

That would be enough

This has been issue 175 of *To Win Just Once*, published 30th June 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* to Mike by Friday, 14th July 2017.

Orders for *LPBS*, votes and definitions for Fictionary Dictionary and all other contributions to Pevans by Friday, 14th July 2017.

(Next deadlines are: 11th/18th 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. Rob Pinkerton is up for the next one, who else? Working map and rules provided.

Star Trader – David Buchholz, Jason Fazackarley and Michael Martinkat 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 174 was written and edited by Pevans. The *LPBS* masthead (page 30) is by Lee Brimmicombe-Wood, as are the drawings on pages 31, 32 and 33. 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*)



Pevans reports from the UK Games Expo

Where *Outlive* is one of the new games

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Chatter

If you haven't seen it, take a look at the trailer for the new film of *Murder on the Orient Express*. It had me howling with laughter for minutes when, following the portentous build-up, the moustache was revealed. Kenneth Branagh was somewhere behind it, but I think the 'tache should have star billing.

Anyway, I've just returned from a week on the canals – working locks and driving a narrowboat during a heat wave! I expected to have an hour or two each day to write up the UK Games Expo and the latest *LPBS* turn, allowing me to finish *To Win Just Once* last weekend. This just didn't happen, so I must apologise that this issue is a week late. With Mike's agreement, I have pushed the deadline for the *Railway Rivals* game back a week, but not adjusted the *LPBS* deadlines in an effort to get back on schedule – and I already have material for the next *TWJO*.

The Echidnas are coming!

This is not something I would normally do, but for several years now I've had the joy of playing Kris Gould's echidna game at the Gathering of Friends. Now he (as Wattsalpoag) has launched it on Kickstarter under the title *Echidna Shuffle*, so you've all got the chance to give it a go. The game is not deep – it's a pick-up-and-deliver game with a clever movement mechanism – but it is a delight to play. Besides, who could resist an echidna (see picture)? Please check it out on Kickstarter and add your support: www.kickstarter.com/projects/wattsalpoag/echidna-shuffle



New Star Trader game

We have the game end statements of the last *Star Trader* game in this issue, so it's time to think about the next game. It looks like everybody who played in the last game wants to play again and we have a few on the waiting list, but there's room for more players. If you're interested in joining in, let me or Mike know.

TWJO online

TWJO 174 was published mid-May and PDF versions were downloaded 113 times in the second half of the month. The previous issue, 173, was downloaded 72 times during May, taking it to 208 downloads in (almost) two months. May saw 73 downloads of issue 172, making a total of 359 since publication.

Various older issues of *TWJO* were popular in May – along with my reports from the 2016 and 2012 UK Games Expo. I'm particularly amused that one of the

searches that found my website (pevans.co.uk) was for “pevans.com”. (The .com domain is for sale, by the way – just \$3,095!)

Letters

Chris Baylis is looking forward to the next game of Great White Hunter as the current Fictionary Dictionary comes to an end.

I am sharpening my pointy stick ready and anticipating some extremely good GREAT White Hunting, though I wonder if you would get into PC trouble if you had the hunts occurring at night and renamed it Great Black Hunting?

Probably, Chris. Meanwhile, I have a letter from Revd Paul Cockburn.

I wanted to email you in response to your brief rant about newsreaders use of “an horrendous” – initially to defend that usage, but on investigation to thank you for prompting a deeper understanding of the use of “a” versus “an”.

I realise that using “an” before a consonant is a matter of pronunciation not spelling. Hence “an hour” or “an honour”. But I had always thought that “an” was also used for words beginning with “h” where the first syllable is unaccented. e.g. “an hotel” or “an historian” (as opposed to “a history teacher” with the accent on the first syllable). By this principle you made “an horrendous mistake” in your criticism.

Browsing a few grammar websites has put me right. It turns out that the use of “an” with an unaccented syllable is gradually going out of fashion and people are finding “a hotel” sounds better than “an hotel”.

But the key thing is pronunciation. If you are going to say “an historian” then the “h” must be softened (almost to the point of non-existence). You can’t follow “an” with a breathy “h”. I suspect that newsreaders could get away with “an horrendous accident” if they were prepared to let the “h” fade into insignificance. It doesn’t have to disappear entirely. It just has to be really unobtrusive and it would sound OK. But pronouncing both the “n” and “h” is an horrific faux pas.

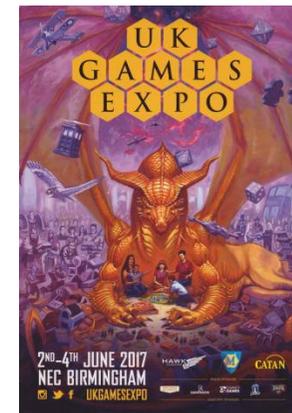
Thank you, Paul. You’ve looked into this in more detail than I have. In particular, your point about pronunciation and which syllable is stressed is new to me and does make sense. The usage caught my attention precisely because of the dissonance of following ‘n’ with ‘h’.

Now, where do you stand on the abbreviation of “Reverend”? My father (Reverend John Evans) insists that “rev” is short for “revolution” (which would make the BBC’s TV show *Rev* a very different programme) and that the correct abbreviation is “Revd” (as I’ve used above).

Two Halls at the NEC

Pevans reports from the 2017 UK Games Expo

The Expo continues to grow, as does the programme booklet (that’s the cover on the right), which is now over 100 glossy A4 pages. This year the event occupied two halls at the National Exhibition Centre (NEC) along with the function areas at the Hilton Metropole (a short walk away on the NEC site). The whole of Hall 1 was given over to the trade hall, stuffed full of publishers and distributors displaying their latest titles and retailers selling them – and a lot more. Hall 3a was the venue for many of the tournaments and competitions that take place during the Expo, with the Metropole hosting other events as well as the after-hours open gaming.



The Expo formally starts late morning on the Friday and finishes mid-afternoon on the Sunday: 2nd-4th June this year. However, my Expo started on the Thursday with my *Games from Pevans* hat on as I attend Esdevium Games’s Retailer Summit. Esdevium (www.esdeviumgames.com) is the largest games distributor in the UK and this is their showcase to UK retailers of publishers they handle. It’s also an opportunity for the retailers who are selling at the show to see some of the new games – assuming they’re not still busy setting up in the main hall.

At the Retailer Summit

First to report on, then, is what I saw the Retailer Summit. I was very taken with the cartoon-style artwork of AEG’s new edition of *The Captain is Dead* by Joe Price and JT Smith. The story here is that the players are the bridge crew of a *Star Trek*-style spaceship that’s under attack by aliens. With the Captain dead,



Red alert: *The Captain is Dead!*

they must work together to re-boot the power core, maintain the shields and escape! Brilliant stuff with a real feeling of jeopardy as the players struggle with all the different problems. It gets an enthusiasm rating of 9/10 on my highly subjective scale.

Custom Heroes, by John D Clair, also comes from AEG and is a superhero-themed simple card game. The basic idea is getting rid of all the cards in your hand by laying sets of increasing size – anyone familiar with *The Great Dalmuti* or *Career Poker* will recognise this part. On top of this, the heroes depicted on the cards provide special abilities. And then the cards can be modified by adding features – as in Clair's earlier *Mystic Vale*. It's a clever idea, but I think I prefer my simple card games simple. It gets an enthusiasm rating of 5/10 on my highly subjective scale.



Lovecraft Letter on display

The final AEG title was *Lovecraft Letter* (see what they did there?), a *Love Letter* variant by Seiji Kanai himself. This adds insanity (what else?) to the brilliant, minimalist *Love Letter* while re-theming it to a Lovecraftian 1920s. Playing a card with an insanity symbol gives you access to alternative actions, at the risk of losing the round by going 'insane'. It's a neat, atmospheric variant on the original and gets an enthusiasm rating of 8/10 on my highly subjective scale.

Asmodee (www.asmodee.us/en) is Esdevium's parent company and was showing off some of the new products from the various publishers under its umbrella. *Century: Spice Road* comes from Plan B Games and I covered it in

my report from this year's Gathering of Friends (see TWJO 174). From Space Cowboys (www.spacecowboys.fr) comes a new edition of the classic no-luck deduction game, *Sherlock Holmes Consulting Detective*, which has been given their usual high quality production. I'm assured the rules have been tidied up from the original. This edition has several cases, starting with "The Thames Murders", and further cases are planned.

Catch the Moon comes from another French publisher in the Asmodee fold, Bombyx (www.studiobombyx.com). It's a dexterity game where players use little ladders to build as high as they can. I was at a loss how to manage that, but the

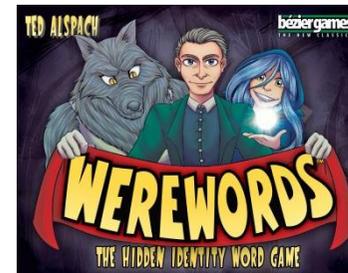
photos I've seen suggest that laying the ladders flat is the way to go. Hmm, I don't think this is my cup of tea.

I expected to see *Palace of Mad King Ludwig* on the Bézier Games (beziergames.com) table as I saw this development from *Castles of Mad King Ludwig* at the Gathering in April with designer Ted Alspach. Unlike *Castles*, where each player constructs their own castle from the different shapes and types of room tile, here players are working together on a single palace. However, it's still getting the right tiles in the right places that earn them points. The game ends when the moat around the palace is complete, but this depends on players' actions and can complete more quickly than they expect. Cracking stuff from Ted that I give an enthusiasm rating of 9/10 on my highly subjective scale. Expect the finished article at Spiel in October.



Balancing ladders in *Catch the Moon*

Whistle Stop, designed by Scott Caputo, is another clever game from Bézier. This railway game marries track-building across America with pick-up-and-deliver. Players can either deliver the goods they pick up to gain additional resources as they lay hexagonal tiles to expand across the continent or hold on to them for a major pay-out when they reach the west coast. Another one I'll be keen to look at more at Spiel.



