

## That would be enough

This has been issue 179 of *To Win Just Once*, published 21st November 2017. It incorporates *Les Petites Bêtes Soyeuses*, a game of *En Garde!*. Issues are published ten times a year, roughly every five weeks. © Paul Evans 2017

## Deadlines

Orders for *Railway Rivals* and *Star Trader* to Mike by 1st December 2017.

Orders for *LPBS*, shots in *Great White Hunter* and all other contributions to Pevans by Friday, 8th December 2017.

(First deadlines for 2018 are: 5th/12th January, 9th/16th February)

## 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](http://www.engarde.co.uk)

*Railway Rivals* – the current game is in its closing stages. Rob Pinkerton and Jonathan Palfrey are up for the next one, who else? Working map and rules provided.

*Star Trader* – a new game is setting up and we have room for a few more players. Rules provided.

## Online games

*Agricola* (at [www.boiteajeux.net](http://www.boiteajeux.net)): Pevans, Alex Everard

*Imhotep* (at [www.yucata.de](http://www.yucata.de)): Pevans

*Keyflower* (at [www.boardgamearena.com](http://www.boardgamearena.com)): Pevans, Brad Martin

*Navegador* (at [www.yucata.de](http://www.yucata.de)): Pevans

*Pax Porfiriana* (at [www.yucata.de](http://www.yucata.de)): Pevans

*Funkenschlag* (*Power Grid*) (at [famdepaus.nl](http://famdepaus.nl)): Pevans

*Puerto Rico* (at [www.boardgamearena.com](http://www.boardgamearena.com)): Pevans

*Through the Ages* (at [www.boardgaming-online.com](http://www.boardgaming-online.com)): Pevans

## Credits

*To Win Just Once* issue 179 was written and edited by Pevans. The *LPBS* masthead (page 29) is by Lee Brimmicombe-Wood, as are the illustrations on pages 30, 31, 33, 34 and 40. The drawing on page 32 is 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

It's only a couple of weeks since I got back from Essen and already Spiel feels like a long time ago. Still, at least I get to re-live it as I write up my report. If only my notes were more comprehensive. I think I was too busy playing games...

Still, we're in November now, so the supermarkets are full of Christmas fare (as soon as Halloween is over, it's Christmas!). Mmm... mince pies! I'm stocking up as I know they'll disappear on December 26th.

Now, how about some games news?

### International Gamers Awards

This accolade is awarded annually by an international committee of (mainly) gamers. Hence I'm always interested to see what the committee has chosen. This year's winner in the multi-player category is *Great Western Trail*, designed by Alexander Pfister and published by eggertspiele (Stronghold produce the US edition). A good choice, though it wouldn't have been top of my list.

The two-player award went to *Arkham Horror: the card game*. I'll take the committee's word on this one, since I play very few two-player games (and have never played *Arkham Horror*, the co-operative board game it is based on).

For the full lists of nominees, see [www.internationalgamersawards.net](http://www.internationalgamersawards.net)

### Deutscher Spiele Preis

Like the IGA, Germany's 'second' games prize favours gamers' games and is announced at Spiel (it's run by the organisers of Spiel). The 2017 prize went to *Terraforming Mars*, designed by Jacob Fryxelius and published by Fryx Games (and others – the US edition comes from Stronghold). The list of nominees features many of the same games that were considered for the IGA – *Great Western Trail* took second place.

For full details, see [www.spiel-essen.com/deutscher-spielepreis.html](http://www.spiel-essen.com/deutscher-spielepreis.html)

### UK Games Expo 2018

The Expo team has been announcing the event's sponsors for next year. That's not normally something I would comment on, but one of the major sponsors is Games Workshop. I see that as a real tribute to the success of the Expo. In my experience, GW doesn't join in other people's events, it organises its own. So for them to support the Expo is a result.

One of the associate sponsors announced is Haba, the German children's games specialist, who are specifically sponsoring the Family Zone. Haba have always done a brilliant job with their child-friendly presence at Spiel, so, again, I think their involvement is a significant boost for the Expo.

You'll find full details on the Expo website: [www.ukgamesexpo.co.uk](http://www.ukgamesexpo.co.uk)

### TWJO online

Issue 178 was published early in October and the PDF attracted 115 downloads to the end of the month. The PDF of *TWJO* 177 was downloaded 38 times in October, making 163 in two months. And issue 176 attracted 19 downloads to take it to 166 since publication.

## Essen in Autumn Pevans hits Essen for Spiel '17

This year's Spiel games fair was a week later in October than it has been in recent years. Since this means the weekend included an extra hour as the clocks go back, I'm not complaining. Nor do I have much to complain about in my journey to and from Essen. I feared the worst when a car in front of me wouldn't start after the Eurotunnel train arrived in Calais. Judging by the staff's swift response, this was something they were used to. They reversed a van into the carriage, jump-started the recalcitrant vehicle and I was on my way after no more than ten minutes.

The annual Spiel games fair probably needs no introduction, but it is the biggest board games-focussed event in the world (plenty of other types of games get a look-in, too). Spread over four days at the Messe (exhibition halls) in Essen, Germany, this year's event saw 182,000 unique visitors peruse over 1,200 new



Construction continues on the revamped East entrance building



Queuing outside the West entrance (which leads into Hall 3)

releases provided by 1,100 exhibitors from 51 countries (according to the official figures from the organisers, Friedhelm Merz Verlag).

The event – and the number of games – is just too big to be able to cover everything, so my report is, of necessity, just about what I saw while I was there. (The perennial refrain after Spiel is: “Did you see...?” “No, where was that?!”) Nor do I get the chance to play very many of the new games, despite spending four days at the show. Hence, I will start with the games I did play and those I looked at in my initial report. I will then add to it as I play more of the games.

The first day of Spiel '17 was unseasonably warm, but this had little impact on activity inside the exhibition halls. This year, Hall 8 was in use, more than making up for the disappearance of Hall 4 (literally: there's just space where it was last year). As re-development work continues at the Messe, Spiel was taking up all the usable space as far as I could see (the new East entrance building looked to be largely complete, but was still being worked on, along with the older halls).

With my usual gaming buddy, Pete Card, my visit started in hall 7 where Pete and I spotted Osprey Games ([www.ospreypublishing.com](http://www.ospreypublishing.com)). The attraction here was their new edition of Martin Wallace's *London*. The key difference that I could see is that this edition has no board, removing the geographical element from the game.



*London* on display



Echidnas shuffling nicely – with Kris’s shirt in the background

This probably does not have a huge impact as it is essentially a card game: players build up their own ‘London’ by playing cards and then ‘run’ the buildings to gain rewards, but also produce ‘poverty’, which can have a major impact on the final scores. I really enjoy the original game and will be interested to see how the second edition works.

We then spotted the Hawaiian shirts of the Wattsalpoag ([www.wattsalpoagames.com](http://www.wattsalpoagames.com)) team and trotted over to chat to our old buddy, main man Kris Gould. He had a couple of pre-production copies of his latest design, *Echidna Shuffle*, so we sat down and gave it a go (having played the prototype at the Gathering, I thought I had an advantage – how wrong can you be?). This features cute little echidna models as the playing pieces, along with different insects for each player. The board shows the paths the echidnas move along and the initial set-up is important: placing your goal and other players’ insects around the board.

Players roll a die and then move the echidnas. Except it’s not that simple. To start with, rolling a ‘6’ may be good this turn, but it means your move next turn will be just three spaces. Whereas rolling a ‘3’ may constrain you this turn, but lets you move six spaces next turn. And you don’t just move your own pieces, you can move any echidna. This gives plenty of scope for moving opponents’ pieces

onto paths that will take them away from where they want to go. The final point is that echidnas can’t move through each other. Thus, to move the one you want will often require shuffling several others along first – hence the game’s title.

Okay, it’s not the deepest game, but it is a delight to play and does provide some interesting tactical decisions. Along with plenty of opportunities to sabotage your opponents. And what other game gives you a box full of echidnas? It’s on Kickstarter now, so go and take a look. It gets 8/10 on my highly subjective scale and I look forward to getting my hands on a copy.

Freod ([www.freod.com](http://www.freod.com)) is a new name to me, but these Aussie publishers had a couple of games to show us. We gave *Crop Circles* a go first, intrigued by the round cards used in the game. These are illustrated with real crop circles – I was surprised how ornate some of the designs were, given they’re made by a couple of blokes with planks strapped to their feet. Or are they...?

Anyway, the game starts with a grid of face-down cards in the centre and an initial set of cards with each player – some face-up, some face-down. In their turn, players turn over a card in the grid. Then they can choose whether to swap it for one of the cards in front of them. Each card has a symbol on it (representing the type of crop circle) and the aim is to get a row of four showing the same symbol. It is, of course, very easy for an opponent to stop a row of three – or, indeed, complete it for themselves. Thus, players must take a more subtle approach to establishing groups. Of course, as more cards are revealed, this becomes easier.

A completed set is removed to the player’s scoring pile and replaced with fresh face-down cards. A neat touch here is that this does



*Crop Circles* on display, showing off the designs



Part of the *Surge* game: I hold the mountains, but Pete's taken the jungle

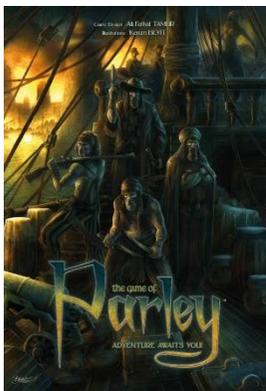
not necessarily disrupt your opponent's plans. The game continues until one player reaches the magic number and is declared the winner. It's a neat game with some tactical decisions, but not one I feel the need to play again. It gets a provisional 6/10 on my highly subjective scale.

