

## That would be enough

This has been issue 182 of *To Win Just Once*, published 13th March 2018. It incorporates *Les Petites Bêtes Soyeuses*, a game of *En Garde!*. Issues are published ten times a year, roughly every five weeks. © Paul Evans 2018

## Deadlines

Orders for *Railway Rivals* and *Star Trader* to Mike by 23rd March 2018.

Orders for *LPBS*, shots in *Trophy Hunter* and all other contributions to Pevans by Friday, 30th March 2018.

(Next deadlines are: 4th May, 25th May/1st June, 29th June/6th July)

## 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* – Rob Pinkerton, Jonathan Palfrey, Bob Blanchett and Gerald Udowiczenko are up for the next one, who else? This will be on the Surrey and Hampshire map – working copy and rules provided.

*Star Trader* – new players are welcome to join the current game (to gain experience, if nothing else). Rules provided.

## Online games

*Agricola* (at [www.boiteajeux.net](http://www.boiteajeux.net)):

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

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

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

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

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

## Credits

*To Win Just Once* issue 182 was written and edited by Pevans. The *LPBS* masthead (page 23) is by Lee Brimmicombe-Wood, as are the drawings on pages 14, 25, 26 and 27. The illustration on page 28 is by Nik Luker. Game and book artwork is courtesy of the publisher. Photos were taken by Pevans (except where noted), who played with Photoshop.

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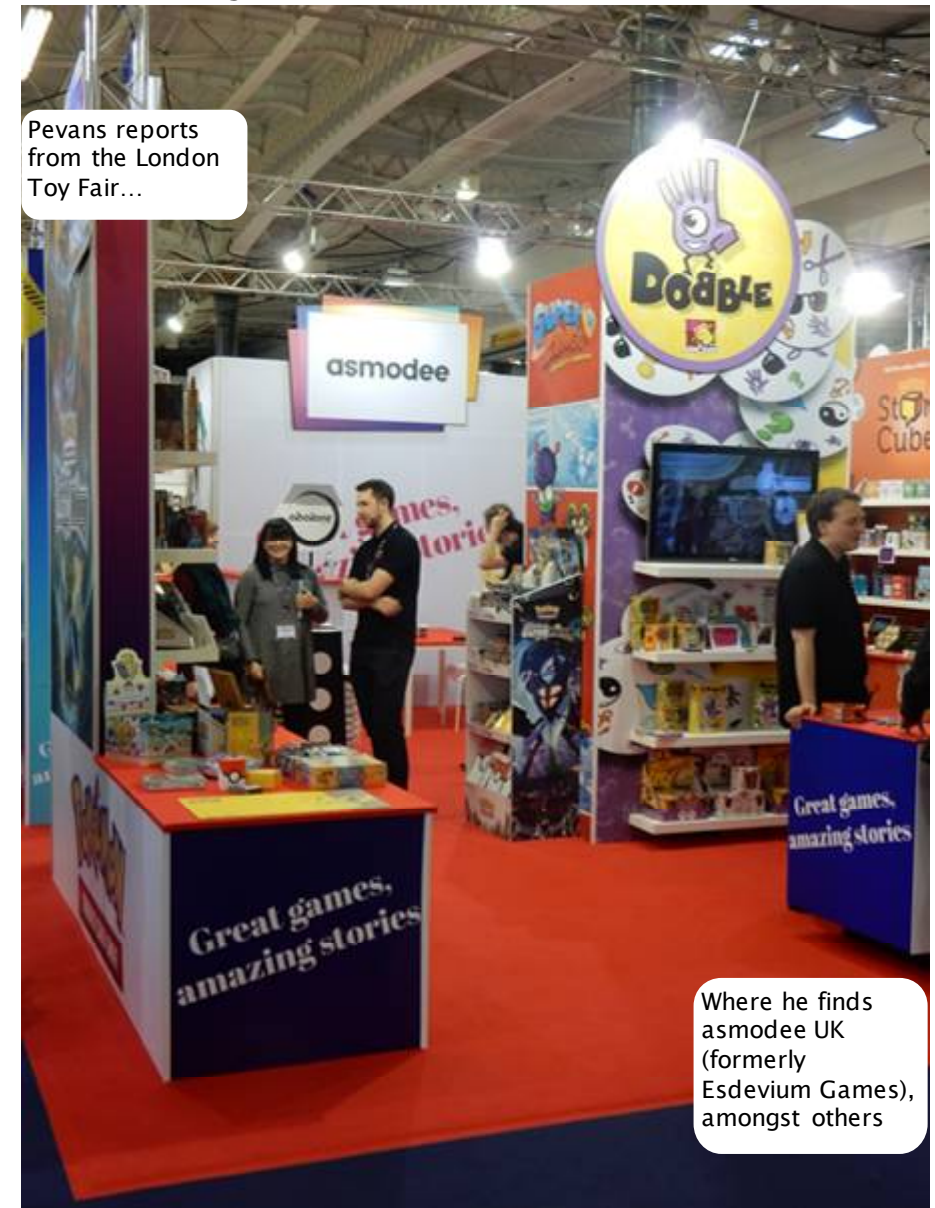
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# To Win Just Once

(incorporating *Les Petites Bêtes Soyeuses*)



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## Chatter

This year's Six Nations is drawing to a close, but has not been particularly good from a Welsh point of view – though most of the games have been entertaining. At least there's an Evans or two playing for Wales this year. And it was nice to see Scotland beating England. I was perplexed, though, by repeated mention of a player called “Huge Owens”. This turned out to be Huw Jones who, despite the rather Welsh name, plays for Scotland. By my reckoning, he should be “Hoo Jones”, not “Hyoo Jowns”.

Local news: driving out to Sainsbury's the other day, I was bemused by the pedestrian walking along the road in front of me. Despite having a car coming up behind him at 25 miles an hour, he showed no wish to get out of the way and move to the pavement. I've noticed this quite a bit recently: people walking along the road rather than the pavement. Can anyone explain it? Or is it just another of the great mysteries of modern life?

Oh, I did swerve round him, by the way.

### Games Games Games day

The monthly gaming get-together I frequent has moved to a new venue – the pub in Marylebone we've used for a few years has been packed out with football and rugby supporters in recent months. We've shifted across town to the Leon in Spitalfields market, close to Liverpool Street station.

The advantages of this are that it's brightly lit, has big tables and doesn't mind us taking over some space for the afternoon (well, we do eat and drink throughout that time). The disadvantages are that the premises aren't licensed (the sacrifices I make!) and, for me, it's a longer journey.

We still meet from 12 noon on the second Saturday of the month, so we'll be there next on 14th April.

### New Railway Rivals game

Our thirteenth game will be on the London and Hampshire map (LH). This will take up to six players and we have five signed up for the game start (page 19). Hence, there's room for one more player, if anybody wants to put their hand up. (I would, but Mike's banned me as he's giving bonuses for the towns containing the grammar schools we went to.)

### TWJO online

TWJO 181 was published at the end of January and the PDF versions had been downloaded 125 times by the end of February. The previous issue was downloaded 112 times through January and February, making 245 downloads in all, TWJO 179 attracted 38 more downloads in these two months, which means it's been downloaded 352 times since publication.

## Letters

Alex Bardy and I had a brief discussion of *Civilization* after last issue. Specifically, Tresham versus Meier. Alex had this recommendation:

The new [*Sid Meier's Civilization: A New Dawn*] version is very good, though... even if it does feel a bit like a 'My First Civ'-type game with its ease of play and stripped back detail. I've played quite a few games now, and really enjoyed every one, frankly... it's an impressive feat imho.

## A weekend in Edo

### Pevans in the Shogun freeform



My name is Rodrigo Mendoza... You are a heathen... Prepare to convert!

I spent deadline weekend at this year's weekend-long freeform (or theatre-style role-playing game) at the West Retford Hotel (in Retford, natch). This year's game was called *Shogun*, taking James Clavell's novel as a major part of its source material. This is a new game, written by a UK team of writers that includes Nathan Richards (formerly of *LPBS*).

So, it's 1599 and the Japanese capital, Edo, is in turmoil: the Shogun has died suddenly. While his son is the obvious successor, this is by no means certain. Hence the clans are jockeying for position, alliances shifting as they seek preferment. Can any of the ambassadors of other nations provide an advantage? Or how about the *gaijin* – the Catholic priests, the crew of the Black Ship or the new Protestant arrivals?

However, on the Street of Green Lanterns, life continues much as usual for the merchants, the martial arts school and the Geisha house. The *Yakuza* make their demands, the tax inspector visits, the *Sumo* wrestlers practise, the actors rehearse and, always, there is the possibility of romance.

All of these are parts taken by the players – 72 of us – and the game's development depends on our actions. Each character has their own goals and back-story, providing opportunities for conflict, co-

operation and treachery. And there's a team of GMs to deal with any issues that crop up – though most interactions are dealt with by the participants playing their roles.

I was playing Father Rodrigo Mendoza – one of the Catholic priests – running the mission on the Street of Green Lanterns. Several of my goals involved maintaining and supporting the mission. All told, I had thirteen goals, which suggested that I wasn't going to run out of things to do. Cue much rushing about, finding the right people, negotiating and generally having fun.

With players in costume and the hotel's function rooms decorated appropriately, the whole thing looked great – the room decked out as the Geisha house was a particular delight. (Yes, my Catholic priest was in the habit of frequenting the geishas, where one in particular was his preferred, umm... companion).

In the end, most of my goals turned out to be relatively trivial (even repaying the moneylender turned out to be straightforward, but it might not have been). I am most proud of my complete failure. "Discover where the Mah Jong tournament is being held," said my goal, "Enter it and win." Finding the location and time of the competition wasn't difficult and I even had enough cash to pay the entry fee. Then we played Mah Jong for real and I somehow mistook a '6' piece for a '9', called Mah Jong and lost hundreds of points! Yes, I placed completely last in the tournament. If you're going to fail, do it in style!