Werewords is another game from Ted Alspach himself and adds werewolves to what is essentially 20 Questions. As a team, players ask yes/no questions to identify a word randomly selected by a smartphone app. One of them, the Mayor, knows the word and tries to guide the players in the right direction. However, one is secretly a werewolf and mis-directs them. The team wins if they find the word or spot the werewolf, unless the werewolf can then identify the Mayor. It's an interesting idea and I can see that it will be fun for the Mayor and werewolf. I'm just not sure what's in it for the other players – though I assume they get the chance to be Mayor or werewolf each round. It gets an enthusiasm rating of 5/10 on my highly subjective scale.

Blackrock Games (www.blackrockgames.fr) is a French publisher/distributor and had games from smaller publishers in France. La Boîte de Jeu (www.laboitedejeu.fr) is a new name to me, but they've been around for a few years. Their new game, *Outlive*, is about surviving in a post-nuclear war world and was designed by Grégory Oliver. Each player has their own bunker (board) and a team of four to explore and scavenge the devastated city that makes up the main board. Supplies and materials allow players to feed their people and extend their bunker, giving them additional capabilities. The game is played over six rounds (days) each finished with an event – usually bad, often raising radioactivity levels.

At the end of the game, players score points for the number of survivors they've kept alive, the size of their bunker and equipment rebuilt plus any events they've defeated and a penalty according to their radiation level. The events clearly add a random element to the game, but there are lots of options for the players in developing their position – and potentially protecting themselves from the events. *Outlive* is another game I'm looking forward to trying and it gets an enthusiasm rating of 8/10 on my highly subjective scale.



Outlive on display at the Expo

The other Blackrock title was Catch Up Games's (www.catchupgames.com) edition of *Twelve Heroes*, a two-player game of military conflict designed by Takashi Sakaue and Masato Uesugi. It was summed up for me as *Battleline* meets *Magic: the Gathering*. The former



Catch Up's *Twelve Heroes*

suggests the format of players deploying their troop cards to fight over a number of different territories. The latter inspiration adds drafting or pre-built decks for setting up the players' initial armies. It looks interesting, but it's a two-player game and gets an enthusiasm rating of 6/10 on my highly subjective scale.

Czech Games Edition (www.czechgames.com) had their usual presence. Prominent was the latest in the *Codenames* family: *Codenames: Duet*. As the name suggests, this is a two-player game. Less obviously, it's a co-operative game. Players are still giving single-word clues to identify the word cards that represent their agents. However, in this version the two-sided card that shows which are the right agents gives each player different, partial information. The players work against the clock to locate their agents. Co-designer Vlaada Chvatil, along with Scot Eaton, is up to his usual clever tricks. However, two-player games are not my thing, so this gets an enthusiasm rating of 7/10 on my highly subjective scale.

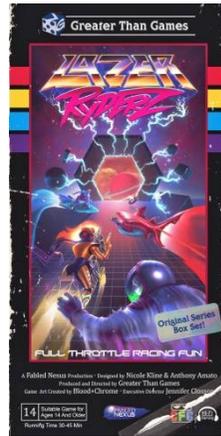
Next up at CGE was *Pulsar 2849*, designed by Vladimir Suchy. This is an interstellar exploration game with players' activities powered by the dice they draft. I got to play this later on, so I'll cover it in more detail later. Finally, we had *That's A Question*, a party game from Vlaada Chvatil. As you'd expect from this designer, there's rather more to it. In this case, one player has to choose an answer to a question. The others then bet on which answer they've chosen before it's revealed. They score for getting it right, while every wrong guess scores for the player questioned. It's a neat idea, reminding me of the old TSR



Not only squirrels, but nuts too

game, *I Think You Think I Think*, but it gets an enthusiasm rating of 6/10 on my highly subjective scale. Oh, and what's with the squirrel motif? "Vlaada likes squirrels," I was told.

Greater Than Games (greaterthangames.com) were showing pre-production copies of two new games – both under their "Fabled Nexus" brand. The glittering pieces of *Lazer Ryderz* (designed by Anthony Amato and Nicole Kline) made me think disco, but the game is a race between players surfing laser beams in space. Each player has a selection of glitter-adorned strips that represent the different ways they can move their figure across the table. The strips also block other players, providing tactical options, and there's a push-your-luck element as well. The winner is the first player to reach the three 'prisms' scattered around the table. It's quite bonkers, but should be good fun and is certainly eye-catching. It gets an enthusiasm rating of 7/10 on my highly subjective scale.



GTG's second game was *Spirit Island*, which is a bit more subdued in its colour scheme. This is a co-operative game that has the players representing the several spirits of the land, defending their island from invaders. The invaders' actions are programmed, but variable, giving the players some idea of what they'll do, but not certainty. As they spread, they build settlements and spread blight, which the players try to destroy and cure. Designed by Eric Reuss, *Spirit Island* looks an intriguing game and I give it an enthusiasm rating of 7/10 on my highly subjective scale.



Spirit Island on display

German publisher/distributor Pegasus Spiele (www.pegasus.de) had a couple of new games. The first, from eggertspiele (www.eggertspiel.de), is *Frogriders*, designed by Asger Harding Granerud and Daniel Skjold Pedersen. This looks very silly: it's an array of model frogs being ridden by elves. No, really. By moving their Frogriders, players can capture opposing figures (jumping over them) and either keep them to score points or return them to use their special ability. There's clearly some tactics in this, but it is aimed at family play rather than gamers.

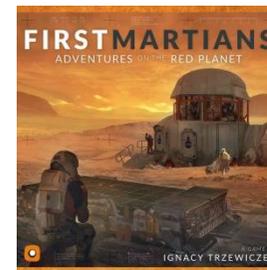
The second game is *Sheep and Thief* by Yuichi Sakashita and originally published in Japan. Players each have their own board, onto which they lay tiles, *Take It Easy!*-style, to build up a network of fields containing sheep. The problem comes when the thief figure moves on to a field and makes off with Flossy. To avoid this, players try to herd their sheep into pens to keep them safe. It looks an engaging game, though another clearly intended for families.



Sheep & Thief on display

Portal Games (portalgames.pl/en) is the publisher behind games like *Robinson Crusoe* and one of their offerings at the Expo was a development of that game, *First Martians*. Designer Ignacy Trzewiczek has transferred his excellent co-operative game from a "Cursed Island" to the Red Planet and tweaked it along the way. The big difference, it was explained to me, is that in *Robinson Crusoe* players go looking for adventures, while in *First Martians* adventures will kill them!

Players' first priority is maintaining the systems that keep them alive in this hostile environment. Each player has a cardboard 'console' with green cubes slotting in to show what's working – and red ones for what's not. On top of this, there's a central board with some great little models of the base, rovers and other equipment. Players will need to explore, hoping to find materials that will help them repair and upgrade their equipment. There is a smartphone app for this part of the game, though the game can be played fine without it.



I'm a fan of *Robinson Crusoe* and I can see that *First Martians* maintains the same edge-of-disaster tension.

It also looks good. I give it an enthusiasm rating of 9/10 on my highly subjective scale and look forward to getting my hands on a copy. Portal also had *Alien Artifacts*, which I got to play later in the show and will report in that section.

PSI (Publisher Services Inc – pubservinc.com) is a US distributor handling small American publishers that reaches Europe through Esdevium. The first thing I spotted on their table was *Near and Far* from Red Raven Games. This is Ryan Laukat's sequel to his *Above and Below*, as is clear from the artwork and style of the box. Like the original game, story-telling is at the heart of the game, as players explore. This time, however, the game is about a journey, both in terms of what players' characters are doing and their own personal development.

Near and Far can be played as a single "story" or as a "campaign", which is closer to a role-playing game with players developing their character between adventures. While players each have a single character, they also recruit adventurers (and pets!) to make up a team. They then equip their team before setting off to explore the world – a set of maps in the game's "Atlas" – and fulfil quests. The things they do along the way will earn them "journey" points and these determine the winner.

All of this makes *Near and Far* feel close to one of my all-time favourite games, *Tales of the Arabian Nights*, with the addition of an over-arching story in the campaign version. On this basis, I give *Near and Far* an enthusiasm rating of 9/10 on my highly subjective scale.



Near and Far and *Spoils of War*

Arcane Wonders (www.arcanewonders.com) were also represented by PSI with *Spoils of War*, a game of bidding and bluffing designed by Jason Medina and Bryan Pope. This has the players as Viking warriors, squabbling over the heap of loot they've plundered. There's an element of *Liar's Dice* as players roll a number of dice and bid based on what all players have of a particular number. When this is challenged, players bet on whether the challenge will succeed or not. Those on the winning side gain treasures. After nine rounds, the game ends and players score their remaining gold and the value of their treasures with bonuses for sets of the same or different types of treasure. It looks a neat game with an entertaining theme: I'll start it at an enthusiasm rating of 7/10 on my highly subjective scale.

I taxed the representative of Belgian publisher Repos Production (rprod.com) with not wearing a sombrero, whereupon he promptly pulled one out from below the table. I do like a bit of style! *Secrets* is designed by Bruno Faidutti and Eric Lang, this takes us back to the Cold War and pits three secret teams against each other. Two of the teams are the expected CIA and KGB with the third being the Hippies. Thus, the CIA and KGB try to out-do each other – while identifying



Showing off the style of *Secrets*

their team-mates – but the Hippies just want to score the least. This means the other two teams must ensure that Hippies do score.

Gameplay is simple as each player in turn draws two cards and offers one to another player. If they accept it, they add it to their scoring pile; otherwise it goes to the offering player. As well as points, the cards have abilities, making the interactions increasingly complex, particularly when players bluff about which abilities they have. The game reminds me a bit of Bruno Faidutti's *Mascarade*, which is one of the funniest games to play. Here, it's the addition of the Hippies that lifts the game out of the ordinary. I give it an enthusiasm rating of 7/10 on my highly subjective scale.

The Press Preview

Before the Expo formally opens on Friday, the games library area is used to give the press a first look at the exhibitors. Having swapped into my *TWJO* hat, I went along to this – even though it was a 9 am start.

