

That would be enough

This has been issue 173 of *To Win Just Once*, published 9th April 2017. It incorporates *Les Petites Bêtes Soyeuses*, a game of *En Garde!*. Issues are published ten times a year, roughly every five weeks. © Paul Evans 2017

Deadlines

Orders for *Railway Rivals* and *Star Trader* to Mike by Friday, 21st April 2017.

Orders for *LPBS*, votes and definitions for Fictionary Dictionary and all other contributions to Pevans by Friday, 28th April 2017.

(Next deadlines are: 26th May/2nd June, 30th June/7th July, 4th/11th 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. Who's up for the next one? Working map and rules provided.

Star Trader –David Buchholz and Jason Fazackarley are waiting for the next game. 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

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

Pax Porfiriana (at www.yucata.de): Pevans

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

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

Vinci (at www.yucata.de): Pevans

Credits

To Win Just Once issue 173 was written and edited by Pevans. The *LPBS* masthead (page 16) is by Lee Brimmicombe-Wood, as are the drawings on pages 12, 13, 18, 20, 22 and 26. The illustrations on pages 23, 24 and 28 are by Nik Luker. Game and book artwork is courtesy of the publisher. Photos were taken by Pevans (except where noted), who played with Photoshop.

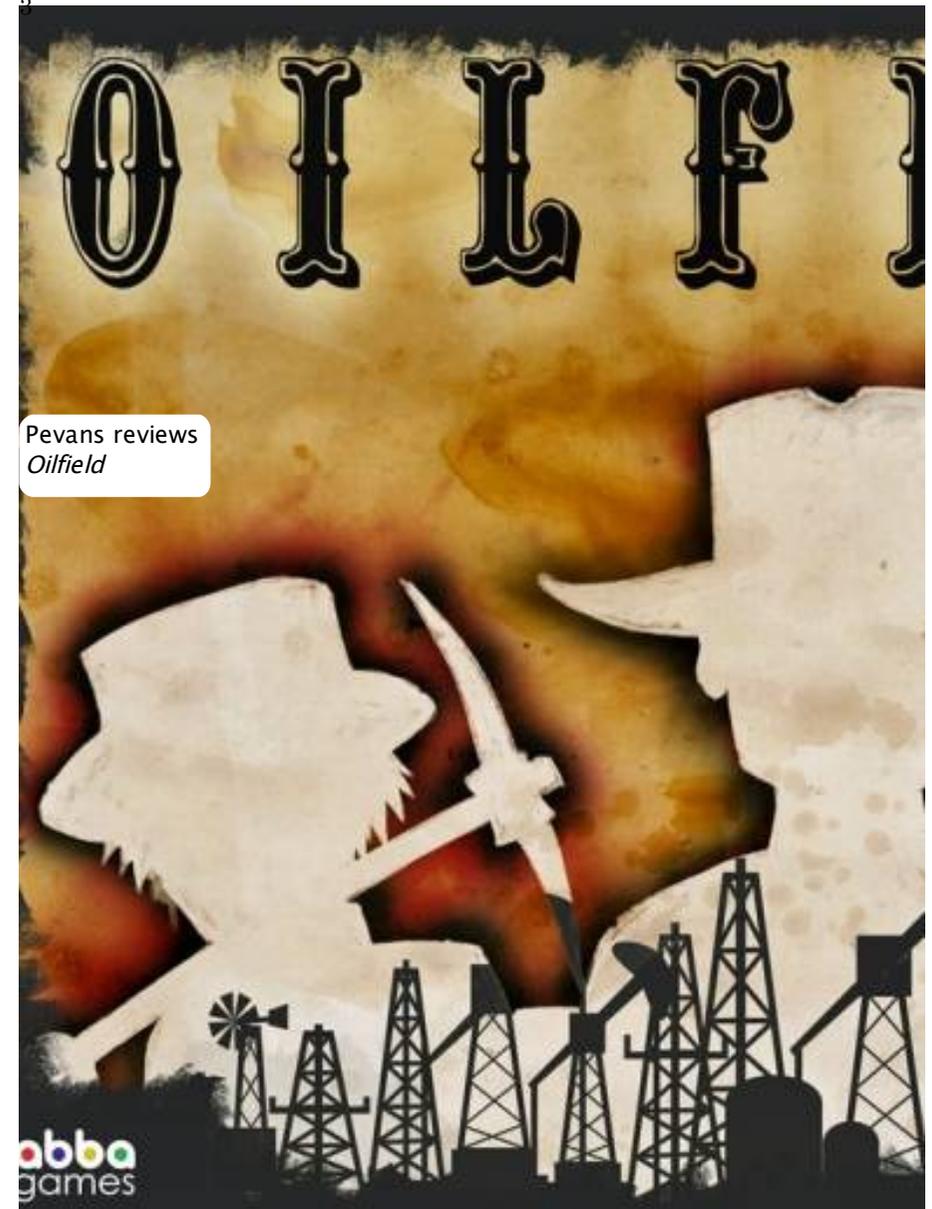
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To Win Just Once

(incorporating *Les Petites Bêtes Soyeuses*)



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Chatter

This issue of *To Win Just Once* has been a bit of a struggle again. This time I've been shuttling my father to and from hospital. He had a minor op, which led to some other issues. Things seem to be under control now, which is a relief.

On a brighter note, I'm about to depart for the US of A for my annual week of games-playing in Niagara Falls at Alan Moon's Gathering of Friends. This is always an opportunity to try new games, replay old ones and socialise with people I only see once a year. Expect some notes on new games I've discovered in the next *TWJO*.

TWJO online

The PDF versions of *TWJO* 172 were downloaded 150 times in March. There were 102 more downloads of issue 171, taking it to 228 in two months. And *TWJO* 170 attracted 64 further downloads in March, giving a total of exactly 300 since publication.

Letters

Tim Macaire clearly understands my taste in humour.

It's Spring! "April brings the sweet spring showers – on and on for hours and hours."

Yes, all Flanders & Swann quotes gratefully received and appreciated. "...they're not irrelevant, they're irrippopotamus."

Jonathan Palfrey comments on my reading habits.

I was surprised to see you reading about the flying cities and the Lensmen: I thought your taste in sf was more modern than mine, but those tales are old-style even by my standards.

I reread the Cities in Flight stories not too many years ago and was rather disappointed. The concept is vaguely attractive, but they didn't seem to age well. Some of Blish's output lasts better; I still like *The Seedling Stars*. To be honest, I haven't read most of his output. I think I first came across him in my teens, probably "The Bridge" – the story about the bridge on Jupiter. [Incorporated in one of the Cities in Flight books.]

I vaguely remember reading a stack of Lensman books in a burst sometime when I was in my twenties, but they didn't seem life-enhancing and I never read them again.

I've come to the conclusion that I didn't read all the Lensman series as a teenager as I'm finding the last couple completely unfamiliar. Jonathan continues.

In recent months I reread Colin Kapp's *Patterns of Chaos*, which is great; Richard Condon's *Arigato*, which is more enjoyable than I remembered; Bob Shaw's *The*

Ceres Solution, which is pretty good, with a most unusual hero; various S. M. Stirling books (which I keep rereading, although I like only some of his books); some bits of the Hornblower saga; *Wyrd Sisters* and *Mort* (Discworld); Brahms & Simon's *No bed for Bacon* (an old favourite); various short stories.

And I read for the second time John Birmingham's *A Girl in Time*, published not long ago, which is a somewhat diverting time-travel tale with an entertainingly incongruous matching of male and female protagonists. Birmingham mostly seems to do military sf, but he's trying to diversify. I wouldn't say this one is great, but I like it well enough to buy the promised sequel.

Lots of familiar titles – mention of *Patterns of Chaos* takes me back to when I subscribed to the UK edition of *IF* magazine, in which it was serialised. As a Colin Kapp fan, Jonathan knows the source of my company name in our current *Railway Rivals* game. *A Girl in Time* sounds interesting – one to look out for.

Black Gold

Pevans reviews *Oilfield*

Oilfield was one of the games I played on its publisher's stand at Spiel '16. I thoroughly enjoyed it there and have played it a few times since. Oil is the theme, of course, but it is specifically Texan oilfields that the game is about. There are three shown on the outline of Texas on the middle of the board, each populated with cubes – black for oil and blue for gas. The cubes are drawn at random, but there are fewer blue cubes in the bag. The rest of the board has spaces for drilling rigs at the oilfields and shows the markets and actions that will be used.

Players start with a 'Refinery' (a tile with storage spaces – for oil and gas), a hand of cards and wooden markers in their colour. The most significant of the players' markers is their meeple: this is placed each round for the public action they'll be taking. The five cards (same for each player) are the options available to players as their private action. In turn order each round, players place their meeple on an action space. Then they all choose a card and play it face down. The public actions – where the meeples are – are resolved left to right and then players carry out their private (card) action in turn order.

Getting your actions right is a major factor in the game. Which means that turn order is important: being first gets you first choice of the public actions and means you're first to take your private action. Except that becoming first player is one of the public actions, so first player can (and will) change during a round... By way of compensation, the player who's last in turn order gets bonus cash when others take the 'Local Market' action (more about this later).

The first action players will probably take (and the first public action to be resolved each round) is to acquire a lease, reserving a space at the appropriate oilfield with one of your markers. The leases are cards, one for each space at an

oilfield, and the number available is made up to four at the start of a round – until the cards (and spaces) run out. The cost of a lease depends on the space you put your meeple on. The top space will get you first choice of the available leases, but costs \$10. It doesn't sound too much, but it's half your starting money. The fourth space only costs \$5, but you're left with whatever lease the others didn't want – unless anybody didn't take a lease this round. And the fifth player will probably need to find something else to do on the first round!

Players can also buy a lease as a private action by playing the appropriate card. This has a standard cost of \$5, but relies on there being any leases left after the public actions. You can already see some of the game's subtleties in choosing your actions. The public actions give some idea of what people are up to, but then you have to figure out what private actions they're taking – particularly if they're ahead of you in turn order. Okay, this is fairly obvious at the start of the game, but it gets harder to work out as the game goes on. (When I played the game at Spiel, we all chose our private action first, which makes the game even more fiendish, but is not the way the rules are written.)



Playing *Oilfield* at Spiel – note blue has the extra storage; red's action is Subsidy

The second action is to build a drilling rig – or extra storage. Tiles are drawn at random at the start of each turn to make stuff available. Rigs vary in price, with the more expensive ones producing more oil and/or gas. Particularly useful are the rigs whose production goes straight to the local market: you don't need storage for cubes, nor another action to sell them. However, you can't sell them on the national market. Note that you need an empty lease for a rig or you can't buy one. The few extra storage tiles add to a player's refinery. I've bought one of these in a couple of games, but it doesn't seem to have done me much good.

