

That would be enough

This has been issue 176 of *To Win Just Once*, published 31st July 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* start-up preferences to Mike by Friday, 11th August 2017.

Orders for *LPBS*, shots in *Great White Hunter* and all other contributions to Pevans by Friday, 18th August 2017.

(Next deadlines are: 15th/22nd September, 27th October/3rd November)

Waiting lists

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

Railway Rivals – the current game is halfway through. Rob Pinkerton is up for the next one, who else? Working map and rules provided.

Star Trader – a new game is setting up (see page 22) and we have room for a few more players. 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 176 was written and edited by Pevans. The *LPBS* masthead (page 25) is by Lee Brimmicombe-Wood, as is the drawing on page 24. The illustrations on page 27 is by Nik Luker, page 29 by Bryan Lea and 31 by Tim Wiseman. 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

Well, I'm just back from a few days visiting in-laws in Norn Iron, as I've learned Northern Ireland is pronounced. Much food was eaten and some Guinness imbibed, so I'm quite relaxed (and a few pounds heavier).

What with this, other family things and work commitments, I seem to have been quite busy in the last few weeks. Which is by way of an explanation for this issue of *TWJO* being a bit later than I was aiming for.

Great British Beer Festival

Talking of beer drinking, this year's GBBF has rather snuck up on me. It's at Olympia, as usual, from 8th-12th August. I shall follow my customary plan: turn up for lunch on Thursday (10th) and stay until it starts getting busy in the evening (blokes in suits and ties start turning up after 5).

If anybody else is attending or would like to join me, drop me a line.

New Star Trader game

We have a decent number of players definitely on board for the next game (see page 22), but there's room for a few more. Get in touch with me or Mike Dommett if you're interested in joining in.

TWJO online

Issue 175 of *TWJO* wasn't available online until 1st July, so it's not surprising that it doesn't feature in my website statistics for June. However, the PDFs of the previous issue, 174, were downloaded 139 times in June, making 252 downloads since I published them in mid-May. Issue 173 attracted 38 downloads in June for a total of 246 since publication. *TWJO* 172 was more appealing, being downloaded 45 times in June for a grand total of 404 downloads in all.

Letters

The Reverend Paul Cockburn responds to my question about the correct abbreviation of "Reverend" in last issue.

I'm not too sure myself about the appropriate abbreviation. I think either Rev or Revd is acceptable. My personal taste is for Rev, but it's no big deal. I do get frustrated with the official Methodist websites which only give you "The Revd" as an option for your title.

For what it's worth, years ago I learned from Mrs Beeton's *Cookery and Household Management* that "reverend" is an honorific not a title. The following are therefore correct: Rev Paul Cockburn; Rev P Cockburn; Rev Mr Cockburn or even Rev Paul. Compare this with how you might use 'honourable' in referring to the PM: Hon Theresa May; Hon T May; Hon Mrs May. You would NOT say "Hon May". Neither should you say "Rev Cockburn".

But again, it's no big deal. If anyone calls me Rev Cockburn (and they often do), I just conclude they have not read Mrs Beeton.

Whereas my father likes to be called "Father John". But then, he was brought up in a High Anglican tradition.

Two Halls at the NEC

Pevans is still at the 2017 UK Games Expo

I'll pick up with the third game that Pete Card and I played on the Friday. *Stellar Transporter* (www.stellartransporter.com) from Rowenson Games continues the science fiction theme. This is a pick-up-and-deliver game in outer space. Players move their spaceships between star systems, which costs money: 10 'credits' per leg with a premium for passing through space stations owned by other players, according to the type of cargo carried. Contract cards, drawn at random, give players the origin and destination of their trip (they can go in either direction). When they arrive at the pick-up point, cargo is drawn at random, too.

On top of this, players may have to draw chance cards, which inflict random events on some or all players. As well as making deliveries, players can buy space stations at the star systems they land on. They can then upgrade these ~~with houses and hotels~~, increasing the cost for other players who end there. The game is played until all but one player has gone bankrupt and the last person left is the



Stellar Transporter game in play



Spaceships to the left of me, spaceships to the right... My position in *Alien Artifacts* - note all those discounts at the bottom right

winner. Oh dear. That was going so well until it sank under the weight of the *Monopoly* mechanisms.

There may still be a decent game here: take out (most of) the random elements (players take a displayed contract when they arrive at one of the systems shown, to a maximum of 1 or 2) and find a sensible game-end condition (play for x rounds? First player to complete y contracts?). Assuming the costs still make sense, I'd play that game. However, I suspect I'm not the target audience for the game as it is. It gets an enthusiasm rating of 3/10 on my highly subjective scale.

Our next port of call was Portal Games to try the prototype of *Alien Artifacts*. This is a fast-playing card game where the players are exploring and expanding across the galaxy. The reason it moves quickly is that players can only do one thing each turn: draw cards, store cards (for later use) or use one. Cards generally show two different types of resource, providing plenty of flexibility in how they're used.

Essentially, players use their cards to gain spaceships, technologies and planets. One clever touch is that each of these can be used either for its ongoing effect (discounts, bonuses) or as a one off (for extra cards, end-game points). As players build more, their abilities, and the strength of these, increase. This makes it easier for players to do things, but can delay play as they work out just what discounts they can apply.

I thoroughly enjoyed *Alien Artifacts*, though I did feel it went on a bit too long. This is despite individual turns playing very quickly once we'd grasped the game's mechanics. I look forward to seeing the finished article at Spiel and give it a provisional 7/10 on my highly subjective scale in the meantime.

I was on my own for Saturday and Sunday as Pete was involved in a wargames tournament across both days. (The *Memoir '44* tournament, which I usually play on Saturday, didn't take place this year.) This gave me plenty of time to walk the show, checking every aisle in an effort to see everything. Here's what I found – though it's by no means an exhaustive list – in alphabetical order of publisher.

I didn't recognise the name Alley Cat Games (www.alleycatgames.com) until I spotted that they are the publishers of *Lab Wars*, which I liked at last year's Expo (see my report at www.pevans.co.uk/Reviews/Expo16.html). The same designers are behind *Cauldron Master*, which was also on the Alley Cat stand. This is a card drafting and set collecting game of witches putting together the ingredients for spells (eye of newt, anyone?) This year's prototype was *Dice Hospital*, which uses dice as patients, their overall level of health given by the number on top. This will be launched on Kickstarter in September.



Artipia Games (www.artipiagames.com) was showing the highly enjoyable *Fields of Green* (my introduction to this is in TWJO 174). Their preview game looked absolutely bonkers. *Kitchen Rush* is a real-time co-operative game of a restaurant kitchen.



Frantic stuff: the *Kitchen Rush* prototype in play

I can feel the time pressure already. Players take on tasks to acquire ingredients, prepare dishes, serve them and take money, each with a 20 second timer. Each player has two timers and can thus be doing two tasks at the same time. However, they can't move the timers to new tasks until they've run out. Cue mayhem! I can see this being a riot and it plays really quickly – each round is just a few minutes of furious activity. *Kitchen Rush* gets an enthusiasm rating of 8/10 on my highly subjective scale.

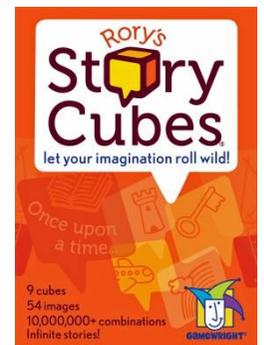
Cloud Island (cloudislandgames.com) is familiar to me from their terrific game about the 1956 Hungarian Uprising: *Days of Ire*. The new game they had on show



Petrichor being demonstrated

was *Petrichor*, a game of competitive raining. Yes, the players are clouds, raining on crops. They are also absorbing other, smaller clouds to increase their rainfall and deciding just where the rain should go. The aim is to have watered the most fields (or the most valuable fields, perhaps), so it isn't necessarily the player who finishes the game who wins. The game is fetchingly illustrated and players have little cardboard trays to move their raindrops around. It's so daft I just have to give it a go. It was successfully funded on Kickstarter in May and is expected to be available at the end of the year. *Petrichor* gets an enthusiasm rating of 8/10 on my highly subjective scale.

One of the unexpected highlights of the Expo for me was meeting Rory O'Connor, the man behind *Rory's Story Cubes*. If you haven't come across these before, get a set immediately. Apart from using them as a game, these dice with strange icons are a wonderful tool for inspiring your imagination. Anyway, Rory's outfit, The Creativity Hub (www.creativityhub.com), was at the Expo to introduce us to *Untold*. This is a co-operative game where players use cards and, of course, *Rory's Story Cubes* to create their own story. It sounds like a brilliant way to harness what the story cubes can do and I look forward to its arrival in the Autumn.



Gangly Games (www.ganglygames.com) are the tall, skinny blokes behind *Gangs of Britannia*: a game of mob warfare across the cities of Britain – think *Peaky Blinders* meets the Krays. Players try to manoeuvre their gang into a dominant position by out-guessing their opponents – or working together for mutual advantage. There's a clever 'Prisoner's Dilemma' mechanism at the heart of the game. I'm intrigued to see how the finished product works. For the time being, it gets a 6/10 enthusiasm rating on my highly subjective scale.