Flip the Script (www.flipthescript-game.com) is a lightweight card game of Hollywood movie-making. Players draw cards to get three actors, a genre and a setting. They then have a couple of minutes to come up with a pitch for a movie that incorporates all five. Everybody delivers their pitch and players vote for the best. ("Rotten Roll: Samuel L Jackson and Emma Watson as mis-matched cops investigating the corrupt dealings of a pop music promoter played by Christopher Walken." How's that?) I give it an enthusiasm rating of 6/10 on my highly subjective scale. Unfortunately, the game's Kickstarter project was cancelled on 14th June, but designer Mark Seymour plans to re-work things and try again later in the year.

Corks!, from Ginger Fox (www.gingerfox.co.uk) is an elimination game and appears to be a re-working of the venerable *Spoons* (as BGG has it – the version I know is *Grab-a-nana*). Players pass cards until someone has a set of four. They



Lots of brightly coloured *Corks!*

take one of the corks (or plastic bananas) from the centre of the table, whereupon everybody else can grab one. Except that there's one less cork than there are players and someone is eliminated. Remove a cork and play another round... This version has a more tactical finale for the last two players. The game is, of course, complete mayhem – I can recall table and chairs going flying in the struggle for the

last 'nana! Despite being a simple game with brightly coloured pieces, *Corks!* gets an enthusiasm rating of 3/10 on my highly subjective scale.

Faeries (faeriesgames.co.uk) is a two-player abstract game from The Historic Games Shop (www.thehistoricgamesshop.co.uk) under their Gothic Green Oak brand. I know, this is clearly not my thing, but the theme is so bonkers I have to mention it. Each player has a team of Faeries (pawns) and an ogre (larger pawn) plus some cheese (yellow wedges).



The aim is to get your Faeries to the safety of the central strip of the board while hurling cheese at your opponent's faeries to eliminate them! All this is done by rolling dice, so there's a big element of luck. However, there's room for a little tactics – and it looks good fun. I give it an enthusiasm rating of 6/10 on my highly subjective scale.

Honeysuckle Games (www.honeysucklegames.com) is an incongruous name for the publisher of *Zombie Babies*. I think the title says it all, really. Players are toddlers at a nursery, where the zombie apocalypse is just starting – with the other children! Players aim to improve their character's stats by finding items, completing quests and, of course, beating the zombies – some dice-rolling required. It's an amusing take on zombie games, so watch out for it on Kickstarter in July. Zombies are not my thing and I give it an enthusiasm rating of 5/10 on my highly subjective scale.



A selection of *Zombie Babies*



Magnificent Flying Machines prototype (plus some stray bits from *Nine Worlds*)

As well as being main man at the Expo, Richard Denning is a game designer, publishing through his imprint, Medusa Games (www.medusagames.co.uk). Medusa's prototype at the Expo was *Magnificent Flying Machines*, a board game inspired by the air races of the early 20th century and co-designed by Richard with Matthew Comben. The game features a long board for the race, divided into areas through which players move their model planes. As if racing wasn't enough, players can stop to collect and deliver passengers and cargo along the way and carry out aerobatics. All of these score points and it's the most points that wins the game, not reaching the finish line first. Mind you, just reaching the finish line can be an achievement as players have to pass checks to land, take off and keep their plane flying. The status of their plane is shown on each player's 'dashboard' so that they can decide just how much of a risk to take. Plus there's the opportunity to impede the opposition with 'Dastardly' actions. I'm looking forward to trying this and give it an enthusiasm rating of 8/10 on my highly subjective scale.

Escape the Dark Castle from Themeborne (www.themeborne.com) puts together an interesting mixture of elements. To start with, it's an escape-the-room game. It's also a co-operative, with the players working together to get out of the castle. Then it's a choose-your-own-adventure game: the players decide how to react to the situations on the cards as they come up. And the whole thing is enhanced by the moody, crude artwork. It's being funded via Kickstarter in a project that ends on 30th June, but has already raised five times its goal.



Escape the Dark Castle: cards and dice

Trying some games

Once the Expo was officially open, Pete Card joined me to try some of the games. Our first port of call was the Czech Games Edition (www.czechgames.com) stand to try the prototype of *Pulsar 2849* (the game's working title) by Vladimír Suchý. At the beginning of each round, one player rolls dice (the number depends on the number of players) and arranges them in groups of the same value. Players then take it in turns to use one die to power an action. High value dice are usually more useful, but taking a die above the median value disadvantages that player on either the turn order or power cubes track. Conversely, taking a die below the median improves their position on one track.

Players' actions include developing their own 'technology tree' – on their personal board – to gain bonuses. They can also move on the main board (exploring systems or claiming pulsars), acquire alien technologies and build 'megastructures' (which are worth points). The pulsars are important as players can build and upgrade facilities on those they've claimed to score points and gain production.

The game lasts a set number of rounds with final scoring for achieving various goals. There are a lot of these and players can aim for them from the start. However, it's clearly not possible to complete them all, so players have to make strategic decisions. This is on top of the tactical decisions each round. *Pulsar 2849* is a



Pulsar 2849 prototype at the CGE stand

clever game that gives players a lot to think about – and lots of options on what to do. However, we felt the two-player game needed a bit more work. I look forward to seeing the completed game at Spiel in October and, in the meantime, give it a provisional 7/10 on my highly subjective scale.

Pete's wargaming instinct took us to look at *El Alamein*, a deck-building wargame of WW2 in North Africa designed by Atsuo Yoshizawa. This was being shown by Kamikaze Games (www.kamikaze-games.com), who produce the US version – the original comes from Arclight Games (www.arclight.co.jp) in Japan. The game is available in two versions: one illustrated with contemporary photographs; the other using animé-style suggestive drawings of scantily-clad buxom girls! This is just so bizarre.

Anyway, we tried the historical version, playing a few rounds to get the hang of it. Intriguingly, all players are Generals in the Axis forces, trying to out-do each other in their results against the Allies. Players deploy cards from their hand, paying their cost (if any) in 'Tactic' points – some cards provide Tactic points. These cards remain in front of players as their forces in play. Having played as many cards as they want, players may then buy cards, using 'Reinforcement' points – which some cards provide. These go on to the player's discard pile and only become available when they cycle into their hand. At the end of their turn, players discard unused cards and draw fresh cards from their deck, shuffling their discards if necessary.

Once per turn, a player can declare a battle, attacking the top card on the 'Target' deck. If they can get at least match the defensive value of the target with their troops, they win the card. Some of the cards are North African cities, which usually have extra troops defending them. What's more, attacking a city will provoke a British counter-attack. However, it is taking cities that will do the most towards winning the game – and the game ends once Alexandria has been taken. The winner will be the player who's contributed most (i.e. has the most victory points).

It quickly became clear that there is a real game here, making good use of the deck-building mechanisms. Having all players on the same side is an interesting twist and means the game is not restricted to two, opposed players. The different sets of cards available provide lots of ways of building up your forces and experience will teach how best to use each type of card. I give this a provisional



Building up my army for *El Alamein*

8/10 on my highly subjective scale and will be looking to pick up a copy when I can. There's also an earlier game, *Barbarossa*, which applies these game mechanisms to the Eastern Front.

Oh dear: I've run out of space and there's a lot more Expo to go. My report will conclude in the next *TWJO*, with *Alien Artifacts*, *The Cousins' War*, *Pyramid of the Sun* and more.

Games Events

The first weekend in July is summer Stabcon, which this year means 7th-9th July at the Britannia Hotel in Stockport (Dialstone Lane, SK2 6AG). This has always been good fun when I've attended, with a mixture of board games, role-playing, wargames et al. It looks like this event is pretty full, but you can check by emailing bookings@stabcon.org.uk or taking a look at the "Summer Stabcon 2017" group on Facebook.

Two weeks later (21st-24th July) is Manorcon XXXV at Stamford Court on the University of Leicester campus (accommodation is available in John Foster Hall and local hotels). This is the biggest annual get-together of board gamers and is largely an open gaming event with about 250 attending. 18xx and *Midnight Party* tournaments are planned and there will also be a second-hand games sale, Pop Quiz and Treasure Hunt. For full details, see: www.manorcon.org.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 Marylebone stations and a short walk from Bond Street Tube station.

UK Games Expo: 1st-3rd June 2018 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: 17th-19th 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

Fictionary Dictionary

Round 9* Scores

Name	This round	Total
Chris Baylis	2	11
Colin Bruce	0	20
Mike Dommett	0	13
Alex Everard	1	14
William Hay	2	24
Andrew Kendall	2	28
Nik Luker	5	23
Tim Macaire	4	16
Graeme Morris	2	20
Rob Pinkerton	1	12
Pam Udowiczenko	3	14
Bruce Whitehill	0	5

sour last time round. They were pleasantly squashed into a cheap fizzy Italian red wine. I see from number 174 that my fans have welcomed me back with a glowing deux points – almost as good as the UK in Eurovision.”

Round 10 definitions

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

Tramontane

1 Although “tramontane” is what you think you hear over the tannoy when waiting at Newcastle Railway Station, it is not the correct meaning of the word. In actual fact, a tramontane is simply a splendid view, a panorama of natural beauty.

2 French for funicular railway.

3 Funicular railway.

* Oops! Someone hasn't been updating the round numbers correctly. Counting again from the start brings me to the discovery that the latest set of definitions is the last.

So: just the last votes to go...

As for the scores from what we now know was round 9, Andy Kendall maintains his lead over Bill Hay, but Nik Luker comes storming into third.

Tim Macaire scores well this round, too.

Meanwhile, Mr Baylis is pleased: “Please note my grapes were not

4 A noted French performer at the turn of the century who could burp sounds and music.

5 A group of Italian mountaineering trampoline enthusiasts.

6 Some minerals are formed by great heat, some by enormous pressure. Tramontane is produced when silica gets really, really frightened. Apparently, it's actually quite rare.

7 A rare street cry of London, encouraging pedestrians to avail themselves of a horse-drawn tram.

8 Cross between Cilla's “ta-ra” and Del Boy's “mon tane” in saying goodbye. No-one knows for certain what a Tane is in this instance, and it's probably best not to ask.

