 3	0	6th	198 35	Martin Jennings
H Intersidereal Greenhorns	10 0 7	0	7th	161 40	Mateusz Ochman
J Pavonis Pioneers	10 0 8	10	2nd	132 40	Przemek Orwat
K Transuranic Trading	5 0 5	0	8th	270 30	Bob Parkins

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

Press

Intersidereal Greenhorns proudly announces that we added a new service this Quarter; it is now possible to hire Eleanor. Any interested Corporations should send their propositions on our E-Mail: mat@fapr.net.

News

There were three new News chits this turn. The current chits (new ones in bold) are as follows.
 Turn 7 B4, P4
 Turn 8 C10, **P6**
 Turn 9 **C2, B6**

(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.)

44	15	Brynmawr	S5	Barry or Penarth
45	51	Maerdy	32	Rhymney
46	61	Treherbet	S2	England
47	35	Merthyr Tydfil	43	Aberaman
48	42	Aberdare	S3	Cardiff or Barry

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."

Please submit your Game End Statements, complaining and giving praise as seems fit, with your orders for the last turn.

Orders to Mike Dommett, 119 Victoria Road, Alton GU34 2DD or by e-mail to mike_dommett@yahoo.co.uk by 29th July 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 20). You will also need (access to) a copy of the published rules to *En Garde!* (see www.engarde.co.uk).

Orders for December 1668 to Pevans at 180 Aylsham Drive, UXBRIDGE UB10 8UF, UK or lpbsorders@pevans.co.uk by Friday 5th August 2016



November 1668 (297)

Generally, Parisians on their way to a clandestine duel disguise their identity, their purpose and their destination. Not so the irrepressible Felix Antoine Gauchepied'er. He – and Trissy, of course – proceed through the Parisian streets in a sedan chair carried by four muscular men with bare torsos. They arrive at a clearing in the woods on the outskirts of the city with a gaggle of curious small boys in tow. The pop of champagne corks from within the chair punctuates the work of the four beefcakes: they drench a small area with buckets of water and trample on it until it becomes a pool of mud several inches deep.

The small boys have drifted away, bored, by the time Claude Talon, Jean Ettonique, Sebastian de la Crème and Xavier Four-Hollandaise show up for their duels with Felix. They look at the mud pool, they look at each other, they look at the sedan chair, they look at the mud pool again and shrug their shoulders. Then Felix bounds out of the sedan chair and strips off his robe to reveal a pink loincloth – his only remaining item of apparel. "Last one in's a lemon," he cries and hurls himself into the mud...

Once it has been made clear to Felix that he's expected to fight all four ... with an actual sword, he withdraws rapidly. "It's all been a terrible mistake, darlings. I don't recall offering any challenges – it must have been the champagne 'talking', darlings." Then he bursts into tears and scuttles back into the sedan chair where Trissy can 'comfort' him.

The first real duel pits the Royal Foot Guards commander, Amant d'Au, and his selection of knives against Terence Cuckpowder, CO of the Queen's Own

Carabiniers (and CPS), who wields his regimental sabre. Cuckpowder is a well-built fellow, but Au is noticeably bigger. Cuckpowder opts to slash at his opponent, who has stood back to throw his dagger. The knife hurtles past Cuckpowder who takes a lump out of Au with his blade. Another slash of the sabre takes a second chunk out of the Foot Guard, but the knife that plunges into Cuckpowder's shoulders settles things. Cuckpowder surrenders.



Next up is a rapier fight between Jean d'Ice (Cardinal's Guard) and Was Nae Me (King's Musketeers). His Colonel, Leonard de Hofstadt, seconds Major Ice while Me has KM colleague Duncan d'Eauneurts and Frele d'Acier of the Dragoon Guards alongside him. This would be an even fight, but Me's bandages cover some recent injuries that put him at a disadvantage. Ice starts by jumping aside from the furious lunge he expects. Me has gone for a furious slash, however, and both slash and cut strike home as Ice recovers his balance and takes his guard – his lack of skill is showing. He slashes back, catching Me by surprise, and quickly lunges before Me can attack again. The lunge is the telling blow: Me concedes.

We finish with Jean Ettonique (Dragoon Guards) versus Sebastian de la Creme (Crown Prince Cuirassiers) in a sabre duel. Creme is disadvantaged by his lack of skill and his partly-healed wounds from last month. He does, however, have the Field Marshal, Pierre le Sang, as his second. Both duellists want the other to make the first move. Thus we have a parry and a sequence of blocks from Ettonique and alternating parry and block from Creme. Both then jump back. Ettonique goes first, steadies himself and finally goes on the attack with a slash. First blood to the Dragoon: Creme surrenders immediately.

Huzon Trial

The first official business in Paris is the trial of the Lieutenant-Colonel of the 53rd Fusiliers. Commissioner of Public Safety Cuckpowder asserts that the officer "has been insufficiently vigorous in serving His Majesty at the front." The trial has excited very little interest in Paris. However, sitting at the back of the courtroom, among the vagrants who've wandered in to get out of the cold, are Felix Antoine Gauchepied'er, Trissy and a small group of other 'friends', all of them dressed up in their best dresses, wigs and make up. A small banner, proclaiming 'FELIX IS INNOCENT', is waved around and the group makes suggestive comments to various ushers and guards. Felix keeps winking at the MoS and mouthing an invitation, but just gets a cold stare in return.

No-one has seen fit to use any influence on the outcome of this trial and the accused has no influence of his own. He is accordingly found guilty and fined 400 Crowns, "to teach him a lesson."

Get 'em out

In another part of Paris, military machinations are going on. Bill de Zmerchant adds his support to Uther Xavier-Beauregard's request for the Adjutant of the Cavalry Division to step down. He does so. Xavier-Beauregard then pressurises his Aide to resign as well. This man is quick to clear his locker as well. As commander of the Cavalry Division, Xavier-Beauregard now has the freedom to appoint his own staff. He doesn't.