A highlight of the Expo for me was the presence of Gibsons (gibsonsgames.co.uk), the venerable UK games publisher. Their focus in recent years has been more on jigsaw puzzles than games, so it was great to see them at the show with some games. These included deduction game *221B Baker Street*, David Parlett's classic race game *Hare and Tortoise* and the clever *Sherlock Holmes: the Card Game*.

Grublin Games's (grublin.com) latest is *Perfect Crime*: a one versus many heist



Hare and Tortoise on the Gibsons stand game. One player is the bank's security chief, hidden behind a privacy screen, while the team are the bank robbers. The robbers' first task is to plan their heist. The longer they take doing this, though, the longer the other player has to beef up the bank's security, hire staff, and stuff the vault with goodies.

When they're ready (or run out of time!), the robbers make their play and the game gets more detailed as the heist is played through, action by action. At the end of the game, the winners will be the side that has the most money, whether this is what the robbers have got away with or what the bank has managed to preserve in its vault.

This looks great fun and I particularly like the blueprint look of the game's boards. It's expected to be available from September and I await the chance to give it a go. For the time being it gets an enthusiasm rating of 7/10 on my highly subjective scale.



Perfect Crime laid out for play

ITB (Inside the Box) Board Games (itbboardgames.com) had their latest games on their stand: *Sub Terra*, a horror-themed co-operative game of surviving in underground caves, and *Statecraft*, a card-based game of political machinations. They were also demonstrating their next game, *Newspeak*. This is for two teams within a dystopian future: the dissidents are trying to expose the truth, while their opponents attempt to thwart them. The dissidents openly try to establish a meeting place on the board (which shows *Mysterium*-style illustrations, full of intriguing detail), by using code words. Their opponents try to guess where the meetings are and, eventually, to crack the code. It's an intriguing idea, but I could feel my brain melting as I played. It gets an enthusiasm rating of 3/10 on my highly subjective scale.



The *Marriage Games* set

I was drawn to Polish publisher MDR Dystrybucja (mdrgry.pl) by the entertaining cartoons displayed on their stand – these are amusing even though they're based on stereotypes of male-female relationships. *Marriage Games* ("Gierki Mażeńskie") is for up to four couples working together at "Mr & Mrs"-style parlour games ("what's your partner's favourite TV series?") to win the most cupids. Alternatively, a couple can play against each other for forfeits (such as three hours of the other's time for chores or whatever...). The main selling point seems to be the cartoons – MDR has several other titles featuring work from the same cartoonist.

Romanian publisher NSKN Games (www.nskn.net/en2) were previewing *Shadowscape*, their new quick-playing, dungeon crawl game. Played over a 5 x 5



Shadowscape set up for play



Pyramid of the Sun set out on display

grid of rooms that make up the dungeon, players use their heroes to defeat monsters and grab treasure. I was taken by the neat touch that limits what the heroes can do. Their possible actions are printed on double-sided cards and only the action on the face-up side can be used. Once used it's flipped over to reveal the other side. Hence you need to work out not just what actions you want to do now, but what you want to do next. Apart from this, it didn't grab me, so that's an enthusiasm rating of 4/10 on my highly subjective scale.

NSKN have a "daughter" company in the form of Strawberry Studio (strawberry.studio), which produces smaller games aimed more at family play. Their latest is *Pyramid of the Sun*, a neat little lightweight card game of constructing an Aztec pyramid. The small cards show part of a layer of the pyramid and will be laid in rows, each row offset from the one below (like bricks in a wall). Thus, the rows get smaller until the top of the pyramid is reached and somebody wins. There are actually two types of card: the cards in the smaller deck are edges and summits and can only be played in the right position.

In your turn, you can either draw two cards – from either or both decks – up to the hand limit or play as many cards as you want to. Cards must be played legally and score points as they're played: the number of points shown on the card plus the value of the layer it's in (the game starts with a 'level 0' base that defines how big a pyramid you're building). Edge cards score double and a summit triple – but ordinary cards can also be played on edges and at the top.

There's one other feature: some cards have icons on them as well as a value. When one of these is placed adjacent to other cards showing the same icon, the player takes extra cards or scores extra points. *Pyramid of the Sun* may be very light, but it's a clever little game that plays in the 20 minutes it's supposed to and



A demonstration of *The Lost Expedition*

provides at least that much entertainment. I was taken enough with it that I played it several times at the Expo and I give it 8/10 on my subjective scale.

There has to be a story behind a publisher called One Free Elephant (www.onefreeelephant.co.uk). However, it doesn't seem to be in the room at the moment, so let me mention the two games I spotted at the Expo. The first is *Carcosa*, in which players lead their cultists to build and, hopefully, control sections of the eponymous city. This is clearly one for gamers and Lovecraft fans and it was duly funded on Kickstarter in short order. Expect the finished article in October. The second game is completely different: *Ore-some!* is a family romp of digging ore out of a mine in the Wild West. However, this being the Wild West, what you dig out may not stay in your possession very long! It looks good fun and should be available now, having been funded in March.

It was good to see the current edition of *Escape from Colditz* on the Osprey Games (ospreypublishing.com) stand – though it didn't look too different from previous versions. However, the new game was *The Lost Expedition*, designed by Peer Sylvester. This is a co-operative game based on the last expedition of 1930s explorer Peter Fawcett in search of El Dorado. It is played with large cards that are very nicely illustrated. These represent the hazards – and assistance – the expedition encounters along the way. The aim is, of course, to reach El Dorado. A two-player version turns the game into a competitive race on top of the hazards.



The prototype of *Darien Apocalypse* - lots of bits

This is another interesting looking game and I look forward to trying it: an enthusiasm rating of 7/10 on my highly subjective scale.

As well as having their new edition of *Backpacks & Blisters* on sale, the Ragnar Brothers (www.ragnarbrothers.com) had a demo copy of their next "quantum" game, *Darien Apocalypse*, on their stand. Like the first game, *Niña & Pinta*, the theme is the exploration of the New World, in this case specifically the failed Scottish colony sent to Darien. In this game, there are four versions of the Panama isthmus for players to colonise, but they also have to combat the four Horsemen of the Apocalypse. As an alternative to pitting the players against each

other, the game will include alternatives for co-operative and solitaire play. This was one game I fully intended to have a go at, but somehow I ran out of time. The Ragnars are still at work developing the game, after which it will be launched on Kickstarter. It gets an enthusiasm rating of 9/10 on my subjective scale.

The surprise at Surprised Stare (www.surprisedstaregames.co.uk) was that their new game was not from either Alan Paull or Tony Boydell. Instead we have *The Cousins' War*, a two-player of the Wars of the Roses, designed by David Mortimer. This is an interesting little game, played over a small board showing England (and Wales) divided into three areas. Controlling all three areas with your armies (wooden cubes) is an outright win, otherwise it's whoever's in the better position after five rounds.



The Cousins' War on display

It's actually a card game, with players using their cards to win a battle each round. Having established which battle is being fought, they play cards to add cubes to their side or remove them from their adversary. The battle is then fought in rounds, with each player trying to get the better result on three dice. The neat mechanism is that the first player rolls the dice secretly and claims whatever they feel like. The other player then has to decide whether to believe them and try to beat their call, or challenge in the hope they're bluffing.

This is an entertaining mechanism that really makes the game. It plays quickly, too - 30 minutes is the expected duration. This is an attractive package that I'm keen to play - despite my traditional aversion to two-player games. I give it a provisional 8/10 on my highly subjective scale.

Tony Boydell did have a prototype in action. This is a game about the establishment of tea plantations in Darjeeling, something that requires the construction of the Darjeeling Himalayan Railway into the mountains. Yes, it's a development of Tony's terrific *Snowdonia* and has the working title of *A Nice Cup of Tea*. If I got the right end of the stick, there's a lot more going on around the construction of the railway line and the game is substantially different from *Snowdonia*. I look forward to seeing the finished article next year.



The prototype of *A Nice Cup of Tea* being demoed



The *What Ho, World!* cards on display

mechanisms, but was explained to me as trick-taking area control. Either way, it's about orders of Christian Knights (think Templars) crusading in Europe and the Middle East. It's currently on Kickstarter, but has already raised over four times the required funding. I was intrigued to see it described as being in TMG's "Deluxified Format". My first reading of this phrase was that anything luxurious had been removed, but apparently it is intended to mean "de luxe". Expect the final item next year. This gets an enthusiasm rating of 7/10 on my highly subjective scale.

UFO Press (ufopress.co.uk) is known for its post-apocalyptic RPG, *Legacy*, but main man James Iles also had a couple of card games to show me. *What Ho, World!* and *Wizards Aren't Gentlemen* are story-telling games, intended as an introduction to the wonderful world of role-playing games. As the title suggests, *What Ho, World!* is set in an imagined 1920s London, with Bertie Wooster and Jeeves just around the corner. (*Wizards Aren't Gentlemen* is a fantasy setting.)