Note that only one meeple can be placed for a public 'Build' action each round, but players all have a 'Build' card for their private action. Hence, an obvious first turn is to buy a lease with your public action and build a drilling rig with your private one. Though paying more to get a better lease means you'll have to settle for a cheaper rig. What's more, rigs produce when placed, so that production might be wasted. Maybe your first private action should be something else...

The 'Drill' action lets a player produce from all their rigs (on all oilfields) up to the number of appropriate cubes on the oilfield and up to the maximum they have space for. The public action only has space for one meeple (two in a five-player game), but players also have a card to 'Drill' as a private action.

Okay: you've got the land, built an oil well and produced oil: now what do you do with it? Taking it to the 'Local Market' lets you trade in oil for cash or victory points (marked on a track along the bottom of the board) and gas for points. In a four- or five-player game, two can do this, but just one if there are two or three players. Players also have a 'Local Market' card to do this as their private action. They also have a 'National Market' card – hence, this is only available as a private action. The National Market will pay more for oil than the Local Market offers. Provided not too many people choose this at the same time. A significant factor in the game is judging who's visiting the National Market. And there's always the option of playing your card to reduce other players' income – if you've got nothing better to do with your private action.

There are three more public actions and none of these is available as a private action. 'First Player' moves the First Player card when it's actioned. Only one meeple can go on this one. Next up is 'Subsidy', also only available for one. A dollar is placed on this space at the start of each round and all the cash picked up by putting your meeple on the space. Note that you only get the cash when it's actioned, after the public buying actions – but still before private actions.

The final public action is 'Invest'. This lets a player 'buy' victory points. They place a cube in their colour on one of the investment tracks, paying the amount shown and scoring the points for that row. As you'd expect, the spaces get more expensive, so players get more points for their bucks the earlier they invest. However, early in the game you need money, so it's only later that the fight to invest really gets going.

In a neat touch, you can get your money back from your investments – and make a profit. At any time, you may retrieve a cube, gaining the value of the next open space (but losing the points). These spaces are filled with neutral cubes, so investments continue to get more expensive. However, you could earn a little 'interest', so to speak, by spending money one round and getting a bit more back the following round (assuming you don't have anything better to do with your public action – an option for the fifth player in the first round, perhaps?).

The game ends once at least two oilfields are depleted. When a field runs out of oil cubes, this is marked on the Oilfields track and it is re-stocked (at the start of the next round). Once at least two oilfields have run out twice (their markers are at the bottom of the track), the game enters its final stage. Players complete the current round and play one more. Then they score a few more points on top of what they've gained during the game. Most points wins, of course. The scoring track only goes to 30, so victory points are precious!

As I hope I've shown, *Oilfield* is about timing and out-guessing your opponents. While the sequence of actions looks straightforward (get a lease, build a rig, drill oil, sell it and invest), it can pay to do something different. Particularly if this throws a spanner in the works of your opponents. You need to get leases and oil

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wells, of course, but not necessarily that many. And the investments can be key, as they're the best way of turning cash into points.

Oilfield is well produced, though the colour scheme is a bit subdued. The rules are comprehensive and well set-out and include a two-player version. There are also some 'advanced' oil well tiles that add variety and provide some alternative tactical options for players. All in all, it's a good package and a decent medium-weight game. It gets 8/10 on my highly subjective scale.

Oilfield was designed by Paco Yanez and published by abba games (in Spain). It is for 2-5 players, aged 12+ and takes 60-90 minutes to play (allow a bit longer for your first couple of games). My thanks to the guys at abba games for their hospitality at Spiel and for providing me with a review copy. This is an edited version of the review first published in *Counter 75* (Feb 2017).

Games Events

The week after Easter is time for this year's Baycon: 19th-23rd April at the Exeter Court Hotel, Kennford in Devon (about 5 miles south of Exeter). This is essentially an open gaming event with a substantial games library, courtesy of the organising committee. It's a well-established and well-run event – though I've only managed to get along a couple of times over the years. However, it's also nearing capacity, so I recommend checking before you go. You can find details in the Baycon group on Facebook: www.facebook.com/groups/baycon

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 Marylebone stations and a short walk from Bond Street Tube 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. 26th-29th October 2017, at the Messe (Exhibition Centre) in Essen. Contact Friedhelm Merz Verlag, Postfach 210250, Bonn, 53157 Germany or see www.merz-verlag-en.com

MidCon: November 2017 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 Queen's Lane Advertiser at www.boardgamers.org.uk/qla.php

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 47 of *Brass* (at brass.orderofthehammer.com) had two ringers and went to "Lord Ashton" with 180 points. "Dugy" was second on 138 and a poor showing by the regulars: I had just 125 and Steve 124. Game 48 has just reached a conclusion after a close-fought game. I ran out of steam on the final turn and finished last on 138, Steve was just ahead of me on 143, 'preston' had 145 and Mike won with 154 points. Game 49 is waiting for players...

I seem to be getting better at *Castles of Burgundy* and would welcome other players at yucata.de or BoiteAJeux.net. And if you fancy playing *Keyflower*, let me have your ID at BoardGameArena.com and I'll invite you into a game.

boardgaming-online.com has an implementation of the new edition of *Through the Ages*. Al Tabor, Mike Reeves and I are discovering that it's just as tricky as the original and Brad Martin has just joined us.

We've now completed two four-player games of *Pax Porfiriana* (at yucata.de). Mark Benson won the first and Mike Reeves took the second. A third game is under way. let me know if you'd like to join us.

Subscribing to *TWJO*

TWJO is published on paper and online at www.pevans.co.uk/TWJO (as a PDF document). You can buy or subscribe online or as below.

If you want to play in any (or all) of the games in *TWJO*, you have two options. You can subscribe to the paper edition, which includes playing in the games. Or you can take the PDF edition and pay the "games only" subscription.

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

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

The second table on the right shows the games only subscription (including VAT, where applicable).

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

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Fictionary Dictionary

A big score for Graeme Morris this round sees him leap into contention as Bill Hay narrows the gap on our leader.

Andy Kendall remains in front, despite his entry arriving just in time. “I blame technological challenges,” he writes. “Oh, and beer.”

Meanwhile Chris Baylis is expecting “somewhere between zero and twenty points.” I think that’s guaranteed, Chris.

Round 5 Scores

Name	This round	Total
Chris Baylis	0	7
Colin Bruce	2	16
Mike Dommett	3	11
Alex Everard	1	13
William Hay	4	19
Andrew Kendall	2	23
Nik Luker	2	16
Tim Macaire	1	10
Graeme Morris	5	14
Rob Pinkerton	2	7
Pam Udowiczenko	1	11
Bruce Whitehill	0	5

Round 6 definitions

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

Onomastic

1 The name given to cult of people who masticate to the sounds of Yoko Ono’s “music”.

2 Chanted in towns where there is a monastery nearby when the monks come into town “o-no-mastic”.

3 (Adjective) capable of being chewed even if you only have one tooth.

4 A name briefly considered and then rejected for the Plastic Ono Band.

5 Term used for somebody who verbally expresses an irrational fear of glue.

6 Securely glued.

7 Scottish skiing term. Usually applied as an expression of despair when a ski-pole is dropped.

8 Sealant that requires no backing.

9 Extremely sticky DIY gunk with an uncanny habit of sticking skin to other things when they’re not wanted.

Plica

1 A particularly light and thin type of plectrum.

2 The sort of pedantic know it all who, upon reading last round’s first two definitions of baud, feels compelled to point out that baud is a measure of signals per second not necessarily bits. As in “The author of this definition is a complete Plica”.

3 It’s the form you have to complete in America to get a Pilot’s Licence In California.

4 The traditional Spanish name for the elderly ladies (usually) who would

divest deceased poultry of their feathers.

5 Plica (n) relevance, hence applicable (adj).

6 A type of eco-friendly plywood made using silica.

7 Meaningless ‘technical’ term used in reports to give the impression of serious and complex detail. Standards for People Like Intellectually Convincing Acronyms.

8 An early variety of plectrum (used mostly with a lute).

9 Pron. ‘Pleesa’: Pidjin [sic] English for Police, as spoken in Haiti. Examples of use include Plicaman, Plicadag and Plicafitup.

The next words are: Rauwolfia and Slumgullion

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 28th April 2017

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.

Obama (*Railway Rivals* game 12)

Game report – Turn 4

AMERICAN CENTRAL RAILWAYS built southwest towards central Illinois. TYRANNICAL RACISM UNDER MY PRESIDENCY built sideways while CANNIS RAILWAYS continued south into Kentucky. UPTHUR CREEK RAILS went southwest, building into Missouri, and west into Iowa.

Builds

TYRANNICAL RACISM UNDER MY PRESIDENCY (TRUMP),

Gerald Udowiczenko – Black

a)(Mattoon) – X25 – X29

b)(O20) – N20 – M21 – Mt Vernon – M23 – M24 – M25

c)(M25) – M26 – M27 – M28 – Mt Carmel; (+6)

(X29) – X30

Points: 27 +1 +6 = 34

AMERICAN CENTRAL RAILWAY

(ACR), Jonathan Palfrey – Green

a)(P65) – K63

b)(K63) – Bloomington – E60

c)(E60) – D59 – Decatur;

(Clinton) – U53

Points: 68 = 68

CANNIS RAILWAYS (CR), Paul Evans – Blue

a)(K21) – Marion – G22 – F22 (+6)

b)(F22) – Paducah (+6)

c)(F22) – Cairo; (+6)

(D62) – D63 (1 to TRUMP)

Points: 61 +18 -1 = 78

UPTHUR CREEK RAILS (UCR),

Mike Clibborn–Dyer – Red

a)(J49) – J50;

(Alton) – R14 – Q14 – P14 – O14

b)(O14) – St.Louis; (+6)

(J50) – Burlington (+6)

c)(O14) – Belleville; (+6)

(J49) – F47

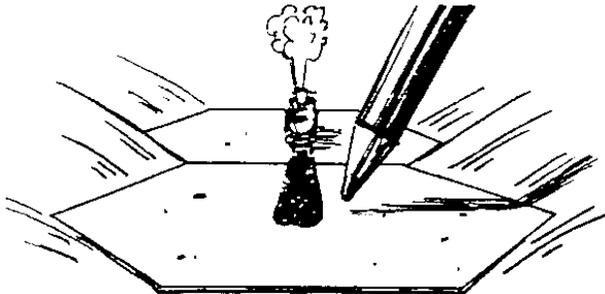
Points: 50 +18 = 68

GM Notes

Next Turn's builds: 4, 4, 6

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

by 21st April 2017



Trader to the Stars (*Star Trader* game 8)

Game report – Turn 11

“Right, let’s go smuggling.”

The spaceship swung out of the spaceport and headed towards the systems outer reaches and prepared for hyperjump. Shortly after disappearing it winked back.