Apart from this, however, I felt I was more of an observer of rather than a participant in the action of the game. Without a connection to any level of Japanese society, nor any political or commercial clout, there didn't seem to be anything that other characters needed me for – though I did at least have a connection to the Captain-General of the Black Ship, the dastardly Don Juan de Ferreira. I lost count of the number of times someone rushed up to me, checked my name badge and said, "Oh, it's the other one I want." Then off they went in search of a different priest.

Despite this, the game was absorbing and most players seemed to be fully involved all the way through – including my fellow priests. I generally gauge how successful a game has been by how much I'm still buzzing with the characters and happenings on the following Monday. On that basis, *Shogun* was a mild success.

The annual games – and other events – are organised by UK Freeforms, who you'll find online at [uk-freeforms.wikidot.com](http://uk-freeforms.wikidot.com). Next year's game, scheduled for early February, is *The Torch of Freedom*: a Hollywood version of the European revolutions of 1848. I played in the previous run of this game and will always remember the climactic battle of St Istvan's Bridge as the revolutionaries from the lower town met the forces of reaction from the upper town. To register an interest in the game, fill in the form at [www.ishtari.co.uk/torch-of-freedom](http://www.ishtari.co.uk/torch-of-freedom) – I've already done so.

## Off to Olympia!

### Pevans reports from the London Toy Fair

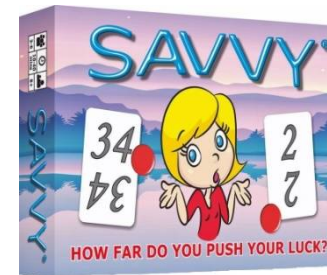
I think I've spotted a trend – I'm only visiting the Toy Fair in even-numbered years. I almost missed it again this year – the invitation arrived in September, so I'd all but forgotten about it by the time it came round. However, family duties completed, I made it to the third (and final) day of the show on 25th January. It's not a great show for hobby gamers as games only form a small part of what's on show and almost all of these are aimed at the mass market. Still, it's interesting to see what's going on and there is the occasional gem.

Arriving at Olympia, I made my way to the Greenhouse area. This is an area of small stands intended to provide an economical way for small firms to present themselves. Thus it's often been where I've found games 'inventors' showing off their pride and joy. At first glance this year it seemed to be mainly companies that provide services to the toy industry – manufacturing, safety testing and so on. However, a closer look found plenty of others in amongst these.

One games designer I did find was Stephen Betts of Savvy Games ([www.savvygames.co.uk](http://www.savvygames.co.uk)), showing off his game, *Savvy* (it seems I missed it at the UK Games Expo last year). This is a simple push-your-luck game. Players are



View from the balcony



guessing whether the next card turned over will be higher or lower than the previous one (the deck is 36 numbered cards). Call it correctly and they take a chip. Get it wrong and they lose all the chips they've taken so far in their turn. At any point players can stop and bank the chips they've earned. First to fifteen wins.

There's one wrinkle: when it's your turn, you can wimp out (ahem!) and pass the turn to the next player. However, this costs you a chip, so you can't do it for ever. It's a neat little game, that makes a decent filler (no doubt prompting lots of banter between players) and will work well in a family setting. Production is fairly basic – it's essentially a deck of cards and some plastic chips – but it's not expensive, either. It's available online, including at the publisher's website.

Also in the Greenhouse area were the Push-It ([www.push-it-game.com](http://www.push-it-game.com)) gang with their eponymous game, which I found great fun when I saw it at the 2016 UK Games Expo (as reported in *TWJO* 166).

Before I even got to the Greenhouse, though, I found Sean Byrne and the team at Wild Card Games ([www.wildcardgames.com](http://www.wildcardgames.com)), who have been regulars at the Toy Fair since their first game, *Backpacker*, in 2004. Their new game – launched for Christmas last year – is *Globe Runner* (with its own website at [www.globerunnergame.com](http://www.globerunnergame.com)). This is a race game that sends players on a tour around every country in the world (according to the UN), fuelled by answering questions about the country they've landed on.



*Globe Runner* on display



6 Suits - courtesy of Wild Card Games

previous game: *6 Suits*. This is simply a deck of cards, but one that contains six suits – differentiated by geometric shapes – of cards 1-9. The idea is that you can use these cards to give a whole new life to any standard card game (though Bridge might be a bit tricky, noted Sean – interestingly, I believe there was a six-suited Bridge game once upon a time). Rules for adapting games are included in the box, along with some games specifically designed to use the six suits.

Once I'd got past the Greenhouse, the next games publisher I found was the gang of nutters known as Big Potato Games ([bigpotato.co.uk](http://bigpotato.co.uk)). Complete with a BIG potato. Which I neglected to photograph. Anyway, their entertaining games in brightly-coloured boxes were clearly doing the job of attracting people as the stand was constantly busy. I didn't spot any new games, but it seems I've not mentioned their 2017 release, *The Chameleon*, yet.

This is a party game of bluff and deduction. One player is the Chameleon and has to guess which of the 16 words on a card the players are referring to – without giving away that they're the Chameleon. This is tricky as they don't know what the word is... The other players try to work out who's the Chameleon without giving away the word. Simple, eh? (The rules are essentially one side of A4 paper, so yes.) You can immediately see that this will be a hoot in the right company.



A couple of aisles over, I bumped into an old friend, David Westnedge, main man at the company that bears his name ([www.davidwestnedge.com](http://www.davidwestnedge.com)). They were appearing at the Toy Fair for the first time in a few years. Apart from an extensive range of playing cards and classic games (Backgammon, Chess, Mah

Questions are about a country's flag, capital, famous monuments and more. Crucially, each is multiple choice, allowing the game to be played by children against adults: children get two choices, adults four. To add to the fun, players encounter hazards as they progress around the world: navigating round Cape Horn, for example, or avoiding the Bermuda Triangle. It looks undemanding fun with an educational element as players learn about the places they visit.

As I'd missed last year's Fair, Sean also introduced me to Wild Card's

Jongg and so on), Westnedge is UK distributor for some European publishers. These include Hurrigan ([www.hurrigangames.com](http://www.hurrigangames.com)), publisher of the *Mr Jack* series, amongst other games. David first tried to melt my brain with *Quadrio*, which can only be described as *Connect 4* where the pieces move around.



I managed to save my sanity by moving on to Hurrigan's latest, *Kero*, designed by the Prospero Hall studio. This is a two-player duel set in a post-apocalypse world (think *Mad Max*) where the players are competing for the kerosene they need to stay alive. Each turn is only

a minute long – controlled by the over-the-top sand-timers in model oil tanker lorries. However, players can do as much as they can fit in during that time, limited only by how quickly they can roll their dice. The game looks utterly bonkers and I look forward to trying it out.



Kero on display - the sandtimers are by the box

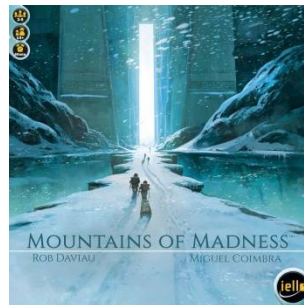
Further along this aisle was Thames and Kosmos ([thamesandkosmos.co.uk](http://thamesandkosmos.co.uk)), distributor of Franck-Kosmos products, including the Kosmos board games. In particular, they had the latest titles in the *EXIT* series of escape-the-room games, designed by Inka and Markus Brand: *The Forbidden Castle*, *The Forgotten Island* and *The Polar Station*. There will be at least two more titles in the series this year: *Dead Man on the Orient Express* (hopefully without the daft moustache Kenneth Branagh sports in the latest movie) and *The Sunken Treasure*.

A bit further along, I discovered Clarendon Games ([www.clarendongames.com](http://www.clarendongames.com)), a new name to me, but they've been around for quite a few years. *Alliterate!* is one of their newer games and is a twist on Charades. One player acts out an alliterative phrase for the rest of their team to guess – against the clock – and thus move round the board. However, just what players are going for depends on what square their marker is on: sometimes all players can guess the phrase, for example. Another new game, *Poppycock!*, is an entertaining take on trivia games: players can bluff about whether they know the answer or not. The game thus

Clarendon's *Poppycock!*

Oh and *Pokémon* CCGs and similar child- and family-friendly fare. *Bananagrams* was also featured, having now been added to the asmodee range, along with the various *Pandemic* titles.

Further along the same aisle was another UK distributor, Coiledspring Games ([coiledspring.co.uk](http://coiledspring.co.uk)), with main man Roger Martin in charge. For me, one of Coiledspring's highlights is the range of wonderful family games from Gamewright. News here is that there will be a third in Matt Leacock's series of family-friendly co-operative games, *Forbidden Storm*, later this year. I look forward to it. French publisher Iello is also handled by Coiledspring and one of the latest here is *Mountains of Madness*. Designed by Rob Daviau (who has a track record in this area), this is a co-operative game with a Cthulhu theme. The players are a team exploring the eponymous mountains in Antarctica. As you'd expect, their sanity is threatened as they progress up the mountain. A neat touch is that players' communication is limited as their level of insanity rises (I think they're just grunting at each other by the end). I'm sure it will go down a storm in the right circles, but I don't think it's the game for me.



The highlight of the show for me was my visit to Gibsons Games ([gibsonsgames.co.uk](http://gibsonsgames.co.uk)), the doyen of the British board games industry. Gibsons has a huge range of jigsaw puzzles, but are beginning to do more with their board

becomes about working out when to call other players' bluff, rather than just being a smartarse. That might even be enough to get me to play!

Into the E aisle and there was the major UK distributor that used to be called Esdevium Games. As of 1st January this year, the business has rebranded under the name of its parent company: asmodee UK ([www.asmodee.co.uk](http://www.asmodee.co.uk)). They have often been the only exhibitor at the Toy Fair showing hobby games. There certainly were some of those on show, however, for this audience, they major on *Yu-Gi-*

The new edition of *Civilization* – publicity shot from Gibsons

games. Pride of place, as far as I'm concerned, goes to the new edition of the greatest game in the universe, which they are launching in March: *Civilization*. Yes, a new edition of Francis Tresham's brilliant game. From what I've seen, the artwork has been spruced up, but the rules remain the same.