Freed's second game was *Surge*, a two-player Cold War confrontation. Although players are deploying military units on the board, it's not really a wargame. In fact, I found it quite an abstract game. It's played until the deck of cards runs out, with the winner being the player who controls more regions – unless one player can achieve an overwhelming victory beforehand. Each round, the

first player selects cards to deploy (giving the unit type and terrain they appear in) and to keep for next round, discarding any excess.

The second player then chooses and places their cards before the first player actually places their units, now taking into account what they can see of their opponent's plans. They may then attack, hopefully eliminating an enemy unit, but the positioning of pieces is at least as important as attacking. The first player then deploys their next set of cards before their opponent takes their turn.

There are several elements of the game that make it interesting: the interaction of the different terrains and regions – players have limited scope to move units, just to add another factor. As you'd expect, units have different attack and



defence values. However, some units provide 'support', increasing other units' values according to where they're placed. The sequence of play is also interesting, with players constrained by the cards they have available, but having the chance to react to their opponent's plans. It's clever, but it's not really my cup of tea, so *Surge* gets a provisional 6/10 on my highly subjective scale.

Straying into Hall 8 we found Turkish publisher Lunatic Board Games with *Parley*. This is a game of 16th century pirates in the Mediterranean. Or should that be privateers? Secretly, each player has allegiance

to one of the major Mediterranean powers and is working to gain this nation dominance over the ports around the sea. One entertaining aspect of the game is that if you can guess a player's allegiance, you can blackmail them.

The game is played through a sequence of sieges, ending when every port on the board has been besieged. Players then reveal who they were working for. They gain points for the number of ports under that country's control as well as for the amount of cash they've managed to gather – mainly from blackmail. We were both quite taken with the game and I picked up a copy, so expect a review when I've had the chance to play it a few times.

Continuing round Hall 8, we discovered Russian publisher Jet Games Studio ([www.jetgamesstudio.com](http://www.jetgamesstudio.com)) with *War of the Worlds: the New Wave* (designed by Denis Plastinin). This has HG Wells's Martians making a second invasion of Britain to face WW1 era military. It's essentially a two-player wargame across a map of Britain with some terrific models – flying saucers and be-tentacled tripods versus tanks and dreadnaughts. It looks terrific and we stopped to give it a go.

The main mechanism is *Dominion*-style decks of cards, from which players draw a hand to play each turn. Apart from using cards to move pieces (population cubes as well as the models), they can be used to buy additional forces – the humans don't start with any tanks or dreadnaughts deployed, nor are there any tripods – or construct fortifications. The Martians win if they remove all the population. Humanity wins if they inflict enough damage (marked on a track) on the invaders (no convenient plague this time!). In both cases, the magic number is 30.



*The War of the Worlds* begins...



Did I mention the tripods are seriously creepy?

With the Martians having landed in the Scottish Highlands, Pete led them on a killing spree further and further south (and mopping up Scotland). Card purchases saw him deploying heat rays, black smoke and the scary ululations of the tripods. I carried out an increasingly desperate defence, trying to stop the invaders with mine-

fields, fortifications and one tank. Things looked bad when the Martians started eliminating the human population from their saucer as the defending forces couldn't touch it. However, I was able to get a last attack on a tripod and win 30:28. Humanity survives!

*War of the Worlds: the New Wave* was good fun, though we both made mistakes in trashing cards we should have kept (I suddenly found it difficult to buy any new cards). And the look of the game is wonderful, with the tripod models being particularly creepy. It gets a provisional 7/10 on my highly subjective scale and I suggest giving it a go if you get the chance.

After leaving Pete to his own devices while I collected advance orders, I finished Thursday visiting Stefan Risthaus at Ostia Spiele ([www.ostia-spiele.de](http://www.ostia-spiele.de)). He had his latest card game to show off: *Riga*. (As last year's game was *Tallinn*, I'm expecting Vilnius next year.) Players are mediæval traders vying to expand around the Baltic Sea from their base in the city. They draft sets of 'commodity' cards to provide the resources they need to play building cards in four other cities.



*Riga* on display

The twist is that, while there is a standard value for each commodity, some of them have a premium value, depending on the specific building they're being used for. Thus, glass is usually worth 4, but if you want to build a Market in Danzig, it counts as 6 – while grain is worth nothing at all. The aim, then, is to make the most efficient use of the cards by collecting goods that are worth more for the buildings you hold and buildings that are cheaper for the goods you hold.

Once you've got some buildings down, you can also use any special abilities they have – the powerful ones are one-use only, though. After a set number of rounds, the player with the most valuable buildings wins, after subtracting points for any buildings still in their hand. *Riga* looks to be a neat 30-minute game with enough tactical challenges to keep players thinking. I look forward to playing it and give it a provisional 7/10 on my highly subjective scale.

Friday morning saw Pete and me in the barn that is Hall 3. Here we came to Finnish publisher Lautapelit ([www.lautapelit.fi](http://www.lautapelit.fi)). Apart from an array of expansions (including one for last year's excellent cycle racing game, *Flamme Rouge*), the new game the Finns were pushing was *Space Freaks*. Designed by Max Wikström, this is an arena battle game where players first construct a monstrous creature before fighting it out with the other players. The game stood out mainly because of its lurid pink box. Despite this, we gave it a miss.



Instead, we sat down with designer Mikko Punakallio to try last year's *Dokmus*. This played across eight square boards showing different terrain and laid out in a 3 x 3 grid. Yes, there's a space. This is because one of the actions available in the game is to slide a row or column of boards into the space. The object of the game is to grab territory by placing neat triangular wooden pieces in your colour (they're meant to be your expedition's tents). Normally, each tent must go orthogonally adjacent to another of your pieces, making progress across the boards pretty slow. Until you start sliding the boards around. Or turn one round, which is another of the actions available.

At the start of each round, players choose one of the 'guardian spirits', which is what gives them the ability to slide or turn a board – amongst others. Then they place their pieces, spreading across the boards, using their special ability and potentially triggering other things. Crossing water or entering a forest requires the sacrifice of one piece. This can get expensive, but there is a bonus at the end of the game for the player who's sacrificed most pieces – one of many neat touches in the game.

The game is played over eight rounds and players then score for the 'temple' spaces their pieces are next to on the boards. They also get a bonus for the number of different boards they score and another bonus for getting all the



Playing *Dokmus*: a bit of board shuffling has got red right over the other side

temples on a board (relatively easy when a board has only 4 temples, much tougher when it has 8). There is quite an abstract feel to *Dokmus* and you really have to think, but I still thoroughly enjoyed the game. It gets a provisional 8/10 on my highly subjective scale.

What we didn't try was the new expansion for *Dokmus: Return of Erefel*. This complicates the game further by introducing roads. These let you extend further, placing pieces a space away from an existing piece, as long as you stay on the roads. However, players need to leave the roads to get to the temples. It also adds another guardian spirit, the eponymous Erefel, giving players another choice in special ability to use each round. The game can also be changed by choosing a particular season, which alters what players can do. All good stuff to shake up anyone who's got familiar with the base game.

When I first started visiting Spiel, Hans im Glück ([www.hans-im-glueck.de](http://www.hans-im-glueck.de)) was one of the must-see publishers. Now there are so many publishers producing good games, they're not as crucial, but usually have something interesting. This year it was *Majesty*, designed by Marc André. Pete and I jumped at the chance to try it and were joined by two delightful Germans who were happy to play in English (with occasional clarifications from the German rules).

Each player starts with an array of buildings – cards laid out in front of them – and some (generic) meeples. The game starts with a line of character cards available to buy from the centre. They can be bought by placing a meeple on each card along the row before the one you want – these meeples will go to whoever buys that card, incentivising less useful cards as the game goes on. The purchased character is assigned to its matching building, triggering the actions of that building and any characters with it.

Thus, buying a 'Knight' means you attack your opponent, sending their characters to their infirmary. Unless they have enough 'Guards' to block the attack. Cards in the infirmary are penalty points at the end of the game. Unless you buy 'Witches' to heal them. Other actions include gaining extra meeples and scoring points (cardboard chips) for different characters you hold.

The game ends when all players have a dozen characters. They then score for the number of different buildings these are assigned to. Players also get points for having the most characters in each different building type. And the player with the most points wins, of course. *Majesty* is rather lighter than vintage Hans im Glück games, but it is good fun. It's also more demanding than might at first appear: the key is keeping a careful eye on what your opponents are up to and what they might be able to do... It gets a provisional 7/10 on my highly subjective scale. (the English language edition comes from Z-Man – [www.zmangames.com](http://www.zmangames.com).)



*Majesty* in play – having somebody in each building except the infirmary must be good



The ingenious *Noria* mechanism: turn clockwise!

Friday evening was something different: this year Pegasus Spiele was holding games nights on their stand we went along. The way this worked was that the Pegasus stand was open to ticket holders from 7 pm (when Spiel closed for the day) through to 1 am (though I didn't expect to stay that long). All the games Pegasus publish and distribute

were available, along with Pegasus's team of demonstrators to explain and assist. A hot and cold buffet was available, along with soft drinks, and everybody got a goody bag on departure. It was an excellent opportunity to try some games without the usual crush and noise of the show and Pete and I were joined by John Mitchell.