About half the chunky deck is made up of the cards that define each character – though stereotype might be a better description. Thus we have the Gadabout, the Servant and the Aged Relative, to name but three. (Each has a picture card, double-sided so that characters can be male or female.) The rest of the deck is mostly Goal/Asset cards, which give characters something to achieve ("Prevent an international incident from spiralling out of control.") and an unrelated (or is it?) asset ("An enormous portrait of Queen Victoria.").

The final cards are locations, which give the characters somewhere to meet. Then it's over to the players. The game is played in scenes, players taking it in turns to

US publisher Tasty Minstrel Games (playtmg.com) was making their first visit to the Expo (and will be at Spiel in October). I was pleased to see their new edition of Corné van Moorsel's *Samara* (see my review of the original edition in *TWJO* 168). One change has been splitting the month boards into three sections, instead of two. Next up from TMG is a new, US edition of *The Flow of History* (see *TWJO* 169 for my thoughts on the original edition), which gets my seal of approval, too.

And then there's *Crusaders: Thy Will be Done*, a new strategy game designed by Seth "Eminent Domain" Jaffee. Interestingly, this is publicly described as combining roundel and Mancala

be the focus. Their aim is to advance their goals through interaction with the other characters (and cunning use of their assets) with the players acting collectively to make refereeing decisions where needed. It's a neat idea and I'm taken with the Jeeves and Wooster setting. I give *What Ho, World!* an enthusiasm rating of 7/10 on my highly subjective scale.

Having given us *Jane Austen's Matchmaker* in 2014 and *Game of Blame* in 2016, warm acre (www.warmacre.com) had new projects for both under way. *Jane Austen's Matchmaker: Chapter Two* builds on the original game while adding more tactical complexity. While the core of the game remains making advantageous matches for your ladies and gentlemen, there is a third set of cards, influence, that gives players additional ways of gaining prestige. It was successfully funded on Kickstarter in May and should be with us before Christmas.

Blame Space will be "*Game of Blame* in space", apparently. It's time to abandon (space) ship and there's only escape pod! Players compete to persuade the mad computer to let them into the pod. Presumably by blaming the others. I look forward to finding out more.

Wotan (www.wotangames.co.uk) had their double-decker bus parked in the middle of the hall again. It is unmissable. They were showing off prototypes of their new game, *War of the 9 Realms*. As the name suggests, this is a Norse-themed wargame (well, skirmish game). Battles are fought over a hexagonal grid on large, hexagonal tiles that provide lots of different configurations. I tried the two-player game, which uses a narrow strip of tiles to force a direct confrontation between the players.

Each player represents a different race from Norse



Playing *War of the 9 Realms*: my remaining heroes form a defensive line, but the odds don't look good

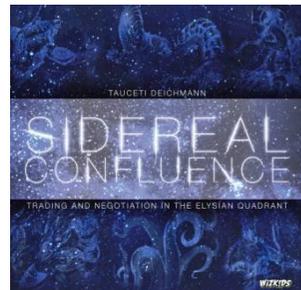
mythology, with their fighting pieces being significant figures – the Gods in the case of Asgard. In their turn, players have a limited number of actions to move and attack with their fighters. Some of these have bows, allowing them to attack from a distance. Do enough damage to an opposing character and it's removed from the board (certain characters are, essentially, cannon fodder and can be brought back on again).

Key to the game is getting your pieces into the right positions and making the best use of their strengths. The result is that the game feels surprisingly like an abstract strategy game – something I think will change when played with multiple players. As a new player, I was duly thrashed, but I definitely got an insight into the game. I can't say this is my kind of game these days, but I give it an enthusiasm rating of 6/10 on my highly subjective scale.

WizKids (wizkids.com) was represented by Zev Shlasinger (aka the Z-Man), who heads their board games operation now, and had several forthcoming titles to show us. *The Banishing* (designed by Sean Rumble) is a co-operative card game with a fantasy theme. Players put together sets of cards to meld in order to “complete the ritual of Banishing”. *Deadline* is a co-operative deduction game from Dan Schnake and Adam West. The game has a hard-boiled film noir theme – a kind of Sam Spade Consulting Detective – with players managing their hand of cards to solve the crime.

DiceBot MegaFun (designed by Jeremy Kalgreen, Lance Seman and Christopher Volpe) has players drafting dice whose symbols represent different components of their bot and then using the bot they've constructed and their weapon cards to take out the other players' creations. It looks to be colourful, silly fun. *Fantasy Realms* by Bruce Glassco is a card-drafting game of constructing a fantasy realm by building the right card combinations. It plays quickly and offers plenty of different options.

The most interesting (to me) of the WizKids selection was *Sidereal Confluence* from designer TauCeti Deichmann. It's a game of trading: players must bargain and negotiate for everything as they compete to develop their galactic civilisation. Of course, trading helps the other players as well as you, so the trick is to come out on top across all the deals. Zev described it as “*Chinatown* on steroids”, which seems apt.



Tournament at Camelot (designed by Karen Boginski, Jody Boginski-Barbessin and Kenneth Shannon) is a trick-taking card game where the cards represent weapons used by knights in tourneys. The aim is to take the least damage throughout the tournament. Finally, there is *Tower of London*, an area majority game designed

by (Daryl Andrews and Stephen Sauer). Players use their beefeaters to gain control of different areas of the Tower, while also collecting the all-important ravens. There's clearly plenty going on at WizKids.

And that concludes my thoughts on the 2017 UK Games Expo. It's getting big enough that I need the whole time to get round everything, and I know there were people I missed. Many congratulations to Richard Denning and the team for another excellent event and their success in growing it year on year. I expect even better things next year: the 2018 UK Games Expo is scheduled for 1st – 3rd June at the NEC. You can keep up to date with the Expo's website – www.ukgamesexpo.co.uk

My full report (with a few extra bits and pieces) will be available on my website soon: www.pevans.co.uk/Reviews/Expo17.html

Games Events

The end of August (20th-28th) is the Mind Sports Olympiad, held at JW3 in north London (341-351 Finchley Road, NW3 6ET). This is an odd event, being almost all tournaments and featuring classic traditional games like Bridge, Chess and Dominoes alongside board games like *7 Wonders*, *Catan* and *Dominion*. Plus CCGs, memory games and even computer programming. Of course, the one thing it does offer is the chance of winning a gold medal. For more information, see the website at www.msoworld.com

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 10 Scores

Well, well, well. That was a stunning round for Nik Luker, catapulting him just one point ahead of Andy Kendall.

Sadly for Andy, he didn't score at all this round and was also caught by Bill Hay with another good score. That puts the two of them in joint second place.

Colin Bruce also scored well in the last round and takes fourth place ahead of Graeme Morris.

Congratulations to Nik on a fine win and many thanks to all who participated. You have kept me amused for months.

Name	This round	Total
Chris Baylis	1	12
Colin Bruce	5	25
Mike Dommett	2	15
Alex Everard	0	14
William Hay	4	28
Andrew Kendall	0	28
Nik Luker	6	29
Tim Macaire	0	16
Graeme Morris	3	23
Rob Pinkerton	1	13
Pam Udowiczenco	0	14
Bruce Whitehill	0	5

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Great White Hunter

Start-up

This game is essentially a variation of *Battleships* and is open to all readers of TWJO. Set in the late 19th century, a 20 x 20 grid represents an area of the African bush, while the players are all hunters looking to bag trophies.

All you have to do each turn is nominate two squares to take pot-shots at: F9 and M17, say (the second is only used if the first misses). Letters (A-T) run across the grid and numbers (1-20) up and down (thus A1 is the top left corner).

The first hit on each animal scores points in proportion to its size. For example, a Lion is three squares and worth 15 points, so the first hit scores $15/3 = 5$ points.

Key

Animals	Symbol	Size (squares)	Number on grid	Points Value
Bush	B	1	12	0
Monkey	M	1	12	4
Antelope	A	2	9	8
Snake	S	2	?	10
Gorilla	G	3	6	12
Lion	L	3	3	15
Elephant	E	4	2	20

Other symbols

	X	Missed shot
--	---	-------------

UPPER CASE = this turn, lower case = last turn,
~~Strikeout~~ = dead animal

Notes: animals go up and down or left and right, not diagonally, with two exceptions. Elephants are blocks of four squares; each Snake is two diagonal squares and moves by up to three squares a turn.

Animals only touch (if at all) at corners and only Snakes will go next to a Bush.

After 10 turns or when the board is clear (except for any snakes), the player with the most points wins.

**Send your first shots to Pevans at
 180 Aylsham Drive, UXBRIDGE UB10 8UF or
 to TWJO@pevans.co.uk by Friday, 18th August 2017.**

Obama (*Railway Rivals* game 12)

Game report - Turn 7

Race results					Scores			
					TRUMP	ACR	CR	UCR
1	6S	Evansville	JH	Bloomington	20+9		10-9	
2	AS	Terre Haute	10D	St Louis	20-2			+2
3	8S	Marion	7C	Dubuque		10JR	10JR	
4	2S	Mattoon	7H	Aurora	0-3+5	10-5+3	20-1	+1
5	4H	Chicago	KD	Missouri		20-5		10+5
6	10H	Kankakee	4C	Elgin	+1	10+2	20-3	
7	6D	Springfield	8C	Clinton		10+5		20-5
8	2C	Wisconsin	KS	Kentucky			20-2	+2
9	AD	Quincy	AH	Chicago				20
TOTAL					50	60	65	55

JR = Joint Run; ERP = Exchange of Running Powers

AMERICAN CENTRAL RAILWAY takes a small lead into the next round but UPTHUR CREEK RAILS and CANNIS RAILWAYS are close. TYRANNICAL RACISM UNDER MY PRESIDENCY is a little behind, but it is early days so far.