9 A mild sedative usually prescribed to extremely nervous users of public transport systems.

10 An extreme left wing faction that, during the French revolutionary period, advocated the installation of horse-drawn trams in Paris.

Udal

1 Descriptive of a member of a secretive community living solely within the stations and tunnels of Essen's U-bahn system, rarely, if ever, venturing into the city proper. Commonly used with reference someone's prolonged absence e.g. “Haven't seen Hans lately – I reckon he's gone Udal...”

2 A mathematical term for the 2-sided polyhedron, thought to be imaginary until ground-breaking research in 2015.

3 A recently discovered “6th” taste sense which is the opposite of umami.

4 Naval (18th c) - an officer's (larger) ration or helping. Preserved today in slang as ‘Oodles’.

5 A little used old word that means: a lot, many, a myriad, as used in this original verse of Tennyson's famous poem.

“Cannon to right of them,
Cannon to left of them,
Cannon behind them
Volleyed and thundered;
Stormed at with shot and shell,
Udal horse and hero fell.
They that had fought so well,
Came through the jaws of Death,
Back from the mouth of hell,
All that was left of them,
Left of six hundred.”

6 Udal: Some of the smaller Hollywood studios attempted to economise by making films in Eastern Europe after the fall of the Berlin wall. As the actors they hired were not native English speakers, many words had to be spelled out phonetically. Udal is an attempt to represent the phrase “You, Doll.” said in a Brooklyn accent for a gangster movie.

7 Quite a lot, corruption of ‘oodle’ to make it sound more exotic (a local version of spin).

8 Worthy of an “ooo”, as in “Eee lad, that were a right udal cup o' tea!”

9 Hampshire orthodox left arm spinner.

10 Same as a puddle. But with no pee in it.

**Send your final votes (just two numbers) to Pevans
at 180 Aylsham Drive, UXBRIDGE UB10 8UF or
to TWJO@pevans.co.uk by 14th July 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.

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 50 of *Brass* (at brass.orderofthehammer.com) went to Steve on 153 points, just four ahead of yours truly. Mike scored 131 and 'El Co' 127. I won game 51, despite only scoring 136 points. Steve was second on 131, Patrick scored 105 and Mike 99. It seems we now have a regular foursome as this is the team for game 52. If anybody else would like to join a game, let me know and I'll set up another.

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, Brad Martin and I are discovering that it's just as tricky as the original. Anyone else fancy a game?

I've won another game of *Pax Porfiriana* (at yucata.de), which is as much a surprise to me as anyone else. The usual suspects – yours truly, Mark Benson, Brad Martin and Mike Reeves – have started another game.

Thanks to Brad, I've now discovered another website running online versions of board games: www.boardgames.famdepau.nl In particular, this has games of *Power Grid* (under its German title, *Funkenschlag*), one of my all-time favourite games. I've joined one of Brad's games, but would be like to get a TWJO game going – who's interested?

Other games at this site include *Puerto Rico* and *Ticket to Ride*, both of which I'd be interested in playing – though we're already playing *Puerto Rico* at Board Game Arena.

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

Game End Statements

Martin Jennings: SWISS MERCENARY FLEET – 8th

Martin's unusual strategy was to build Piccolo hulls at Tau Ceti and jump them to Mu Herculis to sell, hoping to make on the small difference in sale prices and construction plus crew costs. It did not work. This time. On the plus side, his orders were easy to adjudicate.

Mark Cowper: COSTA NOSTRA PIZZA – 7th

“Mon Signori, we are being shut down in this sector.”

“What, but we have only just moved operations in here!”

“It's a closed shop – Intersidereal Greenhorns have just completely sown up the market.”

“Mama Mia! What a disaster – we only are worth 1,000 HTs. How are we going to explain this to Don Vito Corleone?”

Firstly, congratulations to Mateusz on winning within 12 turns and Przemek getting over the line in the same term. Cosa Nostra Importers Inc had just managed to pay of their initial 400HT loan and, in game terms, were in the days of the Steam Engine whereas the winners were using Advanced Warp Drives. Struggled all game, I have no idea how I did so badly. I find this a tough game and I obviously haven't managed to find anything close to a winning strategy with focusing on criminal connections at the start. Maybe keep to trading is the best way and try and avoid loans. Over way too soon!

It usually last another four turns! At least.

Thanks, Mike, for running the game.

Paul Evans: WHITE STAR LINE – 6th

Well, I certainly didn't expect that! No, not the Spanish Inquisition (NOBODY expects the Spanish Inquisition!), but this game ending so quickly. I expect a game of *Star Trader* to last 15+ turns, so this is clearly shorter. I'm not sure why – some analysis needed.

I thought I'd try running a passenger line this time (something I usually avoid as passenger pods + crew are expensive and you're telegraphing your moves to any lurking pirates). I was then disconcerted to find that several other players were doing the same. This meant bidding for Initiative (another thing I don't usually do) to make sure of getting first dibs on the available Passengers. In the end, this didn't seem to be a problem and I was quickly generating 100 HTs each turn.

However, at 100 HTs/turn, it was going to take a while to reach the magic 2,000 HTs. What I didn't do was add a second string to my bow to ramp that up. I

belatedly realised this and invested in some factories, but this turned out to be too little, too late.

Some players have run sidelines in commodities that don't require cargo pods along with passenger liners.

Congratulations to Mateusz on a fine win. Thanks to all for another fun game and many thanks to Mike for GMing the game.

Jerry Elsmore: FATCAT – 5th

Thanks for the game. I was totally outclassed due to my irrational decision to go pirating. Should have stuck to my plans and bought a fleet of cheap passenger ships with D class crews and a couple more merchants, but it was so shiny...

Looking forward to the next game

Mike Clibborn–Dyer: FOOLS AND HORSES – 4th

What a quick and close game this one was! That incredible result for OP 15 appears to have catapulted the Greenhorns into a deserved win, but the asset valuation shows it was moot. Commiserations to the Pioneers, who had some sweet deals with OP 9 and OP 39, but ran into some bad luck too. It goes to show how effective, but risky, playing for opportunity can be. My own strategy was entirely focused on just one ship running just one commodity, spice. With a considerable monthly income the situation did look pretty good, but I really should have kept another small vessel on the side for chasing down opportunities too. Thanks to all and much appreciation to Mike for another great session.

Yes, it did end quicker than expected. Your concentration on a single commodity was paying off. I haven't seen this option pursued with as much effort before and it was doing well. It's not a very luck-related approach and maybe with different results you would have been closer.

Robert Parkins: TRANSURANIC TRADERS – 3rd

Thank you for a very well run game. My game plan was to maximise my factory production so I was always getting commodities to sell each turn. I also managed to avoid losing a ship this game as this usually happens and sets me back. I also managed to get a useful agent.

However, I was slow at improving my reputation compared to the other players. This I believe cost me much-needed revenue. That said, the game was won by the better player and I congratulate Mateusz on winning.

Please put me down for the next game, I am reviewing the situation, I think I will have to play again

Gaining Market positions boost Reputation. It may only be 5 or 10 HTs at low level, but it soon adds up over the game.

Przemyslaw Orwat: PAVONIS PIONEERS – 2nd

Thank you all for the game. Congratulations for the winner!

This time I played a standard opportunistic trader, quite well I think. Actually the only thing I could do better was to bid significantly higher for the initiative in turn 8.

I bid 26 HT, hoping to get the OP 15. However Intersidereal bid 25 HT and after a lucky roll they took the initiative and OP 15, which gave them 500 HT over two turns. So actually one lucky roll for initiative – against the odds – turned out to be pivotal in terms of the final result of the game.

So this particular game was really about winning, just once, against the odds.

I didn't know it was going to be so significant, but yes, it was. And you were so close so early without that luck. Both of you surprised me.

Mateusz Ochman: INTERSIDEREAL GREENHORNS – 1st

First of all, I want to thank you, Michael, for running the game :) I know it was hard for you, especially with that hospital adventure... But I'm glad you managed to run the whole game.

Maybe with a few errors... :) Even in the last turn. I wrote to sell warehouses, but they were not sold... :) And all the time mixing the names of ships, my email and so on :P But it was all not game-changing.

I had the pleasure of playing this game few times in my life in “real”. So, for me the game was quite ... different. Not about the expansion rules – they were great. Random (in reasonable range) news chits values, special “powers” when starting, more systems and resources... All of them, and more, really improved gameplay.

But I think the game “lost” a bit because of the fact that news are always 1 turn “longer”. There were no “sudden changes in plan” and so on. That's why I'd like to propose an easy fix for that: I think in next game(s) the pause for giving orders should be not before Bid phase, but before Hyperjump Phase.

It's not a big difference for you (starting orders include first bid and first news phase, next orders goes from hyperjump to news), but, in my opinion, it would change the game for how it should be - for better. With this comes a superb thrill, when a great opportunity is only available now, and you have to abandon previous plans (and maybe passengers) to get it...

You have the same problem now, there's just time to think rather than the snap decision over the board. .

Still, it was my first game with you, so I wanted to play it safe and sound. That's why I've chosen a name that would not sound too scary (I hope) and also a safe strategy – not to get sabotaged and all the time. I wanted to concentrate on two

commodities. I thought of one “heavy” (I was thinking mostly of isotopes or alloys) and one “light” (Liquors seemed best for me). I wanted to have stable production and keep on selling them and gaining positions on different systems. So that’s why I’ve chosen to get Isotope factories and bought first more of them and some Liquor factories, and tried to have as little loan as possible.

It certainly matters what you do with a loan. No matter how much and for how long, it has to be paid back. Selling ships for repayment is uncertain and risky and factories will often have lost value. You need to make a profit at least as much as the interest payments a turn.

Also that’s also why I’ve chosen political connections, because I hoped to gain business from positions and I didn’t wanted to play any black market. I was very afraid that it won’t work, because I saw others taking very big loans and I thought they’d just undercut the market by offering very low prices in big amounts. Luckily for me, there was not very much competition in Isotopes and Liquors, so I managed to repay my loan and gain more ships to sell my production all the time. In the meantime I was trying to just get any bargain “by the way” where were my ships.