Our first game was a weighty beast: *Noria*, designed by Sophia Wagner and published by Pegasus ([www.pegasus.de](http://www.pegasus.de)) – with the English language edition coming from Stronghold Games ([www.strongholdgames.com](http://www.strongholdgames.com)). The game's setting, *Noria*, is a flying island, which provides some atmospheric artwork for the game. Not least on the main game board, where *Noria* is depicted with scoring and game round tracks super-imposed.

Each player gets their own bits and pieces as well. Chief of these is the ingenious component that controls what actions the player can do in their turn. This is a circular plastic base with three levels. A cardboard ring sets on each level with slots for action chips to be slotted in. At the end of their turn, the player rotates their rings (clockwise – no, Paul: clockwise!) so that a different set (three at most) of actions is in the front half and available for their next turn. A small board slots on to the front of this and shows reminders of the different actions.

The obvious actions are taking some basic resources (there are three types), according to the number of ships (more striking illustrations) of that type they have docked at their base. The movement action lets the player move their 'Ambassador' pawn to one of the outlying islands (small boards). Here they can either take a ship, docking it at their base, or place one of their 'Factories'. The factories allow the production of more complex goods, according to icons shown on the island. Other actions let players upgrade or add action discs, produce goods and, crucially, spend resources to move along one of the scoring tracks. Phew!



The full *Noria* display

As if this wasn't enough, players can also pick up 'Knowledge', which they use to change the scoring multiplier for each track. Given that these start at nought, this is actually an essential action at some point. The game ends after a set number of rounds, when players score up and decide who's won. Phew! *Noria* was a bit of a slog – but an enjoyable one – as it's fiddly and not wholly intuitive. In particular, I was struggling to work out which actions I'd have available next turn – compounded by continuing to expect to turn my rings anti-clockwise!

Clearly players need to build an 'engine' first, both in terms of producing resources and increasing their actions. However, there is just too much to do, so they must decide which ones to do. Only a few actions can be done in any one turn, but there are several options, so decisions have to be made. The game then gets more complex as it goes on and players build up their actions. It is a thoroughly impressive



I'm loaded up with modules: now, off to *Reworld!*



The full *Reworld* display

game that I give a provisional 9/10 on my highly subjective scale and very much look forward to playing it again.

We moved on to try the new game from well-known designer duo Michael Kiesling and Wolfgang Kramer: *Reworld*, published by eggertspiele ([www.eggertspiele.de](http://www.eggertspiele.de)). The theme is the settling of a planet in a different solar system and it's a game of two halves. No, really. In the first half (or chapter, as the designers have it) takes place in orbit around Earth as players add modules (tiles) of different types to their 'carrier' spaceship. The second half follows arrival at the new planet with the players landing their modules to build cities to attract settlers. It's a great story even before you play the game!

The types of module each have a different function: terrabots found cities, builders extend them and shuttles are needed to get the builders down to the planet's surface. To gain modules, players must use the 'Officer' cards in their hand. This starts off simple, but gets tougher as modules are replaced by officers and cards must match the adjacent officers. Once acquired, a module is added to one of the docking slots on the player's carrier, with subsequent modules going outside those already there.

Once all the officer cards have been used, the round ends. A fresh crop of modules is then laid out. After five rounds of this, all the modules will have been made available (though not necessarily taken) and it's time to move on to chapter two. Now players must deploy one module at a time. The problem is that they can only take modules from the outside of the docking slots. Ah: suddenly the order in which you got the modules becomes very important!

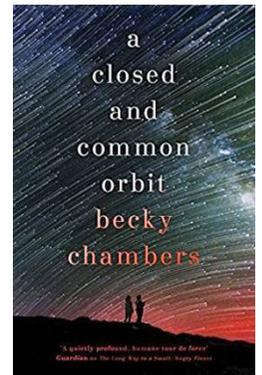
As players found and expand their cities, they look for opportunities to take the 'population ship' tiles, which score points. Each of these has a different condition: first player to empty slot '1' on their carrier, say, or first to have at least eight tiles in a city. Yes, the order you took the modules becomes very, very important – along with the sequence you deploy them. Oh, this is a clever game: full marks to Messrs Kiesling & Kramer.

I thoroughly enjoyed *Reworld*, despite John consistently taking scoring tiles the turn before I could. It resonates with the programmer in me and I was very pleased that I was able to deploy all my modules usefully. Just too slowly, clearly. There are decisions to be made, but there's also a luck element and the whole thing was good fun. It gets a provisional 9/10 on my highly subjective scale.

That will have to do for now. Expect more from Spiel in the next issue – which should be out just before Christmas.

## Reading Matter

Having enthused about *The Long Way to a Small, Angry Planet* in TWJO 177, I was quick to get hold of the sequel, *A Closed and Common Orbit*. Not quick enough, though – Jonathan Palfrey followed my recommendation and had read both before I got to the second. While I called it a sequel above, it does not continue the story of the good ship Wayfarer. Instead, author Becky Chambers takes a couple of minor characters from the first book and tells us their continuing story, giving us further insight into the future she has created.



There are two stories running in parallel through *A Closed and Common Orbit*. One is about an AI, designed to run a starship, but now (for reasons that belong in the first novel) installed in an artificial, humanoid body (which is strictly illegal). This is the story of how that artificial intelligence becomes human (so to speak), guided and supported by Pepper, a techie who helped the Wayfarer crew.

The second story is how a young human clone (which is strictly illegal) escapes slavery and becomes human, supported and guided by an AI, and takes the name "Pepper". Yes, the parallel is explicit, but nonetheless compelling as these two characters gradually develop. Here's Jonathan's take.

I've just finished reading *A Closed and Common Orbit*, which I was initially expecting to be a bit disappointing: the continuing story of Pepper and Sidra (without the others) didn't sound fascinating.

I was surprised to find that it's better than the first book – although I gather that it was written in a much shorter space of time. Both Pepper/Jane and Sidra go

through really stretching problems which I actually found fascinating, and eventually they reach a happy ending, which pleases me.

Jonathan goes on to wonder “how an AI gets to have human-style emotions and to experience things such as irritation and excitement.” I got the impression that these reactions were built into the ‘body kit’ in which Sidra, the AI, is installed. Thus she finds the emotional reactions surprising and overwhelming – which has a parallel in Jane/Pepper coming to terms with her emotions.

In fact Sidra regards the kit as something separate from her. I was fully expecting a moment when she would refer to the physical body as herself, showing that she had finally integrated into her new physical form. *A Closed and Common Orbit* was a terrific read, both different from and similar to *The Long Way to a Small, Angry Planet*. I can’t wait to see what Ms Chambers does next.

### Games Events

The only thing I can see coming up before Christmas is Dragonmeet, a “Tabletop Gaming Convention”. It takes place at the Novotel London West (in Hammersmith) on 2nd December, with a lot of trade stands, demoes and organised games of all sorts. This year’s special guests include Ian Livingstone and Steve Jackson, celebrating 35 years of *Fighting Fantasy*. The now-and-then photos on the website show that Ian and Steve have gone against trend and lost their facial hair. Check it out for yourself at [www.dragonmeet.co.uk](http://www.dragonmeet.co.uk)

This box concentrates on events I expect to attend.

**Swiggers:** games club that meets every Wednesday evening, upstairs at The Shipwright’s Arms, 88 Tooley Street, London SE1 2TF (a few minutes’ walk from London Bridge station). For more info, see [www.pevans.co.uk/Swiggers](http://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](http://www.ukgamesexpo.co.uk)

**Spiel:** the board games event of the year. 25th-28th October 2018, at the Messe (Exhibition Centre) in Essen. Contact Friedhelm Merz Verlag, Postfach 210250, Bonn, 53157 Germany or see [www.merz-verlag-en.com](http://www.merz-verlag-en.com)

**MidCon:** mid-November 2018 at the Hallmark Hotel in Derby. **MidCon** is a friendly board games convention in a decent hotel. See [www.midcon.org.uk](http://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](http://www.boardgamers.org.uk/qla.php)

## Great White Hunter

### Turn 3

#### This turn’s shots

	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q	R	S	T
1																				
2								x										X		
3																X				
4										x					X	X	X			
5										X								L		
6											X	X								
7									G				X							
8						x	e	E				A								
9				X		x	e	e												
10						x	x	x										x	x	
11																				
12		x																		
13																			X	
14						e	e													
15						e	e													
16						x														
17				X							x									
18			X	e	A								x							
19				x			X								x					
20																				

The second Elephant is finished off with a barrage, giving lots of people the minimum one point. Still that’s better than those who blaze away without hitting anything (Hi, Mike!). Mr Dommett suggests “we just build a wall to trap them...”

The Antelope bottom left is also finished off, scoring those who participate a little more than 1 point. Nik and Pam also hit an Antelope. Unfortunately, it’s the same one, so the points are shared.

Chris Baylis surprises himself by finding a Gorilla – enough to take him into second place. However, top scorer of the turn is Mark Cowper, who wings a Lion.

## Scores

Player	Shots	This turn	Total
Chris Baylis	J5,J7	4	8
Charles Burrows	E18	1.33	2.83
Mark Cowper	S13,R5	5	5
Mike Dommett	G19,R2	0	0
Jerry Elsmore	H8	1	3.5
Bill Hay	Q4,H8	1	2.25
Andy Kendall	K6,L6	0	2.5
Rob Lee	H8	1	1
Nik Luker	M7,L8	2	9.5
Tim Macaire	C18,E18	1.33	6.33
Dave Marsden	H8	1	3.5
Graeme Morris	H8	1	3.5
Rob Pinkerton	H8	1	1
Gerald Udowiczenko	E18	1.33	2.58
Pam Udowiczenko	P3,L8	2	2
Matt Wale	H8	1	2.25
Graeme Wilson	D9,P4	0	5
Paul Wilson	D17,O4	0	2.5

## What's this about?

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

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

The first hit on each animal scores points in proportion to

## 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.

its size. For example, a Lion is three squares and worth 15 points, so the first hit scores  $15/3 = 5$  points. If several players hit the same square at the same time, they share the points; if several players hit different squares of the same animal at the same time, they get the points for the square they hit.