Builds

TYRANNICAL RACISM UNDER MY PRESIDENCY (TRUMP), Gerald Udowiczenko - Black (E28) - D27 - C27 - B26 - B25 - Paducah (JS) (G60) - F59 - F58 - F57 - F56 - Pekin (5D)
Points: 41 -10 +50 +1 = 82

AMERICAN CENTRAL RAILWAY (ACR), Jonathan Palfrey - Green (J62) - Champaign (1 to CR, 1 to TRUMP) (Alton) - West Alton
Points: 82 +60 -11 = 133

CANNIS RAILWAYS (CR), Paul Evans - Blue (Decatur) - Z20 - Z18 - S15 - Alton (V55) - V54
Points: 65 +65 -12 +1 = 119

UPTHUR CREEK RAILS (UCR), Mike Clibborn-Dyer - Red (J59) - I60 - H60 - Bloomington (H17) - G18 - F18 - E19 - D19 - C20 - Cairo (R66) - Q67 - Joliet
Points: 79 +55 -11 = 123

Next turn's races

Race	From		To	
10	JC	Dixon	3S	Champaign
11	5C	Rockford	5H	Chicago
12	QC	Iowa	7D	Belleville
13	2D	Decatur	QH	Indiana
14	5D	Pekin	7S	Mt Vernon
15	JD	St Louis	9C	Davenport
16	JS	Paducah	QD	Missouri
17	10S	Cairo	2H	Chicago
18	8H	Streator	3C	Waukegan

GM Notes

Players may enter up to 6 races plus any held over from previous turns. After the race, each player may build up to 10 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 11th August 2017

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Star Trader game 9

Pre-start

We have nine players lined up for this game and a couple more possibles we're waiting to hear from. Those definitely in are: Mike Clibborn-Dyer, Mark Cowper, Jerry Elsmore, Paul Evans, Martin Jennings, Michael Martinkat, Mateusz Ochman, Przemek Orwat and Bob Parkins. We still have room for a couple more players, so anyone who wants to give it a try is welcome to send in orders either this turn (or the next couple).

Start-up orders

For this deadline, players must give me a name for their corporation, which will start the game with 500 HTs in cash and two warehouses. corporations also have one spaceship – a Clarinet hull with three cargo pods, one passenger pod, one light weapons pod and an Augmented jump pod, the whole manned by a B class crew. Players must say which system's Spaceport their ship will start in and where they wish to place their two warehouses, which may depend on the special ability (see below).

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

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

- | | |
|--|--|
| 1. DEALERSHIPS: Corporation allowed 4 dealerships at start. | 3. HI TECH SENSORS: All ships owned by this corporation have ± 1 on interception rolls as desired. |
| 2. MONARCH HULL: Corporation starts with Monarch hull, 8 Cargo pods, 2 Passenger pods, and 2 Light Weapons pods, and an Augmented jump pod, with B class crew, instead of the Clarinet hull. | 4. PRECOG: +6 to all initiative rolls, if desired. |
| | 5. FLUTE HULL with 1 light weapon, 1 cargo, 1 passenger pod, B class crew, instead of Clarinet hull. |

6. FIVE WAREHOUSES: Company starts with 5 warehouses instead of 2.
 7. 4 ISOTOPE FACTORIES at Sigma Draconis: These do not count against factory limit at any point of the game.
 8. TWO SHIPS: Start with 2 Corco Zeta hulls (instead of Clarinet hull), each with 2 Cargo pods, 1 Light Weapons pod, 1 Passenger pod, Augmented jump and A class crew.
 9. AGENT: Company has 1 agent chosen from a random selection of 2 at the start.
 10. MARKET MANAGER: Company starts as Market Manager in one commodity at Beta Hydri. (Player's choice to be specified at start)
 11. HOT SHOT PILOTS: All of your ships receive +1 on any smuggling check die rolls.
 12. FRIENDS IN HIGH PLACES: Any die rolls for Reputation loss are automatically reduced by 1.
 13. HOT SHOT NAVIGATORS: All your ships add +2 to their Hyperjump chances in addition to any other modifiers.
 14. DIRTY TRICKS DEPARTMENT: All sabotage attempts receive an additional +2 die roll modifier.
 15. RACKETEER: Add +1 to all rolls on the black market table.
- All players should have a copy of the revised rules and starting map. If any other reader would like a copy, just ask. Any questions, contact me as below.

Start-up orders to Mike Dommett, 119 Victoria Road, Alton GU34 2DD or by e-mail to mike_dommett@yahoo.co.uk by 11th August 2017



16. BATTLE COMM POD in lieu of a cargo pod on your initial spaceship.
17. 70 HTs to be added to your starting assets.
18. 4 ALLOY FACTORIES at Gamma Leporis (these do not count against factory limit at any point of the game).
19. CHARISMATIC CHAIRMAN: Automatically adds 2 to your reputation each Investment phase.
20. INFLUENTIAL FRIENDS: You begin the game with a variable number of extra levels to add to your connections. 3 levels, provided the initial level is 4 or less, 2 levels if the initial level is 5 or less, and 1 level if the initial level is 7 or less
21. PICCOLO HULL with a D class crew in addition to your initial spaceship.

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 52 of *Brass* (at brass.orderofthehammer.com) went to Mike Tobias with 159 points from Steve Jones on 149. Patrick Cherlet came third on 131 with yours truly dead last on 125. 159 was the winning score in game 53, but this time Patrick was the winner. Steve was second on 145, Pevans third on 144 and Mike last on 136. Game 54 is ready for players – the password is pevans56.

I'm hankering for another game of *Keyflower*. If you fancy playing, let me have your ID at BoardGameArena.com and I'll invite you into a game.

Our third game of *Through the Ages: a New Story of Civilization* at boardgaming-online.com ended oddly as a bug left us not sure about the final scores. It was a close game, though and our fourth game is under way. If anyone else would like to join in, let me know.

We've completed two more games of *Pax Porfiriana* (at yucata.de) since the last TWJO. This is mainly because I got a quick win in the second of these – something that doesn't happen very often. The earlier game went to Mark Benson who overpowered us on the last Topple. I'm running an introductory game to break in another player – let me know if you'd like to give it a go.

Yucata has just added *Imhotep* to their range of games. It's not the deepest of games, but it is one I really like. I'm playing a couple of practice games and would welcome any TWJO readers who want to give it a go.

Meanwhile BoardGameArena.com have added *Lewis & Clark* to their repertoire. It's been a while since I played this (on the table), but would certainly welcome the chance to play it some more. Who'd like to join me?

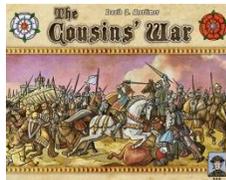
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Les Petites Bêtes Soyeuses

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 **Error! Bookmark not defined.**). You will also need (access to) a copy of the published rules to *En Garde!* (see www.engarde.co.uk).

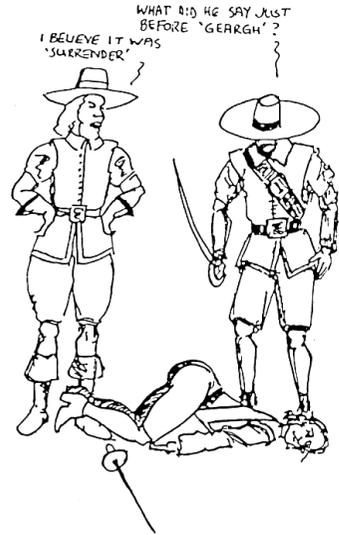
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October 1669 (308)

Paris returns to normal this month, with the regiments settled into their barracks and some socialites skulking to early morning appointments with steel beneath their cloaks. It's no surprise that there's an argument between the members of the Cardinal's Guard and the King's Musketeers. The disagreement is over precedence. CG Lieutenant-Colonel Alan de Frocked wishes to fight Duncan d'Éauneurts first. KM commander Éauneurts prefers to have Jean d'Ice as his first opponent. CG Major Ice insists on meeting Maurice Essai Deux first. While KM Lt-Col Deux has Frocked in his sights. The solution is for the senior officers present to start proceedings.

Thus Frocked gets his wish and meets Éauneurts in the first duel, despite the obvious mis-match between his slight frame and Éauneurts's beefy one. CG commander Leonard de Hofstadt turns up to second Frocked, while Deux is joined by Was Nae Me as seconds to Éauneurts. The surprise is that Éauneurts uses a sabre, rather than the regimental rapier, against Frocked's rapier. Mind you, he is more skilled with this weapon. First blood goes to Frocked as he opens with a furious slash. The slash with a rapier doesn't do much damage, while Éauneurts's return slash with his sabre is a hefty blow. Frocked evens things up with his cut, but must now regain his balance, allowing Éauneurts plenty of time to hit him with a second slash. That's enough for the Cardinal's man. He surrenders and declines his meeting with Maurice Essai Deux.