Beau Reese Jean Seine asks the commander of Third Army to resign his appointment. His arm-twisting fails to do its job, however, and the General stays.

Bernard de Lur-Saluces and Philippe Lesueur combine forces to remove the almost-junior Captain of the 13th Fusiliers. The man is also Regimental Adjutant, so his departure opens up a useful vacancy. Nobody fills it, though.

Jean Ettonique is looking to make another useful vacancy by getting the junior Major in the Dragoon Guards to quit. However, simply nudging him a bit doesn't have much effect and Ettonique can't get the job as Horse Guards Brigade Major that he wanted.

There's more from Bill de Zmerchant as he supports Pierre Cardigan's bid to become a Minister (without Portfolio). As he's about to depart himself, the current Minister of State isn't bothered and gladly gives Cardigan the post. His Majesty rewards him further with elevation to the rank of Count.

Félix Subercaseaux applies to Coeur De Lion to join the Picardy Musketeers – following his disappointment with the PLLD last month. He is accepted and buys the rank of Major, financing this (and the necessary horses) with a hefty gift from his new commanding officer. In turn, Lion receives funding from Rick O'Shea.

As announced last month, Guards Brigadier Was Nae Me volunteers the Guards Brigade for active service – though he allows the King's Musketeers to remain in Paris. Brigade Major Maurice Essai Deux marches with his boss. RFG commander Amant d'Au does not seem to be expecting these orders, nor do Major Beau Reese Jean Seine (who's busy re-scheduling his debts) and Captain Philippe Lesueur. Lt-Col Jean Jeanie is keen to get started, however, as is CG Lt-Col Alan de Frocked. Other members of the Cardinal's Guard, including Colonel Leonard de Hofstadt and Major Jean d'Ice, are taken by surprise.

Lunch and horses

The first social event of November is Baron Etienne Brule's Cavalry Luncheon at Bothwell's. The invitation is open to all (of sufficient social standing), not just to cavalrymen, but most of those who Etienne and Belle Epoque welcome are in

cavalry regiments. Frele d'Acier and Jean Ettonique are in Brule's own regiment, the Dragoon Guards. They are accompanied by Freda de Ath and Alison Wunderlandt, respectively. Jacques As is in the Grand Duke Max Dragoons and brings Thomasina Tancenjin with him. The non-horseman is the Adjutant-General, Lt-General Sebastian Adis II, who escorts Marie Antoinette. Frele offers a topic for discussion: "Practical uses for the QOC". His thesis is that they should be restricted to "manure shuffling ... since the smell reminds them of home."

The only disruption to the proceedings is some noise outside the club. This turns out to be the loud complaints of Charles Louis Desapear, Claude Talon and Richard Shapmes, all in masks. They expect to attend on Philippe Lesueur for his "Grand Masque and Poetry Contest", but seem to have overlooked that his regiment has been volunteered for active service. Chopine Camus is in Bothwell's, but that's because he's a member. He brings Sheila Kiwi with him.

Several members pass the week in the Fleur de Lys. Ali Vouzon takes Angelina di Griz and "pumps her full of booze". Bill de Zmerchant escorts Mary Huana. Pierre Cardigan is accompanied by Edna Bucquette. Pierre le Sang has Guinevere d'Arthur on his arm. Terence Cuckpowder leads Katy Did. Henrietta Carrotte accompanies Uther Xavier-Beauregard. However, Sebastian de la Crème is stuck in the foyer. He expects to be admitted by Pierre le Sang, but the Field Marshal denies all knowledge of this.

The Horse Guards, Hunter's and the Frog & Peach are empty. This leaves Blue Gables, where Coeur De Lion takes Ada Andabettoir, and Red Phillips, the venue for Félix Subercaseaux and Ulla Leight.

Week 2 is time for Bill de Zmerchant's horse race. Bill takes Mary with him and welcomes seven entrants for the race. At the top of the list of riders (alphabetically, anyway) is Claude Talon. A Major in the GDMD, Claude's beefy build and moderate skill put him in the middle of the pack. Etienne, Baron Brule, is commander of the Dragoon Guards and brings Belle to cheer him on. Another beefy fellow, he is hampered by his inferior dexterity and tactical awareness, putting him at the back of the pack. The Marquis Frele d'Acier is number two in the DGs and supported by Freda. He has a distinct advantage as he's lighter and more skilled and is favourite for the race.



Gaz Moutarde has the handicap of being a Marine (in fact, commander of the Marines), which does him no favours on horseback. He's expected to be an also-ran. Major Jean Ettonique is the third member of the Dragoon Guards in the race. Despite his hefty build, Gaz's abilities make him second favourite. Field Marshal Pierre le Sang has Guinevere in support and starts in the middle of the field. Also there is Terence Cuckpowder, cheered on by Katy. His mistake may be being the only member of the Queen's Own Carabiniers in the race. As commander of the QOCs he can expect no favours from his three enemies.

The starter gets the race under way quickly, the riders dig in their heels and the horses gather speed down the initial straight. As expected, Frele takes an immediate lead. What's not expected is that he is quickly a length and a half ahead of the pack. Is Jean's horse slowed down by his bulk or is he deliberately impeding his regimental enemy? Either way, he and Terence are jostling each other as they race neck and neck. The problem may be that they are in the middle of the pack: Claude, Gaz and Pierre are also level with them. This leaves Etienne Brule trailing by a length and a half as he tries to get his mount moving.