And then two things happened. First, FATCAT put a thread. Luckily again, it was not (yet) very bad, as I could wait few turns with my storage in warehouses. However, I was preparing for battle if needed – that’s why I bought Corco Mu [hull] with 5 Light Weapons. I was ready to give a fight, however, none was needed. Second was a great opportunity – with the possibility of even few hundreds of HTs. Since I had quite a lot of ships already, I decided to pay a lot (in my opinion) in bid and get it. I was shocked when I noticed that I almost lost it (Pavonis Pioneers paid more in bid!), but I had luck... again. And even more when my ship returned with enormous amount of 500 HTs!

Then I was just planning to end the game as soon as possible, still afraid of getting sabotaged by everyone else (since I though it’s obvious that I’m little ahead now). I wanted to try to end in turn 11, but I knew about the PSYCHIC JAM, and I decided that I will play it safe until the end. I think I would probably won if I’d sell everything on turn 11, but I was not sure of it, while I was quite sure no one else could (yet).

Still, thank you everyone for a great game, congratulations to you all, it was a great pleasure, and now I’m awaiting another contest. :)

Thank you, gentlemen, for playing. Full sets of orders and quite closely fought, with several different routes to victory attempted. It looks like the OP 15 chit with the large reward helped Intersidereal Greenhorns to victory, but the ship could have been lost or paid much less. It was a deserved victory. I am pleased to see everyone is up for another game, and we may have some other players as well.

Obama (Railway Rivals game 12)

Game report – Turn 6

All companies seem to have a north-east to south-west route, but their secondary routes all differ. UPTHUR CREEK RAILS goes north and south. TYRANNICAL RACISM UNDER MY PRESIDENCY continues to build through Kentucky with branches elsewhere. CANNIS RAILWAYS parallels UCR this time. AMERICAN CENTRAL RAILWAY reaches the Missouri and continues linking west into Iowa and north to Wisconsin.

Builds

TYRANNICAL RACISM UNDER MY PRESIDENCY (TRUMP),

- Gerald Udowiczenko – Black
 a)(Champaign) – Danville (+6);
 (O20) – O18
 b)(O18) – O15 – Belleville;
 c)(M66) – Kankakee;
 (H29) – G29 – F28 – E28

Points: 34 +6 +1 (correction) = 41

AMERICAN CENTRAL RAILWAY

- (ACR), Jonathan Palfrey – Green
 a)(Springfield) – Y17 – T14
 b)(T14) – Alton;
 (M64) – Streator;
 (U53) – V52
 c)(V52) – Dubuque (+6);
 (Waukegan) – Z66

Points: 77 +6 -1 (correction) = 82

CANNIS RAILWAYS (CR), Paul

- Evans – Blue
 a)(G58) – I57 – Peoria;
 (Joliet) – S65 (1 to UCR)
 b)(S65) – Aurora;
 (S65) – U64 – Elgin
 c)(Dixon) – V56 – Freeport (4 - UCR);
 (V56) – V55

Points: 70 -5 = 65

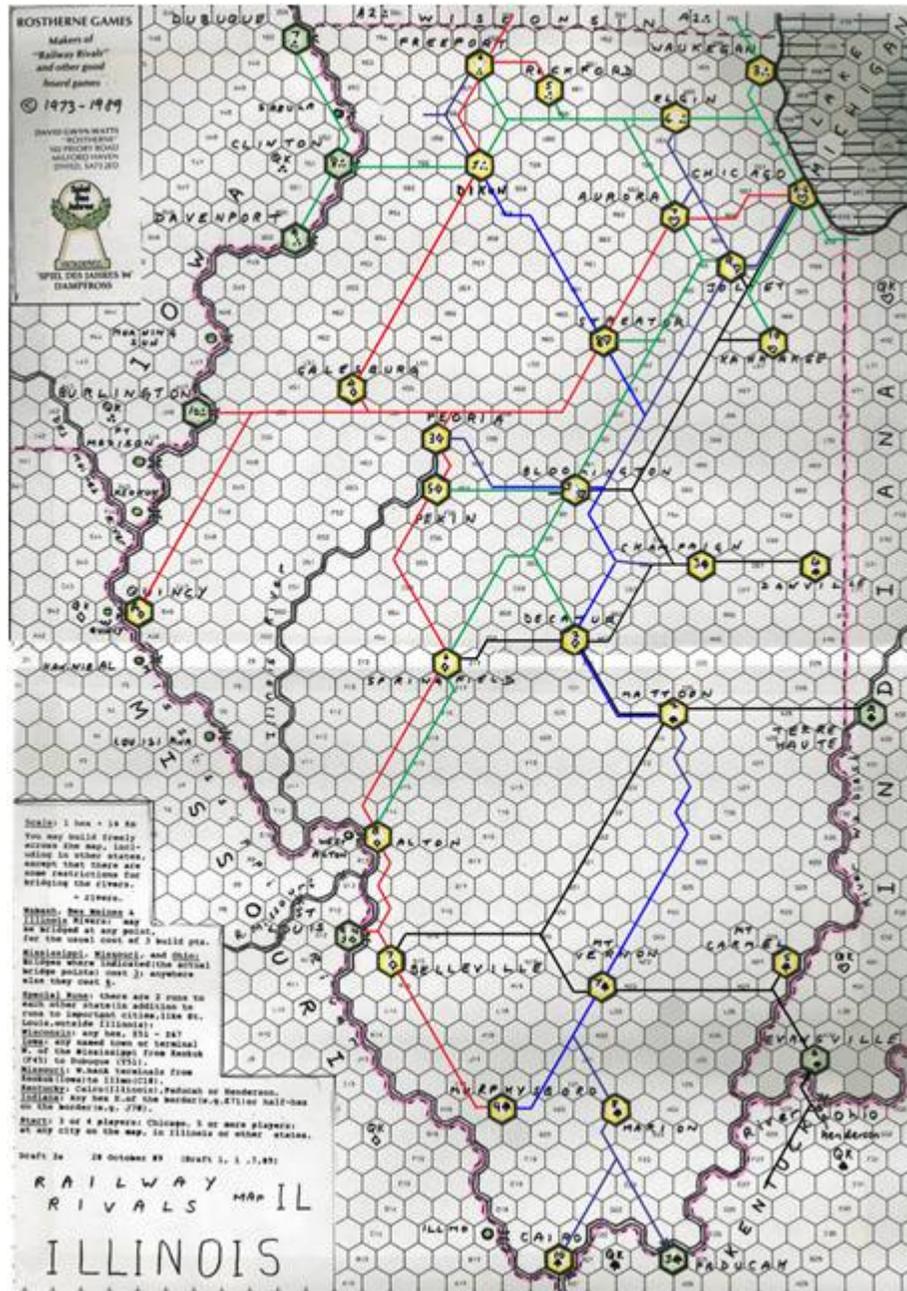
UPTHUR CREEK RAILS (UCR),

- Mike Clibborn–Dyer – Red
 a)(M15) – L15 – K16 – J16 – I17 –
 H17 – Murphysboro
 b)(Dixon) – U57 – V56 – W57 –
 Freeport
 c)(Freeport) – Y58 – Z58;
 (Freeport) – X58 – X59 – Rockford

Points: 74 +5 = 79

Next turn’s races

Race	From	To
1	6S	Evansville
2	AS	Terre Haute
3	8S	Marion
4	2S	Mattoon
5	4H	Chicago
6	10H	Kankakee
7	6D	Springfield
8	2C	Wisconsin
9	AD	Quincy



GM Notes

The correction is for a mistaken charge for D67 – Joliet

The races start next turn, and each player may enter up to 5 out of 9 each turn.

Any held over races don't count towards this limit.

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

After the race, each player may build up to 12 build points, including known costs to others. The build points available after the races will reduce by 2 each turn.

**Orders to Mike Dommett, 119 Victoria Road, Alton GU34 2DD
or by e-mail to mike_dommett@yahoo.co.uk
by 14th July 2017**

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

Orders for October 1669 to Pevans at 180 Aylsham Drive, UXBRIDGE UB10 8UF, UK or lpbsorders@pevans.co.uk by Friday 14th July 2017



September 1669 (307)

As the armies return, Paris is full again. And, for once, swords remain in their sheaths ... until next month. With the regiments back in town, some of the city's latest arrivals are quick to sign up for a uniform. Jacques ZeLad enlists with the 13th Fusiliers, where he is able to buy the rank of Major (and the necessary horses) and thus to take command of First Battalion.

Both Roméo Boudreaux and Ranso Mware succeed in their applications to the Picardy Musketeers. Here their paths diverge as Mware purchases the vacant Major's position (Thanks, Shylocks!), while Boudreaux sticks with a Captaincy (spending less of his borrowings).

Colonel Gaston le Somme admits Sébastian Da Silva to the Royal Marines, donating the price of a horse to his new recruit. Given the amount Da Silva has borrowed, this is probably unnecessary, but it helps him buy his way into the junior Major's slot – commanding Third Battalion.

Then it's on to the main business of the month: sorting out the new military appointments. First, however, there are some Government positions to sort out, not least a new Minister of War. His Majesty has three candidates to consider: Bill de Zmerchant, Sebastian de la Creme and Was Nae Me. The King dismisses Creme and Me out of hand and mulls over Field Marshal Zmerchant's qualities for several seconds before deciding to make the best of a bad job. Taking out his sword, His Majesty then awards the new Minister of War the title of Viscount.

The Minister of State, Pierre le Sang, was ready to make Zmerchant a Minister without Portfolio, but this isn't needed. Sir Sebastian de la Creme is very happy to take such a position, though. He is even more pleased to become a Baron as well. Beau Reese Jean Seine accepts an appointment as Minister without Portfolio as well, but remains a Baron. Minister le Sang does not want Terence Cuckpowder in the Government, it seems, and refuses his application to become a Minister without Portfolio.