Once an animal has been identified, subsequent shots share the points of the square they hit (there are no points left for the square(s) hit initially) with a minimum score of 1 point. So if players A and B hit the second square of that lion and C gets the third, C gets 5 points and A and B get  $2\frac{1}{2}$  each.

An animal is dead when all its squares have been hit. No more points can be scored for this animal. After 10 turns or when the board is clear (except for any snakes), the player with the most points wins.

Send your shots to Pevans at  
180 Aylsham Drive, UXBRIDGE UB10 8UF or  
to [TWJO@pevans.co.uk](mailto:TWJO@pevans.co.uk) by Friday, 8th December 2017.

## Games from Pevans

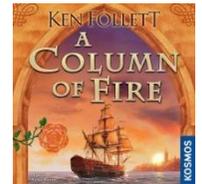
Mail order board and card games in the UK



### A Column of Fire

Latest game adaptation of a Ken Follett novel, players establish trading houses across Europe, but must watch out for religious strife, prompted by placing those trading houses...

For 2-4 players, aged 12+, playing time 75 minutes: **£35.00**



### Skull Port

The aim is to amass doubloons and influence within the pirate fleet. You roll dice to make sets, Yahtzee-style, using these to take command of a ship or gain influence. I found it great fun.

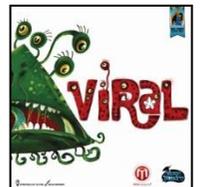
For 2-4 players, aged 8+, playing time 30 minutes: **£25.00**



### Viral

As a virus you'll need to fight off your host's immune system, their vaccines and the other viruses. This is a clever, tactical game where you must make the most of your opportunities.

For 2-5 players, aged 12+, playing time 75 minutes: **£36.00**



Online at [www.pevans.co.uk/Games](http://www.pevans.co.uk/Games)

## 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.

*Brass* game 57 (at brass.orderofthehammer.com) went to Mike (139 points) with yours truly second (135), ahead of Steve (130) and 'Darklord' on 121. Game 58 is under way and I'll set up a new game: the password is pevans56.

My current game of *Keyflower* is going particularly badly. If you fancy playing, let me have your ID at BoardGameArena.com and I'll invite you into a game.

We're also looking for another *Puerto Rico* player or two at BoardGameArena.com – any takers?

I won the sixth game of *Through the Ages: a New Story of Civilization* (at boardgaming-online.com). 248 points was a stonking score – how did I do it? Al Tabor was second with 179 – one point more than he won the previous game on. Brad scored 148 and Mike Reeves 105. Game 7 has started and I'm on the lookout for another player – if you'd like to join, let me know.

I also won *Pax Porfiriana* (at yucata.de), the game going to a monetary victory after the last 'Topple' failed. Another game has started and I'm certainly available to play more – let me know if you'd like to give it a go.

The latest arrival at yucata.de is *Navegador*, my favourite of Mac Gerdts' roundel games. I won the practice game, but am now suffering – anyone want to join me?

Meanwhile, *Power Grid* (*Funkenschlag*) is proving as tough online as in real life. Who'd like to give it a go at famdepaus.nl?

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## Voyager (Star Trader game 9)

### Turn 1

Shipyards were busy all across the Quadrant, with most Corporations laying down new ships. FEDERATED ASSOCIATION OF TRUCKERS CO-OPERATIVES AND TRADERS were in the lead on this, buying 4 hulls and parlaying that into an extra-large loan, with which they bought 3 further hulls and pods and crews for the large passenger fleet. Betley, Biddle, Berkin and Bullin: Corco Zeta hulls with Augmented Jump and Passenger pods and D class crew were laid down at Beta Hydri, Epsilon Eridani and Tau Ceti Shipyards. Walvern and Weaver, Corco Zeta's with 3 Passenger and one Cargo pods were laid down at Tau Ceti and Epsilon Eridani Shipyard, while Gowy, a Phoenix Hull with 6 Cargo pods and the only A class crew, was laid down at the Tau Ceti Shipyard.

SMITTEN KITTEN (as Lipping Tree will now be known) hired agent JB at Tau Ceti and increased their Business Connections.

COSTRA NOSTRA PIZZA INC bought 4 Spice Factories at Sigma Draconis and 3 Alloy Factories at Gamma Leporis. The crews for the two Corco Zetas were upgraded to A class and Political Connections were increased by one level.

SWISS MERCENARY FLEET took out a 250 HT loan over 4 quarters. They laid down a Piccolo Hull with an Augmented Jump Pod and an A class crew and bought 2 Spice Factories at Sigma Draconis.

SOLAR SPICE AND LIQUORS hired agent Dragon at Mu Herculis. Jakarta sold its Passenger Pod and bought a Cargo Pod as replacement before upgrading to an A class crew., A Piccolo Hull, Genever, was laid down at Beta Hydri with A class crew and an Augmented Jump pod. Business Connections were increased and van Rijn's press conference resulted in a large increase in Reputation. 3 Monopole Factories were bought at Mu Herculis

OXFORDS NOT BROGUES loaded 2 Passengers for Epsilon Eridani. After failing to increase its Reputation, the corporation took out a loan of 150 HT for 8 quarters and increased Business Connections. Warehouses were bought at Epsilon Eridani and Tau Ceti, along with 2 Petroleum and 2 Monopole factories at Mu Herculis – mining the same seam as SSL – and 2 Liquors factories at Alpha Centauri.

TRANSURANIC TRADING loaded Agent Percent. They bought a Monopoles factory at Mu Herculis and Warehouses at Alpha Centauri, Delta Pavonis, Gamma Leporis and Tau Ceti.

INTERSIDEREAL NOVICES increased their Reputation and their Political Connections. They laid down the Tracey, a Flute Hull, at Tau Ceti Shipyards. Stacey was re-equipped with two Cargo pods, the Battle Comm and Passenger pods being put into store in the Warehouse, and an A class crew.

RED STAR LINES sold the Light Weapons pod from Red One, bought a Cargo pod, hired an A class crew and loaded Passengers for Sigma Draconis. Warehouses were bought at Beta Hydri, Tau Ceti and Mu Herculis. Political Connections were increased and Red Two and Red Three, both Phoenix Hulls, were laid down at Tau Ceti and Alpha Centauri shipyards. Red Four, a Corco Gamma Hull, was laid down at Tau Ceti

At Delta Pavonis, RED STAR LINES bought 12 Petroleum for 9 HTs each and gained a Dealership, while TRANSURANIC bought 6 more using Percent.

FATCAT bought 6 Isotopes for 7 HTs each and INTERSIDEREAL NOVICES bought 4 more at 5 HTs.

TRANSURANIC bought 6 Monopoles for 14 HTs and took a Dealership at Mu Herculis.

TRANSURANIC also bought 6 Spice for 12 HTs apiece at Sigma Draconis, gaining a Dealership here, too.

**News**

There was one new News chits this turn. The current list (new chits in **bold**) is:  
 Turn 2 C5  
 Turn 3 B6

Turn 5 P4, B8  
 (Chits are identified by the Connection type and level required to see them and disappear/take effect in the News Phase of the turn listed.)

**Corporation Table**

Corporation letter and name	Connections Bus/Crim/Pol	Init'v Bid	Turn order	Cash	Rep	Player
A Costra Nostra Pizza Inc	7 0 1	0	4th	85	21	Mark Cowper
B Oxfords not Brogues	1 0 7	0	8th	192	22	Mike Clibborn-Dyer
C FATCAT	0 0 7	0	1st	112	20	Jerry Elsmore
D Solar Spice & Liquors	2 0 6	0	7th	76	27	Paul Evans
E Swiss Mercenary Fleet	2 0 5	0	6th	493	22	Martin Jennings
F Smitten Kitten	4 0 7	0	3rd	400	22	Michael Martinkat
H Intersidereal Novices	0 7 1	0	5th	140	22	Mateusz Ochman
J Red Star Lines	1 7 1	0	2nd	40	23	Przemek Orwat
K Transuranic Trading	2 0 7	0	9th	130	24	Bob Parkins

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

**GM Notes**

If you intend to load Passengers you need to already have Passenger pods on your ship in that turn (buying pods comes after loading passengers).