But get it moving he does and sprints forward. By the time the horses reach the bend, Etienne's just ahead of the floundering Terence – is that a loose girth flapping on the latter's horse? He's still a good length down on Gaz, though, who in turn can't match the pace of the rest of the pack. Neither it seems can Frele. He's allowed his mount its head while he acknowledges the spectators and it has fallen back to join its equine pals. Frele is now in the middle of Claude, Jean and Pierre. Together, this foursome rounds the corner into the final straight.

As the horses gallop towards the finishing line, it's clear that the effort made by Claude, Jean and Pierre has spent their horses. Still knee to knee, the three drop back as Frele finally gets his steed moving. In fact the only person behind them is Terence. He seems to have found a way of staying on his horse, but is still a full length down when he crosses the line – in last place. Gaz maintains his steady pace, passing the tired trio but unable to catch Frele. He takes third place by half a length. This leaves Etienne, whose horse hurtles towards the line. He passes Claude, Jean and Pierre, he passes Gaz and, right on the line, he catches Frele. So the result is a dead heat between Frele and Etienne. Unfortunately, it's not the only dead thing as Etienne's horse collapses. A bullet in the brain is needed.

As sponsor of the race, Bill splits the prize money for first and second between the tied racers. This should let Etienne buy a new horse. Then it's drinks all round in the Prix d'Or with much toasting of the joint winners. Terence is mocked by his regimental enemies; he retaliates by challenging them all and his challenges are reciprocated.

Tonies and Cleos

Jacques As's party at Bothwell's does not attract many guests. In fact, he and Thomasina have only Félix Subercaseaux (with Ulla in tow) and Florent Sans de

Machine (whose courting did not go well) Toadying to them. There is still a racket outside and the doorman reports it's another group looking for Philippe Lesueur. Richard Shapmes is back again, but this week his companions are Felix Antoine Gauchepied'er and Sebastian Adis II. Felix is accompanied by Trissy, of course, the pair of them dressed as Valkyries and looking happy that they have managed to repay the loan due this month.

A couple of members are in the Fleur with their lady friends: Ali Vouzon and Angelina at one end with Pierre Cardigan and Edna at the other. And Coeur De Lion takes Ada back to the Blue Gables.

There is some uncertainty about just when Frele d'Acier is holding his "Great Couples of History" party as he has changed the date twice. In the end, some people turn up in week three, others in the fourth week. Luckily, Frele has hedged his bets and spread the party over both weeks. Dressed as Anthony and Cleopatra, Frele and Freda host Etienne Brule and Belle, Jacques As and Thomasina and Richard Shapmes and Kathy Pacific at Bothwell's in week three. Yes, Richard and Kathy finally get into a party! Jacques and Thomasina appear in fancy dress as... Anthony and Cleopatra! Frele grudgingly awards them the 100-crown prize.

There is another, smaller gathering in Bothwell's: Sebastian de la Creme and Di Lemmere have Felix Antoine Gauchepied'er and Florent Sans de Machine Toadying to them. Even the panther mask worn by Sebastian does not conceal his identity and it quickly becomes clear that the two F's regard Sebastian as an oik. Both challenge him for his lack of nobility while having the gall to be their social superior. Luckily, Di doesn't know that he was camped on another young lady's doorstep the week before or Sebastian might have a challenge from her too. His impending trial is clearly on Felix's mind as he babbles about the uncertainties of life – "how it can be so unfair?" – and asks advice on what to wear for the occasion. Left outside Bothwell's is Claude Talon who claims to have an invitation from Etienne. It's of no use as Baron Brule is only there as someone else's guest this week. It's clearly not Claude's month, but he has paid his tithes to the church in the hope of better luck.

Terence Cuckpowder is welcoming guests to the Fleur, but doesn't get many. He and Katy first receive Charles Louis Desapear and Josephine Buonaparte. Then Sebastian Adis II and Marie Antoinette join them. Other members are scattered about at their own tables. Ali Vouzon and Angelina are at one. Pierre Cardigan and Edna have a second. And Pierre le Sang and Guinevere take a third. Elsewhere, Coeur De Lion is at the Blue Gables with Ada once more while Félix Subercaseaux takes Ulla to Red Phillip's again.

The only event in the fourth week is the continuation of Frele's party, which gains a few more guests. Jacques As and Thomasina return, but ring the changes by swapping costumes. Frele and Freda, still as Tony and Cleo, welcome several new faces. Claude Talon brings Anna, dressed as Kublai Khan and consort,

apparently. Gaz Moutarde is disguised as Siegfried with Anne as the Valkyrie, Brunhilde, in rather skimpy pieces of chain mail. Jean Ettonique escorts Alison and they make the third Anthony and Cleopatra pairing. Sebastian Adis II has Marie on his arm. The difference is that they are dressed as **Mark** Anthony and Cleopatra. Sebastian de la Creme accompanies Di to become the fifth set of Anthony and Cleopatra. There must be something special about their costume as Frele gives them this week's prize. Etienne Brule is in Bothwell's with Belle again, but this time under his own steam.

Three couples complete a month in the Fleur de Lys in week 4: Ali Vouzon and Angelina, Pierre Cardigan and Edna and Pierre le Sang and Guinevere. Bill de Zmerchant props up the bar on his own. It's also the fourth week in the Blue Gables for Coeur De Lion and Ada. And Felix Antoine Gauchepied'er confounds expectations by courting a young lady – supported by Trissy on strings.

Let's see: who's spending all month in the gym with his rapier? Yes, it's Jacques de Gain. Other contenders for the iron man award disqualify themselves by taking a week out to visit the Bawdyhouses. That's Bernard de Lur-Saluces on rapier, Duncan d'Euaneurts on sabre (and attracting the footpads as he leaves the Bawdyhouses, but having nothing for them), Le Poutine Noir on rapier and Rick O'Shea on rapier. As already reported, Chopine Camus and Uther Xavier-Beauregard start the month in their respective clubs with their respective mistresses and then put in three weeks with their respective sabres. Charles Louis Desapear is in the gym for two weeks with his rapier and various others pop in for a week. The only other visitor to the Bawdyhouses is Florent Sans de Machine, who finishes his month there.