Also arriving from Gibsons this year are an expansion for deduction game *221B Baker Street* and *Pixit*, a game of making pixelated pictures from black and white chequered dice. Designed by David Mortimer, the aim is to manipulate the cubes into a picture matching the card just drawn. There are several variations in the game, supporting different numbers and types of players.

Longer term, it would seem we can expect revivals of other games from Gibsons catalogue, with the venerable *Kingmaker* next on the list. It's a game that is played for the experience as much as anything else and a new edition will no doubt go down well with its many fans.

Last of my encounters was Ginger Fox ([gingerfox.co.uk](http://gingerfox.co.uk)) to which I was attracted by a square box with the title *Taxi!* in large letters across the middle. Now, I remember *Taxi!* from the 1960s (another game in the Gibsons back catalogue), but this is not it.

*Pixit* – publicity shot from Gibsons

This is actually *Great British Taxi! Board Game*, a trivia game that allows players to sound off about topics as stereotypical cabbies. Oh dear. Not a game I'll be playing. Other games on Ginger Fox's stand were TV licenses, such as *Love Island: the game*, *The Chase* and *Blankety-Blank*.

The Toy Fair is organised by the British Toy and Hobby Association and next year's dates are 22nd-24th January 2019. You can find out more at [www.toyfair.co.uk](http://www.toyfair.co.uk).

## Reading Matter

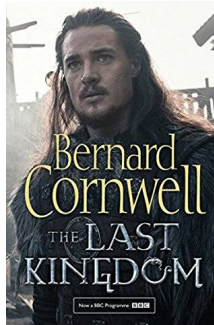
In recent weeks, I've been working my way through Bernard Cornwell's *The Last Kingdom* series – prompted by the TV series of the same name (and my affection for Cornwell's Sharpe stories). The title refers to Wessex, the last Saxon kingdom as the Danes have overrun Northumbria, East Anglia and (much of) Mercia. Historically, Alfred the Great is the leader who defeated the Danes. Or bought them off. And eventually his descendants became the first kings of a united England.

The hero of the books is an invented character (though named after a historical person), Uhtred Uhtredson. As a child, the Saxon Uhtred is captured by a Danish leader in the battle where his father is killed. He is brought up by the Danes, initially as a slave, but is then adopted by that leader. Thus, Uhtred has a foot in both camps; or divided loyalties. His goal is to regain his rightful domain, the lordship of Bebbanburg (Bamburgh), from which his uncle has usurped him.

Uhtred grows up to be a great warrior: he's big, fast and lucky (like Sharpe, he's exceptional). He's also an ingenious tactician. Fate sees him sworn to Alfred's service, despite disliking the pious Christian King with his obsession for writing everything down. Uhtred is thus a major factor in Wessex's survival and subsequent resurgence (though Cornwell makes clear that Alfred's creation of fortified towns, the *burhs*, plays a big part in containing the Viking threat).

What makes the books is the way Cornwell gives the reader a feeling of what life was like in the late 10th century – grim, brutal and short. Though, as a famous warrior and leader of men, Uhtred has a privileged position after the first couple of books. Mind you, his life does have its ups and downs – at one point he is a galley slave, chained to an oar in a trading ship. Cornwell also involves us in the detail of the history and, in particular, Alfred's ambition to unite the English-speaking peoples into one nation. Under God.

I've just finished book five in the series, *The Burning Land*, where Uhtred's characteristically bold strategy and inventive tactics have seen off the latest Viking assault on Wessex. Just as typically, he doesn't seem to be any further



forward in his ultimate goal of regaining Bebbanburg. What's amusing is that Uhtred, estranged from Alfred, was earlier one of the instigators of the attack. However, he finds his oaths still bind him to the Saxon side.

I'm thoroughly enjoying the books (I have an e-book omnibus of the first eight) and recommend them. The place to start is with *The Last Kingdom*, which introduces us to Uhtred, takes us through his youth and presents some of the characters who will be lasting friends and foes through the books to come (the tenth book, *The Flame Bearer*, was published in 2016). The two TV series have been pretty good, too, covering the first four books, though a lot of detail has been left out, of course.

## Games Events

The next big board games event is this year's Baycon, just after Easter: 4th-8th April at the Exeter Court Hotel in Kennford, Devon (a few miles south of Exeter). It's a while since I attended, but it's always been a fun few days of open gaming, with a substantial games library courtesy of the organising committee. For more information, see [sites.google.com/site/baycon2007](http://sites.google.com/site/baycon2007)

I've also had advance notice of this year's Manorcon: 20th-23rd July at the University of Leicester (specifically, Stamford Court, with accommodation in nearby Halls of Residence – or local B&Bs). For full details and to book, hit the website at [www.manorcon.org.uk](http://www.manorcon.org.uk)

This box concentrates on events I expect to attend.

**Swiggers:** games club that meets every Wednesday evening, upstairs at The Shipwright's Arms, 88 Tooley Street, London SE1 2TF (next to 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 each month – now at the Leon in Spitalfields Market (London E1 6DW). It's brightly lit, has big tables and they don't mind us stopping all afternoon. Closest stations are Liverpool Street (Tube and rail) and Shoreditch High Street (Overground).

**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:** 2nd-4th 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)

## Voyager (Star Trader game 9)

### Turn 4

Government spokesmen said the unrest after the election results would soon be quelled. Investors had no need to fear.

RED STAR LINES were selling Isotopes at Alpha Centauri – 7 for 9 HTs each – and gained a Dealership. SOLAR SPICE & LIQUORS bought 9 Liquors for 12 HTs each and upgraded to a Contractor's position. SWISS MERCENARY FLEET were selling 8 Spice at 15 HTs apiece – gaining a Dealership – thus undercutting SOLAR SPICE & LIQUORS who still managed to sell 2 units at 16 HTs each.

*The problems in the Badlands planetary areas were not affecting production.*

TRANSURANIC TRADING bought 6 Alloys at Sigma Draconis at a price of 5 HTs and received a Dealership. RED STAR LINES dumped 8 Petroleum for 11 HTs each. Then SOLAR SPICE & LIQUORS bought 6 Spice at 12 HTs apiece, taking a Dealership, after which COSTRA NOSTRA INC sold at the same price.

*There is no danger of conflict spreading off planet to the Spaceports.*

INTERSIDEREAL NOVICES bought 10 isotopes for 5 HTs apiece at Tau Ceti and gained a Contractorship. OXFORDS NOT BROGUES bought 3 units for 4 HTs each as the market remained buoyant.

*There is no cause for alarm. Residents and visitors are requested to take care when away from the public areas.*

SOLAR SPICE & LIQUORS sold Liquors at Mu Herculis: 8 units at the price of 14 HTs and gained a Dealership. RED STAR LINES were buying Monopoles – 8 units for 15 HTs each – and taking a Contractorship. Petroleum had 3 buyers: firstly FATCAT, who bought 1 unit for 11 HTs; COSTRA NOSTRA INC bought 4 for 8 HTs each; and, finally, TRANSURANIC TRADING bought 6 units at the closing price using Agent Percent.

*Please stay in your rooms.*

Epsilon Eridani saw INTERSIDEREAL NOVICES selling 7 Petroleum for 14 HTs apiece and obtaining a Dealership. OXFORDS NOT BROGUES sold 4 Liquors for 12 HTs each. It was INTERSIDEREAL NOVICES who dominated Alloys, buying 9 for 6 HTs apiece and getting a Dealership. After this TRANSURANIC TRADING bought the two remaining units for 5 HTs each, leaving OXFORDS NOT BROGUES's bid of 4, and SWISS MERCENARY FLEET's bid of 5 unfulfilled.



*All shipping and assets have been confiscated for the revolutionary Government. Compensation will be paid at a realistic price...*

*The revolution at Gamma Leporis had been brewing for a while but was not on everyone's radar. Four ships were lost together with Factories and Warehouses and good. Recompensed at 50% of hard asset values, some Corporations had an unexpected boost to their cash flow.*

COSTRA NOSTRA INC took out a 70 HT loan over 4 quarters and increased their Business Connections, as well as improving the Corporation's Reputation. Passengers were loaded for Beta Hydri.

FEDERATED ASSOCIATION OF TRUCKERS CO-OPERATIVES AND TRADERS loaded Passengers for Tau Ceti, Beta Hydri and Epsilon Eridani. Their plans to sell a ship were pre-empted, but they laid down a new Ashbrook: a Phoenix Hull with Augmented Jump, 6 Cargo pods and an A class crew at the Tau Ceti Yards.

SWISS MERCENARY FLEET boosted their Business Connections.

INTERSIDEREAL NOVICES were improving their Political Connections, with the commensurate increase in Reputation. They also delivered Weapons to Mu Herculis for a reasonable profit, though this cannot be confirmed.

RED STAR LINES shrugged off their losses and increased their Political Connections as well.

TRANSURANIC TRADING loaded Passengers. And continued to roll out its Factories production.

### Corporation Table

Corporation letter and name	Connections Bus/Crim/Pol	Init'v Bid	Turn order	Cash Rep	Player
A Costra Nostra Pizza Inc	8 0 2	5	2nd	203 27	Mark Cowper
B Oxfords not Brogues	1 0 7	0	6th	77 27	Mike Clibborn-Dyer
C FATCAT	3 0 7	15	1st	207 26	Jerry Elsmore
D Solar Spice & Liquors	8 0 6	0+4	7th	99 40	Paul Evans
E Swiss Mercenary Fleet	4 0 5	0	8th	242 30	Martin Jennings
F Smitten Kitten	4 0 7	N	9th	180 22	Michael Martinkat
H Intersidereal Novices	6 7 3	5	3rd	102 39	Mateusz Ochman
J Red Star Lines	7 7 2	0	5th	107 36	Przemek Orwat
K Transuranic Trading	6 0 7	0	4th	102 32	Bob Parkins

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



**News**

EV 5 – Civil War on Gamma Leporis – occurred this turn.