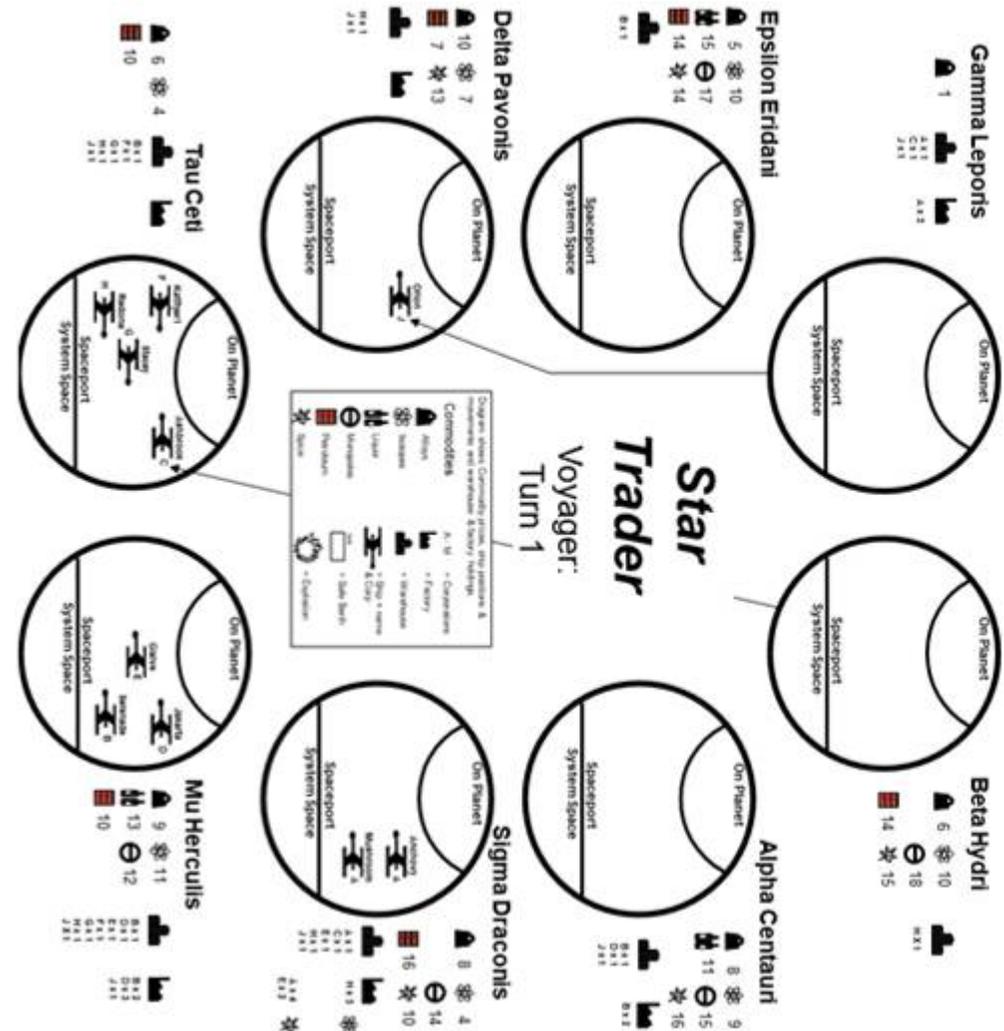
If you intend to load goods onto a ship after trading, you need to have cargo pods (or enough integral cargo capacity) on your ship in that turn. (Buying pods comes after trading.)

If you put a pod in a warehouse, the crew are lost. This wouldn't arise if we were paying for crew on a turn by turn basis; we may try a game in future with that modification in to see what effect it has.

I mislaid Michael Martinkat's orders so SMITTEN KITTEN alliteratively replaces Lising Tree.

You can only buy ONE level of Connections a turn; from B2-B3 or C5-C6. You cannot buy 2 levels as a double jump or as one level in two types of connection. 3 levels is right out.

Orders for next turn to Mike Dommett, 119 Victoria Road, Alton GU34 2DD or by e-mail to mike\_dommett@yahoo.co.uk by Friday, 1st December 2017



# Obama (Railway Rivals game 12)

## Game report - Turn 9

Race results					Scores			
					TRUMP	ACR	CR	UCR
19	5S	Mt Carmel	6H	Chicago	20	-	-	-
20	9S	Murphysboro	8D	Alton	-	-	10	20
21	QS	Kentucky	KC	Iowa	JR 0	JR 0	10	20
22	9H	Joliet	3D	Peoria	-	15-3	15+5	0-2
23	KH	Indiana	10C	Burlington	-	+3	-	20-3
24	4D	Galesburg	AC	Wisconsin	-	-	-	20
25	3H	Chicago	9D	St Louis	-	20	10-2	+2
26	7S	Mt Vernon	6C	Freeport	JR 5	JR 5	20	-
<b>TOTAL</b>					<b>25</b>	<b>40</b>	<b>68</b>	<b>77</b>

JR = Joint Run; ERP = Exchange of Running Powers

UPTHUR CREEK RAILS increases their lead ahead of AMERICAN CENTRAL RAILWAY and CANNIS RAILWAYS, who are roughly equal. TYRANNICAL RACISM UNDER MY PRESIDENCY brings up the rear at the moment and the races still haven't been kind to them.

### Builds and scores

**TYRANNICAL RACISM UNDER MY PRESIDENCY (TRUMP)**, Gerald Udowiczenko - Black

**Builds:** none  
**Points:** 119 +25 = 144

**AMERICAN CENTRAL RAILWAY (ACR)**, Jonathan Palfrey - Green

**Builds:** none  
**Points:** 209 +40 = 249

**CANNIS RAILWAYS (CR)**, Paul Evans - Blue

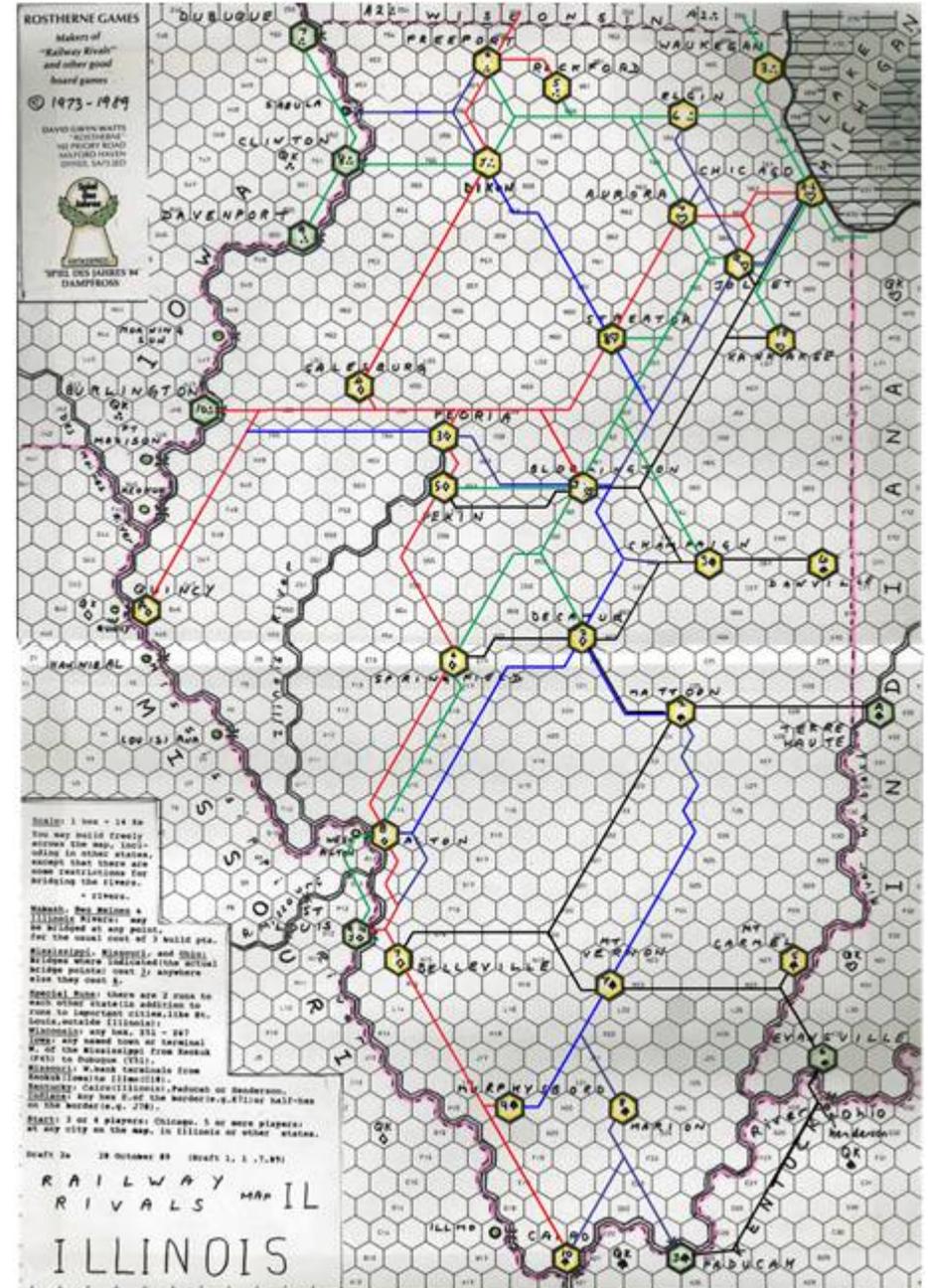
**Builds:** (Peoria) - I49 (cost 7, 1 to ACR)  
**Points:** 171 -8 +68 = 231

**UPTHUR CREEK RAILS (UCR)**, Mike Clibborn-Dyer - Red

**Builds:** None  
**Points:** 215 +77 +1 = 293

### Next turn's races

Race	From	To
27	KC Iowa	QH Indiana
28	6C Freeport	8D Alton
29	7C Dubuque	2S Mattoon



**Next turn's races (cont'd)**

Race	From		To	
30	4D	Galesburg	2H	Chicago
31	QD	Missouri	8H	Streator
32	6S	Evansville	3H	Chicago
33	9D	St Louis	KS	Kentucky
34	7S	Mt Vernon	AC	Wisconsin
35	7D	Belleville	QC	Iowa

**GM Notes**

Players may enter up to 6 races plus any held over from previous turns. After the races, each player may build up to 6 build points, including known costs to others. The build points available after the races will reduce by 2 each turn.