“What happened?”

“There’s a Psychic Jam. We couldn’t navigate at all.”

Many Corporations found themselves surprised by this event and many ships were limping back into port along with the SWISS MERCENARY FLEET Piccolo Fleet. Alloy prices crashed too, with a rise in other commodities which disrupted some Corporations’ trading.

Gamma Leporis saw TRANSURANIC TRADING buying 3 Alloys on Contract.

Epsilon Eridani was where COSTA NOSTRA IMPORTERS INC sold 2 Isotopes for 9 HTs each. WHITE STAR LINE tried to sell Liquors for 15 HTs but were undercut by INTERSIDEREAL GREENHORNS selling 6 units at a price of 12 HTs. COSTA NOSTRA IMPORTERS INC sold 6 Monopoles for 17 HTs each and became Dealers. Their attempt to buy Petroleum for 4 HTs was thwarted by TRANSURANIC buying 6 Petroleum for 5 HTs apiece and gaining a Dealership and, finally, PAVONIS PIONEERS sold 5 units on Contract.

PAVONIS PIONEERS sold 5 Isotopes on Contract at Delta Pavonis. They then sold 5 Petroleum, on Contract as well, as FATCAT sold 10 Petroleum for 9 HTs apiece and became Contractors. INTERSIDEREAL’s bid of 11 HTs was ignored.

Both TRANSURANIC and PAVONIS wanted to buy Isotopes on Contract at Tau Ceti, but TRANSURANIC only wanted 4 units.

Sigma Draconis saw FEDERATED ASSOCIATION OF TRUCKERS CO-OPERATIVES AND TRADERS ramping up Isotopes by buying 22 units for 10 HTs each and gaining a Market Manager position. They sold their Isotope Factories as soon afterwards as they could. Those buying on Contracts reconsidered their positions. PAVONIS PIONEERS sold 1 Petroleum for 8 HTs and then INTERSIDEREAL GREENHORNS sold another for the same price. COSTA NOSTRA IMPORTERS INCE sold 5 Spice on Contract.

PAVONIS PIONEERS sold 6 Alloys for 7 HTs each and got a Dealership. Then FATCAT sold 1 Alloy for 8 HTs at Alpha Centauri. TRANSURANIC TRADING sold 5 Isotopes for 8 HTs apiece and then WHITE STAR LINE sold 8 Liquor for 10 HTs each and gained a Market Managership.



Beta Hydri saw INTERSIDEREAL GREENHORNS selling 5 Isotopes for 10 HTs each. TRANSURANIC sold Petroleum using Agent Percent and FOOLS AND HORSES sold 13 Spice for 16 HTs apiece.

WHITE STAR LINE bought 10 Liquor Factories at Alpha Centauri and loaded Passengers for Tau Ceti, Beta Hydri and Epsilon Eridani.

COSTA NOSTRA IMPORTERS INC. loaded Passengers for Epsilon Eridani and Delta Pavonis and visited the Federation Bankers to repay their loan early.

FATCAT launched its 4 new ships and equipped each with A class crews, Augmented Jump and 6 Cargo pods. They also sold their Isotope production facilities at Sigma Draconis.

SWISS MERCENARY FLEET raised their Political Connections and added two more Piccolo hulls to their failed hyperjumping fleet.

Finally, TRANSURANIC TRADING brought a Warehouse at Delta Pavonis, a Monopole Factory at Mu Herculis and a Liquor Factory at Alpha Centauri.

Corporation Table

Corporation letter and name	Connections Bus/Crim/Pol	Init'v Bid	Turn order	Cash	Rep	Player
C Costra Nostra II	7 5 2	0	6th	44	26	Mark Cowper
D Fools & Horses	3 0 7	0	7th	765	40	Mike Clibborn-Dyer
E FATCAT	10 8 5	12	2nd	742	30	Jerry Elsmore
F White Star Line	4 0 7	12+1	1st	141	40	Paul Evans
G Swiss Mercenary Fleet	3 5 5	0	4th	317	40	Martin Jennings
H Intersidereal Greenhorns	10 0 7	0	8th	998	40	Mateusz Ochman
J Pavonis Pioneers	10 0 8	4	3rd	406	40	Przemek Orwat
K Transuranic Trading	10 0 5	0	5th	219	40	Bob Parkins

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

News

EV 1 and EV 14 occurred this turn.

There were three new News chits this turn. The current chits (new ones in bold)

Turn 12 C7, C5, B6, C4

Turn 13 B5, C8, B3

Turn 14 P4, **B3**, **P2**

Turn 15 **C4**

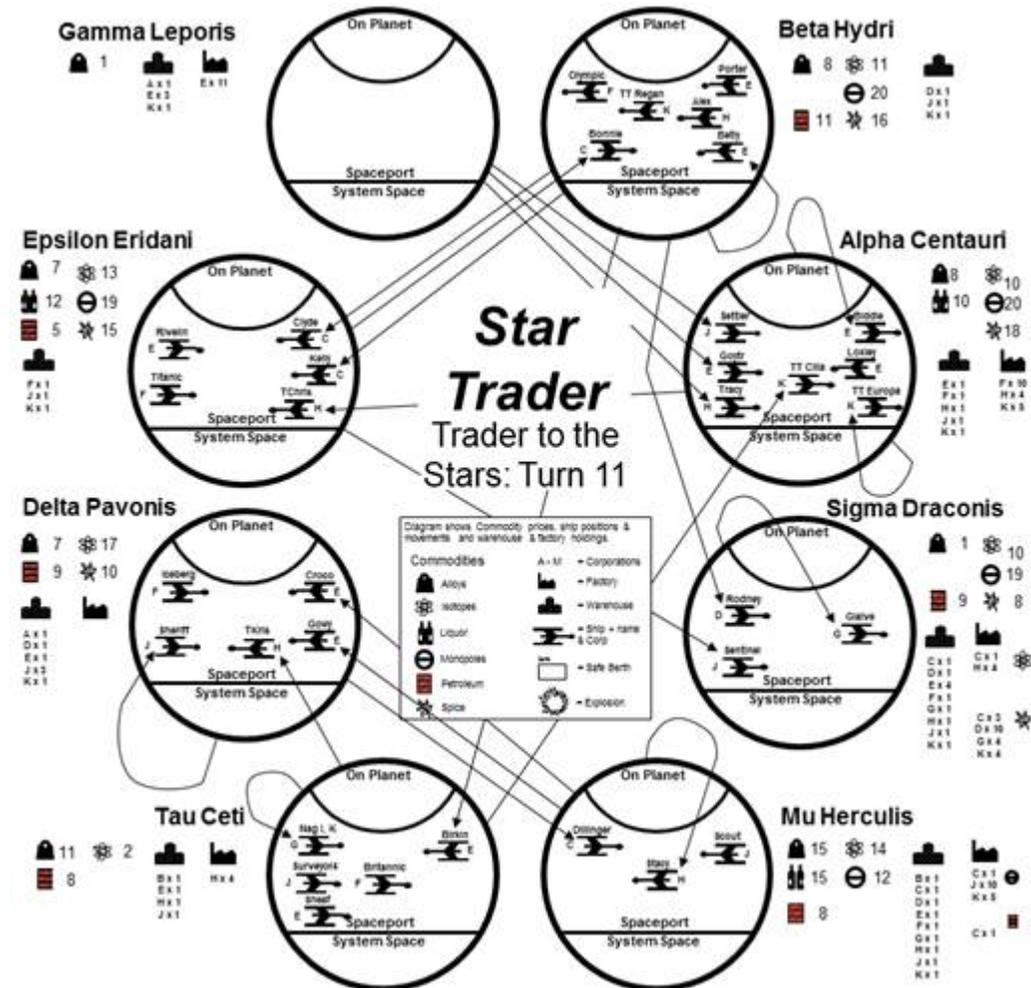
(Chits are identified by the Connection type and level required to see them and disappear/take effect in the News Phase of the turn listed.)

GM Notes

The map is rather crowded as some players command large fleets of ships with similar names.

Normal service should be resumed. Recovery is going well and I'm back to work.

Orders to Mike Dommett, 119 Victoria Road, Alton GU34 2DD or by e-mail to mike_dommett@yahoo.co.uk by 21st April 2017



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

Orders for August 1669 to Pevans at 180 Aylsham Drive, UXBRIDGE UB10 8UF, UK or lpbsorders@pevans.co.uk by Friday 28th April 2017



June 1669 (304)

As the soldiers prepare to march for this year's summer campaign, there's still time to settle a few matters of honour. First up are Florent Sans de Machine and Jean Ettonique, the cause being Ettonique's lack of nobility. As a cavalryman, Ettonique brings his sabre, while Machine has a rapier and much less skill. He's also carrying some old injuries, which puts him at a real disadvantage. Ettonique is seconded by Claude Talon and Henri Dubois, but no-one supports Machine. Machine scores first blood, however, his rapier flicking out in a lunge. Ettonique doesn't even slow down and hits back with a slash. This is enough for Machine to surrender, conceding the fight.

Lucy Fur is the cause of the duel between Alan de Frocked and Swindelle d'Masses. Masses can only use a foil, but treats it like a sabre. His beefier build should stand him in good stead against Frocked's rapier, despite his lesser expertise. Leonard de Hofstadt is the only second, supporting Frocked. Expecting a lunge, Frocked parries and jumps, but Masses' attacks are a slash and a cut, neither of which do any significant damage. The cut does at least reduce the impact of Frocked's first lunge. However, a slash and a second lunge then follow before Masses can recover. He continues gamely, but his slashes still have no effect, unlike Frocked's next cut. Masses continues slashing and cutting and it takes a slash and two more lunges from Frocked before he finally surrenders.

Lieutenant-Colonel of the Archduke Leopold Cuirassiers Percy Mystic has two duels with his regimental enemies in Grand Duke Max's Dragoons and two seconds – Bill de Zmerchant and Pierre Cardigan – as well. He chooses to meet

his fellow Lt-Col, Claude Talon, first. As usual, Talon is armed with his little 'tomahawk' throwing axes, while Mystic has his sabre (and less skill). The two men attack in their own fashion: Talon sets his feet and throws his tomahawk; Mystic slashes. Both blows strike home. Mystic grits his teeth and continues with what is actually a furious slash. The cut lands just as Talon is closing in, doing more damage than usual. "That was ... nasty..." mutters Talon weakly. He tries to draw his second tomahawk, but slumps messily to the ground. RIP.

Once his own bleeding has been staunched, Mystic realises he's in no state to meet GDMD commander Chopine Camus for his second duel. Similarly, Xavier Four-Hollandaise's wounds mean he declines to face Charles Louis Desappear – not that Desappear shows up. Mystic's next port of call is his favourite money-lender, where he increases his funds before handing them to Count Cardigan.