The next duel is thus between the junior officers present: CG Major Jean d'Ice versus KM Lt-Colonel Deux, which looks to be a remarkably even fight. This time rapiers are used by both duellists, with Deux having the superior expertise. On the other hand, Ice has a second – CO Hofstadt again – while Deux has none. Both men make some defensive moves before Ice draws the first blood with a lunge. Deux returns the lunge only to be hit by the cut from Ice's furious lunge routine. He launches into a furious lunge of his own, both attacks striking as Ice recovers. Then it's Deux's turn to regain his ground, allowing Ice to hit him with a slash and another lunge. Deux's parry is too late to stop the lunge, but he jumps out of the way of the subsequent slash. Both men lunge simultaneously. This blow is enough for Ice and he offers his surrender. Only then does he realise

that his opponent's body is lying on the ground in a spreading pool of blood. RIP.

Jean d'Ice is too battered to meet Duncan d'Eauneurts, so this ends October's CG versus KM fights. The score may be one win to each regiment, but there's one less Musketeer around.

Time to move on to the antagonism between the Dragoon Guards and the Queen's Own Carabiniers. DG commander Etienne Brule takes on QOC commander Terence Cuckpowder with their regimental sabres. This would be another even match-up were it not for the old wound that Cuckpowder is carrying. On the other hand, he is far more skilful with his blade than Brule. Brule is seconded by his Lt-Col, Frele d'Acier. It's no surprise that Jean Ettonique doesn't turn up to second Cuckpowder – he's a member of the Dragoon Guards and his own fight with Cuckpowder is to come. Instead, General Uther Xavier-Beauregard supports Cuckpowder.

Cuckpowder demonstrates his skill by blocking Brule's opening slash and dodging the following cut in his furious slash routine. Cuckpowder then strikes with a slash and both parts of a furious slash before Brule can do anything about it. Brule concedes and needs Acier's support to limp back into town for medical attention, declining his meeting with QOC Major Swindelle d'Masses. Cuckpowder is untouched.

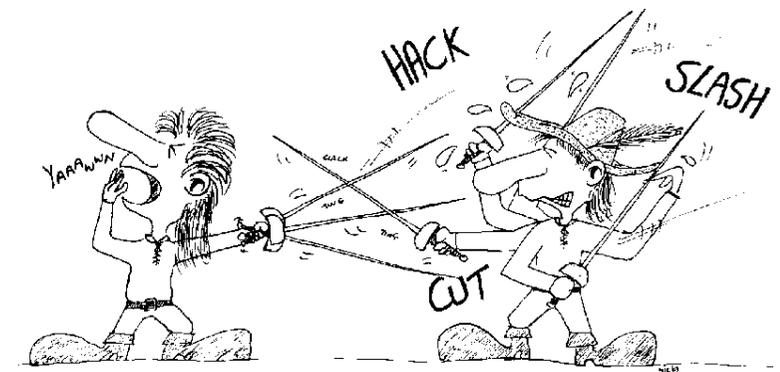
DG Major Jean Ettonique decides to take on the flamboyant Felix Antoine Gauchepied'er, commander of the Crown Prince Cuirassiers, for his first duel. He is surprised to find that Gauchepied'er has not only turned up for his duel, but

has arrived well in advance. This is to give him time to decide how to dress for the fight. He has settled on a lavish white dress and a full blonde wig. Ettonique is thus greeted by this strapping, cross-dressed man rushing up to him, planting a smacker on his cheek and crying, "Ooh, what fun! Are we ready to start? I've been so excited waiting to see the size of your weapon, darling. Trissy said he thought you'd only have a small one but I knew it would be a big one! Dunkie said I have to be brave and promise not to cry so here I am."

Ettonique is noticeably bigger than Gauchepied'er and is carrying a sabre against his adversary's set of knives. Gauchepied'er is not very proficient with his weapon, though. Neither man has a second (unless we count Trissy, who's keeping guard over the rest of Gauchepied'er's wardrobe). Despite his long skirts, Gauchepied'er is able to hop back as the duel begins. He cocks his arm to throw his first blade, but Ettonique hits him with a slash. The knife misses Ettonique's shoulder by several feet and embeds itself in a small tree.

"Oh, you brute!" screams Gauchepied'er, "That was my best dress and now you've gone and ruined it. I simply insist that we stop while I change into a new one." He faints dead away and has to be revived by Trissy with the application of cold water and a fan. Smiling drily, Ettonique waits until he's got back to his feet and hits him with another slash. Gauchepied'er's scream is shriller than the first and he shrieks again as Ettonique swings rounds and plants a cut on him. Trissy throws in the towel over the prone body of his friend and Ettonique sets off for his next appointment.

Meanwhile, the Dragoon Guard/Queen's Own Carabiniers rivalry has continued with DG Lt-Col Frele d'Acier taking on QOC Major Swindelle d'Masses. Masses has the advantage of build, but is less skilled with his sabre in comparison to Acier – also wielding a sabre. The bandaged Etienne Brule seconds Acier, but Masses is unaccompanied. The duel starts with Acier rushing in and using his boot to put Masses off his game. This rather backfires as recovering his balance



THE BENEFITS OF SUPERIOR EXPERTISE.

leaves Acier open to receiving both parts of a furious slash from Masses. Acier surrenders and will not be fit for his duels with Terence Cuckpowder.

The large bruise discomforts Masses, but he still squares up to the unscratched Jean Ettonique. He has more skill than this opponent, too, but it may well not be enough. The two cross swords and attack: their slashes land at the same time, both inflicting a wound. Their next two blows strike home at the same time as well. The difference is that Masses' is a cut, while Ettonique is slashing again (starting a furious slash of his own). However, it is Masses who surrenders, unable to take any more punishment.

Ettonique is able to proceed to his meeting with Terence Cuckpowder. Their fresh injuries leave the two on an even footing, apart from Cuckpowder being much the more expert with the sabre that is both men's weapon. General Xavier-Beauregard seconds Cuckpowder again, while Ettonique remains on his own. Cuckpowder again blocks his opponent's initial slash, but Ettonique then starts a furious slash. The slash hits just as Cuckpowder is recovering from dodging the expected cut. First blood to the Dragoon Guard. Cuckpowder's own slash coincides with Ettonique's cut. The cut does much more damage, of course, and thus it is Cuckpowder who concedes the encounter. Cuckpowder declines his meeting with Frele d'Acier, unaware that Acier is also too hurt to fight.

This leaves the scheduled encounter between Amant d'Au, Colonel of the Royal Foot Guards, and Inigo Montoya, Captain in the Royal Foot Guards. Whoops! Both men decide that the scorn for refusing to fight their duel is more bearable than the disgrace of fighting a duel with a member of their own regiment.

Not for ladeez

With the duels out of the way, Field Marshal Bill de Zmerchant invites Maurice Essai Deux to be his Aide. Sadly, Lt-Colonel Deux is no more and the position remains vacant. Other applications fail as either the applicant does not meet the requirements for the post or the appointment is not vacant.

It is no surprise that Inigo Montoya resigns from the Royal Foot Guards – pinching your commanding officer's mistress will have that effect. He applies to the Grand Duke Max Dragoons, where Lt-Colonel Xavier Money is brave enough to accept him. Montoya buys a Captaincy, allowing him to retain his position as Aide to Lt-General Bernard de Lur-Saluces.

More surprising is that Felix Antoine Gauchepied'er resigns from the command of the Crown Prince Cuirassiers. First, however, he has the whole regiment troop over to the King's Musketeers barracks, laden down with his collection of dresses, wigs, make up and other sundries. When they arrive, he addresses the Cuirassiers: "Well, it's been fun, boys, but time to move on." He plants a big kiss on the cheeks of the Lt-Colonel, saying "They're all yours now, handsome."

Then he scampers towards the entrance with a cry of "Cooo-eee, Dunkie! It's me ... I'm here, darling!" His way is barred by the KM sentries. "And who are you?" enquires the bolder of the two, looking the apparition in front of him up and down. "I'm your new Major, darling," responds Gauchepied'er. The two sentries turn to each other, look at the pile of baggage and summon a sergeant. The NCO sniggers and orders Gauchepied'er on his way. His loud entreaties to "Dunkie" have no effect and, eventually, the disconsolate figure starts ferrying his possessions back to his lodgings.

Major Sébastian Da Silva has had enough of Paris already, it seems. He volunteers his battalion of the Royal Marines for active service.