Apologies from Pevans: I didn't spot that the race results columns were in a different order, so the table in last TWJO has the wrong headings.

**Orders to Mike Dommett, 119 Victoria Road, Alton GU34 2DD  
or by e-mail to [mike\\_dommett@yahoo.co.uk](mailto:mike_dommett@yahoo.co.uk) by 1st December 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 21). You will also need (access to) a copy of the published rules to *En Garde!* (see [www.engarde.co.uk](http://www.engarde.co.uk)).

**Orders for February 1670 to Pevans at 180 Aylsham Drive, UXBRIDGE UB10 8UF, UK or [lpbsorders@pevans.co.uk](mailto:lpbsorders@pevans.co.uk) by Friday 8th December 2017**



**January 1670 (311)**

The new year starts just like any other – with Parisian socialites scuttling about to settle matters of honour. Who is this little fellow beetling along with one hand clenched on the hilt of his nondescript foil? Nobody knows, as this gentleman – if he is a gentleman – is known only as 'X1'. His appointment is with the far more recognisable Bernard de Lur-Saluces. Lur-Saluces brings his rapier plus Inigo Montoya, his Aide, as his second. Lur-Saluces is not a big man, but he clearly outweighs 'X1', and has more skill with his chosen weapon. The fight doesn't last long: 'X1' lunges furiously, but Lur-Saluces dodges the thrust and replies with a lunge of his own. This attack finds its target and 'X1' surrenders at once. Charles Louis Desapear is thus denied his meeting with 'X1', who is now too injured to fight again.

Buoyed by his success, Lur-Saluces heads to his next encounter, with Montoya in attendance. His new adversary is Florent Sans de Machine, who looks positively beefy in comparison and has a matching rapier. This time, Lur-Saluces attacks with a lunge. Machine doesn't slow down, despite being run through and attacks with his own lunge. Lur-Saluces rides this blow with similar aplomb, but his jump is mis-timed, allowing Machine to catch him with another lunge before he can re-take his guard. Lur-Saluces concedes the duel. He still has one match on his appointment card, but this is postponed by the unavailability of Jacques ZeLad. Charles Louis Desapear's other fight is deferred for the same reason.

In another Parisian courtyard no less a figure than the Commissioner of Public Safety, Duncan d'Euaneurts, is preparing for his meeting, practising his sabre

passes with his second, Was Nae Me. His opponent is the rapier-wielding Jean d'Ice, who arrives with Leonard de Hofstadt to second him. Ice is probably classed as a mediumweight, which suggests he's over-matched by the heavyweight Eauneurts, even before his unhealed wounds are taken into account. Eauneurts opens with a gentle (given it's from a sabre) lunge. This misses its mark as Ice dodges. His lunge in response is partly deflected by the slash coming from Eauneurts. The weighty sabre does its job and Ice surrenders promptly, in need of further bandages.



Etienne Brule prefers the seclusion of the Bois de Boulogne for his rendezvous. He plans to meet Swindelle d'Masses first, but Masses is still too badly wounded from previous months' encounters to make it to the appointed place. Instead, Terence Cuckpowder arrives for his first fight. The two men look evenly matched in build, though both are carrying old injuries – along with their sabres. The advantage is probably with Cuckpowder as he has the greater expertise. An opening lunge from Brule is met by a slash from Cuckpowder, reducing the lunge's effectiveness. Another slash follows

almost immediately and Brule surrenders, surprised by the ferocity of the attack.

Bill de Zmerchant's challenge to Jacques Diabolick receives the support of Paris and their duel is quickly organised. The two men are really close in build and skill. The main difference is the massive two-handed sword with which Zmerchant opposes Diabolick's rapier. Ranso Mware is on hand as Diabolick's second. Reckoning that the big blade will be slow to get into action, Diabolick pauses before dodging the attack he expects. However, Zmerchant takes even longer to get his weapon moving, giving him time to catch Diabolick with the slash. This brings an immediate surrender from his battered adversary.

### Joining regiments, mostly

Lieutenant-General Richard Shapmes uses his substantial influence to produce a vacancy in the ranks of France's Provincial Military Governors. However, he makes no move to occupy the position himself.

Lieutenant-Colonel Jacques Diabolick is nowhere near as influential as Lt-Gen Shapmes, but he can still call in more than enough favours to persuade his commander to vacate the Colonelcy of the Picardy Musketeers. He quickly becomes Colonel Diabolick.

New arrival Robert d'Lancier takes out a loan and then applies to Colonel Gaston le Somme for admission to the Royal Marines. He is quickly accepted. However,

the Marines have a sufficiency of Captains and Lancier must make do with the rank of Subaltern.

Guido Spoons is also a new face in Paris and his regiment of choice is the Crown Prince Cuirassiers. Having gained admission, he is able to buy a Captaincy, using some of the substantial funds he borrowed on arrival in the big city.



The third newbie, Simon Alfred Devereux, makes his way to the Dragoon Guards' barracks, his pockets jingling with his borrowings. Colonel Etienne Brule is pleased to accept him and Devereux decks himself out in a Captain's uniform.

However, Colonel Amant d'Au, commander of the Royal Foot Guards, does not want new recruits. Raoul Bernard de Chenin Blanc's plea for entry is refused for the second month running.

The ranks of Government ministers are somewhat thinner this month as the appointments of Amant d'Au, Frele d'Acier and Jean Jeanie – all Ministers without Portfolio – ran out at the end of December.

Having repaid his loans, King's Musketeers' commander Duncan d'Eauneurts takes the rest of the regiment in action on the frontier. Major Inigo Montoya volunteers his squadron of Grand Duke Max's Dragoons and Major Roméo Boudreaux marches to the frontier alongside his Battalion of the Picardy Musketeers.

They are rather swamped, though, by the mobilisation of the whole Horse Guards Brigade, led by Brigadier Terence Cuckpowder. Only DG Captains Henri Dubois and Simon Alfred Devereux don't seem to be expecting this.

### January at the races

The main social event this January is the horse race sponsored by Sebastian de la Creme. Taking Di Lemmere to cheer him on, Sebastian enters his own race and waits to see who his competition will be. The first horseman to join him is Bill de Zmerchant, who cuts a decent figure on horseback, stirrup cup in hand. So, too, does Chopine Camus, who has Sheila Kiwi as his supporter. Then Gaz Moutarde trots up and his small build clearly makes him the favourite. Jacques Diabolick is next to arrive, with his companion, Mary Huana. The hefty Louis Oeuf Ur Terribles looks out of place on a horse – he is in the Marines, after all – but is loyally supported by Sue Briquet. It has to be said that, against this field, Sebastian does not look like a winner.

Joining the party, but not the race, are Raoul Bernard de Chenin Blanc, accompanied by Helen Highwater, Was Nae Me, escorting Vera Cruz, and Xavier Monet, accompanied by Betty Kant. They join the riders' ladies in the grandstand

as the horsemen line up at the start. Gaz makes a swift getaway past the grandstand and is the early leader as the runners enter the first corner. Bill is just behind him, with Chopine on his tail. There's a bit of a gap then to Jacques and Louis, neck and neck and just ahead of the slow starting Sebastian.

Round the corner they go and then rumble down the back straight. Gaz maintains a good pace to enter the final corner a length ahead of anyone else. Bill has settled in at much the same pace, maintaining his position that length behind Gaz. However, Chopine has applied his whip to good effect and is alongside Bill as they round the corner. Louis has also got a good pace out of his mount and leads the second half of the horses. Jacques is only half a length behind, but Sebastian has floundered and is now a good length back from the pair of them.



Having negotiated the corner at some speed, the riders charge down the final straight towards the finish line. The confident Gaz eases up a bit, waving to the rest of the party as he comes up to the grandstand. What he doesn't see is that Chopine has maintained his pace and is catching him on the outside. It's not quite enough, though and the two cross the line in a dead heat. Behind them, Bill ambles towards the line, satisfied with third. However, Jacques has finally got the measure of his steed. Flat out, horse and rider hurtle along the final straight in a surprising turn of speed, catching Bill on the line to share third place. Louis canters in fifth with Sebastian bringing up the rear, despite persuading his horse to go a bit faster in the final part of the race.

The pot for first and second places is shared by the joint winners and Louis donates a further hundred crowns "on behalf of the Royal Marines". The cash for coming third is split between Bill and Jacques. Time for the riders to join the rest of the party for a drink or two – another drink, in Bill's case. Raoul and Xavier have both indulged themselves with some betting action. Raoul wins, but Xavier doesn't. The big loser, however, is Guido Spoons, who comes along expecting to join in the fun, but doesn't meet Sebastian's entry criteria. Guido's bad month continues when he doesn't impress the young lady whose affections he seeks. Three times.

### What party?

Meanwhile, back in the Fleur, Uther Xavier-Beauregard is holding open house; for the whole month. This first week, he and Henrietta Carrotte are joined by Beau Reese Jean Seine, who has Maggie Nifisent on his arm, and Charles Louis Desapear, accompanied by Emma Roides. There are a few other members in the Fleur this week. Jean Jeanie brings Jacky Tinne. Pierre Cardigan escorts Edna

Bucquette. Pierre le Sang is with Guinevere d'Arthur. And Richard Shapmes accompanies Kathy Pacific.

Numbers in the Fleur are reduced in week 2. Uther and Henrietta have just Charles and Emma as their guests. Pierre le Sang and Richard return with their respective ladies and Sebastian de la Crème rolls up with Di to report his lack of success at the races. The same group – except Charles and Emma – are back for week 3 and then again to finish the month. This last week sees a few more in the Fleur: Jean Jeanie brings Jacky out for another drink and Bill de Zmerchant appears to show off his latest conquest, Ada Andabettoir (at whose place he passed the previous two weeks).