On trial for treason

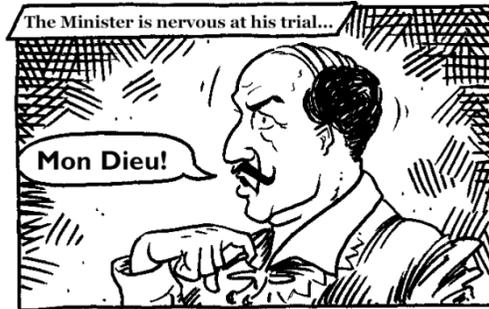
While these matters are being settled, the courtroom is being prepared for two trials: of the Minister of Justice and Marquis Rick O'Shea. A good crowd surges in to fill the public seats, Sir Sebastian Adis II among them. They fall silent and stand as Earl Pierre le Sang, the Minister of State, enters and takes his place in the seat of judgement. As they sit again, the court usher announces the cases.

"The treason court is now in session. The first case concerns His Excellency Rob d'Emblind, the Minister of Justice, who is charged with conspiracy to defraud the Exchequer and Military Commissariat – a treasonable offence. The Commissioner may state the case for the prosecution."

CPS Sir Duncan d'Eauneurts stands to state his case. "If it please the court, upon taking up my position as Commissioner and visiting my office at Le Châtelet for the first time I was greeted by letters from a number of Brigadiers who were considering positions as Army Quartermasters and one missive from the Chancellor, Marquis Etienne Brule. All revealed the same sorry tale, to wit that Rob d'Emblind had contacted them to suggest that they embezzle a considerable portion of the monies in their charge – in perfect safety since, for a sizeable proportion of the misappropriated funds, he would ("as did my predecessor") turn a blind eye and ensure no charges were ever brought. In order to save the Court's time in considering the fate of one whose guilt is so manifest I will call but a single witness to verify the facts of the case, Monsieur le Marquis Etienne Brule."

Taking the witness stand, Marquis Brule takes up the tale. "I am obliged, as part of my new duties as Chancellor of the Exchequer, to report a very disturbing development. I was indeed approached by the new Minister of Justice, Rob d'Emblind. M. le Ministre said that he would look the other way, were I to embezzle from the Treasury, provided that he received an anonymous donation of 10,000 Crowns each month as an 'open doors' fee."

“I am a loyal and patriotic Frenchman,” he continues. “The very idea of converting the Treasury to one’s own personal use is beyond appalling. A Minister of France attempting to coerce a more junior minister into what is in effect a steal on demand scheme? Not this Frenchman! Those funds belong to the King, who graciously lets us use them to ensure his army is properly armed and fed. It, like the honour of all patriotic Frenchmen, is not for sale. Vive le Roi!”



Minister of State le Sang listens impassively to the presentations by both the Commissioner of Public Safety and the accused. He is less impassive when Felix Antoine Gauchepied’er demands to add his testimony to proceedings. Grudgingly, he agrees to let the CPC Colonel speak.

Dressed in a “lavish” green dress and white fur shawl, Felix sashays onto the floor of the court, to laughter from the public gallery and discomfiture of the court officials. “Your Grace,” he begins, nodding and blowing a quick kiss to Minister le Sang. “Your slightly lesser Grace,” he continues, nodding and waving to Commissioner d’Eauneurts. “I welcome this chance to speak out against a man who has brought shame to the Government and, what’s more, recently tossed me aside like a used glove, after ending our ‘little evening liaisons’. I mean, I know he is married but he told me his wife doesn’t understand him and that what we had – he and I – was something special, but I shouldn’t tell anyone about it.”

Turning to the accused, Gauchepied’er scoffs, “Well, darling, I’m telling them now aren’t I sweetie! If you thought you could just pick me up and use me because you’re a big knob in the Government, then you forgot who you’re dealing with, I’m a Colonel, you know! And I’m glad you think you’re a big knob in government, darling. Ha, ha: I can tell the Court that that certainly isn’t the case when it comes to”, at this point Felix is hushed by Trissy who beckons him away from the witness stand reminding him that they both have hair appointments in less than an hour. Gauchepied’er has just a few final words: “Pierrey-poo, once you have dealt with this horrible man and sacked him, banished him or whatever’d him, can I have his job as I think I would make a great MoJ and I’ve already got a full wardrobe waiting...”

Lifting his head from his hands, Minister le Sang begins to speak. “There is nothing more heinous than an officer of the Crown who betrays his sacred trust. In doing so, he not only steals monies from His Majesty, but he also undermines the people’s fundamental faith in the justice and fairness of His Majesty’s

government. In short, he indirectly foments rebellion by those people against His Majesty’s sacred and lawful rule. In this case the evidence is undisputable; the Minister of Justice has egregiously violated this most sacred trust. Therefore, for the crimes of embezzlement and fomenting rebellion, I sentence you to be taken from this place and executed at a time and place of His Majesty’s pleasure. And may God have mercy upon your soul. Bailiffs, remove the prisoner to the Bastille to await execution.”

Rick O’Shea’s appeal to the King to commute this sentence falls on deaf ears. Once the ill-fated ex-Minister has been taken away (the Commissioner of Public Safety taking over his appointment), the Court Usher rises once more: “The second case concerns Marquis Rick O’Shea who is charged with wilfully putting the lives of His Majesty’s soldiery at risk by embezzling funds meant for military supplies and materiel whilst serving as Quartermaster General of the Second Army during last year’s Summer Campaign, a treasonable offence. Commissioner, pray state the case for the prosecution.”

He is interrupted by a parting shot from Felix Antoine Gauchepied’er. “Your Graces, I fully support the charges against this brute. He’s a real pig and I hope you agree to cut his head off or something. The fellow has been leeching off of Paris for years and it’s high time he got his comeuppance!”

Ignoring the interruption, the Commissioner picks up some papers from his table and begins, “The performance of the Second Army during last year’s campaign fell woefully short of expectations with excessive casualties. This was later determined to be due to the paucity and poor quality of the equipment which the accused, as the Army’s Quartermaster-General, issued to them. At the same time it was determined that his own finances received a large and unexpected boost, peculation of army funds being the only possible explanation for this.”

“The prosecution will call two witnesses. Firstly, General Earl Bill de Zmerchant, the army commander whose trust the Accused betrayed so flagrantly, and secondly his aide, Sir Beau Reese Jean Seine, who has been investigating this matter for some considerable time.”

Earl Bill de Zmerchant takes the stand, his anger-suffused visage boding ill for the defendant and bellows, “I have been hoping to see this shameless rascal get his just deserts for some considerable time. His spoliation of Army funds led to damage to my military reputation, and an unnecessary loss for investors in Commerce.” A darkening of the Minister of State’s brow confirmed the rumours that he had invested heavily in Commerce.

“It also involved some hundreds of casualties among the Frontier regiments, of course,” the witness continues. “The Army was valiantly endeavouring to dig entrenchments, but was constantly foiled by lack of equipment. Indeed sometimes there were no shovels at all and the soldiers had to lean on each other! I attest and affirm that the accused is guilty of all the charges against him.”

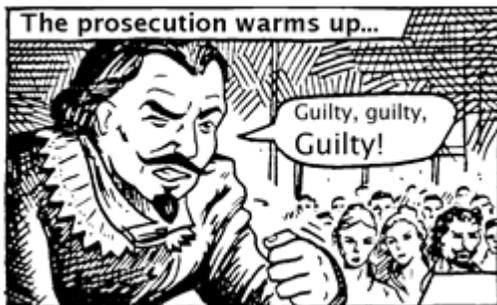
Taking his commander's place, Beau Reese Jean Seine is more composed. "While serving with the 2nd army HQ last summer, I took the opportunity to investigate the source of the poor supplies that were hampering our manoeuvring. I found many documents ordering and paying for supplies, but many were missing delivery notes. These documents were, in the main, signed by the then QMG, Rick O'Shea. This embezzlement severely hampered the ability of the 2nd Army to fulfil its role and is a clear betrayal of his Majesty's sacred trust."

Commissioner Eauneurts presents documents obtained by Major Seine to the court in support of his evidence. Only when the hum of condemnation following these revelations dies down, does the Commissioner rise from the prosecution table once more. "If it please the Court, some further evidence demonstrating the utter venality of the accused has just come to light. Since no further witnesses for the prosecution may be called at this stage, with the Court's permissions I will outline the surrounding events myself."

"His Excellency, le Marquis Etienne Brule, His Majesty's Chancellor, has just impounded a wagon which was attempting to leave the Exchequer carrying a considerable sum in gold. The wagon was bound for Zurich, to be put into the care of a notorious banker well known to less loyal elements in Paris circles."

"It transpires that the shipment was authorised by a standing order the accused issued whilst himself serving as Chancellor. With the collusion of the late Count Euria Humble who, until his death, was serving as Minister of Justice, the accused has been systematically pilfering monies from the operations budgets of the Ministries of State and Justice, the Exchequer and the Commission of Public Safety and spiriting them away to Switzerland for his own personal use!"

"This infamous standing order has now been rescinded and the wagon and associated paperwork sent to the Ministry of State as evidence. The discovery shows beyond any doubt that the Accused owes loyalty to gold alone and is quite happy to betray France, His Majesty and his unfortunate comrades in order to secure it. When the inevitable verdict of Guilty is handed down the Crown requests that the harshest possible penalties be imposed."



Marquis O'Shea is brief and to the point in his own defence. "I am innocent of the charges of treason. But it doesn't matter whether I am guilty or innocent: you have already decided that I am guilty of the charges. Therefore there isn't any point in continuing this farce, so get on with it and pronounce the sentence."

Minister of State le Sang listens impassively to both the Commissioner of Public Safety and Marquis Rick O'Shea. When they are complete, he sits silently for a moment, and then begins, "It is written in the Good Book that the lust for money is the root of all evil. I think there could be no clearer proof of this truism than this case. Brigadier-General O'Shea has had a distinguished military career, fighting bravely against the enemies of France, for which he has been justly rewarded with promotion, recognition, and even titles of nobility from His Majesty. Yet, when presented with the opportunity for peculation while serving as Quartermaster of the 2nd Army, the testimony presented in this case clearly proves that he could not restrain himself. By surrendering to his greed, he seriously impaired the ability of that army to perform in the field, gave aid and comfort to His Majesty's enemies, and cost the lives of many brave soldiers. While I do not believe that Brigadier-General O'Shea wished for such an outcome, it was the result of his actions, and so he must be held accountable. Normally, the sentence in such a case would be clear: treason against the Crown merits death. However, given Brigadier-General O'Shea's demonstrated military talents, such a harsh sentence seems wasteful in the extreme. Therefore, I have decided that he shall be committed to the trial of battle, to expiate his sin in service to France. This will allow God Himself to determine whether he is worthy to remain upon this earth. Brigadier-General O'Shea, for the crime of embezzlement of funds from His Majesty's forces, you are hereby sentenced to one year's service at the frontier. If you should survive, may you return to society a better man. Bailiffs, remove the prisoner. Court is adjourned."