A Tale of Two Parties

Paris's social life is busy this month – during the first half, anyway – as Pierre le Sang holds a ball in the Fleur de Lys alongside Sebastian de la Creme's celebration of being French and alive. Despite hosting the more exclusive event, Pierre attracts more people, starting with Guinevere d'Arthur, who joins him to welcome their guests. Top of the list, in alphabetical order, is Bernard de Lur-Saluces, who has no plus-one. Next is Bill de Zmerchant, escorting Mary Huana and smarting after a visit from the debt collectors. Beau Reese Jean Seine brings Maggie Nifisent with him. Duncan d'Eauneurts is alone. Etienne Brule accompanies Belle Epoque and hands Pierre his monthly contribution to the Very Patriotic Frenchman's Fund (luckily he still has some cash after the debt collectors visited him to collect on his loans). Freda de Ath is on the arm of Frele d'Acier. Gaz Moutarde brings Anne Tique. Jean Jeanie escorts Jacky Tinne. Kathy Pacific is on Richard Shapmes's arm. Terence Cuckpowder accompanies Fifi and starts the trouble. As commander of the Queen's Own, he takes exception to the presence of members of the Dragoon Guards: Frele and Etienne. These three exchange insults as the last guests arrive. Uther Xavier-Beauregard brings Henrietta Carrotte. Was Nae Me has Vera Cruz on his arm.

It doesn't take Sebastian, accompanied by Di Lemmere, quite as long to welcome



his guests, though he does take time out for a brief chat with Pierre on Government matters. Chopine Camus brings Sheila Kiwi. Gaston le Somme escorts Bess Ottede. Ava Crisp arrives on the arm of Jean d'Ice, who makes an excursion to Pierre's ball to exchange challenges with Duncan d'Eauneurts. Jean Ettonique accompanies Alison Wunderlandt. Percy Mystic has Lotte Bottle on his arm. Marie Antoinette arrives with

Sebastian Adis II. Swindelle d'Masses brings up the rear with Lucy Fur. However, he's in the Queen's Own and Jean Ettonique is a Dragoon Guard, so another row starts up. This comes to the attention of their colleagues at Pierre's ball and there's soon three Dragoon Guards disputing with two Carabiniers.

In the midst of this, Pierre Cardigan tries to spend a quiet week in his club, the Fleur, with Edna Bucquette. Leonard de Hofstadt stays out of the way by taking Frances Forrin to Bothwell's. Louis Oeuf Ur Terribles spends the week in the Blue Gables with Sue Briquet. The Frog & Peach attracts Jacques ZeLad and Angelina di Griz, flush with his recent borrowings and a gift from Bernard de Lur-Saluces. There's disappointment for Alan de Frocked as the object of his courting is not at home. New Lt-Col Jacques Diabolick has the same problem. Roméo Boudreaux simply fails in his attempt to woo a young lady, while Amant d'Au and Inigo Montoya succeed in theirs. Florent Sans de Machine takes no risk, spending the week at home with his existing lady friend.

The guest list for the second week of Pierre's Ball is very similar. Only Terence Cuckpowder and Beau Reese Jean Seine fail to return. This means there are no disputes between the guests. Jean d'Ice is the only one who does not come back to Sebastian's celebration. His place is taken by Inigo Montoya and his new conquest, Deb Estaround. This immediately causes more friction as Inigo is now in the Grand Duke Max Dragoons, the enemies of Archduke Leopold's Cuirassiers, specifically Percy Mystic. Swindelle and Jean Ettonique continue their exchanges, with Jean gaining support from Pierre's bash in the form of Frele and Etienne.

Bothwell's sees Leonard and Frances in attendance again. Ranso Mware turns up at the Frog & Peach, having spent the first week sowing some wild oats in the red light district. Jacques Diabolick continues to find that his intended is out with her current beau, but Roméo Boudreaux is successful at the second time of asking. Jacques ZeLad has simply gone home with Angelina.

One of our Musketeers is missing

With Pierre's two-week Ball having concluded, the gap in the social calendar is occupied by Etienne Brule, hosting his annual Cavalry/Infantry "Luncheon", and Duncan d'Euaneurts holding the King's Musketeers' Regimental Dinner. Both are in the Fleur de Lys where Sebastian's celebration continues. Etienne and Belle welcome Etienne's colleague, Frele d'Acier, and Freda first. Then they are joined by their enemy, Terence Cuckpowder, who has Fifi with him. As the other three argue, Was Nae Me and Vera arrive and stay out of the dispute. Peace prevails long enough for the participants to offer their presentations, with Etienne awarding the prize to Frele for his suggestion on what to do with the QOC (cannon fodder, camp followers for FAG, etc). Terence counters with "Advice on Parking Your Horse", referring to the bad practice observed from the DGs during the campaign. The trouble starts all over again. Duncan would probably

welcome this as he's sat at a table on his own. Of course, there is no-one else of note in his regiment any more.



Sebastian and Di see their bar bill grow substantially. Their guest list is now topped by Bernard de Lur-Saluces, followed by Bill de Zmerchant. Chopine and Sheila are back. Felix Antoine Gauchepied'er arrives with Trissy, having spent the first half of the month getting into trouble. First, with his visit to the Bawdyhouses where he disappoints the footpads. Second, by setting up a market stall offering "Felix and Trissy's Fabulous Face Cream". Predictably, the pair ignore any female customers to concentrate on handsome men passing by. When they do find a customer prepared to join them in the tent, a fracas ensues and the two

escape with their hose around their ankles as the city guard is summoned.

Gaston and Bess return to Sebastian's celebration. Gaz Moutarde brings Anne. Inigo and Deb make it for a second week. It's the third week for Jean Ettonique and Alison, but Jean's arrival provokes a hissy fit from Felix, who takes exception to the presence of such riff-raff. A sweetly perfumed lacy glove is slapped across Jean's cheek by way of a challenge. Richard Shapmes appears with Kathy. Sebastian Adis II is back with Marie. And Swindelle's return prompts further antagonism with Jean Ettonique, drawing in the continuing arguments at Etienne's Luncheon.

Hosting duties complete, Pierre le Sang and Guinevere try to have a peaceful week in the Fleur. Leonard and Frances are back in Bothwell's and Ranso Mware in the Frog & Peach. Jacques Diabolick continues to fail with his courting, but at least his intended was at home this week. Jacques ZeLad stays at home.

Only Sebastian's party continues into the final week, with much the same list of attendees. Bill de Zmerchant and Gaston le Somme are the two who don't come back while Was Nae Me finally joins the party with Vera. The regular challenges continue with Etienne and Frele joining in as they are both in the club under their own steam. Pierre le Sang is the other member in the Fleur, with Guinevere. The Frog & Peach has Ranso in again. Jacques Diabolick demonstrates the value of persevering as his courting finally succeeds – to the annoyance of Bill de Zmerchant. Jacques ZeLad remains at home.

This leaves this month's contest for the title of iron man. It is shared between Balzac Slapdash and Jacques de Gain, who both spend the entire month

practising with their rapiers. They are followed by Amant d'Au (dagger), Beau Reese Jean Seine (rapier), Florent Sans de Machine (rapier), Henri Dubois (sabre, after visiting the Bawdyhouses), Jean d'Ice (rapier), Louis Oeuf Ur Terribles (cutlass) and Pierre Cardigan (sabre), who are all in the gym for three weeks with their chosen weapon.

Those practising for two weeks are Alan de Frocked (rapier), Jean Jeanie (rapier), Percy Mystic (sabre), Roméo Boudreaux (rapier), Terence Cuckpowder (sabre) and Uther Xavier-Beauregard (sabre). Bill de Zmerchant (two-handed sword now he's exercised his drinking arm), Gaston le Somme (sabre) and Leonard de Hofstadt (rapier) pop into the gym for just the single week.

All quiet

The Frontier regiments hang around France's borders trying not to get into any trouble. Sébastian Da Silva's Royal Marines are assigned to Frontier regiment 3 and have a run-in with a Spanish scouting party. The Marines come off better, allowing Sébastian to pocket over five hundred crowns' worth of loot. ❖

Press

Announcements

To: Regimental Commanders of RFG and CG

From: Guards Brigade HQ

It is with concern that we note the poor performance of our frontier regiments in September.

There may be need to send reinforcements in November. The CO of the Musketeers has already indicated his regiment will not be available for frontier manoeuvres during the autumn. Please let Brig. Leonard de Hofstadt know directly if you believe your men are not yet ready for further campaigning after their excellent summer efforts. Guards Brigade HQ will otherwise assume that the CG and RFG are ready for action in support of our brave frontiersmen!

Aide required for Horse Guards Brigadier: Apply Cuckpowder, QOC Headquarters.
(Actually, that looks quite iffy.)

Seeking a personal Aide and experienced staff for the 2nd Army... Applications in writing please. Your first test, persuade the incumbents to vacate their posts. † UXB

Military Missives

Esteemed Lt Colonel Money, I fear that I have recently incurred the wrath of Col d'Au of the RFG and shall almost certainly have to leave the regiment under a cloud. Would it be presumptuous to ask if you would accept my application to join the GDMD, wherein, by good service, I might hope to restore my honour?

† Inigo Montoya
– currently Capt. RFG

Capt Montoya,
The GDMD would love to have you. Please attend the mess on Tuesday next at 10 am, where you will be met by my assistant, who will kit you out etc.

Kind regards, † XM

My most humble thanks

The rank to which I would aspire will depend upon the technicalities surrounding the possibility of retaining my current (extra-regimental) post.

Yours, † IM

Social

Party... Party...