Guards in action, mostly

Another quiet month is expected on the frontiers. Then the Guards Brigade turns up – well, the Royal Foot Guards and Cardinal's Guard, anyway. This necessitates much moving around as the Guards boot the frontier troops out of the best billets. Spotting the confusion, the local Spanish garrisons take the opportunity to launch a few attacks to see what they can get away with. However, the Frontier regiments hold their own and the Guards give the Spaniards a bloody nose for their trouble.

Count Euria Humble is currently serving as a Subaltern in the third Frontier regiment. At least he should be, but is conspicuous by his absence when the regiment is in action. Spaniards dealt with, the indignant Humble is cashiered (from a Frontier regiment!) and stripped of his Ministerial post. Two members of the 69th Arquebusiers – Bdr-General Pepé Nicole and Major Philippe Yerbouttes – serve with Fourth Frontier and survive happily, but without any reward.



Leading the Cardinal's Guard brings Colonel Leonard de Hofstadt a (brevet) promotion to Brigadier-General. His second in command, Lieutenant-Colonel Alan de Frocked, takes the opportunity to grab a little booty from the Spanish. He adds 150 crowns to his personal wealth. Major Jean d'Ice is Mentioned in Despatches for not doing any looting.

Bdr-Gen Amant d'Au leads the Royal Foot Guards with his customary, swash, buckle and helping himself to anything that isn't nailed down. He takes away nearly 500 crowns worth of swag and is Mentioned quite fulsomely in the Despatches ("What a looter!"). There's just the briefest Mention of Lt-Col Jean Jeanie, whose plundering isn't up to his CO's standard: 350 crowns' worth. Senior Major Beau Reese Jean Seine acquires the same amount of booty, but without appearing in the Despatches. Junior Major Con d'Masses receives a Mention for retrieving the body of Captain Philippe Lesueur. Attempting to emulate his superiors, the Captain throws himself into the fight with consummate bravery. Unfortunately, his hand-eye co-ordination lets him down as he tries to bat away an enemy pike with his rapier and he is spitted. RIP. Major Masses is granted the title of Baron.

Brigadier Was Nae Me is pretty happy with his month's work. Pulling rank ensures he gets the lion's share of the loot – just shy of a thousand crowns' worth. His rank as Brigadier-General is made permanent and the Brigade's success brings him an Earldom. Brigade Major Maurice Essai Deux has a near miss with a Spanish bullet that gets him a Mention in Despatches ("the only King's Musketeers in action") and he sequesters 700 crowns' worth of booty for himself.❖

Press

Announcements

To all who serve in the Heavy Brigade

We have started to grow fat and content in Paris, some long cold hard nights on the front line ought to do us some good.

Pack your bags lads, we'll be spending winter at the front.

† Brigadier-General de la Crème

Gentlemen of Paris! The finest regiment in the King's Cavalry, the Dragoon Guards, offers action, adventure, wealth and status. Be a hero among heroes: apply to join the Dragoon Guards today!

Social

Gentlemen of the Paris

Freda & I are throwing a Christmas party at my club in week 3 of December for all and their ladies. As it is Christmas all are welcome and all costs will be paid by myself.

I have taken the liberty of providing Christmas activities – like the pin the tail on the Donkey, charades – and don't forget to bring your shoes to leave by the fire to be filled with sweets by Pere Noel.

Kind regards,

† Marquis Lt Colonel Frele D'Acier,
Dragoon Guards

King's Musketeers Christmas Ball
All Gentlemen and their ladies in Paris (CG excepted) are invited to the KM ball in Hunter's, week 3. Costs will be covered.

† Marquis Me

Apologies to all who may have tried to attend my Grand Mazque. The call of duty hurried me away to the frozen fields of Flanders where men's lives are as transient as a snowflake in Spring. But fear not, if I return, the Masque will be held in December, same time, same place, same terms: Weeks 1 and 2, SL 7 and above, mistresses welcome and costs paid plus a Grand Prize of 100 Cr for the best poem on the theme of Sacred Soil, Holy Blood.

Regimental Letters

Cher Major N5,

I have enjoyed serving beside you at the Front and as a brother officer in the Dragoon Guards. It saddens me that you appear to have been adversely affected by the realities of war and I notice how much more you have been drinking of late. May I recommend that this does not fit with your new appointment. You should look to your health and retire to the country: I will take up the role I previously held if the Brigadier is good enough to trust me with the post I held so successfully this last campaign season.

Regards,

† Jean E

Personal

27th 2, 13th 0, hehehe, next.

Sir Coeur De Lion, B.Bdr-General PM Mon General,

As a newly arrived man into Paris, I am looking to join a fine regiment to allow me to win fame and fortune and – of course – honour for France, Le Roi and my family. I humbly request your acceptance of my good self into the fine regiment of the Picardy Musketeers. I promise to be loyal and brave soldier under your fine command.

Yours,

† Félix Subercaseaux

Inside the Bastille, Senior Jailer's quarters.

"Anything to report Gaston? How are our 'guests' coming along?"

"Well, Chief, we've got confessions from the two priests who were running that fake pieces of the cross scam, the cutpurse we caught outside Notre Dame is close to signing a full admission and that Lt. Colonel from the 53rd hasn't stopped blubbing since he was brought in."

"Very good, and what about that Brigade Major fellow, Gauchepiper or whatever he's called?"