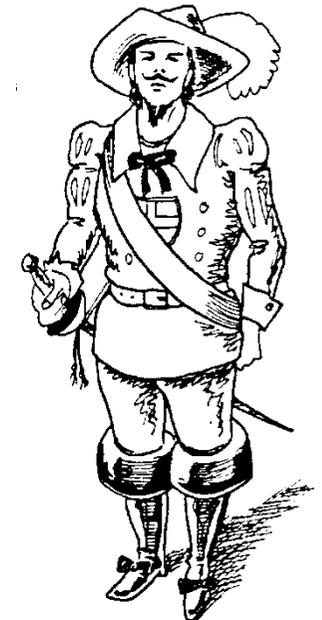
As Field Marshal, Bill de Zmerchant appoints Uther Xavier-Beauregard to command Second Army, a nobody in charge of First (which Xavier-Beauregard would have preferred) and leaves command of Third Army vacant. He then makes Bernard de Lur-Saluces Adjutant-General while Louis Oeuf Ur Terribles is his choice of Aide. Unfortunately, despite being a Lieutenant-Colonel, Terribles does not meet the required social standing for this position and it remains empty. As Minister of War, Zmerchant also has the posts of Inspectors-General in his gift, but lets the military bureaucracy take care of them.

Adjutant-General Lur-Saluces is quickly on the job. He has the applications of Jacques de Gain and Was Nae Me as Division commanders in front of him. He awards Second Division to Was Nae Me and Cavalry Division to Jacques de Gain. The First, Third and Frontier Divisions remain leaderless. For the time being, Lur-Saluces also appoints Inigo Montoya as his Aide after he's failed to make the grade as either Crown Prince's Aide or Captain of the King's Escort.

Both Percy Mystic and Sebastian Adis II have applied to be QuarterMaster-General of First Army. Both men are qualified, but it's Adis who gets the nod (well, he is of higher social standing). General Xavier-Beauregard, the new commander of Second Army, won't have Mystic as his QMG, preferring a nobody. Mystic doesn't even make the shortlist for QMG of Third Army.

Next up are the Brigadier positions, so Mystic is in the running when it comes to the Heavies. The Guards are first and Leonard de Hofstadt calls in a favour and receives fulsome backing from Duncan d'Euaneurts, his regimental enemy. With the CPS behind him, Hofstadt is a shoo-in for Guards Brigadier. He refuses to make Jean d'Ice, his colleague, Brigade Major, however. The job goes to the luck of the draw and falls to the junior Major in the Royal Foot Guards.

Having been unsuccessful elsewhere, Terence Cuckpowder renews his command of the Horse



Guards Brigade for another year. He doesn't fancy either Jean Ettonique or Swindelle d'Masses as his Brigade Major, preferring to leave the post empty.

Pierre Cardigan steps in to back up Mystic's application for the Heavy Brigade and he is duly appointed. The other Brigadiers are appointed by the bureaucracy and their Brigade Majors are decided by drawing lots: Jacques Diabolick is the lucky Major to take on the role in First Foot.

Despite the lack of an Army commander, Gaston le Somme calls in some favours to swing his appointment as Adjutant of First Army. If he hadn't got this post, Xavier-Beauregard would have given him the same job in Second Army. General X-B leaves the position free instead.

Lt-Colonel Alan de Frocked gains the position of Adjutant to First Division without needing to use influence. Louis Oeuf Ur Terribles is simply rejected when he asks to be Third Division Adjutant, while Jacques de Gain keeps the Adjutant's position empty in the Cavalry Division.

Most junior positions are filled on the nod, but there are still a few vacancies in military circles.

Back in the party swing

Parisian socialites have a dilemma at the start of September. At least those of the Cavalry have: should they attend Uther Xavier-Beauregard's bash or Duncan d'Euaneurt's Victory Celebration? Uther's looks to be more exclusive, but it's on all month. Besides, Duncan is CPS... Uther (plus Henrietta Carrotte) has five Toadying to him in the Fleur during week 1. Three of these are in the Dragoon Guards: Colonel Etienne Brule, accompanied by Belle Epoque, Lt-Col Frele d'Acier, who has Freda de Ath on his arm, and Major Jean Ettonique, escorting Alison Wunderlandt. One is a Queen's Own Carabinier: brevet Brigadier-General Terence Cuckpowder, accompanied by Fifi. The exchange of insults is only broken by the arrival of the final guest, Felix Antoine Gauchepied'er, who takes exception to Jean's presence. Apparently he's an oik – and Trissy thinks so too! Jean is flabbergasted to be picked on by a couple of men wearing "our finest dresses".



Duncan's guest list is rather longer. At the top of it (alphabetically) is Alan de Frocked, who is in Duncan's enemy regiment. Their greeting is less a salutation, more a snarl. Unpleasantries out of the way, Bernard de Lur-Saluces is next. Gaston le Somme brings Bess Ottede with him. Gaz Moutarde has Anne Tique on his arm. Inigo Montoya is

unaccompanied, as is Jacques Diabolick. Jacques adjourns to the club's gaming tables, in order to lose some money. Jean d'Ice brings Ava Crisp. He is another member of the Cardinal's Guard and so exchanges challenges with his host.



The arrival of Maurice Essai Deux brings Duncan some relief as he's a fellow Musketeer. Duncan points Maurice in the direction of Alan and Jean to swap challenges. After this, he moves on to the gaming tables where his wager is sneered at until he ups it to the house minimum. Then he wins. Percy Mystic brings Lotte Bottle to the celebrations. Richard Shapmes escorts Kathy Pacific. Swindelle d'Masses turns up with Lucy Fur. He has no fight with any of Duncan's guests, but feels he must pop over to Uther's do to support his CO, Terence, against Etienne, Frele and Jean. Sébastian Da Silva is unaccompanied, while Was Nae Me has Vera Cruz as his plus-one.

As both parties get under way, everybody ignores the faint cries from outside. The aggrieved party is Chopine Camus, who has not been admitted to Uther's party as he is no longer part of any cavalry unit.

Apart from the party-goers, Pierre Cardigan, Pierre le Sang and Sebastian de la Creme are in the Fleur. Each has a female friend with them – Edna Bucquette, Guinevere d'Arthur and Di Lemmere, respectively – and each couple spends all month together in the comfort of the Fleur. Etienne Brule finds time to hand Pierre le Sang this month's donation to the Very Patriotic Frenchman's Fund.

Come the second week and Swindelle (plus Lucy) and Percy (plus Lotte) join the gang Toadying to Uther. The regimental arguments continue, but at least it's now two QOCs versus three DGs. And Felix in drag having a go at Jean. The man left outside is Bill de Zmerchant, who's also not part of any cavalry unit. He has company in the form of Jean Jeanie, who's chosen the wrong week to come to Duncan's party. Uther's bash continues unabated through week 3, Bill and all, with only Terence ducking out in week 4.

Still swinging

Uther has some competition through the second half of September as Gaston le Somme hosts his party in Hunter's. Amusingly, this is in honour of "the noble Count Xavier-Beauregard". Gaston has Bess as hostess as he welcomes his guests. Gaz Moutarde is there for just the first week. Henri Dubois attends both weeks. Jacques Diabolick pops in during week 3 to try his luck on the tables, but loses his one wager. Louis Oeuf Ur Terribles makes it for both weeks and brings Sue Briquet with him. Also present for both weeks is Maurice Essai Deux,

drowning his sorrows after his failed courting. Richard Shapmes escorts Kathy for two weeks' partying. Sébastien Da Silva is last on the list and attends both weeks. Standing outside the whole time is Ranso Mware who, despite now being a Major, did not serve during the campaign.

The last – and least – party of the month is Jean d'Ice hosting “all soldiers who served in this campaign” at the tail end of the month in Bothwell's. His guests are Alan de Frocked and Duncan d'Eauneurts, who continue their regimental spat (involving Jean as well). Jacques Diabolick stays out of the argument and wins his bet here. Gaz Moutarde is not admitted – he's not a member of any regiment – and sulks outside.

Bothwell's other visitors are Jean Jeanie and Jacky Tinne, plus Beau Reese Jean Seine and Maggie Nifisent during week 1. After being snubbed in week 1, Chopine Camus brings Sheila Kiwi here in week 2. Hunter's is home to Was Nae Me and Vera for the three weeks after their appearance at Duncan's do. Inigo Montoya turns up in week 4 with Katy Did on his arm. This explains what he was doing the two weeks before (she turned him down at first), but he will have a duel with Amant d'Au. Jacques ZeLad takes Angelina to the Frog & Peach for the whole month. The only other person they see is Ranso Mware, who pops in for week 2.

There's a lot of competition for the iron man title this month. Jacques de Gain is in the running, of course, practising with his rapier all month. He is tied with Balzac Slapdash and Pepé Nicole, who also get four weeks' rapier practice. Amant d'Au throws knives around for the month: either he regrets this as the cause of losing Katy's affections or he's glad he's practised for his forthcoming duel with Inigo. Not competing for the title are Beau Reese Jean Seine, who gets three week's practice with his rapier after visiting his club, and Florent Sans de Machine with his rapier after spending his first week with his lady love.

Those practising for two weeks each are: Bernard de Lur-Saluces (rapier), Chopine Camus (sabre), Duncan d'Eauneurts (sabre), Jean d'Ice (rapier), Jean Jeanie (rapier) and Louis Oeuf Ur Terribles (cutlass). Lots of others pop into the gym for the odd week with their preferred weapon.

Parisians' other favourite sport takes place in the red light district. Ranso Mware and Henri Dubois make the Bawdyhouses their first stop of the month – as a new face, Ranso attracts the footpads, but has spent his cash. Bernard de Lur-Saluces and Roméo Boudreaux end up there at the end of the month (in Roméo's case after he's been turned down by two women). This time Roméo is mugged, but his pockets are empty. Alan de Frocked, Jacques Diabolick and Sébastien Da Silva make their visits to the Bawdyhouses during September and escape the footpads.