Jacques ZeLad invites all of you lads out there to take part in some serious drinking at his club in week 4 in anticipation of All Hallows ... and to invent some new drinking games!

Bring your ladettes, too. Drinks on me. prize of 10 crowns for best new drinking game proposed. † JZ

In celebration of his new position, Field Marshal de Zmerchant invites all those of SL 17 and above to join him at Bothwell's for the second half of November. A more inclusive celebration will take place at the beginning of December.

'7 NAUGHTY NOVEMBER NIGHTS'
Darlings,

Trissy and I would love to invite you all to the next meeting of the ARSE Club, which we will be holding at Hunter's in Week 4 of November. It seems like simply ages, sweethearts, that we last held a big party, so that's

what it's going to be and we're calling it '7 Naughty November Nights' and we'd love you all to come along!

There's going to be so much fun, lots of games, refreshments, fancy dress and we thought what about if we all come along dressed as men! Oooh, just imagine it: all those tight tunics across muscular chests... ooo-err, makes us flush just thinking about it! All costs will be paid for attendees, so do come and join us. Remember the ARSE Club is *your* club and always open to its members. † Felix & Trissy

QMG Adis II is hosting a bonfire night in the 1st week of November 1669 to which all of Paris Society, regardless of status, is invited. New Congreve Rockets, supplied by the British, will be tested. Afterwards, it is back to his club for hot toddies. Ladies are welcome. No charge will be made, but donations to the Fallen Woman of Montmartre charity, set up by the late Quasi Le Bossu, will be gratefully received.

To the party-going socialites of Paris, To those that came to my month-long party, I hope you enjoyed it. Those that didn't, you missed out on some good drinking and celebrations.

I will be attending the Fleur de Lys throughout November and will accept guests by request, please write to me if you wish to join me.

Warmest regards,

† General Baron Sebastian de la Crème

[OOO, please contact me if you wish to come along and toady, unlikely to accept anyone more than 6 SLs lower]

To give thanks for the successful return of His Majesty's armies from the front, Sir Alain de Frocked invites the soldiers of France and their ladies of SL 7 and above to join him in Bothwell's in Wk 4 of November. A roast turkey dinner will be served and all drinks paid for.

† Sir ADF

Personal

Lord Percy Percy says, as fashion is tending towards the pointless bicker, Jean Jeanie is very fashionable company.

General Cuckpowder,
I felt we had established a rapport on campaign, despite our regimental rivalries. I was therefore disappointed you did not renew my tenure as your Brigade Major. I hope you will forgive me being unable to act as your second, particularly as you and I have cause to cross blades this month.

Yours faithfully,

† Jean Ettonique
Major, Dragoon Guards

My dear boy, of course you may be my Aide. The papers you refer to seem to have been lost in transit, but in any case there is a much more urgent task for you: investigating what it is they put in the Champagne these days that causes headaches. I am sure the Champagne I used to drink as a Subaltern never had that effect: see if you can get hold of some of the old-style before the party next month.

† Field Marshal BdZ

Cher Chopine Camus,
It is usual to wait for a vacancy before applying for a post. I had not intended to vacate the post in the Horse Guards.

† Terence Cuckpowder

Other Topics to be discussed at Monsieur Brule's seminars are

- Why do the Cavalry vanish like a Breton mist when there's danger about?
- Cavalry men are bandy legged – and it's nothing to do with riding a horse.
- Why are there so many cavalry horse broken down by age and sex?

† La parapluie rouge

Are Messrs de Frocked and Gauchepied'er related in more ways than one? I think we should be told.

Mon cher Field Marshal de Zmerchant,

I see that you have appointed General Norbert Un to command the First Army. While his past record speaks for itself, I fear that he is not the man he once was. The General has become increasingly forgetful in recent years to an extent that I fear would significantly undermine his ability to command. For this reason, I hope you will not take it amiss should I suggest to him that he might prefer to spend his remaining years on his country estate rather than at the front. I believe this hero of France has earned his rest.

Your former Aide,

† Baron Beau Reese Jean Seine

Brigadier Sir Duncan d'Eauneurts, OC King's Musketeers, His Majesty's Commissioner of Public Safety and Minister of Justice, to His Excellency General Earl Pierre le Sang, His Majesty's Minister of State, Greetings!

Your Excellency,

It has long been common practice for gentlemen to host events at their clubs for one or, on special occasions where important announcements are to be made, two weeks at a time. Indeed, only this month you were kind enough to host an event announcing your intention to seek another term as Minister of State, whilst I hosted a week-long Regimental Dinner for the past and present members of the King's Musketeers.

Of late, however, I have noted a disturbing tendency for certain gentlemen to flaunt their personal wealth by hosting profligate month long events – to the detriment, in my opinion, of the social landscape of the capital as a whole. Although not technically treasonous, such vulgar displays of excess demonstrate a complete disregard for the aspirations of others and a selfish hubris which should, I feel, be neither condoned or tolerated.

With your permission, I will reserve the right to afford such gentlemen a week's contemplation (in the dungeons of the Bastille) in order to give them the opportunity for careful consideration of their future actions.

Your Most Devoted and Obedient Servant,
† Sir Duncan d'Eauneurts
Commissioner of Public Safety

In my quest to find my father's killer, I have been reminded of two significant clues: Firstly, when faced with a duel he prefers to resort to a thrown knife. Secondly, he has six fingers. Strangely, I was talking only recently to a young lady who was bemoaning the lack of attention shown to her by a knife fighter. Then she happened to mention his very unusual gloves... † Inigo Montoya
Dear Ranso Mware,

I do not know you and hence my servants did not grant you admittance to my little soirée last month. However, I cannot bear to see a man disappointed of glory, of friendships to come or in love. So, if you would like to make my acquaintance at some time in the future, please drop me a line

† Sir (Oooh, I do love the sound of that!) Gaston Le Somme,
Colonel Royal Marines

Rumours that Sebastian Adis II has left Paris are true – he spent the last month in Crete reviewing the performance of the French Troops against the Ottomans prior to his appointment as the new Quartermaster-General of the First Army. His mission was so top secret that even Le Roi himself missed it!

QMG Adis II has concluded that the rigid leather French Saddles used by The Horse Guards and Heavy Brigade are not suitable in hot climates. The saddles overheat, causing a nasty rash to the groin region of the rider, requiring nightly unguent to be rubbed into the inflamed areas. At least, this is what

the QMG learnt from an interview with The Heavy Brigade Major, Brigadier-General Gauchepied'er, who had to spend many hours applying the creme to his troopers.

Therefore, Quartermaster-General Adis II seeks a new arms supplier for the First Army to address the problem. Nominations to Mansion Angoulême.

[OOC: See Rulebook Page 42 under Investment]

Sir, the correspondent who accuses the Cardinal's Guards of buying fresh horses is incorrect. The Cardinal's Guard has been carefully selecting docile unshockable horses.

† L'oeuf anglais

Minister of State le Sang is reviewing his weekly security reports from the Commissioner of Public Safety. Amongst the reports regarding the activities of enemy spies and those seriously disaffected with His Majesty's rule, there is a short memo about libellous pamphlets insulting him personally. According to the Commissioner's ferrets, persons calling themselves "The Green Teapot" and "The Purple Umbrella" have been circulating pamphlets attacking him. At the bottom of the memo is a query from the CPS: "Pursue & Identify?"

Le Sang scrawls a response: "Ignore. Focus resources on actual threats", followed by his initials.

To: Captain Inigo Montoya
From: Colonel Amant d'Au
Captain, I would begin by inviting you to remain in his Majesty's regiment... and in this life. I had not relished the idea of dining on a victory cheese with your seconds.

One can only assume that you will avoid the Rue de la Pute-y-Muse for some time... and not at all within an arpent [sic] of a certain abode. It is good that we understand each other and our natures.

To: Sir Duncan d'Eauneurts, COKM, CPS
From: Guards Brigadier, Sir Leonard de Hofstadt

Many thanks for the invitation to your regimental do, old boy. However, I shall be having a nice quietly-spent month, in preparation for maybe a more active November.

(Plus, y'know, all those thrown gauntlets... a man with my back problems needs only so many of those to pick up in one week.)

Poetry Corner

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

The Limeys are a cowardly lot,
Before the Guards they legs it.
And if the Guards let off a shot?
Why, then those Limeys Brexit!

† Beau Reese Jean Seine

Points Arising

Next deadline is 18th August 2017

Pierre le Sang's term as Minister of State concludes at the end of next month. Anyone wishing to apply for the appointment should do so in their November orders (to be resolved at the start of December).

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 2 and is sent to a Frontier regiment
PN Pepé Nicole (Colin Cowper) has NMR'd. Total now 1
X5 (Marc Blanchette) has NMR'd. Total now 1

CLD (Martin Jennings) has been floated as Martin's "very busy".

X1 (Gerald Udowiczenko) and XM (Pam Udowiczenko) have been floated as Gerald and Pam are away "in Lincoln".

Announcements

Beau Reese Jean Seine asks NPC Army Commander of First Army to resign

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

Gaz Moutarde applies for Brigadier of 1st Foot Brigade

Louis Oeuf Ur Terribles applies for Aide to Field Marshal

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.