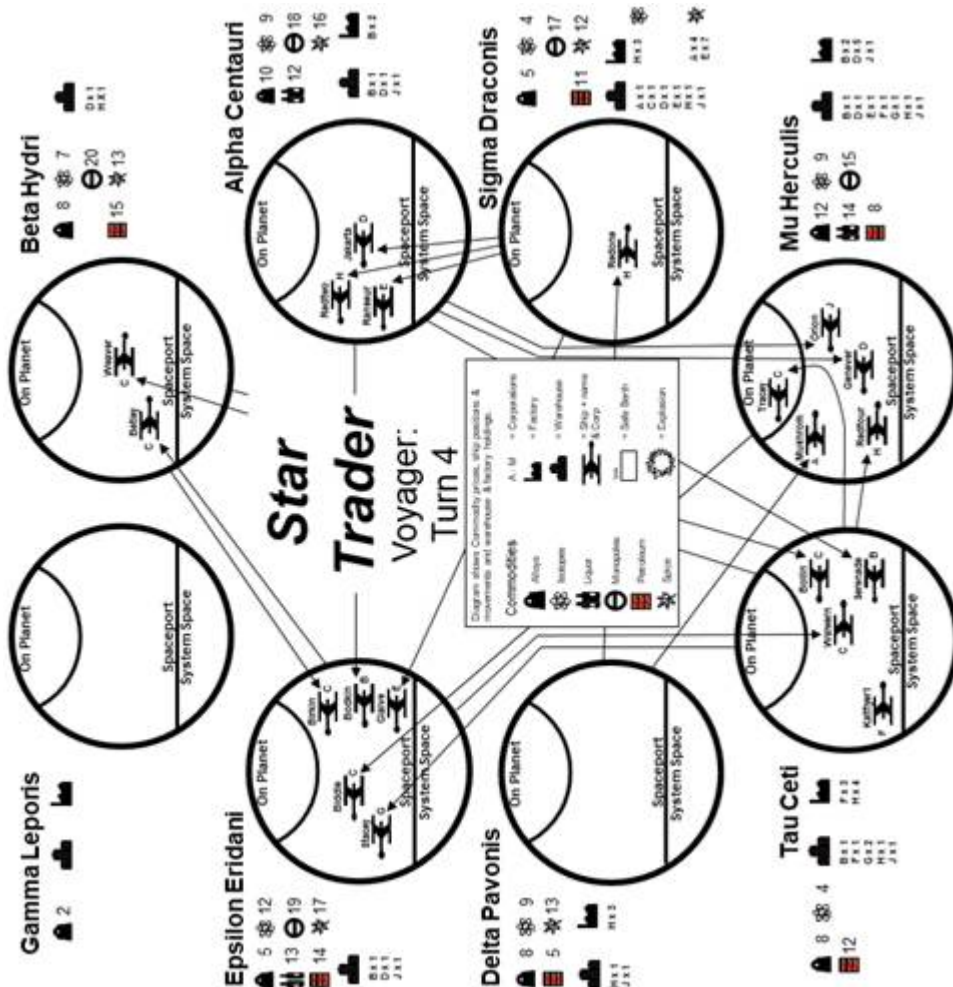
There were five new News chits this turn. The current list (new chits in **bold**) is:

Turn 5 B8, P6

Turn 6 P4

Turn 7 B1, C3, P2  
Turn 8 **B1, B6, C6**

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



**GM Notes**

When events take players by surprise, I cut down buy orders as players would do playing face to face.

No orders were received from Smitten Kitten this turn.

**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, 23rd March 2018**

**Obama (Railway Rivals game 12 - RR23321L)  
Game report - Turn 12 and game end**

Race results					Scores			
					TRUMP	ACR	CR	UCR
45	3C	Waukegam	8S	Marion		+5	20-5	
46	JS	Paducah	AD	Quincy			20-7+8	10+7-8
47	KD	Missouri	AH	Chicago		20+1	10-1	0
48	4C	Elgin	10H	Kankakee	+1	20+2	10-3	
49	5C	Rockford	6D	Springfield		10		20
50	AS	Terre Haute	6H	Chicago	20			
51	9C	Davenport	JH	Bloomington		10+5	20-5	
52	3D	Peoria	3S	Champaign	0+2+3-2	10-4	20+2-2	
<b>TOTAL</b>					<b>29</b>	<b>79</b>	<b>83</b>	<b>24</b>

JR = Joint Run; ERP = Exchange of Running Powers

UPTHUR CREEK RAILS just stay ahead as they are chased to the line by AMERICAN CENTRAL RAILWAY and CANNIS RAILWAYS. TYRANNICAL RACISM UNDER MY PRESIDENCY wins of course.

**Builds and scores**

**TYRANNICAL RACISM UNDER MY PRESIDENCY (TRUMP)**, Gerald Udowiczenko – Black  
Builds: none  
Points: 243 +24 = 267

**AMERICAN CENTRAL RAILWAY (ACR)**, Jonathan Palfrey – Green  
Builds: none  
Points: 378 +79 = 457

**CANNIS RAILWAYS (CR)**, Paul Evans – Blue  
Builds: None  
Points: 354 +83 = 437

**UPTHUR CREEK RAILS (UCR)**, Mike Clibborn-Dyer – Red  
Builds: None  
Points: 438 +29 = 467

## Game End Statements

### Gerald Udowiczenko (TYRANNICAL RAILWAYS UNDER MY PRESIDENCY) – 4th

I did build a great railway – and nobody built one better than me, believe me – and I built it inexpensively and I got the customers to pay for it. So why didn't anyone use it, why didn't I win? I did, but the Fake News told everyone that I lost. Don't listen to the Fake News, it's Fake, I mean it's not real.

Part of being a winner is knowing when enough is enough. Sometimes you have to give up the fight and walk away, and move on to something that's more productive, and I did that. So I am really the winner, not crooked Mike. He's the worst (and biggest) loser of all time. He just can't stop losing. Jonathan and Pevans aren't that far behind him, but Crooked Mike is the worst.

Especially as I heard from an "extremely credible source" that Mike's subs for TWJO ran out months ago, so how come he's allowed to carry on? It's because they don't want me to win, and they want to let Crooked Mike win, or anyone but me win. Because they know if I win, I will have the best railway and that's a fact!

### Mike Dyer (UPTHUR CREEK RAILS) –1st

There's a busy slice of lines cutting down the centre of this map so I got very lucky with all those earlier races just happening to drift down my lines over on the quieter western side. But the last few turns didn't go as well and I think ACR certainly has a chance of catching up at the end here. Thanks all for a great game, and to Mike for hosting. May we have another?

### Jonathan Palfrey (AMERICAN CENTRAL RAILWAYS) – 2nd

Mike Clibborn-Dyer with UCR has been leading since turn 8 and may well win, so congratulations to him on that; although it seems to me that his earnings in turn 12 will be low, while Pevans with CR has good opportunities this turn, so we could have a relatively close finish.

I'm not satisfied with my own play in this game. I've connected slightly more destinations than anyone else, but my line is lopsided and gives a relatively long journey between north-east and south. I could have done with the direct connection from Dixon to Streator that was made by CR. He outflanked me there.

The lines of the other players generally look good; even the TRUMP line isn't as bad as you might think from the score, although perhaps Gerald invested too much in connecting a few destinations in the south-east. Well, it's a matter of opinion.

Thanks to all for a good game, not forgetting Mike D for running it and Pevans for hosting it.

### Paul Evans (CANNIS RAILWAYS) – 3rd

I haven't done any deep analysis, but I thought I'd built a decent network: connections to just about everywhere and a monopoly over one patch. Of course, the issue with this is that I'm usually paying other railways a little each race and it all adds up. At least I can blame the selection of races.

Still, a good game overall: thanks to the other players and especially to Mike for GMing the game.

### Ah, more from Gerald

Congratulations to Mike (UCR) on winning the game. I'm not really sure where I went wrong, as I thought I had some good routes, but just didn't get the luck with connections. I was a little surprised to see that we didn't have many Joint Runs or Exchange of Running Powers over the course of the game,

And as always many thanks to Mike (not the "crooked one" J) for running the game and putting up with some of us getting their orders in late. But maybe that didn't happen, and it was just "Fake News" J.

## Railway Rivals game 13

### Start-up

We have five players, which is enough to start – there's room for one more, if anybody wants to pitch in (send first turn orders – first to do so gets the spot).

Our players (and assigned colours)	Jonathan Palfrey – Green
are:	Rob Pinkerton – Red
Bob Blanchett – Black	Gerald Udowiczenko – Yellow
Mike Clibborn-Dyer – Blue	(Any sixth player will take orange.)

All players should get a working copy of the London & Hampshire (LH) map and the official rules (as PDF documents) with this issue of *TWJO*.

With the first turn, give a name for your railway company. Your orders should be headed with Player Name, Company Name and Colour (to make my life easier).

Then give your builds for each die in turn. If you build to a town, write the town name (with the hex if you want). Everybody starts from London.

There will be a three-point bonus for the first player building through each of the hexes where Paul and I went to secondary school.

First turn's die rolls are: 5, 4, 5

**Orders for the first turn to Mike Domett, 119 Victoria Road,  
Alton GU34 2DD or by e-mail to [mike\\_dommett@yahoo.co.uk](mailto:mike_dommett@yahoo.co.uk)  
by Friday, 23rd March 2018**

# Trophy Hunter

## Turn 6

### 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											X
3																		‡		
4				x														‡		
5			x															‡		
6										⚡										
7										⚡										
8							e	e		⚡	x	A	⚡	X						
9	X						e	e			x	X								
10			X															x		
11		A	⚡							x										
12																X				
13			G														X			
14		X	⚡	X		e	e													
15			G			e	e													
16											x	x					A			
17										X									X	
18			⚡	⚡																s
19		B						L					x							
20																				

Mr Baylis is “hoping to flush out the second Elephant which we believe is hiding in Kim yung Un's hair (or secret bunker) or perhaps the Golden Primate known as the Trump Monkey...” Little bit political there. His shots go wild.