But the Marquis is not without means and a further ~~denation~~ appeal to His Majesty, brings the outcome he desires: his sentence is commuted. (Bill de Zmerchant tries to sway the King against this, but his influence doesn't reach that high.) Serving at the front for the campaign season will be no hardship for a seasoned soldier. He is quick to offer his services to the Royal North Highlanders, but discovers that his sentence commits him to an ordinary Frontier regiment.

Last call

Following the trial, there is a bit of a Ministerial get-together to decide what to do about this cartload of gold. Minister of State Pierre le Sang, Chancellor of the Exchequer Etienne Brule and CPS and Minister of Justice Duncan d'Eauneurts put their heads together. After which, all three invest heavily in Arms. The CPS even touches up the Shylocks for a further cash to invest.

The final manoeuvres before departing for action see Renaud Taillebois accepted into the 69th Arquebusiers by the regiment's commander, Pepé Nicole. Aided by some funds from Nicole, Taillebois buys the rank of Major. Now, Fourth Foot Brigade, which includes the 69th, needs a new Brigade Major. The only people eligible are Major Taillebois and his opposite number in the Gascons. The Brigade staff pick a name out of a hat and Taillebois is now Brigade Major. This

rather spoils his plans to take his battalion into action (since the Fourth Foot is remaining in Paris this summer). Removed from the regimental chain of command, he ends up attached to a Frontier regiment.

More conventionally, Swindelle d'Masses joins the Queen's Own Carabiniers, courtesy of CO Terence Cuckpowder, buys the rank of Major (with his nice new loan) and takes command of second squadron as the regiment prepares for the campaign. As a Major he can't be Regimental Adjutant, as Cuckpowder proposes.

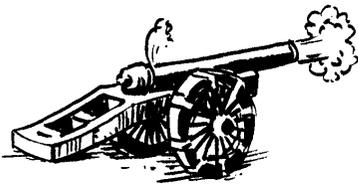
Lieutenant-General Sebastian de la Creme gives up his Ministerial post (he didn't have a portfolio) to accept command of First Division from the Adjutant-General, Sebastian Adis II. This takes Creme into action, while Adis remains in Paris, making a modest investment in Commerce.

Off to Ag Nik

With France's Venetian allies sorely pressed in defending Crete from the Ottomans' latest invasion, the French Army is going to their aid. The first job is thus getting to Crete – a short voyage from Marseille, which sees the Royal Marines in their element. Rather than bolster the island kingdom's besieged capital, Candia, the French forces make their own landing on Crete in an effort to take the Turkish forces in the rear. Colonel F A Gauchepied'er is beside himself at the thought.

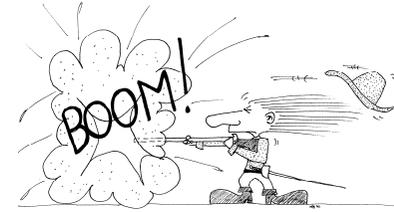
Landing on Crete, First Army assaults the little port of Agios Nikolaos with support from the shipboard guns, intending to make this their base. The Turks put up an unexpectedly stiff resistance, inflicting substantial casualties on the French troops. The Frontier Division takes a battering with Frontier Regiment 3 coming off worst. Attached to Frontier Regiment 2, 69A Major Renaud Taillebois finds dodging the bullets hard work, but he survives. The same cannot be said of the disgraced Brigadier-General Rick O'Shea, whose sentence sees him attached to Frontier Regiment 1. He ducks and dives, zigs and zags, only to meet a musketball zigging when he's expecting it to zag. RIP.

First Division does little better. Third Foot Brigade makes no progress. The commander of the 27th Musketeers, Brigadier-General Charles Louis Desappear, holds his men together in the face of sustained Turkish gunfire. This brings him two Mentions in Despatches ("Desappear-not, it seems", "...and he's still there") and he is able to collect some 1,200 crowns' worth of loot into the bargain. He takes over as Brigadier too.



In Second Foot Brigade, the 13th Fusiliers are surrounded by Turkish infantry. Only the stalwart figure of their acting CO, Lieutenant-Colonel Xavier Four-Hollandaise, stops the men from breaking. Then a musketball ricochets off fallen masonry and

strikes Four-Hollandaise full in the chest. RIP. With his fall, the Fusiliers are all but done when another man springs to the fore: Major Le Poutine Noir abandons his role as Brigade Major to champion his regiment. He demands the Turks nominate a champion to fight him.



The firing stops as the Turks consider this. Then a huge Turk, with an even larger moustache, steps out, brandishing his scimitar. Removing his jacket, Major Noir spits on his hands, plants the regimental standard firmly beside him and attacks. His opponent is clearly unused to fighting a long rapier. Major Noir repeatedly stabs him while dodging (most of) the wild slashes of the curved blade. It seems neither man can get in the coup de grace until Major Noir discards what's left of his caution and puts all his weight behind a thrust. As his rapier goes through the Turk's torso, his thigh is laid open by a vicious cut. Abandoning his sword in his opponent's body, Noir limps back to the flag, wrenches it out of the ground and leans on it as he leads what's left of the regiment to safety. However, the trail of blood he leaves behind proves fatal. RIP.

Suddenly without a Brigade Major, Second Foot Brigadier Bernard de Lur-Saluces receives a promotion, making permanent his brevet rank of Brigadier-General. He finds the opportunity for some massive plundering, filling his coffers with over 2,500 crowns.

Coming into the port in small boats, the Royal Marines find themselves under fire from the defenders' cannon. When balls from the French ships fall short, landing among the RMs' boats, they decide this is not a good idea and row back the way they came. Gaz Moutarde, the regiment's commander, survives a close thing when a cannonball lands in his boat. The impact throws Moutarde out of the boat while smashing a hole that sinks it rapidly. However, Moutarde lands in a neighbouring boat and continues to safety. It's not surprising that he's Mentioned in Despatches: "I think that was one and a half somersaults with tuck." Moutarde takes command of First Foot Brigade for next month.

The breakthrough is achieved by the Picardy Musketeers, inspired by the personal bravery of their commander, Bdr-General Coeur De Lion. However, the gunfire they charge into takes its toll, including the gallant CO. RIP Lion. One regiment succeeding and the other failing is the definition of a mixed result for First Foot Brigade. However, Brigade Major Louis Oeuf Ur Terribles does well, adding his name to the fulsome Mentions of Bdr-Gen Moutarde's antics and the Picardies' accomplishment. Helping to clean up behind the PMs, he is able to grab some 1,300 crowns' worth of booty for himself.

The new commander of First Division, brevet Lt-General Sebastian de la Creme, is promoted to full Lt-Gen. He is also a footnote in the Despatches. For General

Bill de Zmerchant, at the head of First Army, promotion means he will be Field Marshal from September. This alone is enough to ensure he is Mentioned (“Field Marshal Zmerchant”). RFG Major Beau Reese Jean Seine is the General’s Aide and he is Mentioned twice in the Despatches (“He’s an aid”, “And a Foot Guard”).

Enjoying the countryside

Second Army comprises the cavalry regiments, with the heavy horse grouped as the Cavalry Division, and the Dragoons, operating as a separate Brigade. Their mission is the same, however: scouting the countryside, keeping Turkish troops away and foraging. CG Lt-Colonel Alan de Frocked is the commanding General’s Aide. His job involves a lot of trotting around, which gives him the opportunity to pocket 800 crowns’ worth of goodies. Well, olives.

The Cavalry Division is led by (brevet) Lt-General Uther Xavier-Beauregard and he does the job well enough to gain his full rank. He finds some 400 crowns’ worth of loot for himself. RM Lt-Colonel Gaston le Somme is the Divisional Adjutant and his name goes into the Despatches as he plunders over 300 crowns.

In the Horse Guards Brigade, the Dragoon Guards ride into trouble under the guns of a concealed Turkish battery. They retire quickly. Subaltern Henri Dubois is promoted to Captain and briefly Mentioned in Despatches (“he’s fast”). There’s a quick Mention, too, for Lt-Colonel Frele d’Acier (“he’s faster”). And a bigger Mention for the regiment’s commander, Bdr-Gen Etienne Brule (“now, that’s what I call fast!”). The privileges of rank mean that Brule gains some 250 crowns’ worth of loot into the bargain.

The Queen’s Own Carabiniers have the opposite experience. They come across a company of Turkish infantry in bivouac and ride them down. QOC commander Terence Cuckpowder gains a Mention in Despatches (“that’s the way to do it!”), which brings him elevation to the rank of Baron. His collection of Turkish helmets is valued at 300 crowns. A Mention comes to Major Swindelle d’Masses as well, and his set of Turkish swords brings a hundred crowns. DG Major Jean Ettonique is serving – and surviving – as Brigade Major.

Heavy Brigade has neither good luck nor bad. Brigadier Jacques de Gain is brevetted to Lt-General and earns a brief Mention in Despatches. His share of the proceeds comes to 250 crowns. Felix Antoine Gauchepied’er may be Colonel of

the Crown Prince Cuirassiers, but he’s serving here as Brigade Major of the Heavies. A promotion (to brevet Bdr-Gen) comes his way along with 300 crowns. The Colonel of the Archduke Leopold Cuirassiers is also promoted, becoming Bdr-General Percy Mystic and over 500 crowns richer.



The Dragoon Brigade concentrates on the foraging, bringing substantial supplies back. Brigadier-General Chopine Camus, commander of the Grand Duke Max Dragoons, is briefly Mentioned (“good little forager”) and 250 crowns finds its way into his coffers. He takes over command of the Brigade at the end of the month. There’s a promotion for Captain Xavier Money, making him a Major. He is too busy buying the extra horses he needs to get any loot.

Colonel Balzac Slapdash commands Princess Louisa’s Light Dragoons and receives a pat on the back. His number two, Lt-Col Jean Tétreault-Cauchon, plunders a total of 700 crowns. Major Annibal Lechiffre simply holds his own.

The Guards Brigade (aka Third Army) is deployed to defend the French beachhead, ensuring the troops have a retreat route if necessary. The locals are not very welcoming and the Guards are involved in several skirmishes, though no real battles. These provide plenty of scope for a little plundering, however. Brigadier Was Nae Me takes a hundred crowns. Brigade Major Maurice Essai Deux can only manage half that amount.

Royal Foot Guards commander Amant d’Au pockets 150 crowns and finds himself Mentioned in Despatches (“only 150!”). However, this is enough for him to be awarded the title of Count. The same title comes to Lt-Col Jean Jeanie, whose 150 crowns provokes a longer Mention (“How can a Guards officer only get 150 crowns’ worth?”). Captain Inigo Montoya tries to emulate his superiors, but gets nowhere, nor does he get any answer to his question, “Did you know my father?”