"Ah, now that one's a bit more tricky, Chief. In fact, damned tricky to be honest. He's not stopped smiling or chatting since he arrived. We've tried everything to get him to confess but nothing seems to work. When we manacled him, he asked for more shackles; when we threatened to strip him and put him on the rack, he had undressed himself before I'd finished

detailing the punishment and he's worn out three whips and exhausted two of our most experienced floggers and still we've no success."

"What?! Right, this calls for drastic measures, no smart Alec brigand makes a fool out of the Public Safety Ministry. I want Sasha Le Sadiste to work on this one and tell him to take the full set of the 'Pears of Anguish' with him – use the lot if need be."

Some time later...

"So, how did it go? Have you got a confession from him as I'll need one for the Commissioner? The trial's next month."

"He broke him, Chief," replies the ashen-faced Gaston.

"Excellent, man, and don't look so shocked about it, sometimes we need to resort to more extreme measures to achieve our aim."

"No, Chief, you don't understand. Not the prisoner, Sasha. Sasha's the one that's broken. In fact he quit the Ministry an hour ago. Said his career was in tatters, he'd never failed before and he wasn't going to be humiliated by failing again."

"But... but... how?? Did he forget to use the Pears?"

"Oh no, he used them alright, all of them. He was in there for over 5 hours."

"Mon Dieu! Well, didn't the prisoner say anything?"

"Yes, Chief... he asked if we had any bigger ones."

FdA and EB,
Thank you for your consideration.

† Cuckpowder

"Dearest Amant,
You have been neglecting me and you know I grow bored so quickly. Sir Cockpower was pointing this out during his recent exhibition of fencing in the drawing room. I must say that I prefer his sabre to your dagger. At any rate, I wanted to let you know that I wish you the best, but I will not await you while you wile away the hours practicing with your dagger!"

† Katy

A hand slams down as the fingers start to crumple the letter noisily, covering the mumbled expletives. "That damned Cuckpowder, eh?" The letter thrown against a wall as a new sheet of paper and a bottle of ink are ransacked in a rage from the desk.

A missive to the late Brigadier General Terence Cuckpowder
"Jeune homme,

I have received word that you have grown weary of your mare and sought liberties with a woman in whose company I enjoy. It may have been a slip in etiquette, although the slight to my reputation will not be tolerated. I would seek the pleasure of your company to 'discuss' this last indiscretion. I am livid in this situation as... well, that is personal... but I assure you the accusations are untrue! Prepare your soul and have your affairs in order come November. I will arrive early and bring the wine and cheese. Inform your second that he is welcome to partake after you have left us. I hope he likes brie."

† Brigadier General Amant d'Au

Lord Percy Percy says, as fashion is tending to the unknown hero, Etienne Brule is extremely fashionable.

From the Adjutant-General's office to
Office of 1st Army

Dear Sir,

Please inform Earl ZMerchant that the Adjutant-General has been advised by his doctor that he will be unable to ride his horse for at least a month following his initiation into the ARSE club last month. Sadly, his favourite horse is sidelined for the same period as a result of injuries received at the same event.

The Adjutant-General hopes the race is a great success

† Monsieur d'Lackey

In the light of recent events 'across La Manche' I feel it is incumbent on me as chief executive of the capital city to assure His Majesty that I shall be playing no part in any 'leadership competitions' in the near future nor at any other time. It seems that the danger of being stabbed in the back is a little too real.

† Ali Vouzon, City Mil. Gov.

PS The Capt and Ensign of King's and Cardinal's Escorts are still open. Any interest? Also does anyone know a competent barber?

Adjutant General Adis to Major
Gauchepied'er, CPC

Dear Felix,

Please do not be offended by the cheap insults towards Miss Triss from Was Nae Me. Marie used to go out with him and confirms that his "meat and 2 veg" would be a feast for vegetarians only and she heard from Colour Sergeant McHaggis of the Highlanders that the regiment knew him as "Wee Willie Winkie".

Yours , † Seb

Dear Pere Allouez,

I'm sorry I haven't written of late, life in Paris is busy! Glad to hear the accursed Iroquois are holding to the peace. I am distressed to hear of Uncle Jean's poor health, but I eagerly look forward to his return to France this month. I shall of course meet him and arrange transport home. I will introduce him to some of the young maidens at the orphanage, I think that they would make fine Filles du Roi for the colony. I am recovering from a rather sharp injury inflicted by a worthy opponent from a duel last month. I will be fine; but I may have to put off yet another call to honour. In this case, it is a newcomer who is causing quite a stir in Paris. This fellow is a two spirit. I know that the Church considers this an abomination before God and he has certainly ruffled feathers here, but I've never understood this. Two-spirit people are not looked down upon among my Mother's people. Some have even shown themselves to be great warriors; but we shall see with this fellow.

Your faithful student,

† Jean-Claude Talon/Gitchi-Biizhew

Sir Beau Resse Jean Seine,

Please could you contact me with this information.

† Cuckpowder

Outside the gates of the Bastille,
week 2 of November

A small group of 'men' are gathered together, wearing an array of frocks, wigs and heavy rouge cheeks, carrying a large white sheet with the words 'FREE FELIX' daubed in pink

dye. Singing the words “We shall not, we shall not be moved”, at their head, sporting a fetching bright yellow dress, stands a young man holding a large bouquet of red roses and wiping tears from his cheeks with a handkerchief.

To the side of this group stands a somewhat more sombre detachment of troopers from the Crown Prince Cuirassiers Regiment, at the attention, and giving more than a dubious glance or two to their erstwhile neighbours.

Shortly the gates open and a solitary figure emerges out into the cold dawn light.

“Oh, Felix, darling,” cries the young man in yellow, “Felix, my poor love,” and rushes forward to embrace him, for it is, indeed, the recently incarcerated Major Felix Anton Gauchepied’er.

“Darling, what did they do to you? How did those beasts behave?” as he then promptly bursts into a fit of tears.