Graeme Morris thinks “my lack of marksmanship may soon earn me the nickname David Attenborough.” And promptly finishes off an Antelope.

Nik Luker goes for the other wounded Antelope and completely misses. Charles Burrows nails it, though. While Alex Bardy avoids the obvious Antelopes and finds another one.

Mark Cowper hits a bush, Mr Dommatt finds a Lion and Tim Macaire hits the Snake that's trying to get away (no points as it's been hit once).

Gerald Udowiczenko misses both a Gorilla and an Antelope. Lots of people get part of the Gorilla bottom left, but it takes Graeme Wilson to finish it off.

### 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, <del>Strikeout</del> = 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.

### Scores

Player	Shots	This turn	Total
Alex Bardy	Q16	4	8
Chris Baylis	P12,Q13	0	10
Charles Burrows	M9,L8	4	11.83
Mark Cowper	A9,B19	0	6
Mike Dommatt	H19	5	13
Jerry Elsmore			3.5
Bill Hay	B14,C15	1	4.25
Andy Kendall	C15	1	6.5
Rob Lee	D14,C15	1	3
Nik Luker	N8,M9	0	12.5
Tim Macaire	T2,S18	0	11.33
Dave Marsden			3.5
Graeme Morris	B11	4	7.5
Rob Pinkerton	H2,I2	0	2
Gerald Udowiczenko	D14,C10	0	2.58
Pam Udowiczenko	R17,I17	0	2
Matt Wale	C15	1	5.25
Graeme Wilson	C13	4	9
Paul Wilson	C10,M9	0	7.5

### What's this about?

This game is essentially a variation of *Battleships* and is open to all readers of *TWJO*. The 20 x 20 grid represents an African safari park where a population explosion means the animals must be culled. The players are trophy hunters allowed in to carry out the cull.

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. 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, 30th March 2018.**

## 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 60 (at [brass.orderofthehammer.com](http://brass.orderofthehammer.com)) went to Mike Tobias – his fourth in a row – by 5 points from Steve Jones. I was 6 behind him and our ringer, 'Darklord' was last. Game 61 was really close, but Mike got it by a point from me, 2 points in front of Steve, just 3 ahead of 'Dugy'. Excellent stuff.

Can I persuade anyone into a game of *Keyflower*? Let me have your ID at BoardGameArena.com and I'll invite you into a game.

*Through the Ages: a New Story of Civilization* is going well (at [boardgaming-online.com](http://boardgaming-online.com)). Mike Tobias took game 8, while number 9 went to Al Tabor. Game 10 is now nearing its end – let me know if you'd like to join in.

Our latest two games of *Pax Porfiriana* (at [yucata.de](http://yucata.de)) ended quickly with wins for me, taking over from El Presidente. We've moved on to another game, which is building up nicely. More players are welcome: let me know if you'd like to join in.

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

I've played a couple of two-player games of *Innovation* at BoardGameArena.com and now moved on to a four-player. Anyone else interested in playing?

And there's an *Agricola* game under way at [www.BoiteAJeux.net](http://www.BoiteAJeux.net) – I'm up for more if anyone else is interested.

# Games from Pevans

Mail order board and card games in the UK



## Loot Island (Aaron Haag)

An intriguing game from the designer of *Yunnan*. It's about hunting pirate treasure on a long-lost island. Players face some tricky decisions where they must weigh up the pros and cons: treasure only comes with a curse...

For 2-5 players, aged 10+, playing time 60 minutes: **£20.00**



## Powerships (Corné van Moorsel)

Cracking spaceship racing game, based on the designer's earlier *Powerships* and featuring the same clever three-sided dice. The trick is being able to slow down at the right point and not crash into any stray planets.

For 2-7 players, aged 10+, playing time 30 minutes: **£36.00**



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

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

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

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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 ). 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 May 1670 to Pevans at 180 Aylsham Drive, UXBRIDGE UB10 8UF, UK or [lpbsorders@pevans.co.uk](mailto:lpbsorders@pevans.co.uk) by Friday 30th March 2018**



### April 1670 (314)

Spring has definitely sprung and Parisians are bustling gaily about the streets once more. General Pierre le Sang is bustling, too: he wants to get rid of his Aide and leans heavily on him. The man sees which way the wind is blowing and quickly departs, allowing le Sang to appoint Vulson de Chalais, a Major in the 27th Musketeers, as his new Aide. As Minister of State, le Sang next confirms Duncan d'Éauneurts' re-appointment as Commissioner of Public Safety, turning down the alternative applications from Felix Anton Gauchepied'er and Terence Cuckpowder. This brings Éauneurts elevation to Baron.

The post of Minister of Justice is also freed up by the end of Éauneurts' previous term as CPS and le Sang casually assigns it to some nobody. Said nobody is promptly arrested by the CPS, along with a spare Minister without Portfolio.

The Adjutant of Third Army is the target of Alan de Frocked's bustling. He uses his influence to remove the current holder of this appointment. Colonel Frocked calls in a further favour to make sure he is appointed to the vacancy.

Royal Marines commander Gaston le Somme tries to persuade the senior Major in his regiment to quit, but his blandishments have no effect. Next, Brigadier-General le Somme has his lady friend, Bess Ottede, apply her influence to persuading the current Brigadier of Third Foot to resign. It's not a certainty, but Bess's blandishments have the desired effect and the position is vacant. Now le Somme puts in his application to take over.

Major Jean d'Ice of the Cardinal's Guard wishes to advance his military career. First, he must get rid of the current Lieutenant-Colonel in the regiment. To this end, he uses all the favours he can call in, which should make sure the incumbent resigns. Except that Felix Anton Gauchepied'er (Lt-Colonel of the King's Musketeers) has some influence, which he expends to sabotage his enemy and put the resignation in doubt. Except that who should enter the fray, but Brigadier-General Terence Cuckpowder, who doesn't seem to have a dog in this fight. He has a word with the current CG Lt-Col, persuading that worthy that it is, indeed, time to retire. A grateful Ice buys Lt-Col, sneering at his now opposite number in the KMs. This gives him command of First battalion, rather than the Second battalion which he is currently leading on the frontier.

Cuckpowder hasn't finished yet. He uses a lesser favour to ensure that the Lt-Col of the 13th Fusiliers stays on – though Gauchepied'er has not followed up his request for the man's resignation with any influence of his own.

New arrival Jean-Marie Lillebonne makes for the barracks of the 13th Fusiliers, where his application is accepted with alacrity. He buys the rank of Major (and the requisite horses) using the cash provided by his father when he left for Paris.

Inigo Montoya is a Major in the Grand Duke Max's Dragoons and would like a promotion. So he volunteers his command – second squadron – for active service. Captain Padamus Da Grim is dragged along for the ride.

### Launching books

There are plenty of social events this month – for the more senior socialites, anyway. Marquis Etienne Brule launches his new book, "A History of Cavalry from the Earliest Times, with Lessons for the Future", with a month-long reception at the Fleur de Lys. Against this, the freshly re-appointed Commissioner of Public Safety and new Baron Duncan d'Éauneurts hosts a banquet, also in the Fleur, for the first half of April.

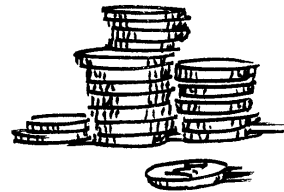
Duncan's do attracts more guests – well, his entry requirements are less restrictive. First through the door (in alphabetical order) is Colonel of his enemy regiment, Alan de Frocked. The two exchange challenges, then Alan ushers his companion, Madelaine de Proust, into the club to scrutinise the banquet menu. Chopine Camus is next to arrive. Gaston le Somme escorts Bess Ottede. Gaz Moutarde has Anne Tique on his arm. Jean Jeanie accompanies Jacky Tinne. Leonard de Hofstadt brings Frances Forrin. Last on the list is Was Nae Me, squiring Vera Cruz.



Etienne greets his guests from a convenient position next to the gaming tables. He relies on Belle Epoque to look after them after that. Alphabetically first is Bill de Zmerchant, on his own. Beau Reese Jean Seine brings Maggie Nifisent. Frele d'Acier escorts Freda de Ath and purchases an autographed copy of their host's treatise. Di Lemmere accompanies Sebastian de la Crème, who also coughs up for the book. Terence Cuckpowder has Fifi on his arm. Bill rather monopolises conversation with lengthy reminiscences about the old days – when men were **real** men and horses were **real** horses. The plaintive cries from outside are Henri Dubois and Simon Alfred Devereux, both of whom have been refused entry, in line with Etienne's instructions. Amongst other things, they miss Etienne's wagering: he cuts the first bet and loses the next one, but then gets a win. Another loss leaves him well down, but a final win recovers things a bit.

A few other members are in the club during the week. Pierre Cardigan brings Edna Bucquette for a quiet week – four of them through the month. Minister Pierre le Sang escorts Guinevere d'Arthur to the Fleur for a week, which they repeat twice more. Richard Shapmes hits the Fleur all month with Kathy Pacific for company. Uther Xavier-Beauregard brings Henrietta Carrotte for just one week out.

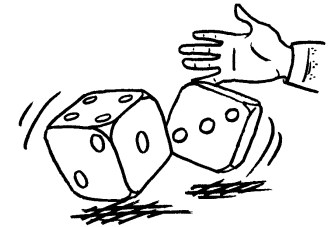
Week two of April sees Duncan welcome the same guests as the week before to the second half of his “banquet”. However, numbers at the “book launch” are reduced by the absence of Bill de Zmerchant. Etienne places another five bets: he cuts two and loses one before two wins make it a wash for the week. Guest numbers pick up again in week 3 as there's no longer a rival attraction. Beau and Maggie, Frele and Freda, Sebastian and Di and Terence and Fifi all return. They are joined by Duncan d'Eauneurts himself, Gaz Moutarde with Anne and Was Nae Me with Vera. Gaz hands over the cash required to gain an autographed copy of Etienne's book. Etienne's gambling goes better this week as he wins three and loses two of his five bets, putting him slightly up on the month as a whole.