Bdr-Gen Leonard de Hofstadt, in charge of the Cardinal’s Guard, ups the ante with 250 crowns’ worth of booty. Though his Mention (“that’s better”) does very little for him. Major Jean d’Ice can only manage 100 crowns’ worth with a brief Mention in Despatches (“Oh dear”). It’s less than 10% of what the Shylocks repossessed from him at the start of the month.

King’s Musketeers Colonel Duncan d’Eauneurts doesn’t bother with looting, settling for a (brevet) promotion to Brigadier-General.

Practice, practice, practice

As the bulk of the army has gone to war, it is no surprise that Paris is very quiet this month. Pepé Nicole keeps away from the clubs, preferring the company of his rapier for four weeks’ practice. Sebastian Adis II takes Marie Antoinette to Bothwell’s for a week before hitting the gym himself and working out with his rapier for the remaining three weeks.

In the Fleur de Lys we find Pierre Cardigan and Edna Bucquette, Pierre le Sang and Guinevere d’Arthur and Richard Shapmes and Kathy Pacific. But only for one week. Pierre and Guinevere are the only couple to spend the entire month in the Fleur. After his visit, the other Pierre adjourns to practise with his sabre. Richard and Kathy return to the club for a second week, but then Richard finds the attraction of his rapier too much and is off to practise.

The last socialite in Paris is the recuperating Florent Sans de Machine. He spends a week with his lady love and is then to be found in the gym, rapier in hand. ❖

Battle Results

First Army: 4

First Division: 4

1st Foot Brigade: 3
 Royal Marines: 5
 Picardy Musketeers: 2
 2nd Foot Brigade: 2
 13th Fusiliers: 5
 53rd Fusiliers: 4
 3rd Foot Brigade: 6
 27th Musketeers: 3
 4th Arquebusiers: 3
 Frontier Division: 5
 Frontier regiment 1: 3
 Frontier regiment 2: 4
 Frontier regiment 3: 5
 Frontier regiment 4: 3
 RNHB regiment: 3

Second Army: 2

Cavalry Division: 1

Horse Guards Brigade: 2
 Dragoon Guards: 5
 Queen's Own Carabiniers: 1
 Heavy Brigade: 1
 Archduke Leopold Cuirassiers: 3
 Crown Prince Cuirassiers: 3
 Dragoon Brigade: 5
 Grand Duke Max's Dragoons: 4
 Princess Louisa Lt Dragoons: 2

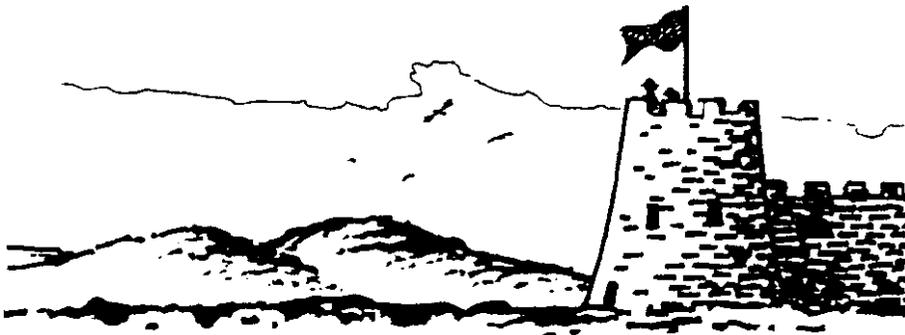
Third Army: 6

Guards Brigade: 3
 Royal Foot Guards: 4
 Cardinal's Guard: 4
 King's Musketeers: 3

July 1669 (305)

It's a hot summer in the middle of the Mediterranean. Especially on the island of Crete, where French military might has been deployed to assist their ally, Venice, against the Ottomans. The Guards Brigade – which makes up the whole of Third Army – has the job of defending the French troops' base: the peaceful (until last month) port of Agios Nikolaos. The town is now pretty secure, but this doesn't stop the Guards coming under attack from Turkish irregulars. Being the Guards, the resulting skirmishes are one-sided and then they loot what they can from the enemy.

King's Musketeers commander Duncan d'Eauneurt receives a mention in Despatches for his sterling work ("Sterling work, sir"). He pockets a meagre 200



crowns' worth of plunder. His other enemies in the Cardinal's Guard do a bit better. There's a Mention in Despatches ("First rate, sir") for their commander, Leonard de Hofstadt, who stacks up loot worth over 400 crowns. Major Jean d'Ice only finds just over 200 crowns' worth for himself. He is not Mentioned.

Amant d'Au is commander of the Royal Foot Guards and instructs his men to make a big show of their success. This brings him a rather more effusive Mention in Despatches ("Matchless marketing by the Royal Foot Guards") and some 700 crowns' worth of booty. Lieutenant-Colonel Jean Jeanie follows his CO's instructions, resulting in over a thousand crowns' worth of swag for him. Captain Inigo "have you seen my father?" Montoya amasses a round 1,000 crowns' worth of valuables as he checks the dead men's hands to see how many fingers they have. His name also appears in the Despatches ("Has anyone met his father?").

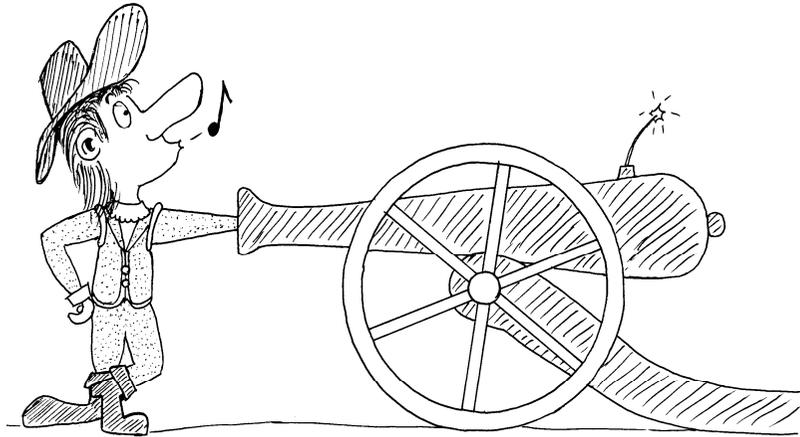
Guards Brigadier Was Nae Me revels in the success of the troops – from his prominent seat at a beachside taverna Brigade HQ. He is brevetted to Lt-General as a result, but there's no Division command in Third Army for him. He rakes in 800 crowns as his split of the Brigade's take. The same amount goes to his Brigade Major, Maurice Essai Deux, who is not otherwise recognised.

Assault with a frontier regiment

A secure base behind them, First Army sets off to deal with whatever Turkish strongholds it can find. The Frontier Division actually does quite well at this, but it's not a happy month for First Division – though there does seem to be plenty of loot about. Army commander General Bill de Zmerchant is already lined up to be Field Marshal in October, but he makes a point of getting stuck in with the men. His bravery brings him a double Mention in Despatches ("He came", "He saw"), but no financial reward. RFG Major Beau Reese Jean Seine is his Aide and finds himself Mentioned too ("Fancy having to follow Zmerchant about"). For this he is further rewarded with the title of Baron.

69A Major Renaud Taillebois is serving with Frontier Regiment 2 and is instrumental in their success against a Turkish fort – along with Frontier Regiments 3 and 4. He is brevetted to Lt-Colonel in the 69th. Overrunning the Turkish position affords a major opportunity for looting and Taillebois is 2,500 crowns richer.

Lt-General Sebastian de la Creme is in charge of First Division and has no success to report. His reward is a (brevet) promotion to General. In Third Foot Brigade, the 27th Musketeers and 4th Arquebusiers both take a mauling. Brigadier Charles Louis Desappear has his rank made permanent so that he can try again next month. The 13th and 53rd Fusiliers hold their own, which is a better result for Second Foot. Brigadier Bernard de Lur-Saluces is brevetted to Lt-General while he fills his pockets with 2,300 crowns' worth of loot.



RECKLESS BRAVERY

After last month's success, it's a different story for the Picardy Musketeers: Turkish artillery batters them. The Royal Marines' efforts are inconclusive, so not a good month for First Foot. There's still a promotion for Brigadier Gaz Moutarde – to full Brigadier-General. However, he's very happy that he finds 1,800 crowns' worth of valuables to plunder. Brigade Major Louis Oeuf Ur Terribles dives into the thick of it, risking life and limb under enemy fire to secure 1,700 crowns' worth of booty. He is Mentioned twice as well ("Ooh, that's risky!" "So's that!").

Chaaarge!

Second Army is comprised of the cavalry regiments conducting Field Operations to keep Turkish movements down and, of course, forage supplies. In this they are generally successful. The commander's Aide, CG Lt-Colonel Alan de Frocked, basks in the reflected glory that brings him a Mention in Despatches ("Isn't he a Guardsman?"). It also means there's some loot to share round and he gets 800 crowns from it.

The Dragoon Brigade spots an opportunity to kill two birds with one attack. A convoy of lightly guarded Turkish wagons is collecting local produce for their troops besieging Candia (Crete's capital). The Grand Duke Max Dragoons attack from one side, but are stopped by some well-timed volleys of musketry. Then the Princess Louisa Light Dragoons hit the Turkish troops from the other side and it's all over. Dragoon Brigadier Chopine Camus is Mentioned in Despatches ("More olives than you can shake a stick at").

Major Xavier Money is acting commander of the GDMD (while Camus is Brigadier) and survives the experience with no reward. Colonel Balzac Slapdash

leads the PLLD and pockets over a thousand crowns for himself. It is Lt-Colonel Jean Tétreault-Cauchon who is seen as the hero of the hour and finds his name in the Despatches twice. However, all that musketry had to find some targets and one of them is Major Annibal Lechiffre. RIP.

The Heavy Brigade comes across several detachments of Turkish infantry and rides them all down, flamboyantly. There is a Mention for the Brigadier, Jacques de Gain, and – to his astonishment – another for his Brigade Major, Felix Antoine Gauchepied'er ("I'm not sure pink battle shorts were the best choice..."). There's a bit of loot available too: 600 crowns' worth for Gain, just over 300 crowns' worth for Gauchepied'er and a further 800 for Percy Mystic, leading Archduke Leopold's Cuirassiers. Mystic is briefly in the Despatches ("No shorts for him!") and finds himself receiving a battlefield Knighthood. He doesn't manage to remove either of the Majors from the regiment, though, and they survive the attentions of the enemy.