Percy Mystic asks NPC Major 1 of Archduke Leopold Cuirassiers to resign

Percy Mystic asks NPC Captain 4 of Archduke Leopold Cuirassiers to resign

Swindelle d'Masses applies for Brigade Major of Horse Guards Brigade

Uther Xavier-Beauregard asks NPC Aide to General of Second Army to resign

Uther Xavier-Beauregard asks NPC Army Quarter Master Gen. of Second Army to resign

Duels

Results of October's duels

Duncan d'Eauneurts (with WNM & MED, gains 1 Exp) beat his enemy Alan de Frocked (with LdH).

Alan de Frocked declined to meet Maurice Essai Deux as he was under half Endurance.

Jean d'Ice declined to meet Duncan d'Eauneurts as he was under half Endurance.

Etienne Brule declined to meet Swindelle d'Masses as he was under half Endurance.

Terence Cuckpowder (with UXB, gains 1 Exp) beat his enemy Etienne Brule (with FdA).

Jean Ettonique (gains 1 Exp) beat Felix Anton Gauchepied'er.

Swindelle d'Masses (gains 1 Exp) beat his enemy Frele d'Acier (with EB).

Frele d'Acier declined to meet Terence Cuckpowder as he was under half Endurance.

Jean d'Ice (with LdH, gains 1 Exp) killed his enemy Maurice Essai Deux.

Jean Ettonique (gains 1 Exp) beat his enemy Swindelle d'Masses.

Jean Ettonique (gains 1 Exp) beat his enemy Terence Cuckpowder (with UXB).

Amant d'Au and Inigo Montoya didn't turn up to their fight and both lost SPs.

Grudges to settle next month:

Duncan d'Eauneurts (Sabre, Seconds WNM, adv.) and Jean d'Ice (Rapier, Seconds LdH, 3 rests) have mutual cause for being in enemy regiments.

Etienne Brule (Sabre, Seconds FdA) and Swindelle d'Masses (Sabre, Seconds TC) have mutual cause for being in enemy regiments.

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

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

Jean Ettonique (Sabre, Seconds HD, 3 rests) and Terence Cuckpowder (Sabre, Seconds JE & UXB, adv.) have mutual cause for being enemies.

Inigo Montoya (Rapier, 3 rests) and Percy Mystic (Sabre, Seconds BdZ & PC, adv.) have mutual cause for being in enemy regiments.

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

Bill de Zmerchant (2-Hand, Seconds PM, adv.) has cause with Jacques

Diabolick (Rapier, Seconds RM) for pinching Mary.

"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.

New Characters

Olaf Schmidt gets the Second son of an Impoverished Count: Init SL 11; Cash 40; MA 5; EC 4 (X2).

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

The Greasy Pole

ID	Name	SL	SPs	Cash	Rank,	Regiment/Appointment	MA	Last seen	Club	EC	Player
PC	Count Pierre Cardigan	24	55	Rich	General/Min w/o Port		9 Edna	Flr	5	Matt	Shepherd
PIS	Earl Pierre le Sang	24	49	Withy	General/State Min.		7 Guinevere	Flr	4	Bill	Howell
BdZ	Viscount Bill de Zmerchant	24+112	Comfy	Fld Marshal/War Minister			7 Mary	Flr	3	Tim	Macaire
JdG	Count Jacques de Gain	23	64	Filty	B.Lt-General/Cav Div Commandr	21	16 Henrietta	Flr	6	Ben	Brown
UXB	Count Uther Xavier-Beaureg'	23+69	Withy	B.General/2nd Army Commandr			8	Flr	4	Pete	Card
AdA	Count Amanant d'Au	21+75	Rich	Colonel RFG/Min w/o Port			3 Belle	Flr	5	David	Brister
EB	Marquis Etienne Brule	21+71	Rich	Colonel DG/Chancellor			12 Freda	Flr	4	James	McReynolds
FdA	Earl Frele d'Acier	21+63	Comfy	Lt.Colonel DG/Min w/o Port			14 Kathy	Flr	3	Peter	Farrell
RS	Earl Richard Shapmes	19	47	Withy	Lt-General		22 Jacky	Flr	4	Charles	Popp
JJ	Count Jean Jeanie	19+89	Rich	Lt.Colonel RFG/Min w/o Port			4 Di	Flr	3	Andrew	Kendall
SdIC	Baron Sebastian de la Creme	18+73	Comfy	B.General/Min w/o Port			5	Flr	5	Alan	Percival
DdE	Sir Duncan d'Eauneurts	18+69	Comfy	B.Bdr-General KM/CPS			6 Fifi	Flr	5	Paul	Lydiate
TC	Baron Terence Cuckpowder	18+61	Withy	B.Bdr-General QOC/HGds Brigadier			11 Vera	Both	4	Mike	Dormmett
WNM	Viscount Was Nae Me	17+63	Rich	B.Lt-General/2nd Div Commandr			5 Marie	Hunt	3	Mark	Farrell
SAZ	Sir Sebastian Adis II	16	40	Comfy	Bdr-General/1st Army QM Gen.		4 Maggie	Both	4	Mark	Cowper
BRJS	Baron Beau Reese Jean Seine	16+70	Comfy	Major RFG/Min w/o Port			4 Anne	Flr	3	Bill	Hay
GM	Sir Gaz Moutarde	16+53	Rich	B.Lt-General			8 Sheila	Both	2	Mike	Clibborn-Dyer
CC	Sir Chopine Camus	15	43	Comfy	Bdr-General		5 Frances	Both	4	Stewart	Macintyre
LdH	Sir Leonard de Hofstadt	14+44	Comfy	B.Bdr-General CG/Cds Brigadier			7 Alison	Both	5	Neil	Packer
JE	Jean Ettonique	14+44	Withy	Major DG			5 Ava	Both	5	Tony	Hinton-West
Jdl	Sir Jean d'Ice	13	31	OK	Major CG		3	Both	3	Tym	Norris
AdF	Sir Alan de Frocked	13	25	Withy	Lt.Colonel CG/1st Div Adjutant		2 Bess	Both	2	Charles	Burrows
GIS	Sir Gaston le Somme	13+45	Comfy	Colonel RM/1st Army Adjutnt				Hunt	3	Jerry	Spencer

ID	Name	SL	SPs	Cash	Rank,	Regiment/Appointment	MA	Last seen	Club	EC	Player
BdLS	Bernard de Lur-Saluces	12+66	Withy	B.Lt-General/Adjutant Gen			7	Hunt	2	Rob	Pinkerton
SdM	Swindelle d'Masses	12+50	OK	Major QOC			4 Lucy	Hunt	4	Craig	Pearson
PM	Sir Percy Mistic	12+42	Comfy	B.Bdr-General ALC/Hvy Brigadier			8 Lotte	Hunt	3	Ray	Vahey
IM	Inigo Montoya	12+40	Comfy	Captain GDM/D/LtGen's Aide (BdLS)			5 Deb	Hunt	3	Graeme	Morris
CLD	Charles Louis Desappear	11	19	Comfy	Bdr-General		3	BG	4	Martin	Jennings
MED	Maurice Essai Deux	11	RIP							Olaf	Schmidt
JD	Jacques Diabolick	10	20	Comfy	Lt.Colonel PM/1 F Brigade Maj.		1	Hunt	3	Cameron	Wood
SDS	Sébastien Da Silva	10	F	OK	Major RM		6	Hunt	2	Paul	Wilson
PN	Sir Pepé Nicole	9-	3	Comfy	Colonel 69A		7	BG	3	Colin	Cowper
FAG	Felix Anton Gauchepped'er	9	28	Comfy			6	Hunt	4	Jason	Fazackarley
LOUT	Louis Oeuf Ur Terribles	9+36	Comfy	Lt.Colonel RM			2 Sue	BG	5	Dave	Marsden
HD	Henri Dubois	8	17	Comfy	Captain DG		1	BG	3	Wayne	Little
FSDM	Florent Sans de Machine	8	9	Comfy			3	BG	4	Nik	Luker
XM	Xavier Money	8	8	Comfy	Lt.Colonel GDM		5	F&P	3	Pam	Udowiczenko
JZ	Jacques Zelad	6	13	OK	Major 13F		5 Angelina	F&P	2	Francesca	Weal
JTC	Jean Tétrault-Cauchon	6	F	Comfy	Colonel PLLD		3	F&P	5	Daniel	Blanchette
RM	Ranso Mware	5	11	OK	Major PM		2	F&P	3	Graeme	Wilson
X1		5	3	OK			5	F&P	1	Gerald	Udowiczenko
BS	Balzac Slapdash	4-	3	Comfy	B.Bdr-General		9	4	Matthew	Wale	
RB	Roméo Boudreaux	3	10	Poor	Captain PM		1	RP	4	Mark	Nightingale
X5		2-	2	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, Filthy = 25000+
 Last seen is the lady the character was last seen with in public.
 EC is Endurance Class: 1 = <60, 2 = 60-90, 3 = 91-120, 4 = 121-159, 5 = 160-200, 6 = 201+