Other clubs see visits from some members across the month. Bothwell's is home to Charles Louis Desapear and Emma Roides for three weeks. Just the first week at Bothwell's is enough for Louis Oeuf Ur Terribles and Sue Briquet. (Louis has his eye on another woman, but decides against pursuing her when he notices she's on someone else's arm.) The place gets busier in week 3, with refugees from Duncan's do. Alan de Frocked arrives for some gambling – he only places one bet, but wins it in style. Gaston le Somme brings Bess and Leonard de Hofstadt has Frances in tow. Only Leonard and Frances turn up in the last week.

Hunter's and the Horse Guards remain empty all month. However, Blue Gables is graced with Florent Sans de Machine and Charlotte de Gaulle. They're only

there for one week, though. L'Inconnu's club is the Frog & Peach and that's where to find him – and Anna Rexique – for the first three weeks. Week 2 is quite busy as Xavier Money and Betty Kant receive a couple of Toadies. Florent is going down-market, but still has Charlotte with him. Simon Alfred Devereux remains unaccompanied. Robert d'Lancier appears in the Frog & Peach as well, showing off his conquest, Ava Crisp – something Jean d'Ice will find out later. Robert lays some wagers: an initial loss is set off by two wins, but then he loses again. He cuts the fifth roll, but wins the final one to end the week a few crowns better off.



L'Inconnu and Anna, Xavier and Betty are back in the Frog & Peach for week 3. While Red Phillips' only visitors are Balzac Slapdash and Mary Huana right at the end of April. It's taken Balzac three attempts to win Mary's heart as she remained loyal to Jacques Diabolick for a while. Wrapping up the month in the Fleur de Lys, the regulars are joined by Jean Jeanie and Jacky.

### Racing for the Prince

This brings us to the major social event of the month: the second Annual Jacques As Memorial Stakes, hosted by the Dauphin. This is such a draw that most socialites in Paris make their way to the Prix d'Or, despite the unsavoury reputation of the area. His Royal Highness welcomes 17 guests and competitors. One of these is L'Inconnu, who's clearly had to beg, steal or borrow a horse for the occasion. This is made obvious by the delivery company's livery that it's still wearing. As the riders make their way to the start, the prince makes his way to the grandstand to hang out with Ada, Anne, Belle, Bess, Betty, Emma, Fifi, Guinevere, Henrietta, Marie and Thomasina (Jean-Marie Lillebonne's conquest).

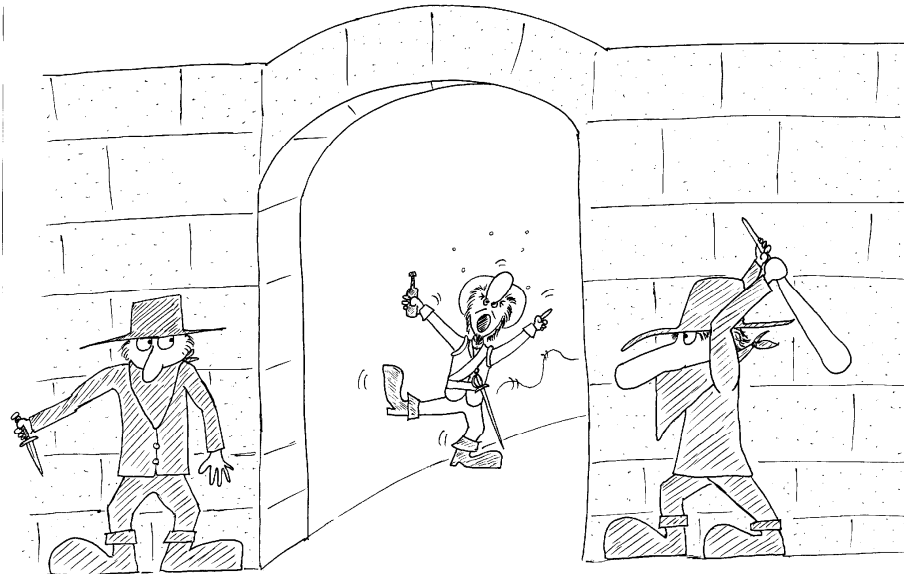
Frele d'Acier and Simon Alfred Devereux are joint favourites and demonstrate their form by taking the lead from the off and into the first corner. Gaz Moutarde is just behind them with Terence Cuckpowder on his heels. Then there's a big group of horses: Bill de Zmerchant, Chopine Camus, Pierre le Sang and Vulson de Chalais make up the first half. The second half consists of Alan de Frocked, Jean-Marie Lillebonne, Uther Xavier-Beauregard and Xavier Money. His small size partly compensates for the poor quality of his horse, so L'Inconnu is next, ahead of Etienne Brule (who's given up on the fourth week of his book launch junket) and Gaston le Somme.

The horses round the first corner and the riders dig their heels in: some mounts respond, some don't. One of the steeds that responds best is Simon's, taking him a couple of lengths ahead of Frele, whose horse's speed is mediocre. This means Frele is caught by the sprinting Pierre and by Gaston, who's moving just that bit faster than Frele. Alan is another of the fastest, catching up to the slightly slower

Bill and just behind the threesome in second place. The horses behind jostle each other, but the next group consists of Jean-Marie, Uther, Vulson and Xavier. Behind them is something of a straggly tail. Terence is next, with Etienne just behind him. Chopine Camus is hanging on to them. There's then a gap of a length to the struggling L'Inconnu, who's been caught by Sebastian, with Charles and another struggler, Gaston, at the very back.

Through the final corner the horses bump and barge and then rush for the finishing line. Simon eases back a bit, but still extends his lead over Gaston to win the race by over two lengths. Frele and Pierre's horses are spent and they fall way back, while Xavier sprints to catch Gaston on the line and tie for second place. Vulson charges hard as well, but is still half a length down in fourth place. Bill's steady pace brings him in fifth, just ahead of Frele and Pierre. Alan's horse is also finished and he is caught by Uther and the suddenly speedy Etienne. They've gone past Jean-Marie, another with a dawdling mount, and he is caught by two flat-out back markers: L'Inconnu and Sebastian. Terence seems to have given up and finishes behind them, followed by Gaston, who's finally got some pace out of his mount to overtake the walking Chopine. Charles brings up the rear, more than a length adrift of anyone else.

As the tired and sweaty riders enter the Crown Prince's box, he has to break away from his conversation with the ladies, adjust his dress and present the prizes. It's a handsome amount for Simon Alfred Devereux, whom the Prince marks as a coming man, while the prizes for second and third are split between Gaston le Somme and Xavier Money. Then it's drinks all round: Chopine offering



a toast to the memory of the late Jacques As of the Grand Duke Max's. There's just time for a regimental dispute to emerge: Jean-Marie (13th Fusiliers) and Vulson (27th Musketeers) are in opposing units. L'Inconnu and Simon are disgusted that such a lowly-born person as Charles has been admitted to the presence of the Dauphin and both challenge him for his effrontery. Meanwhile, Etienne has taken advantage of the hubbub to have a quiet word with the Dauphin, proffering an autographed copy of his treatise on the cavalry. The Prince accepts graciously and even takes it with him on his visits to the privy.

As the socialites straggle back to town, full of the Dauphin's wine and canapés, they make easy pickings for the local ne'er-do-wells. Alan de Frocked is the footpads' first victim. His claim to have no cash on him is rather belied by the way he chinks when pushed around. A cosh to the head leaves him in no state to resist as his cash and baubles are stripped, providing the hoodlums with enough to retire on. Bill de Zmerchant is next to attract the muggers: Ada is quick to hand over her jewellery as the attackers strip Bill's comatose form. Gaz Moutarde and Anne are held up at sword point and offer no resistance to another set of footpads who will be able to retire. The swagger of race winner Simon Alfred Devereux is irresistible to the muggers and he is pounced on next. His attackers waste no time in conversation and relieve him of the crowns he has on his person. Pickings are relatively slim when the footpads hold up Vulson de Chalais, but the bump on his head will take a while to go down.

Iron man of the month is shared between Bernard de Lur-Saluces and Jacques de Gain, who both practise rapier all month, with Felix Anton Gauchepied'er a close second as he swishes a dagger around for four weeks. Vulson de Chalais puts in three weeks with his rapier before heading for the racetrack. For Jean-Marie Lillebonne it's just two weeks rapier practice between courting and horse racing. Spending a fortnight with their sabres are Augustin Fourier (following a week's jousting in the bawdyhouses and before he's called to his regimental duties), Henri Dubois (whose visit to the red light district is in week 3) and Uther Xavier-Beauregard. Florent Sans de Machine completes his month with two weeks in the gym, exercising his rapier arm.

### Dear, dear John

Whiling away the month on France's borders, Frontier regiment 1 is joined by Lieutenant-Colonel Jean d'Ice, who has neglected to order his new command to join him. Hearing about the regiment's casualties from a Spanish bombardment last month, he keeps his head down and his only reward is a "Dear John" letter from Paris. Swindelle d'Masses, Brigade Major of the Horse Guards, is also attached to the regiment and his suggestions for camouflaging the troops' positions go down very well. He receives a Mention in Despatches ("Can't find the bloody man anywhere") and a couple of hundred crowns reward.

Frontier regiment 2 gets a bit cocky this month. Pursuit of Spanish patrols leads them into an ambush where they take heavy casualties. Major Inigo Montoya, leading his squadron of the Grand Duke Max Dragoons, tries to save the day by charging the Spanish musketeers. He goes down under a hail of musketballs. RIP. This leaves Captain Padamus Da Grim to rally the men. He is promoted to Major, taking over command of the squadron, and gathers some 500 crowns' worth of plunder as well as a couple of horses.