It's mixed fortunes for the Horse Guards Brigade. The Dragoon Guards get lost in a vineyard, of all things, and take casualties from enemy snipers. Brigadier-General Etienne Brule is mentioned in Despatches ("Always comes up smelling of ... grapes?") and earns over 200 crowns in wine sales. There are two mentions for Lt-Colonel Frele d'Acier ("It's only a naïve, domestic Cretan..." "But I think you'll admire its presumption") and one for Captain Henri Dubois ("A bit woody").

The Queen's Own Carabiniers eschew such nonsense and chase Turks all over the place. Their commander, Bdr-Gen Terence Cuckpowder, is Mentioned, of course, and swipes 400 crowns' worth of equipment that's no longer needed from the enemy ("That's a lot of helmets"). Major Swindelle d'Masses adds 700 crowns to his funds and also features in the Despatches ("Good at chasing Turks").

The Horse Guards Brigadier takes one in the chest and Brigade Major Jean Ettonique is Mentioned for his efforts to save him ("Is that how you do a tourniquet?"). It is no use, though, and the Brigade needs a new commander. Bdr-Gen Brule has precedence, as the commander of the senior regiment, but he's also Chancellor of the Exchequer. Hence the post of Horse Guards Brigadier goes to Bdr-Gen Cuckpowder.

The commander of the Cavalry Division, Lt-General Uther Xavier-Beauregard, displays personal bravery in throwing himself into the fray, which brings him a forceful mention ("Go, UXB!"). He is brevetted to General and adds a couple of hundred crowns to his coffers. Divisional Adjutant Gaston le Somme is only half as brave as his boss. He pockets just one hundred crowns and nothing else.

Meanwhile, in Paris

There's not a lot going on in Paris this month. Pepé Nicole spends the whole time practising with his rapier. Florent Sans de Machine spends a week with his lady and three practising rapier. Sebastian Adis II takes Marie Antoinette to

Bothwell's and then practises rapier for three weeks. While Pierre Cardigan works out with his sabre for three weeks after visiting the Fleur de Lys.

Also in the Fleur that first week are Richard Shapmes and Kathy Pacific. They return the following week before the lure of his rapier gets too much and Richard is off to the gym. Pierre le Sang and Guinevere d'Arthur spend the whole month in the Fleur – that'll show 'em. ❖

Press

Announcements

Come fight at the front with the ALC, you will probably get killed or maimed or worse. But it beats sitting in a tavern and catching a bad case of the plague. Apply now and I'll let you in, well if I'm still alive I will.

Yours,

† Col Percy Mystic (Assuming I haven't been demoted)

I suspect he has a pain all down his left side. † Le Roi

Outside the Bank de La Militaire, a carriage pulls up.

"Make way for the Adjutant-General," cries a lackey as the Adjutant-General himself steps off the carriage and through the doors, followed by a second lackey carrying a wooden case.

The manager rushes forth, "Sir, we are so honoured – what does Your Excellency require from this humble place?"

"Well," replies the Adjutant-General, "I wish to make a small investment on the outcome of our magnificent armies' summer campaign against the peasants – a foregone conclusion methinks, especially as Field Marshal Le Sang

is in command. What could possibly go wrong?"

Military Missives

Sir Sebastian,

My foolish Aide has announced another party for this month, but I will rectify that and withdraw the invitation since it is now summer!

Please can you confirm that the divisional command position is still mine for the taking? I do so look forward to being back on the saddle again as it were.

† Sir Sebastian de la Creme

Dear Sir Sebastian,

As discussed earlier, I will appoint you as First Division Commander, so please pack your bags for the front and remember to confirm in writing to Le Roi that you will accept the position.

Regards,

† Adjutant-General Sebastian Adis II

Brevet Brigadier General Sir Pepé Nicole,

Sir, I humbly apply to join the 69A. My father was a member of the regiment and was killed in action against the accursed Spanish when I was a mere boy and I wish to follow in his footsteps and eventually

avenge his death. I have been lost since my arrival in Paris last month and wish to make up for lost time.

I thank you in advance for receiving my last minute request and I hope to do the regiment of my father honour in battle

Yours, † Renaud Taillebois

Dear Renaud,

Welcome to the 69ers, it will be a fine thing to have a man such as yourself in our ranks! I will see to the expense of a Captain's spot for you, as I am sick of all these no-name vagabonds we have in our command.

Yours, † Sir Pepé Nicole

Personal

To Gaston le Somme:

Dear Sir, I would like to tender my abject apologies for mis-directing my critique of the Army Aide in your direction as Adjutant. Rest assured I am confident in your efforts and abilities and repeat my apology.

Yours, † Jean-Claude Talon.

Dearest Duncan,

Congratulations on your government appointment! I must confess I was afeared the loss of your patron Count Shitacks (the lovely wee man, I'm glad ye gave him a good send-off) would set your future askew. But thankfully it seems Count le Sang is equally impressed with your obvious abilities.

Och, ye must have a care where executing your duties as Commissioner is concerned whether or no'. It's a fine line ye'll be treading to be sure. The overweening ambition

of Fluff-Bunny made him universally feared and hated. The peevish ineptitude of Cuckpowder made him despised. Ye must tread warily to avoid such pitfalls.

Sich a shame ye failed to get a Barony alongside the appointment but, as ye say, hopefully loyal service the King will secure ye one in the end.

Good luck with the campaign – be assured that in the midst of battle ye'll always carry the hopes of best wishes of,

Your Doting Maman,

† Lady Isla d'Eauneurts

To Paris

Darlings,

Can I make clear to you all something about that 'incident' last month when I was accused of dereliction of duty simply because I was, at the time, in the laundry tent. I mean it's scandalous dears, I was doing my duty by checking the kilts for style and fabric quality! There were so many to go through and I, of course, needed to check them all to see there was a degree of uniformity about them and the only reason I had that sporran over my face when the Sergeant walked in was due to my poor eyesight, I need things up close to properly appreciate, and the fool actually thought I was sniffing them, I mean, how preposterous is that! Anyway sweethearts let's hear nothing more about it now that I have had a chance to clarify matters to you.

Love and kisses,

† Felix x x

Colonel Sir Duncan d'Éauneurts, OC the King's Musketeers, His Majesty's Commissioner of Public Safety, to Major Maurice Essai Deux, OC 1st Btn King's Musketeers, Brigade Major Guards, Greetings!

Major Deux,
Congratulations upon your duelling victory against Major Sir Jean d'Ice of the Cardinal's Guard. I must confess, however, that I was less than pleased to see you barge your way past a superior officer in order to cross swords with him. The result was that I was awakened at an ungodly hour and driven half way across Paris to no useful purpose whatsoever, since Sir Jean declined to meet me after the drubbing you gave him.

To avoid a repeat of this sorry state of affairs in the future I have issued a regimental directive to the effect that regimental duels against the knee-scraping lackeys having the effrontery to call themselves the Cardinal's Guards are to be conducted in rank and precedence order, with the highest rank duelling first.

Something else I would be obliged if you would address in short order is your lack of seconds. Although I won't insist that you reciprocate my own arrangements by nominating myself as such, it is important for gentlemen to have seconds so as not to appear friendless and shunned by polite society. Please rectify this lack on your part immediately.

Finally, I must confess to some surprise that you have failed purchase the vacant Lieutenant Colonelcy of the regiment? If lack of

funds is the reason for this please don't hesitate to request my aid.

For the duration of the Summer the Guards Brigade, under the able direction of our former Commander Brigadier-General Earl Was Nae Me, will be on defence duties. The army commander is reputed to be an utter nincompoop, unfortunately, but hopefully he won't hamper the Brigadier too much. As a member of the Brigadier's staff I expect you to run what interference you can.

Good Hunting,

† Colonel d'Éauneurts

Dear Pere Allouez,

It has been a while since I have written. I am glad the Potawatomis brought many beaver skins this year to sell. This is good news for Uncle Talon; but I have heard the English are opening a Trading Post in Hudson's Bay. Watch out for those untrustworthy pirates! Again I am bloodying my hatchet for the King, this time in Crete. That is well. I have fought too many duels against my fellow warriors in Paris. I confess the French ideas of honour are tiring after a time, so much fighting against one another. My Mother and her people would be shocked at so much blood spilt between tribesmen. Better to take the warpath against our enemies. Please pray for our warriors, Father!

† JCT

Poetry Corner

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

Right Flank! The column shakes
itself into line.
Wild eyed steeds snort their disquiet
and are gentled.

Points Arising

Next deadline is 28th April 2017

Many thanks to all involved for the trial shenanigans and to Neil Pinkerton for Le Poutine Noir's last hurrah in June.

Note that the tables following show the position at the end of July, apart from the Greasy Pole which includes characters killed in June.

The Minister of State has decided that ALL Brigades will be committed to the summer 1670 campaign. The Minister of War has opted for a defensive deployment (Organisation 74 in your rule books). This is:

First Army (Field Ops)

First Division

Guards Brigade (RFG, CG, KM)

Dragoon Brigade (GDMD, PLLD)

Cavalry Division

Horse Guards Brigade (DG, QOC)

Heavy Brigade (CPC, ALC)

Second Army (Siege)

Frontier Division

Frontier regiments

Third Army (Defence)

Second Division

Third Foot Brigade (27M, 4A)

Fourth Foot (69A, Gascons)

RNHB

Third Division

Walk! And we amble forward,
harness jingling.

Sabres upraised with practiced
intent.

Advance! Canter now, the earth
unfurls behind us.

Stray shot thrills the air, disregarded
Charge! We are the breaking wave.

Mortal flesh made fire † UXB

First Foot Brigade (RM, PM)

Second Foot Brigade (13F, 53F)

All military appointments lapse at the end of August and the new posts (according to the new organisation above) will be filled at the beginning of September. **With your orders for August let me have your applications for posts in September** – these may be conditional on promotions in August.

Minister of War also falls vacant at the end of August and may be applied for with your August orders.

The game has now dropped to its lowest ever number of players (44!), so please do recruit anyone you think will enjoy *LPBS*. If anyone wants to sample the game, I'm happy to offer a free sample subscription for 5 turns.

Absent friends

I had no orders ("No Move Received") from the following and they suffered the consequences:

AL Annibal Lechiffre (Marc Blanchette) has NMR'd. Total now

2 and is sent to a Frontier regiment

JTC Jean Tétreault-Cauchon (Daniel

Blanchette) has NMR'd. Total now

2 and is sent to a Frontier regiment

CLD (Martin Jennings) has been floated due to family commitments.

X1 (Gerald Udowiczenko) has been floated as he's "really rushed"

Farewell

Neil Pinkerton (LPN) reports that "my two-year old is just taking up too much of my time" and is, understandably, quitting the game. He intends to return in due course and we'll be happy to see him.

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

Announcements

None

Duels

Results of June's duels

Jean Ettonique (with CT & HD, gains 1 Exp) beat Florent Sans de Machine.

Alan de Frocked (with LdH, gains 1 Exp) beat Swindelle d'Masses.