The one person who's not seen in public is Leonard de Hofstadt, who spends his time at home with his mistress, plying her with fine wines and chocolates. ❖

Press

Social

Minister of State Pierre le Sang invites all government ministers, landed nobles (Barons and above), and officers who hold the rank of Brevet Lieutenant-General and above to attend a Ball at his club during weeks 1 and 2 of October 1669 with their ladies. The event will feature the formal announcement by Earl le Sang of his intention to seek another term as Minister of State. It will also afford an opportunity for attendees to discuss governmental plans for the coming year. All costs met.

† General Earl Pierre le Sang

Col Marquis Etienne Brule will be hosting the annual Cavalry/Infantry Co-Operation Luncheon Week 1 at Fleur. Officers of SL 14 and above are welcome to attend with wives/mistresses. Refreshments included. This ongoing military education series offers to improve the military qualities of our future army commanders. Seminar topics include:

- Coping with jealousy: understanding the infantryman's reaction to cavalry.
- Sir, why aren't we good enough to ride horses into battle? Helping your infantrymen come to terms with their lower status in life.
- The King likes us better: A history of monarch to branch-of-service relations.

A prize of 25 Cr will be awarded to the guest with the most interesting seminar topic.

King's Musketeers' Regimental Dinner

Brigadier Sir Duncan d'Eauneurts, Commander of the King's Musketeers, will host a Regimental Dinner at the Fleur de Lys in the second week of October. All past and current members of the regiment are cordially invited, together with their ladies, as are the Commander of the Guards Brigade and Paris' most prominent socialites.

Those possessing sufficient standing and rude good health to join the regiment at the beginning of November will be particularly welcome and the Colonel will be happy to help with the finances of potential recruits lacking the monetary wherewithal to join at the rank desired.

All costs regarding the Regimental Dinner will, of course, be covered by the Colonel.

RSVP

† Sir Duncan d'Eauneurts

[OO: KM Recruiting those of SL 6+ and EC 4+. Loans available from the Colonel if necessary.

Regimental Dinner Week 2 for all members and past members of regiment, Gds Brigadier, those of SL14+ and their ladies. Carousing costs paid]

To all my friends and colleagues, Once again, I feel like a time for celebration. We are alive (those of us that made it) and French! What better reason is there for a celebration?

I am inviting those of sufficient stature to join me at the Fleur de Lys throughout October. I'll be there all month, so come and join Di and myself. We can talk of times on campaign and raise a toast to the King.

We look forward to seeing you there.

† Sir Sebastian

(OOC: SdlC invites all SL 11+ to a party at the Fleur de Lys every week of October, toadies welcome)

Personal

Duncan

The phrase 'wine-dark' is a misapprehension. One can point you in the direction of an explanation.

† Cuckpowder

If Lord Percy Percy is the arbiter of Parisian fashion, then falsely accusing ministers of theft when they are in no position to actually steal anything must be de rigueur...

The Minister of State does not need to read his bible. He has direct communication with a higher power.

† The teapot vert

Overheard at Hunter's

"Such a shame that their own commander had to switch to the frontier regiment, and then ends up at the barricade of death. Perhaps had the commander actually been honourable enough to be there with his command staff it may have helped the cause." Along with the response "But what cause - France or the death of the 69ers?"

The Cardinal's Guard are buying a lot of fresh horses for some reason.

† La Plume de ma cousine

To Brigadier Sir Duncan d'Eauneurts, His Majesty's Commissioner of Public Safety, Le Châtelet, Rue St Denis, Quartier des Halles, Paris.

Dearest Duncan,

All the d'Eauneurts estates have now been restored and when travelling the neighbourhood in the newly painted open family carriage I can hold my head high once mair. To think that only two years ago we were little better than paupers. Few Maithers are blessed with such dutiful sons, to be sure!

Madelein was overjoyed to learn that a generous dowry might be found for her now. Do you have any suitors in mind?

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

To: Anyone of influence in Paris Sweethearts,

All those exertions at the Front during Summer left me in a bit of a fluster and I forgot to apply for any positions absolutely anywhere! Now I find myself with lots of spare time on my hands and nothing to do, so if anyone has any vacancies anywhere please do give me a thought as I am happy to consider anything and will be very grateful - nudge, nudge, wink, wink (!) - for offers.

Love to you all darlings,

† Felix x x x

Lord Percy Percy says, as fashion is tending towards the Greek, the unsteady hands of Colonel Le Somme are very fashionable.

How nice it is to be back in Paris! (Alive and in one piece.)

The Minister of State cannot read his bible, since he is, as most people know, functionally illiterate.

† La Parapluie Aubergine

Sir,

I, Lt. Colonel Maurice Essay Deux, hereby humbly apply for the post of your aide.

I have included reports of my recent activities for your convenience.

Yours in service for France

† Maurice Essai Deux

(OOC: MED Applies for Aide to Field Marshal)

Points Arising

Next deadline is 14th July 2017

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:

JTC Jean Tétreault-Cauchon (Daniel Blanchette) has NMR'd. Total now 1

Brigadier Sir Duncan d'Eauneurts, OC King's Musketeers, His Majesty's Commissioner of Public Safety, to Lieutenant General Viscount Was Nae Me, OC Guards Brigade,

Greetings, General Me,

Allow me to congratulate you upon your outstanding handling of the Guards Brigade over the course of the Summer Campaign. What you achieved in despite of the ineptitude of the military ignoramus in command of the Third Army was truly amazing and your Viscounty well deserved. Do you plan to continue your military career in the wake of this or do you intend to pursue a governmental career in the foreseeable future?

I will be hosting a Regimental Dinner in the second week of October and would be delighted if you would consent to be our Guest of Honour.

Yours to Command,

† Sir Duncan d'Eauneurts

SA2 Sebastian Adis II (Mark Cowper) has NMR'd. Total now 1

CLD (Martin Jennings) has been floated at his request

X1 (Gerald Udowiczenko) has been floated at his request

X5 (Marc Blanchette) got the benefit of the doubt and was floated

XM (Pam Udowiczenko) has been floated at her request

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

Balzac Slapdash applies for Brigadier of Dragoon, 1st Foot, 2nd Foot, 3rd Foot and 4th Foot Brigades

Chopine Camus applies for Brigadier of Horse Guards, Heavy and Dragoon Brigades

Jacques Diabolick applies for Brigade Major of 1st Foot Brigade

Maurice Essai Deux applies for Aide to Field Marshal

Richard Shapmes applies for Province Mil. Governor

Swindelle d'Masses asks NPC Lt.Colonel of Queen's Own Carabiniers to resign

Duels

Results of September's duels

Still none

Grudges to settle next month:

Alan de Frocked (Rapier, Seconds LdH, 2 rests) and Duncan d'Eauneurts (Sabre, Seconds WNM & MED, adv.) have mutual cause for being in enemy regiments.

Alan de Frocked (Rapier, Seconds LdH) and Maurice Essai Deux (Rapier) have mutual cause for being in enemy regiments.

Duncan d'Eauneurts (Sabre, Seconds WNM & MED, adv.) and Jean d'Ice

(Rapier, Seconds LdH, 3 rests) have mutual cause for being enemies.

Etienne Brule (Sabre, Seconds FdA, adv.) and Swindelle d'Masses (Sabre) have mutual cause for being enemies.

Etienne Brule (Sabre, Seconds FdA, 5 rests) and Terence Cuckpowder (Sabre, Seconds JE & UXB, adv.) have mutual cause for being enemies.

Felix Anton Gauchepied'er (Dagger, 4 rests) has cause with Jean Ettonique (Sabre, Seconds HD, adv.) as he's not Noble but higher SL.

Frele d'Acier (Sabre, Seconds EB, adv.) and Swindelle d'Masses (Sabre,

4 rests) have mutual cause for being in enemy regiments.

Frele d'Acier (Sabre, Seconds EB, 3 rests) and Terence Cuckpowder (Sabre, Seconds JE & UXB, adv.) have mutual cause for being enemies.

Jean d'Ice (Rapier, Seconds LdH, 1 rests) and Maurice Essai Deux (Rapier, adv.) have mutual cause for being in enemy regiments.

Jean Ettonique (Sabre, Seconds HD, adv.) and Swindelle d'Masses (Sabre, 4 rests) have mutual cause for being in enemy regiments.

Jean Ettonique (Sabre, Seconds HD, 4 rests) and Terence Cuckpowder

(Sabre, Seconds JE & UXB, adv.) have mutual cause for being enemies.

Amant d'Au (Dagger, adv.) has cause with Inigo Montoya (Rapier, 5 rests) for pinching Katy.

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

All duels listed above (including any to be voted on) must be fought next month. Orders conditional on a challenge being voted cause are acceptable.

Tables

Army Organisation and 1670's Summer Deployment

First Army (Field Ops)	N1/N/GIS/SA2
First Division (Field Ops)	--/--/AdF
Guards Brigade (Field Ops) - RFG CG KM	
Dragoon Brigade (Field Ops) - GDMD PLLD	
Cavalry Division (Field Ops)	JdG/--/--
Horse Guards Brigade (Field Ops) - DG QOC	
Heavy Brigade (Field Ops) - ALC CPC	
Second Army (Siege)	UXB/N/--/N
Frontier Division (Siege)	--/--/N3
Frontier Regiments (Siege)	
Third Army (Defence)	--/--/N2/N
Second Division (Defence)	WNM/N/N3
3rd Foot Brigade (Defence) - 27M 4A	
4th Foot Brigade (Defence) - 69A Gsc n	
RNHB Regiment (Defence)	
Third Division (Defence)	--/--/N2
1st Foot Brigade (Defence) - RM PM	
2nd Foot Brigade (Defence) - 13F 53F	

Organisation and Deployment for the Campaign Season

with Army and Division posts (Commander/Aide/Adjutant/QMG)

Entries are ID for player characters, N (+MA if needed) for NPC, __ for vacant

Brigade Positions

Guards Brigade	LdH/N/N5	First Foot Brigade	N3/N/JD
Horse Guards Brigade	TC/___/___	Second Foot Brigade	N4/N/N2
Heavy Brigade	PM/N/N4	Third Foot Brigade	N2/N/N5
Dragoon Brigade	N6/N/N6	Fourth Foot Brigade	N5/N/N6