PM Colonel Jacques Diabolick is with Frontier regiment 4, where his month is broken by the arrival of a "Dear John" letter. He takes out his anger on the musketry targets, earning a few hundred crowns in prizes. Major Jean Ettonique is also attached with his squadron of the Dragoon Guards. While the Frontier troops prefer a quiet month, he leads his men on aggressive patrols, using their sharp dressage skills in clever manoeuvres. He is Mentioned in Despatches ("Is that horse dancing?") and pockets a couple of hundred crowns in booty.

Sebastian Adis II remains with 'his' North Highlanders, picking up valuable tips on economies he can make as Quartermaster-General of First Army ("You'll have had your tea..."). His name is Mentioned in passing, but this is still enough to bring him elevation to Baron. ❖

## Press

### Announcements

#### CORRUPTION IN THE MILITARY

There have been disturbing rumours of quartermasters supplying shoddy equipment to the armies for which they are responsible and pocketing large sums from equipment budgets to finance their own questionable lifestyles.

If you have any information concerning this, please inform the Commissioner of Public Safety forthwith. (Confidentiality assured).

† Baron Duncan d'Éauneurts

Gentlemen of the Horse Guards,  
Pay your debts, say goodbye to your loved ones: we are off to the front with the Army next month.

† Cuckpowder

### Despatches from the Front

Oh, please, can I be a 'Sir', sir? Please! Soon the lack of a 'nick on the shoulder' is going to get embarrassing.

† IM

### Social

Gentlemen of Paris,

I invite all men of quality to join me at my club to celebrate my elevation to Viscount in Week 4 of April. Of course there is a strict no (Queer Old Codgers) policy.

Kind regards,

† Viscount Frele d'Acier

[OOC: SL 16+]

### Blatant brown-nosing

Padamus Da Grim

Your military ability is surpassed. His Majesty King Pevans has unsurpassed Military Ability.

† Cuckpowder

Ah, so true.

† Le Roi

### Personal

Lord Percy Percy says, as roughs are very fashionable, Chopine Camus is very fashionable.

Brigadier Sir Duncan d'Éauneurts, OC The King's Musketeers to

Lt. Colonel Sir Felix Anton Gauchepied'er, OC 1st Btn King's Musketeers

Colonel Gauchepied'er,

I have given you every consideration since you joined the regiment. Indeed, few regimental commanders would even have considered you thanks to your unmilitary bearing and questionable proclivities. I decided to overlook these in hopes that, underneath it all, you might yet have the makings of a Musketeer. Although you have conducted yourself admirably in the field, in other areas your behaviour has been sadly lacking, however. Indeed, during your very first month in the regiment your conduct fell far short of that expected when you ran away from a duel and inconvenienced a number of gentlemen who had accepted an invitation to your club.

The perfidy and total lack of loyalty which you demonstrated in March, however, is the last straw. How DARE you seek to go behind my back

and attempt to oust me from me from my Government Appointment, Sirrah. Without a by-your-leave from me, you make a treacherous attempt to replace me as Commissioner of Public Safety. I will not suffer such perfidy from the men under my command.

Such conduct falls well short of that expected from a King's Musketeer and leads me to the inescapable conclusion that the best way in which you could now serve the regiment is by leaving it forthwith.

I expect to see your resignation on my desk without further delay.

† Brigadier d'Éauneurts

Dear Marie, I wondered why my supply of cakes had dried up – it appears you have found another source of whipped creme to fill your Croquembouche. It now appears that I must try a different tart when I get back to Paris. I am gutted, but not as much as my dear Vulson de Chalais is going to be when I return, because it is a poor show to steal a mistress from a superior – even if she is known for her French Fancies – so please reserve him a plot in Père Lachaise (pauper's section).

PS The rumours about Miss Tress and I at the front are nonsense – it took a large amount of goose fat to remove me from my Tan-go suit. As I popped out, Miss Tress broke my fall, knocking both of us to the ground, explaining why I was lying on top of the poor dear, completely naked and covered in grease. If this is the grounds for dumping me, you have made a bad mistake.



“Trissy, darling, I’ve been thinking... we need to ‘Wow’ up the fashion scene, my love. It’s all become a little stale of late and, nice as some of these dresses and gowns are, they lack panache, they lack style. We need an image, sweetheart, a real trend setter!”

“Ooooh yes, Felix. What a wonderful idea – I was just thinking that myself darling.”

“Yes... I think the way forward is... Macho! Black leather must be the new ‘IN’ and I have the solution. Picture it now, darling: black leather doublet open to the waist, showing off those chests; gold medallions round the neck; tight black leather trousers; black boots and ... and ... a black peaked cap!!”

“Wonderful, darling, wonderful. We shall stun them all ... out with the dresses and in with the leather. I’ll send out for the tailors straight away and next month we’ll hit Paris with the new look for the 1790s. Ooooh, I’m soooo excited!”

## Poetry Corner

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

### Buying a horse

1 When you join the military, there are things to do of course  
And if you join the cavalry, you have to buy a horse  
2 Now Augustin had been given sound advice by his beloved Father  
Of how to pick a reliable mount, and with which not to bother

3 Augustin strode to the horse trader looking for a steed to buy

But he began to worry when he saw a cunning gleam in the merchant’s eye

4 “I seek a horse” Augustin squeaked, trying to be brave

Determined that this mountebank would not take all that he saved

5 The merchant saw an easy mark and smiled a wicked grin

Imagining the piles of money, from this rube, he’d win

6 “This gray will serve you faithfully, young sir, it’s noble and it’s true.”

“No thanks”, said Augustin, “He looks one week short of glue”

7 “The sorrel then”, the merchant countered “He’s young and full of spit.”

“Again a no, by the way he walks it seems his hoof is split.”

8 “This roan here is bred to charge, and is also trained to attack”

“My feet would practically touch the ground because the sway that’s in his back”

9 And so it went back and forth as Augustin looked at all the steeds,

Trying to find the one horse that would truly meet his needs.

10 Finally, after hours, he found the one that would fit the bill

Which is why he rides a dun horse with the fierce name ... Daffodil.

A lonely mistress  
Forgotten victim of war  
Is alone no more

## Points Arising

### Next deadline is 30th March

I was sure that I’d specified the Social Level of the Crown Prince in the *LPBS* house rules, but it appears not. So, for the record: in this game, the King is SL 30 and the Dauphin 25.

The CPS arrested a non-player Minister without Portfolio this month. Reflecting on this, I have decided that it doesn’t make sense for there to be NPC Ministers without Portfolio. I have allowed the arrest this time but, in future, there will only be player character Ministers without Portfolios.

While I’m at it, let me formalise Royal Displeasure. His Majesty does not look kindly on any who rival his magnificence. Thus, at the end of every month, I roll a die for each character with a Social Level of 25 or more, add the result to his SL and subtract 30. Any result above zero means the character suffers Royal Displeasure.

A result of 1-3 means minor displeasure: the character is required to spend 1-2 weeks of the next month attending on the King or to provide funds to the Royal Exchequer.

4-5 is strong displeasure: the character gains an appointment in the Royal Household, which requires him to spend one week each month attending His Majesty; or must donate his current net worth to the Exchequer.

6 is terminal: the player has a choice of what happens to their character:

summary execution, permanent exile or indefinite imprisonment in the Bastille (iron mask optional).

Failure to obey the consequences of Royal Displeasure leads to immediate escalation to the next level. Each consecutive month of Royal Displeasure adds 1 to the character’s die roll.

And I really must get round to bringing the *LPBS* house rules booklet up to date...

Technically, the NPC Minister of Justice’s appointment finishes at the end of May and characters can apply for the job with their May orders (to happen at the start of June). However, as he’s on trial at the start of May, this is probably academic.

### Welcome

Joining us this turn is Bob Blanchett, another old hand at *En Garde!*. Welcome to *LPBS*, Bob.

And returning after a couple of years away is Gerry Sutcliff. Welcome back, Gerry.

### Absent friends

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

AdA Amant d’Au (David Brister) has NMR’d. Total now 1

GS Guido Spoons (Ray Vahey) has NMR’d. Total now 1

RBCB Raoul Bernard de Chenin Blanc (Olaf Schmidt) has NMR’d. Total now 1

X1 (Francesca Weal) got the benefit of the doubt and was floated

## 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/>

## Announcements

Etienne Brule applies for Chancellor of Exchequer

Gaston le Somme applies for Brigadier of 3rd Foot Brigade

## Duels

### Results of March's duels

There were none.

### Grudges to settle next month:

Alan de Frocked (Rapier, Seconds LdH, 3 rests) and Duncan d'Eauneurts (Sabre, Seconds WNM, adv.) have mutual cause as enemies.

L'Inconnu (Foil, 4 rests) has cause with Charles Louis Desapear (Rapier, adv.) as he's not Noble but higher SL.

Simon Alfred Devereux (Sabre, 1 rests) has cause with Charles Louis Desapear (Rapier, adv.) as he's not Noble but higher SL.

Jean-Marie Lillebonne (Rapier, 2 rests) and Vulson de Chalais (Rapier,

**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 that 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.

Sebastian de la Creme asks NPC Commander of Third Army to resign

Vulson de Chalais asks NPC Lt.Colonel of 27th Musketeers to resign

adv.) have mutual cause for being in enemy regiments.

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

### Duels held over to June

Sebastian Adis II versus Vulson de Chalais.

Jean d'Ice versus Robert d'Lancier.

Jacques Diabolick versus Balzac Slapdash.

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.

## Trials

The non-player Minister of Justice and Minister without Portfolio will be on trial at the beginning of next month (after duels have been fought, but before anything else). The Commissioner of Public Safety, Duncan d'Eauneurts, will prosecute and the Minister of State, Pierre le Sang, will sit in judgement.

Players may submit narrative for or against either (or both) and/or describing their attendance at court. This should be sent to the CPS/MoS before the deadline if you want them to take note of it.