Percy Mystic (with BdZ & PC, gains 1 Exp) killed his enemy Claude Talon (with JE).

Percy Mystic declined to meet Chopine Camus as he was under half Endurance.

Xavier Four-Hollandaise declined to meet Charles Louis Desapear as he was under half Endurance.

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.

Grudges to settle next month:

None

"adv." shows who (if anyone) has the advantage of higher 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 because one of the duellists is already at the Front. Orders conditional on a challenge being voted cause are acceptable.

New Characters

Cameron Wood gets the Bastard son of a very wealthy Count: Init SL 10; Cash 675; MA 1; EC 3 (X2).

Graeme Wilson gets the Second son of a very wealthy Gentleman: Init SL 5; Cash 750; MA 2; EC 3 (X3).

Paul Wilson gets the Bastard son of a well-to-do Count: Init SL 10; Cash 225; MA 6; EC 2 (X4).

Francesca Weal gets the Bastard son of a very wealthy Baron: Init SL 6; Cash 675; MA 5; EC 2 (X5).

Marc Blanchette gets the Second son of a very wealthy Merchant: Init SL 3; Cash 500; MA 3; EC 2 (X6).

Tables

Army Organisation and 1669's Summer Deployment

First Army (Assault)	BdZ/BRJS/__/N
First Division (Assault)	SdIC/N/N6
1st Foot Brigade (Assault) – RM PM	
2nd Foot Brigade (Assault) – 13F 53F	
3rd Foot Brigade (Assault) – 27M 4A	
Frontier Division (Assault)	N4/__/__
Frontier Regiments (Assault)	
Second Army (Field Ops)	N4/AdF/N3/N
Cavalry Division (Field Ops)	UXB/N/GIS
Horse Guards Brigade (Field Ops) – DG QOC	
Heavy Brigade (Field Ops) – ALC CPC	
Dragoon Brigade (Field Ops) – GDMD PLLD	
Third Army (Defence)	N1/__/__/N
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
Horse Guards Brigade	TC/__/JE
Heavy Brigade	JdG/__/FAG
Dragoon Brigade	CC/__/__

First Foot Brigade	GM/__/LOUT
Second Foot Brigade	BdLS/__/__
Third Foot Brigade	CLD/__/__
Fourth Foot Brigade	N1/N/RT

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

Frontier Regiments

	F1	F2	F3	F4	RNHB
Colonel	N5	N1	N6	N6	N6
Attached		RT			
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

First Army: 4	Second Army: 2
First Division: 5	Cavalry Division: 3
1st Foot Brigade: 3	Horse Guards Brigade: 4
Royal Marines: 3	Dragoon Guards: 5
Picardy Musketeers: 5	Queen's Own Carabiniers: 2
2nd Foot Brigade: 2	Heavy Brigade: 1
13th Fusiliers: 4	Archduke Leopold Cuirassiers: 2
53rd Fusiliers: 4	Crown Prince Cuirassiers: 1
3rd Foot Brigade: 6	Dragoon Brigade: 3
27th Musketeers: 5	Grand Duke Max's Dragoons: 3
4th Arquebusiers: 6	Princess Louisa Lt Dragoons: 2
Frontier Division: 5	Third Army: 4
Frontier regiment 1: 5	Guards Brigade: 1
Frontier regiment 2: 2	Royal Foot Guards: 1
Frontier regiment 3: 2	Cardinal's Guard: 2
Frontier regiment 4: 2	King's Musketeers: 2
RNHB regiment: 5	

Other Appointments

King's Escort: Ensign N	Captain N
Cardinal's Escort: Ensign N	Captain N
Aides: to Crown Prince N	to Field Marshal __
Provincial Military Governors: RS/N/N/N/N	
City Military Governor N	Adjutant-General SA2
Inspectors-General: of Cavalry N	of Infantry N
Commissioner of Public Safety DdE (until March 1670)	
Chancellor of the Exchequer EB (until April 1670)	
Minister of Justice CPS (until April 1670)	
Minister of War N (until August 1669)	
Minister of State PIS (until November 1669)	

Shows who holds appointments outside military units:
ID for Characters, N for NPC, __ for vacant, CPS for additional posts held by the CPS.

Femmes Fatales

No	Name	SL	Attr	Last
64	Edna Bucquette	18	W	PC
3	Kathy Pacific	17	B	RS
54	Madeline de Proust	17		
35	Katy Did	16	I	
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		
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	
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 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	
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 Lô	5	B	

Regiments		REG	CG	CC	KM	DG	OO	ALC	CPC	RM	CD	13F	PL	53F	27M	4A	69A	Gscn
Col	LCol	AdA	LdH	AdF+	DdE	FdA	TC+	PM	FAG+	GIS+	CC+	N7	BS	N6+	N1	N4	PN	
	Maj 1	JJ																
	Maj 2	BRIS + Jdl																
	Capt 1	IM																
	Capt 2																	
	Capt 3																	
	Capt 4																	
	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
PLS	Earl Pierre le Sang	24	72	Comfy	Fld Marshal/State Min.		7	Guinevere	Flr	4	Bill Howell
PC	Count Pierre Cardigan	24	55	Rich	General/Min w/o Port		9	Edna	Flr	5	Matt Shepherd
JdG	Count Jacques de Gain	23	F	Filty	B.Lt-General/Hvy Brigadier		21		Flr	6	Ben Brown
UXB	Count Uther Xavier-Beauregard	22	F	Withy	B.General/Cav Div Commandr		15		Flr	4	Pete Card
BdZ	Earl Bill de Zmerchant	22	F	Comfy	General/1st Army Commndr		7		Flr	3	Tim Macaire
RS	Earl Richard Shapmes	19	49	Withy	Lt-General/Prov.Mil.Gov		13	Kathy	Flr	4	Charles Popp
FdA	Earl Frele d'Acier	19	F	Comfy	Lt.Colonel DG/Min w/o Port		11		Flr	3	Peter Farrell
EB	Marquis Etienne Bruile	19	F	Comfy	B.Bdr-General DG/Chancellor		2		Flr	4	James McReynolds
AdA	Count Arant d'Au	19	F	Rich	B.Bdr-General RFG/Min w/o Port		8		Flr	5	David Brister
JJ	Count Jean Jeanie	17	F	Rich	Lt.Colonel RFG/Min w/o Port		21		Flr	3	Andrew Kendall
SA2	Sir Sebastian Adis II	16	36	OK	B.Lt-General/Adjutant Gen		5	Marie	Both	4	Mark Cowper
TC	Baron Terence Cuckpowder	16	F	Withy	B.Bdr-General QOC/HGds Brigadier		6		Both	4	Mike Dommatt
SdC	Sir Sebastian de la Creme	16	F	Comfy	B.General/1st Div Commandr		4		Flr	5	Alan Percival
DdE	Sir Duncan d'Eauneurts	16	F	OK	B.Bdr-General KM/CPS		5		Flr	5	Paul Lydiate
ROS	Marquis Rick O'Shea	16	RIP								Paul Wilson
GM	Sir Gaz Moutarde	15	F	Rich	Bdr-General/1 F Brigadier		4		Both	2	Mike Clibborn-Dyer
CC	Sir Chopine Carnus	15	F	Comfy	B.Bdr-General GDM/Drgn Brig'r		8		Both	4	Stewart Macintyre
WNM	Earl Was Nae Me	15	F	Withy	B.Lt-General/Gds Brigadier		10		Hunt	3	Mark Farrell
BRJS	Baron Beau Reese Jean Seine	14	F	Comfy	Major RFG/Gen's Aide (1st Army)		4		Both	3	Bill Hay
JdI	Sir Jean d'Ice	13	F	OK	Major CG		5		Both	3	Tym Norris
AdF	Alan de Frocked	12	F	Withy	Lt.Colonel CG/Gen's Aide (2 Army)		3		Both	2	Charles Burrows
LdH	Leonard de Hofstadt	12	F	Comfy	B.Bdr-General CG		5		Hunt	5	Neil Packer
JE	Jean Ettonique	12	F	Withy	Major DG/HGds Brigade Maj.		7		Both	5	Tony Hinton-West
CT	Claude Talon	12	RIP								Cameron Wood

ID	Name	SL	SPs	Cash	Rank	Regiment/Appointment	MA	Last seen	Club	EC	Player
PN	Sir Pepé Nicole	11	14	Comfy	B.Bdr-General 69A		7		BG	3	Colin Cowper
GIS	Gaston le Somme	11	F	Comfy	Lt.Colonel RM/Cav Div Adjutant		2		Hunt	3	Jerry Spencer
CLD	Charles Louis Desappear	11	F	Comfy	Bdr-General/3 F Brigadier		3		BG	4	Martin Jennings
MED	Maurice Essai Deux	11	F	Comfy	Major KM/Gds Brigade Maj.		4		Hunt	3	Olaf Schmidt
CDL	Sir Coeur De Lion	11	RIP								Graeme Wilson
XFH	Xavier Four-Hollandaise	11	RIP								Francesca Weal
IM	Inigo Montoya	10	F	Comfy	Captain RFG		4		Hunt	3	Graeme Morris
SdM	Swindelle d'Masses	10	F	OK	Major QOC		4		Hunt	4	Craig Pearson
PdM	Sir Percy Mystic	10	F	Comfy	B.Bdr-General ALC		7		BG	3	Ray Vahey
BdLS	Bernard de Lur-Saluces	10	F	Withy	B.Lt-General/2 F Brigadier		7		Hunt	2	Rob Pinkerton
FSdM	Florent Sans de Machine	8	9	Comfy			3		BG	4	Nik Luker
XM	Xavier Money	8	F	Comfy	Major GDM		5		F&P	3	Pam Udowiczenko
FAG	Felix Anton Gauchepped'er	8	F	Comfy	B.Bdr-General CPC/Hvy Brigade Maj.6				BG	4	Jason Fazackarley
HD	Henri Dubois	7	F	Comfy	Captain DG		1		BG	3	Wayne Little
LOUT	Louis Oeuf Ur Terribles	7	F	Comfy	Major RM/1 F Brigade Maj.		2		F&P	5	Dave Marsden
XI	6 0	OK	5				1		Gerald Udowiczenko		
AL	Annibal Lechiffre	6	RIP								Marc Blanchette
JTC	Jean Tétreault-Cauchon	6	F	Comfy	Lt.Colonel PLLD		3		F&P	5	Daniel Blanchette
BS	Balzac Slapdash	5	F	Comfy	Colonel PLLD		8		F&P	4	Matthew Wale
LPN	Le Poutine Noir	5	RIP								Neil Pinkerton
RT	Renaud Taillebois	3	F	Comfy	B.Lt.Colonel 69A/4 F Brigade Maj.		1			2	Mark Nightingale

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

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

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

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

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