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

Frontier Regiments

	F1	F2	F3	F4	(Defence for Sept-Nov) RNHB
Colonel	N4	N1	N5	N6	N9
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

- Frontier regiment 1: 2
- Frontier regiment 2: 3
- Frontier regiment 3: 4
- Frontier regiment 4: 3
- RNHB regiment: 2

Other Appointments

King's Escort: Ensign N	Captain N
Cardinal's Escort: Ensign N	Captain N
Aides: to Crown Prince N	to Field Marshal ___
Provincial Military Governors: N/N/N/N/N	
City Military Governor N	Adjutant-General BdLS
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 March 1670)	
Minister of War BdZ (until August 1670)	
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	Madelaine de Proust	17		
35	Katy Did	16	I	IM
42	Maggie Nifisent	16	B	BRJS
55	Jacky Tinne	16		JJ
52	Guinevere d'Arthur	15	B/W	PIS
10	Frances Forrin	14	B	
21	Helen Highwater	14	W	
48	Fifi	14	B/W	TC
62	Alison Wunderlandt	14		JE
11	Laura de Land	13		
16	Ophelia Derrière	13		
26	Ella Fant	13	B	
27	Lucy Fur	13	B	SdM
30	Leia Orgasma	13	B	
45	Cath de Thousands	13		
8	Lotte Bottle	12	B	PM
12	Charlotte de Gaulle	12		
17	Henrietta Carrotte	12	I/W	UXB
28	Vera Cruz	12		WNM
31	Bess Ottede	12	I/W	GIS
1	Sue Briquet	11	B	LOUT
4	Anne Tique	11	W	GM
9	Deb Onairre	11	I	
40	Sheila Kiwi	11		CC
63	Carole Singeurs	11		
20	Emma Roides	10	I	
33	Anna Rexique	10	I	
38	Pet Ulante	10	W	
43	Di Lemmere	10	I	SdIC
53	Angelina de Griz	10	B	JZ
56	Ingrid la Suède	10		
6	Viv Ayschus	9		
57	Ava Crisp	9	I	Jdl
59	May Banquot l'Ideé	9		
2	Betty Kant	8	I	
19	Jenny Russe	8	W	
32	Sal Munella	8	W	
41	Marie Antoinette	8	B/I	
49	Mary Huana	8	B/I/W	
34	Freda de Ath	7	W	FdA
39	Thomasina Tancenjin	7	I	
50	Ulla Leight	7	I	
5	Belle Epoque	6	B/I	EB
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																							
Col	LCol	Maj 1	Maj 2	Capt 1	Capt 2	Capt 3	Capt 4	Capt 5	Capt 6	REG	CG	CC	KM	DG	OO	ALC	CPC	RM	CDM	13F	53F	27M	4A	69A	Gscn
	AdA	BRJS	N5+	IM	N6	N2	N3*	N3*	N3*																
	LdH+	Jdl	N5+	N2	N4	N4	N1*	N3*	N2*																
	AdF	Jdl	N6	N2	N4	N4	N1*	N3*	N2*																
	ME	JE	N5	N5	N5	N5	N4*	N3*	N2*																
	FdA	SdM	N5	N2	N2	N2	N4*	N3*	N2*																
	TC+	N2	N1	N1	N1	N1	N3	N3	N3																
	PM+	N4+	N5	N5	N5	N5	N4*	N3*	N2*																
	FA	N3	N3	N1	N4	N1	N3	N3	N3																
	GIS	LOUT	N3	N1	N4	N5	N6*	N5*	N3*																
	XM	N6	N6	N5	N2	N2	N2	N2	N2																
	N7	Jd+	RM	N5	N5	N5	N4	N3*	N3*																
	N4	JZ	N6*	N3	N2	N2	N4	N5	N5																
	JTC	N6+	N2+	N2	N1	N1	N4	N4	N4																
	N6	N1	N2+	N2	N3	N3	N5	N5	N5																
	N2	N5+	N5+	N4	N1	N1	N4*	N4*	N4*																
	N4			N6	N2	N2	N6	N3*	N3*																
	PN			N4	N3	N3	N6	N6	N6																
	N3	N6+		N5	N1	N1	N2	N2	N2																

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	62	Withy	General/State Min.	7	Guinevere	Flr	4	Bill Howell
PC	Count Pierre Cardigan	24	58	Rich	General/Min w/o Port	9	Edna	Flr	5	Matt Shepherd
JdG	Count Jacques de Gain	23	66	Fithy	B.Lt-General/Cav Div Commandr	21		Flr	6	Ben Brown
BdZ	Viscount Bill de Zmerchant	23+91		Comfy	Fid Marshal/War Minister	7		Flr	3	Tim Macaire
UXB	Count Uther Xavier-Beauregard	22	38	Withy	B.General/2nd Army Commndr	16	Henrietta	Flr	4	Pete Card
AdA	Count Amanant d'Au	20+113		Rich	Colonel RFG/Min w/o Port	8	Belle	Flr	5	David Brister
EB	Marquis Etienne Brule	20+90		Rich	Colonel DG/Chancellor	3	Belle	Flr	4	James McReynolds
FdA	Earl Frele d'Acier	20+69		Comfy	Lt.Colonel DG/Min w/o Port	12	Freda	Flr	3	Peter Farrell
RS	Earl Richard Shapmes	19	32	Withy	Lt-General	14	Kathy	Flr	4	Charles Popp
JJ	Count Jean Jeanie	18+121		Rich	Lt.Colonel RFG/Min w/o Port	22	Jacky	Both	3	Andrew Kendall
TC	Baron Terence Cuckpowder	17+72		Withy	B.Bdr-General QOC/HGds Brigad'r	6	Fifi	Both	4	Mike Dommert
DdE	Sir Duncan d'Eauneurts	17+53		Comfy	B.Bdr-General KM/CPS	5		Flr	5	Paul Lydiate
SdLC	Baron Sebastian de la Creme	17+51		Comfy	B.General/Min w/o Port	4	Di	Flr	5	Alan Percival
SAZ	Sir Sebastian Adis II	16	26	Comfy	Bdr-General/1st Army QM Gen.	5		Both	4	Mark Cowper
WNM	Viscount Was Nae Me	16+67		Rich	B.Lt-General/2nd Div Commandr	11	Vera	Hunt	3	Mark Farrell
GM	Sir Gaz Moutarde	15	37	Rich	B.Lt-General	4	Anne	Both	2	Mike Cilborn-Dyer
CC	Sir Chopine Carnus	15	32	Comfy	Bdr-General	8	Sheila	Both	4	Stewart Macintyre
BRJS	Baron Beau Reese Jean Seine	15+74		Comfy	Major RFG/Min w/o Port	4	Maggie	Both	3	Bill Hay
Jdl	Sir Jean d'Ice	13	27	OK	Major CG	5	Ava	Both	3	Tym Norris
JE	Jean Ettonique	13+55		Withy	Major DG	7	Alison	Both	5	Tony Hinton-West
LdH	Sir Leonard de Hofstadt	13+52		Comfy	B.Bdr-General CG/Gds Brigadier	5		Both	5	Neil Packer
AdF	Sir Alan de Frocked	13+47		Withy	Lt.Colonel CG/1st Div Adjutant	3		Both	2	Charles Burrows
GIS	Sir Gaston le Somme	12+57		Comfy	Colonel RM/1st Army Adjutnt	2	Bess	Hunt	3	Jerry Spencer
MED	Maurice Essai Deux	11	26	Comfy	Lt.Colonel KM	4		Hunt	3	Olaf Schmidt
CLD	Charles Louis Desappear	11	19	Comfy	Bdr-General	3		BG	4	Martin Jennings

ID	Name	SL	SPs	Cash	Rank, Regiment/Appointment	MA	Last seen	Club	EC	Player
PM	Sir Percy Mystic	11+79		Comfy	B.Bdr-General ALC/Hvy Brigadier	8	Lotte	BG	3	Ray Vahey
SdM	Swindelle d'Masses	11+57		OK	Major QOC	4	Lucy	Hunt	4	Craig Pearson
IM	Inigo Montoya	11+44		Comfy	Captain RFG/LtGen's Aide (BdLS)	5	Katy	Hunt	3	Graeme Morris
BdLS	Bernard de Lur-Saluces	11+43		Withy	B.Lt-General/Adjutant Gen	7		Hunt	2	Rob Pinkerton
PN	Sir Pepé Nicole	10-	5	Comfy	Colonel 69A	7		BG	3	Collin Cowper
JD	Jacques Diabolick	10	29	Comfy	Major PM/1 F Brigade Maj.	1		Hunt	3	Cameron Wood
SDS	Sebastian Da Silva	10	22	OK	Major RM	6		Hunt	2	Paul Wilson
FAG	Felix Anton Gauchepied'er	9+	55	Comfy	B.Bdr-General CPC	6		BG	4	Jason Fazackarley
XM	Xavier Money	8	10	Comfy	Lt.Colonel GDMD	5		F&P	3	Pam Udowiczzenko
FSdM	Florent Sans de Machine	8	9	Comfy		3		BG	4	Nik Luker
LOUT	Louis Oeuf Ur Terribles	8+	46	Comfy	Lt.Colonel RM	2	Sue	BG	5	Dave Marsden
HD	Henri Dubois	8+	25	Comfy	Captain DG	1		BG	3	Wayne Little
JZ	Jacques Zelad	6	18	Poor	Major 13F	5	Angelina	F&P	2	Francesca Weal
JTC	Jean Tétreault-Cauchon	6	16	Comfy	Lt.Colonel PLLD	3		F&P	5	Daniel Blanchette
RM	Ranso Mware	5	9	OK	Major PM	2		F&P	3	Graeme Wilson
BS	Balzac Slapdash	5	5	Comfy	B.Bdr-General	9		F&P	4	Matthew Wale
X1		5	3	OK		5		F&P	1	Gerald Udowiczzenko
RB	Romeo Boudreaux	3	6	Poor	Captain PM	1		RP	4	Mark Nightingale
X5		3	0	Poor		3			5	Marc Blanchette

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

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

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

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

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