Bothwell's club has members in attendance right through the month. These start with Gaston le Somme, bringing Bess Ottede for a quiet drink. Jean d'Ice does the same with his lady, Ava Crisp. Leonard de Hofstadt enters with Frances Forrin and they, too, pass a quiet week. The following week Chopine Camus and Was Nae Me both show up after the horse race, escorting Sheila and Vera, respectively. Was and Vera settle in for the rest of the month, seeing only Charles Louis Desapear and Emma when they visit in week 3. Raoul Bernard de Chenin Blanc expected to finish his month in Bothwell's, but his application to join was denied as he just doesn't have the social standing required.

Hunter's isn't quite as busy, but still has at least one couple visit each week. This is Florent Sans de Machine and Charlotte de Gaulle in the first week. The following week it's Louis Oeuf Ur Terribles, accompanied by Sue, following their visit to the Prix d'Or. Louis and Sue attend Hunter's for the rest of the month, seeing only Jacques Diabolick and Mary when they pop by in week 3. Luckily Mary doesn't know about Jacques' visit to another young lady's residence earlier in the month.

Ranso Mware turns up at Blue Gables to finish his month, but otherwise the club is empty. 'X1' and Anna Rexique are the pair keeping the Frog & Peach in business. This club is also the venue for Xavier Money and Betty for the middle two weeks. And for Robert d'Lancier's gambling in week 3. He places a series of 30-crown wagers, winning three, losing five and cutting the last one when the house rolls a natural. This leaves him somewhat out of pocket and it doesn't do



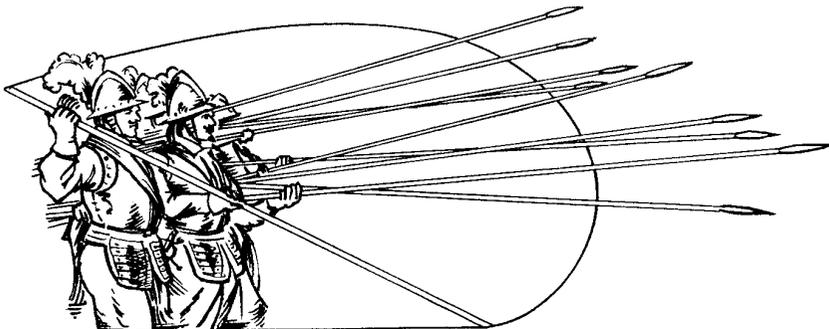
his reputation any good either. Especially as he also lost some cash to the footpads after his week 2 visit to the bawdyhouses. This followed his lack of success courting. Having failed to get the rank of Captain, Robert's last week is spent carrying out his regimental duties. Surely things can only get better...

There is a lot of activity in the gyms this month – exercising to keep the cold at bay, perhaps. Amant d'Au, Balzac Slapdash and Jacques de Gain are all there all month. Balzac and Jacques use their rapiers, while Amant is throwing some knives around. Bernard de Lur-Saluces is with them for three of those weeks, practising with his rapier before adjourning to the bawdyhouses. Beau Reese Jean Seine spends three weeks with his rapier, as do Florent Sans de Machine, Jean d'Ice and Leonard de Hofstadt. Gaston le Somme and Pierre Cardigan manage three weeks' sabre practice as well. Several others fit in a couple of weeks' work-out around their other activities. It's sabre for Chopine Camus. Gaz Moutarde practises with cutlass (having spent a week with his mistress). Jean Jeanie has his rapier. Raoul Bernard de Chenin Blanc works with his rapier. And it's rapier practice for Ranso Mware: just two weeks of it before the lure of the bawdyhouses becomes too much.

### Let it snow...

The French troops on the borders are bolstered this month by the full strength of the King's Musketeers and the whole of the Horse Guards Brigade. Not that it's good weather for military operations. When the weather is fine, the Horse Guards are at least able to exercise their horses, but there's no reward for Brigadier Terence Cuckpowder or his Brigade Major Swindelle d'Masses.

This makes it a quiet month for the Dragoon Guards, though they do run into some Spanish patrols from time to time. Colonel Etienne Brule is brevetted to Brigadier-General and sends his monthly donation to Minister of State le Sang. Lieutenant-Colonel Frele d'Acier is Mentioned in Despatches twice after his encounter with a Spanish patrol ("That deserves a promotion," "Shame there's no vacancy"). The same happens to Major Jean Ettonique, but his Mentions bring him elevation to Baron. He also has the presence of mind to garner over 200



crowns' worth of loot from the Spaniards he defeated. There is nothing for Captains Henri Dubois and Simon Alfred Devereux, however.

The King's Musketeers, deployed in north-eastern France, refuse to be kept out of the action. They use the cover of snowfall to ambush a contingent of Dutch infantry. Good musketry sees the Dutch off the field and good scavenging sees 400 crowns into the pockets of the regiment's commanding officer, Duncan d'Eauneurts, with a further 300 going to Lt-Col Felix Antoine Gauchepied'er. Inevitably, the flamboyant one gets his name into the Despatches ("Does the man not have the correct uniform?") and is further rewarded with a Knighthood.

Leading the first Battalion of the Picardy Musketeers and attached to Frontier regiment 1, Major Roméo Boudreaux gains promotion to Lt-Colonel. Major Inigo Montoya and his squadron of Dragoons are with Frontier regiment 3, which suffers heavy losses after its encampment is smothered by a heavy snowfall. Major Montoya is mentioned in Despatches ("Excellent digging") for his part in rallying the Frontier troops. Bdr-General Sebastian Adis II takes command of a battalion of the Royal North Highlanders, who relish the challenging conditions. Success against Dutch troops – alongside the King's Musketeers – brings Adis Mention ("He's a hero or I'm a Dutchman!") and over 400 crowns' worth of booty.

The two Battalions of the Cardinal's Guard escorting His Eminence in Rome have little to do, but enjoy the warmer weather. Commanding officer Lt-Col Alan de Frocked makes the acquaintance of his Spanish counterpart and introduces him to his favourite dice game. By the end of the month he's a hundred crowns to the good. ❖

## Press

### Announcements

Recruits welcome with the QOC. A long life is not a given, but a merry one and all the duels you can cope with against our noble comrades in the Dragoon Guards.

Apply to the Regimental Barracks.

† Cuckpowder

The Quarter-Master General of the First Army is planning to conduct field trials with the RNHB testing a new supply of weapons from The Hudson Bay Trading Company – a new style of Flintlock that is supposed to work in the extreme cold.

This should teach the dastardly Spanish and their Toledo steel a shock or two. In his absence, potential suppliers should direct any enquiries to First Army Adjutant Le Somme. The QMG will leave in either January or maybe February, depending on the logistics and state of the roads to the Southern Buffer Zone.

I am still seeking an adventurous aide and capable Adjutant for the 2nd Army. I am glad to announce that Bdr Desappear will be appointed as QM as soon as the incumbent has managed to organise his own retirement party. † UXB

The Royal Marines will add their strength and courage to the fight against His Majesty's enemies in February. If any officer of the regiment has more important things to do, let him apply to me and I shall be understanding of his needs.

† Gaston Le Somme,  
Colonel Royal Marines

## Personal

Lord Percy Percy is a long time correspondent of Parisian society, a man (or woman) of exquisite taste and breeding. To address him as a teller of tittle and tattle is to discredit the true scandalmongers in Paris.

Brigadier-General Sir Duncan d'Eauneurts, OC King's Musketeers, to  
Lt.Colonel Felix Anton Gauchepied'er, OC 1st Battalion, Greetings  
Lt.Colonel Gauchepied'er,  
Congratulations upon another competent performance at the front, Sir. The Colonel of the 4th Frontier Regiment reports that confirmation of your Lt.Colonelcy was well deserved, if only for your completely confounding the enemy with such a devastating fashion statement.

I am a little bemused, however, concerning your reasoning for deliberately obstructing Major Jacques ZeLad's efforts to secure the Lt.Colonelcy of the 13th Fusiliers. Is there some bad blood between you gentlemen of which I am not aware? If not, your actions might appear somewhat peevish – a trait I by no means wish to encourage in the

King's Musketeers. Pray be so kind as to furnish me with a full explanation when we meet at the front this month so that, as your commanding officer, I may ascertain whether or not I owe the gentleman an apology.

Finally, commend me to your men and let them know how proud I am of their martial exploits over the past months.

† Brigadier d'Eauneurts

Are you Unfit, and out of Condition?  
Do you suffer from Constipation?  
Do you have Night Starvation?  
Then join the Grand Duke Max Dragoons where all these complaints will be swiftly amended by an active series of retreats and forced marches. (Caution; inability to keep up may result in termination of life by others.)

Lord Percy Percy says, as fashion is tending towards the incompetent, the Brigade of Guards is considered considerably fashionable nowadays.

Lord Percy Percy says that, as fashion is tending towards repetitive patterns, nobody has more fashionable press than I. Time to retire.

## Poetry Corner

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

Those men who became Blue,  
Those that swam through  
The Seine in all its glory,  
But those men were now made poorly.  
What a shame to see their pride –

Crushed under the ice it died.  
That nature saw the off  
And now they have a cough.  
Achoo, Achoo, Achoo

† Anon

## Points Arising

**Next deadline is 8th Dec 2017**

As there was a tie in the horse race, the rewards for first and second places were added together and then halved, rounding down, for the joint winners. Similarly, third place rewards were halved and rounded down.