“Oh, Trissy... oh, Trissy... it... it was... WONDERFUL, sweetheart, simply a dream. I cannot begin to thank Cucky enough! You should have seen those jailers, Trissy, dishes they were: bare chested, hairy hunks, rivulets of sweat running down their raw, unwashed torsos... ooohh... I argued to stay another week but, alas, it wasn’t to be. I must tell you about their top man, too – Sasha, I think they called him, well he can pull my chain again any day!!”

The group of frocked men then proceed to give a cheer and raise Felix onto their shoulders, with the CPC detachment forming a defensive

screen around the group as it makes its way, noisily, down the street.

While I was pleased to lead the out team to a surprise victory in last month’s “Bothwell’s Great Debate”, I feel I should clarify that, when I said France should leave the Catholic Church and spend the tithe on more leeches for the poor, what I meant was that we should re-negotiate our relationship with Rome so that Canon law cases are resolved by the Cardinal rather than being appealed to the Pope. Also, contrary to what you may have heard, our victory in the Debate does not mean I am throwing my hat into the ring for the job of Minister of State.

† Beau Reese Jean Seine

Poetry Corner

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

Marie Antoinette’s poetry submission for “Sacred Soil, Holy Blood”
Sacred Soil, Holy Blood
Mixed together, make scarlet mud,
Mould and bake into a scarlet cross
Hmph, Seb has called my poem utter dross...

So I am not writing any more

Hurrah for the Highlanders and their
Highland Fling,
Hurrah for the musketeers marching
with a swing
Hurrah for the cavalry bravely
cantering
Hurrah for the Guards - and
HURRAH FOR THE KING!

† BdZ

D’Eauneurts wrote a poem that didn’t rhyme.

Cocking up is what he does all the time:

He thinks dream sounds like Crème,
When the name rhymes with them,
And they laugh at his obvious word crime.

† De la Crème

Cream and Doughnuts, ’tis said, were sticky indeed;

Both sweet dreams of vict’ry did harbour.

Crème dived in the fray and Doughnuts did bleed

To send Crème on a trip to the barber.*

† Sir Duncan d’Eauneurts

(* Should have been ‘Barber-Surgeon’ but it didn’t rhyme or scan.)

Points Arising

Next deadline is 5th August 2016

Next month is the start of a new season. **All characters start the month in Paris and all duels must be fought.** Any vacant appointments not taken by player characters will be filled by NPCs. However, if a player character appoints the position, they may leave it vacant. (If you have an appointment or a rank that allows you to appoint other characters to posts, don’t forget to do so).

Next month is December and mistresses’ influence will be renewed at the end of the month. A good reason to court a new mistress next month and gain twice as much influence. ☺

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

CdM Con d’Masses (Craig Pearson) has NMR’d. Total now 2 and is sent to a Frontier regiment

JS Jacques Shitacks (David Olliver) has NMR’d. Total now 1

MC Monty Carlo (Andrew Burgess) has NMR’d. Total now 7 and is sent to a Frontier regiment

MED Maurice Essai Deux (Olaf Schmidt) has NMR’d. Total now 1

PM Percy Mystic (Ray Vahey) has NMR’d. Total now 1

PY Philippe Yerbouttes (Paul Appleby) has NMR’d. Total now 2 and is sent to a Frontier regiment

X3 (David Williams) has NMR’d. Total now 1

X2 (Gerald Udowiczenko) and XM (Pam Udowiczenko) were floated as Gerald and Pam were away.

X6 (Geoff Bowers) has been floated

XFH (Francesca Weal) has been floated

Welcome

Joining us for the next turn is Wayne Little. Like me, Wayne has nostalgic memories of *En Garde!* from the 1970s. Welcome to *LPBS*, Wayne.

Farewell

I have not set up a new character for Andrew Burgess as he has not sent orders for ages and his subscription ran out several months ago.

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

Bill de Zmerchant asks NPC Brigadier of 3rd Foot Brigade to resign

Euria Humble applies for Minister of State

Félix Subercaseaux applies for Brigade Major of 1st Foot Brigade

Pierre le Sang applies for Minister without Portfolio

Pierre le Sang applies for Minister of State

Duels

Results of November's duels

Xavier Money was 'floated' for his duel with Percy Mystic.

Amant d'Au (gains 1 Exp) beat Terence Cuckpowder.

Jean d'Ice (with LdH, gains 1 Exp) beat his enemy Was Nae Me (with DdE & FdA).

Jean Ettonique (gains 1 Exp) beat Sebastian de la Creme (with PIS).

Felix Anton Gauchepied'er didn't turn up to fight Claude Talon and lost SPs.

Felix Anton Gauchepied'er didn't turn up to fight Jean Ettonique and lost SPs.

Felix Anton Gauchepied'er didn't turn up to fight Sebastian de la Creme and lost SPs.

Grudges to settle next month:

Felix Anton Gauchepied'er (Dagger, Seconds XFH) has cause with Xavier Four-Hollandaise (Rapier, Seconds SdIC & FAG, adv.) as he's not Noble but higher SL.

Etienne Brule (Sabre, Seconds FdA, 5 rests) and Terence Cuckpowder (Sabre, adv.) have mutual cause for being in enemy regiments.

Frele d'Acier (Sabre, Seconds JA & EB, 3 rests) and Terence Cuckpowder (Sabre, adv.) have mutual cause for being in enemy regiments.

Jean Ettonique (Sabre, Seconds CT, 4 rests) and Terence Cuckpowder (Sabre, adv.) have mutual cause for being in enemy regiments.

Felix Anton Gauchepied'er (Dagger, Seconds XFH, adv.) has cause with Sebastian de la Creme (Sabre, Seconds PIS) as he's not Noble but higher SL.