### Absent friends

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

PN Pepé Nicole (Colin Cowper) has NMR'd. Total now 4 and is sent to a Frontier regiment

JZ (Francesca Weal) was floated as Fran was away

### Farewell

Marc Blanchette finds he just hasn't had the time for *LPBS* and has left the game.

I have also removed Daniel Blanchette's character as he didn't send orders for his new character after his previous one died without orders (and his sub has expired).

Sorry to see you go, gentlemen, and you're very welcome to return to us at a later date.

## Welcome

Steven Malacek joined us this turn, as players were alerted earlier.

Joining us for the next turn are two more new players: Brian Heasley and Brick Amundsen.

Welcome all, enjoy the game and don't hesitate to ask questions.

## 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](http://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](mailto: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](mailto:LPBS@pevans.co.uk) instead.

## Announcements

Chopine Camus applies for Brigadier of Heavy Brigade

Guido Spoons asks NPC Major 1 of Archduke Leopold Cuirassiers to resign

Guido Spoons asks NPC Major 2 of Archduke Leopold Cuirassiers to resign

Guido Spoons asks NPC Major 1 of Crown Prince Cuirassiers to resign

Guido Spoons asks NPC Major 2 of Crown Prince Cuirassiers to resign

## Duels

### Results of January's duels

Florent Sans de Machine (gains 1 Exp) beat Bernard de Lur-Saluces (with IM).

Bernard de Lur-Saluces (with IM, gains 1 Exp) beat 'X1'.

'X1' declined to meet Charles Louis Desapear as he was under half Endurance.

Duncan d'Eauneurts (with WNM, gains 1 Exp) beat his enemy Jean d'Ice (with LdH).

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

Terence Cuckpowder (gains 1 Exp) beat his enemy Etienne Brule.

Bill de Zmerchant (gains 1 Exp) beat Jacques Diabolick (with RM) - voted cause 11:2.

## New Characters

Steven Malacek gets the Second son of a very wealthy Gentleman: Init SL 5; Cash 750; MA 4; EC 4 (RdL).

Colin Cowper gets the Second son of a well-to-do Baron: Init SL 7; Cash 250; MA 5; EC 3 (X2).

### Grudges to settle next month:

Jacques ZeLad (Rapier, Seconds BdLS, 3 rests) has cause with Bernard de Lur-Saluces (Rapier, Seconds JZ, adv.) as he's not Noble but higher SL.

Jacques ZeLad (Rapier, Seconds BdLS, 2 rests) has cause with Charles Louis Desapear (Rapier, adv.) as he's not Noble but higher SL.

"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.

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

Brick Amundsen gets the Bastard son of a well-to-do Gentleman: Init SL 3; Cash 225; MA 2; EC 3 (X4).

## 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) – GDM D PLLD	
Cavalry Division (Field Ops)	JdG/--/--
Horse Guards Brigade (Field Ops) – DG QOC	
Heavy Brigade (Field Ops) – ALC CPC	
Second Army (Siege)	UXB/N/N1/N
Frontier Division (Siege)	N1/N/N3
Frontier Regiments (Siege)	
Third Army (Defence)	N6/N/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
Horse Guards Brigade	TC/--/SdM
Heavy Brigade	--/--/N4
Dragoon Brigade	N6/N/N6
First Foot Brigade	N3/N/JD
Second Foot Brigade	N4/N/N2
Third Foot Brigade	N2/N/N5
Fourth Foot Brigade	N5/N/N6

Current CO/Aide/Brigade Major of each Brigade; 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
PLS	Viscount Pierre le Sang	25+82	Withy	General/State Min.	7	Guinevere	Flr	4	Bill	Howell
PC	Count Pierre Cardigan	24 39	Rich	General	9	Edna	Flr	5	Matt	Shepherd
BdZ	Viscount Bill de Zmerchant	24+73	Comfy	Fld Marshal/War Minister	7	Ada	Flr	3	Tim	Macaire
UXB	Count Uther Xavier-Beaureg'd	23 57	Withy	B.General/2nd Army Commndr	16	Henrietta	Flr	4	Pete	Card
JdG	Count Jacques de Gain	23 57	Fthly	B.Lt-General/Cav Div Commandr	21		Flr	6	Ben	Brown
AdA	Count Amanat d'Au	22 48	Rich	Colonel RFG	9		Flr	5	David	Brister
EB	Marquis Etienne Brule	22 F	Rich	B.Bdr-General DG/Chancellor	3		Flr	4	James	McReynolds
FdA	Viscount Frele d'Acier	21 F	Comfy	Lt.Colonel DG	14		Flr	3	Peter	Farrell
JJ	Count Jean Jeanie	20 48	Rich	Lt.Colonel RFG	23	Jacky	Flr	3	Andrew	Kendall
RS	Viscount Richard Shapmes	20 46	Withy	Lt-General	15	Kathy	Flr	4	Charles	Popp
DdE	Sir Duncan d'Eauneurts	20 F	Comfy	B.Bdr-General KM/CPS	5		Flr	5	Paul	Lydiate
SdIC	Baron Sebastian de la Creme	18 55	Comfy	B.General/Min w/o Port	4	Di	Flr	5	Alan	Percival
WNM	Viscount Was Nae Me	18 45	Rich	B.Lt-General/2nd Div Commandr	11	Vera	Both	3	Mark	Farrell
TC	Baron Terence Cuckpowder	18 F	Withy	B.Bdr-General QOC/HGds Brigadier	6		Both	4	Mike	Dommett
BRJS	Baron Beau Reese Jean Seine	18+54	Comfy	Major RFG/Min w/o Port	4	Maggie	Flr	3	Bill	Hay
GM	Sir Gaz Moutarde	16 38	Rich	B.Lt-General	4		Both	2	Mike	Ciibborn-Dyer
SA2	Sir Sebastian Adis II	16 F	Comfy	Bdr-General/1st Army QM Gen.	5		Both	4	Mark	Cowper
LdH	Sir Leonard de Hofstadt	15 37	Comfy	Bdr-General/Gds Brigadier	5	Frances	Both	5	Neil	Packer
CC	Sir Chopine Camus	15 35	Comfy	Bdr-General	8	Sheila	Both	4	Stewart	Macintyre
BdLS	Bernard de Lur-Saluces	14 36	Withy	B.Lt-General/Adjutant Gen	7		Both	2	Rob	Pinkerton
GIS	Sir Gaston le Somme	14 27	Comfy	Colonel RM/1st Army Adjutant	2	Bess	Both	3	Jerry	Spencer
Jdl	Sir Jean d'Ice	14 19	Poor	Major CG	5	Ava	Both	3	Tym	Norris
JE	Baron Jean Ettonique	14 F	Withy	Major DG	10			5	Tony	Hinton-West
AdF	Sir Alan de Frocked	13 F	Withy	Lt.Colonel CG/1st Div Adjutant	3		Both	2	Charles	Burrows
SdM	Swindelle d'Masses	13 F	OK	Lt.Colonel QOC/HGds Brigade Maj.	4		Both	4	Craig	Pearson

ID	Name	SL	SPs	Cash	Rank, Regiment/Appointment	MA	Last seen	Club	EC	Player
CLD	Charles Louis Desappear	12 37	Comfy	Bdr-General	3	Emma	Both	4	Martin	Jennings
IM	Inigo Montoya	12 F	Comfy	Major GDMD/LtGen's Aide (BdLS)	6		Both	3	Graeme	Morris
LOUT	Louis Oeuf Ur Terribles	12+38	Comfy	Lt.Colonel RM/FMshl's Aide	2	Sue	Hunt	5	Dave	Marsden
JD	Jacques Diabolick	11 29	OK	Colonel PM/1 F Brigade Maj.	1	Mary	Hunt	3	Cameron	Wood
RBCB	Raoul Bernard de Chenin Blanc	11 12	OK		5	Helen		4	Olaf	Schmidt
FAG	Sir Felix Anton Cauchepied'er	10+ F	Comfy	Lt.Colonel KM/Gen's Aide (SdIC)	7		Hunt	4	Jason	Fazackarley
XM	Xavier Money	9 18	Comfy	Lt.Colonel GDMD	5	Betty	F&P	3	Pam	Udowiczzenko
FSdM	Florent Sans de Machine	9 13	Comfy		3	Charlotte	Hunt	4	Nik	Luker
HD	Henri Dubois	9 F	Comfy	Captain DG	1			3	Wayne	Little
PN	Sir Pepé Nicole	9 RIP							Colin	Cowper
SAD	Simon Alfred Devereux	8 F	OK	Captain DG	6			2	Paul	Wilson
JZ	Jacques Zelad	7 11	OK	Major 13F	5		F&P	2	Francesca	Weal
RM	Ranso Mware	7 10	OK	Major PM	2		BG	3	Graeme	Wilson
GS	Guido Spoons	7 8	OK	Captain CPC	1		BG	3	Ray	Vahey
X1		6 8	OK		5	Anna	F&P	1	Gerald	Udowiczzenko
RdL	Robert d'Lancier	5 7	OK	Subaltern RM	4		F&P	4	Steven	Malacek
RB	Roméo Boudreaux	5 F	Poor	Lt.Colonel PM	2		RP	4	Mark	Nightingale
X2		3 RIP							Daniel	Blanchette
X5		2 RIP							Marc	Blanchette
BS	Balzac Slapdash	1 - 6	Comfy	B.Bdr-General	9			4	Matthew	Wale

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

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

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

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