Florent Sans de Machine (Rapier, adv.) has cause with Sebastian de la Creme (Sabre, Seconds PIS) as he's not Noble but higher SL.

Philippe Yerbouttes (Rapier, adv.) has cause with Felix Anton Gauchepied'er (Dagger, Seconds XFH, 1 rests) for pinching Lois.

"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.

Trials

Felix Antoine Gauchepied'er will be on trial at the start of December (after duels, but before anything else). CPS Cuckpowder will prosecute; the current Minister of State will sit in judgement (his last action before his appointment expires). Influence may be used, since the Minister's an NPC, and witnesses will help (either side). Note that TC will lose the post of CPS if this conviction fails.

New Characters

Jerry Spencer gets the Bastard son of a wealthy Viscount: Init SL 9; Cash 450; MA 2; EC 3 (X1).

Wayne Little gets the First son of a wealthy Gentleman: Init SL 5; Cash 550; MA 1; EC 3 (X4).

Tables

Other Appointments

King's Escort: Ensign __	Captain __
Cardinal's Escort: Ensign __	Captain __
Aides: to Crown Prince N	to Field Marshal DdE
Provincial Military Governors: RS/N/N/N/N	
City Military Governor AV	Adjutant-General SA2
Inspectors-General: of Cavalry __	of Infantry __
Commissioner of Public Safety TC (until April 1669)	
Chancellor of the Exchequer ROS (until April 1669)	Minister of Justice __
Minister of War JS (until May 1669)	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.

Army Organisation and 1669's Summer Deployment

First Army (Assault)	BdZ/BRJS/___/N
First Division (Assault)	___/___/N6
1st Foot Brigade (Assault) - RM PM	
2nd Foot Brigade (Assault) - 13F 53F	
3rd Foot Brigade (Assault) - 27M 4A	
Frontier Division (Assault)	N2/N/N5
Frontier Regiments (Assault)	
Second Army (Field Ops)	N4/AdF/N3/JdG
Cavalry Division (Field Ops)	UXB/___/___
Horse Guards Brigade (Field Ops) - DG QOC	
Heavy Brigade (Field Ops) - ALC CPC	
Dragoon Brigade (Field Ops) - GDMD PLLD	
Third Army (Defence)	N1/N/N5/EB
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	WNM/N/MED	First Foot Brigade	N2/N/___
Horse Guards Brigade	N4/N/N5	Second Foot Brigade	BdLS/N/N6
Heavy Brigade	SdIC/N/FAG	Third Foot Brigade	N2/N/N2
Dragoon Brigade	N4/N/CT	Fourth Foot Brigade	N1/N/PY

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

Frontier Regiments

	(Siege for Dec-Feb)				
Colonel	F1 N3	F2 N4	F3 N3	F4 N6	RNHB N7
Attached					
Also at the Front					

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

Battle Results

Guards Brigade: 1	Frontier regiment 2: 3
Royal Foot Guards: 2	Frontier regiment 3: 4
Cardinal's Guard: 2	Frontier regiment 4: 3
Frontier regiment 1: 5	RNHB regiment: 2

Femmes Fatales

No	Name	SL	Attr	Last
64	Edna Bucquette	18	W	PC
3	Kathy Pacific	17	B	RS
54	Madelaine de Proust	17		
35	Katy Did	16	I	TC
42	Maggie Nifisent	16	B	
55	Jacky Tinne	16		
52	Guinevere d'Arthur	15	B/W	PIS
10	Frances Forrin	14	B	
21	Helen Highwater	14	W	
48	Fifi	14	B/W	
62	Alison Wunderlandt	14		JE
11	Laura de Land	13		
16	Ophelia Derrière	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	UXB
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		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 Suède	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	SA2
49	Mary Huana	8	B/I/W	BdZ
34	Freda de Ath	7	W	FdA
39	Thomasina Tancenjin	7	I	JA
50	Ulla Leight	7	I	FS
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 Lô	5	B	

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

Regiments

Col	AdA	LdH	DdE	EB	TC	N9	SdIC+	CC	BdLS+	PLD	53F	27M	4A	69A	Gscn
LCol	Jl	AdF	N2	JE	N4	N5	N6	JA	N6	N6	N4	N4	N5	PN	N3
Maj 1	BRJS	Jdl	N1	N5+			FAG+	CT+	FS		N6+	N4	N3	PN	N6
Maj 2	CdM	N1	MED+	N5+							N6	N4	N3	PN	N6
Capt 1	N3	N3	N2	N1	N2	N6	N3	N6	N3	N3	N3	N2	N1	N2	N5
Capt 2	N2	N6*	N3	N5	N1	N1	N4	N4	N5	N1	N1	N1	N1	N3	N1
Capt 3	N5*	N5	N5	N2	N1	N5	N3	N1	N6	N3	N3	N2	N2	N6	N2
Capt 4	N5	N2	N6*	N5*	N2*	N4*	N1*	N1*	N1*	N5*	N1*	N6*	N2*	N3*	N1*
Capt 5															
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
PC	Count Pierre Cardigan	24	58	Withy	General/Min w/o Port	9	Edna	Flr	4	Matt Shepherd
Jd	Count Jacques Shitacks	23	60	Filty	General/War Minister	3		Flr	4	David Oliver
JdG	Count Jacques de Gain	23	30	Filty	Bdr-General/2nd Army QM Gen.	20		Flr	6	Ben Brown
AV	Count Ali Vouzon	22	67	Rich	B.Lt-General/City Mil.Gov	9	Angelina	Flr	1	Graeme Morris
UXB	Count Uther Xavier-Beaureg'd	22	59	Withy	B.Lt-General/Cav Div Commandr	14	Henrietta	Flr	4	Pete Card
BdZ	Earl Bill de Zmerchant	22+73	OK		General/1st Army Commndr	6	Mary	Flr	3	Tim Macaire
PLS	Marquis Pierre le Sang	21	65	Comfy	Fld Marshal	7	Guinevere	Flr	4	Bill Howell
EH	Count Euria Humble	20	F	Rich		19		Flr	5	Matthew Wale
RS	Earl Richard Shapmes	19	41	Comfy	Lt-General/Prov.Mil.Gov	11	Kathy	Flr	4	Charles Popp
EB	Baron Etienne Brule	19+63	Comfy	B.Bdr-General	DG/3rd Army QMG	2	Belle	Both	4	James McReynolds
FdA	Marquis Frele d'Acier	18+61	Comfy	Lt.Colonel DG		9	Freda	Both	3	Peter Farrell
AdA	Earl Amant d'Au	17	F	Rich	B.Bdr-General RFG	8		Both	5	David Brister
ROS	Marquis Rick O'Shea	16	36	Rich	Bdr-General/Chancellor	5		Both	6	Paul Wilson
TC	Sir Terence Cuckpowder	16+49	Comfy	B.Bdr-General	QOC/CPS	4	Katy	Flr	4	Mike Dommatt
GM	Sir Gaz Moutarde	15	37	Rich	B.Bdr-General RM	3		Both	2	Mike Clibborn-Dyer
JA	Sir Jacques As	15	30	Comfy	Lt.Colonel GDMD	4	Thomasina	Both	4	Joe Farrell
CC	Sir Chopine Camus	15	27	Comfy	B.Bdr-General GDMD	7	Sheila	Both	4	Stewart Macintyre
JJ	Earl Jean Jeanie	15	F	Withy	Lt.Colonel RFG	18		Both	3	Andrew Kendall
WNM	Earl Was Nae Me	15	F	Withy	Bdr-General/Gds Brigadier	8		Hunt	3	Mark Farrell
MC	Earl Monty Carlo	14	RIP							Andrew Burgess
SdlC	Sebastian de la Creme	14+47	OK		B.Bdr-General CPC/Hvy Brigadier	4	Di	Both	5	Alan Percival
SA2	Sir Sebastian Adis II	14+46	Comfy	B.Lt-General	Adjutant Gen	5	Marie	Both	4	Mark Cowper
DdE	Sir Duncan d'Eaumeurts	14+45	OK		Lt.Colonel KM/FMShl's Aide	5		Both	5	Paul Lydiate
BRJS	Sir Beau Reese Jean Seine	13	F	OK	Major RFG/Gen's Aide (1st Army)	4		Both	3	Bill Hay
PL	Philippe Lesueur	12	RIP							Jerry Spencer
JE	Jean Ettonique	12+43	Withy	Major DG		7	Alison	Hunt	5	Tony Hinton-West

ID	Name	SL	SPs	Cash	Rank, Regiment/Appointment	MA	Last seen	Club	EC	Player
CT	Claude Talon	11	34	Comfy	Major GDMD/Dirgn Brigade Maj.	4	Anna	Hunt	4	Cameron Wood
CDL	Sir Coeur De Lion	11	28	Comfy	B.Bdr-General PM	5	Ada	BG	3	Graeme Wilson
Jdl	Sir Jean d'Ice	11	F	OK	Major CG	5		Hunt	3	Tym Norris
AdF	Alan de Frocked	11	F	Comfy	Lt.Colonel CG/Gen's Aide (2 Army)	3		Hunt	2	Charles Burrows
LdH	Leonard de Hofstadt	11	F	Comfy	B.Bdr-General CG	5		Hunt	5	Neil Packer
CdM	Baron Con d'Masses	11+	F	Comfy	Major RFG	8		Hunt	2	Craig Pearson
XFH	Xavier Four-Hollandaise	10	21	Comfy	Lt.Colonel 13F	5		Hunt	2	Francesca Weal
PN	Sir Pepé Nicole	10	F	Comfy	B.Bdr-General 69A	7		BG	3	Colin Cowper
CLD	Charles Louis Desappear	9	20	OK	B.Bdr-General 27M	2	Josephine	BG	4	Martin Jennings
BdLS	Bernard de Lur-Saluces	9	19	OK	B.Bdr-General 13F/2 F Brigadier	5		BG	2	Rob Pinkerton
MED	Maurice Essai Deux	9	F	Comfy	Major KM/Gds Brigade Maj.	4		BG	3	Olaf Schmidt
PM	Percy Mystic	8	8	Comfy	Major ALC	5		BG	3	Ray Vahey
FAG	Felix Anton Gauchepied'er	7-	4	Poor	Major CPC/Hvy Brigade Maj.	5		BG	4	Jason Fazackarley
FSdM	Florent Sans de Machine	7	21	Comfy		3		BG	4	Nik Luker
XM	Xavier Money	7	7	Comfy	Captain GDMD	5		F&P	3	Pam Udowiczenko
X2		6	0	Poor		2				Gerald Udowiczenko
X6		6	0	OK		1				Geoff Bowers
FS	Félix Subercaseaux	5+	25	Poor	Major PM	6	Ulla	RP	1	Mark Nightingale
PY	Philippe Yerbouttes	4	F	OK	Major 69A/4 F Brigade Maj.	3		RP	4	Paul Appleby
X3		3-	2	Poor		6				David Williams
LPN	Le Poutine Noir	3	5	Poor	Captain 13F	5		RP	5	Neil Pinkerton

An F under SPs means that the character was at the Front, RIP means that he died.
 + against SL means it went up this month, - means it went down.

Cash: Poor = <500, OK = 500-1500, Comfy = 1500-5000, Withy = 5000-10000, Rich = 10000-25000, Filthy = 25000+
 Last seen is the lady the character was last seen with in public.

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