## New Characters

Graeme Morris gets the Second son of a wealthy Baron: Init SL 7; Cash 500; MA 6; EC 1 (X2).

Bob Blanchett gets the Bastard son of a wealthy Merchant: Init SL 2; Cash 225; MA 6; EC 3 (X3).

Gerry Sutcliff gets the Second son of a well-to-do Gentleman: Init SL 4; Cash 250; MA 2; EC 2 (X4).

## Tables

### Army Organisation and 1670's Summer Deployment

First Army (Field Ops)	--/--/GS/SA2
First Division (Field Ops)	--/--/--
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/JE/N1/CLD
Frontier Division (Siege)	N1/N/N3
Frontier Regiments (Siege)	
Third Army (Defence)	N6/N/AdF/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/N/SdM
Heavy Brigade	CC/N/N4
Dragoon Brigade	N6/N/N6
First Foot Brigade	N3/N/JD
Second Foot Brigade	N4/N/N2
Third Foot Brigade	__/_/_/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

### Frontier Regiments

	F1	F2	F3	(Defence for Mar-May)	
				F4	RNHB
Colonel	N6	N6	N5	N2	N5
Attached	Jdl SdM	2 Bn CG 2 Sqn GDMD		2 Sqn DG JD	SA2
Also at the Front					

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

### Battle Results

Frontier regiment 1: 4	Frontier regiment 4: 3
Frontier regiment 2: 1	RNHB regiment: 4
Frontier regiment 3: 5	

### Other Appointments

King's Escort: Ensign N	Captain N
Cardinal's Escort: Ensign N	Captain N
Aides: to Crown Prince N	to Field Marshal LOUT
Provincial Military Governors: RS/N/N/N/N	
City Military Governor N	Adjutant-General BdLS
Inspectors-General: of Cavalry N	of Infantry N
Commissioner of Public Safety DdE (until March 1671)	
Chancellor of the Exchequer __	
Minister of Justice N (until May 1670)	
Minister of War BdZ (until August 1670)	
Minister of State PIS (until November 1670)	

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

### Femmes Fatales

No	Name	SL	Attr	Last
64	Edna Bucquette	18	W	PC
3	Kathy Pacific	17	B	RS
54	Madelaine de Proust	17		AdF
35	Katy Did	16	I	
42	Maggie Nifisent	16	B	BRJS
55	Jacky Tinne	16		JJ
52	Guinevere d'Arthur	15	B/W	PIS
10	Frances Forrin	14	B	LdH
21	Helen Highwater	14	W	
48	Fifi	14	B/W	TC
62	Alison Wunderlandt	14		
11	Laura de Land	13		
16	Ophelia Derrière	13		
26	Ella Fant	13	B	
27	Lucy Fur	13	B	
30	Leia Orgasma	13	B	
45	Cath de Thousands	13		
8	Lotte Bottle	12	B	
12	Charlotte de Gaulle	12		FSdM
17	Henrietta Carrotte	12	I/W	UXB
28	Vera Cruz	12		WNM
31	Bess Ottede	12	I/W	GIS
1	Sue Briquet	11	B	LOUT
4	Anne Tique	11	W	GM
9	Deb Onairre	11	I	
40	Sheila Kiwi	11		
63	Carole Singeurs	11		
20	Emma Roides	10	I	CLD
33	Anna Rexique	10	I	LI
38	Pet Ulante	10	W	
43	Di Lemmere	10	I	SdIC
53	Angelina de Griz	10	B	
56	Ingrid la Suède	10		
6	Viv Ayschus	9		
57	Ava Crisp	9	I	RdL
59	May Banquot l'Ideé	9		
2	Betty Kant	8	I	XM
19	Jenny Russe	8	W	
32	Sal Munella	8	W	
41	Marie Antoinette	8	B/I	VdC
49	Mary Huana	8	B/I/W	BS
34	Freda de Ath	7	W	FdA
39	Thomasina Tancenjin	7	I	JML
50	Ulla Leight	7	I	
5	Belle Epoque	6	B/I	EB
13	Josephine Buonoparte	6	I/W	
24	Violet Bott	6	I/W	
15	Ada Andabettoir	5	B/I	BdZ
25	Lois de Lô	5	B	

### Regiments

Col	AdA	CG	KM	DGE	EB	OGC	ALC	CPC	RM	CDM	13F	53F	27M	4A	69A	Gscn
LCol	JJ	Jdl	FAC	JE	HD	N1	N3	N3	N3	N6	N2	N4	N6	N1	N5	N6
Maj 1	BRJS	N2	N6	N6	N3	N4	N5	N1	N4	N6	N6	N2	N2	N2	N2	N3
Maj 2	N5+	N2	N1	N1	N3	N5	N5	N1	N3	N5	N6	N2	N4	N6	N6	N5
Capt 1	N6	N3*	N1	N6	SAD	N4	N5	N4	N5	N6	N3	N1	N1	N2	N3	N2
Capt 2	N2	N2	N6	N1	N6	N4	N5	N1	N6*	N2	N4	N2	N5	N6	N6	N2
Capt 3	N2	N5	N1	N4*	N4*	N3*	N3*	N3	N3	N2*	N4*	N5	N5	N3*	N3*	N1*
Capt 4	N4*	N2	N1	N4*	N4*	N4*	N4*	N4*	N4*	N4*	N4*	N4*	N4*	N4*	N4*	N4*
Capt 5	N5	N2	N1	N5	N5	N5	N5	N5	N5	N5	N5	N5	N5	N5	N5	N5
Capt 6	N5	N2	N1	N5	N5	N5	N5	N5	N5	N5	N5	N5	N5	N5	N5	N5

This table shows the ten senior positions in the 17 regiments by rank. Entries are Character abbreviations, N (+MA) for NPCs, blank for vacant. \* shows the regiment adjutant; + shows ranks held by characters with a (senior) brevet rank or an appointment elsewhere.

# The Greasy Pole

ID	Name	SL	SPs	Cash	Rank, Regiment/Appointment	MA	Last seen	Club	EC	Player
BdZ	Viscount Bill de Zmerchant	25	74	OK	Fld Marshal/War Minister	7	Ada	Flr	3	Tim Macaire
PIS	Viscount Pierre le Sang	25	62	Withy	General/State Min.	7	Guinevere	Flr	4	Bill Howell
PC	Count Pierre Cardigan	24	42	Rich	General	9	Edna	Flr	5	Matt Shepherd
EB	Marquis Etienne Brule	24+76	Withy	B.Bdr-General	DG/Chancellor	3	Belle	Flr	4	James McReynolds
UXB	Count Uther Xavier-Beaureg'd	23	62	Withy	B.General/2nd Army Commdr	16	Henrietta	Flr	4	Pete Card
JdG	Count Jacques de Gain	23	51	Fithy	B.Lt-General/Cav Div Commandr	21		Flr	6	Ben Brown
FdA	Viscount Frele d'Acier	22	58	Comfy	Lt.Colonel DG	15	Freda	Flr	3	Peter Farrell
AdA	Count Amant d'Au	22	42	Rich	B.Bdr-General RFG	9		Flr	5	David Brister
RS	Viscount Richard Shapmes	20	49	Withy	Lt-General/Prov.Mil.Gov	15	Kathy	Flr	4	Charles Popp
JJ	Count Jean Jeanie	20	46	Rich	Lt.Colonel RFG	23	Jacky	Flr	3	Andrew Kendall
DdE	Baron Duncan d'Eauneurts	20	44	Comfy	B.Bdr-General KM/CPS	5		Flr	5	Paul Lydiate
SdIC	Baron Sebastian de la Creme	20+60	Comfy	B.General/Min w/o Port		4	Di	Flr	5	Alan Percival
BRJS	Baron Beau Reese Jean Seine	19+60	Withy	Major RFG/Min w/o Port		4	Maggie	Flr	3	Bill Hay
TC	Baron Terence Cuckpowder	18	56	Withy	Bdr-General/HGds Brigadier	6	Fifi	Both	4	Mike Dommett
WNM	Viscount Was Nae Me	18	49	Rich	B.Lt-General/2nd Div Commandr	11	Vera	Both	3	Mark Farrell
GM	Sir Gaz Moutarde	16	54	Rich	B.Lt-General	4	Anne	Both	2	Mike Cilborn-Dyer
SA2	Baron Sebastian Adis II	16	F	Comfy	Bdr-General/1st Army QM Gen.	6		Both	4	Mark Cowper
LdH	Sir Leonard de Hofstadt	16+49	Comfy	Bdr-General/Gds Brigadier		5	Frances	Both	5	Neil Packer
CC	Sir Chopine Camus	16+49	Withy	Bdr-General/Hvy Brigadier		8		Both	4	Stewart Macintyre
AdF	Sir Alan de Frocked	15+53	Withy	Colonel CG/3rd Army Adjutant		3	Madelaine	Both	2	Charles Burrows
GIS	Sir Gaston le Somme	15+46	Comfy	B.Bdr-General RM/1st Army Adj't		2	Bess	Both	3	Jerry Spencer
BdLS	Bernard de Lur-Saluces	14	27	Withy	B.Lt-General/Adjutant Gen	7		Both	2	Rob Pinkerton
Jdl	Sir Jean d'Ice	14	F	Poor	Lt.Colonel CG	5		Both	3	Tym Norris
JE	Baron Jean Ettonique	14	F	Withy	Major DG/Gen's Aide (2nd Army)	12			5	Tony Hinton-West

ID	Name	SL	SPs	Cash	Rank, Regiment/Appointment	MA	Last seen	Club	EC	Player
CLD	Charles Louis Desappear	13	39	Comfy	Bdr-General/2nd Army QM Gen.	3	Emma	Both	4	Martin Jennings
LOUT	Louis Oeuf Ur Terribles	13	32	Comfy	Lt.Colonel RM/FMshl's Aide	2	Sue	Both	5	Dave Marsden
SdM	Swindelle d'Masses	13	F	OK	B.Bdr-General QOC/HGds B' de Maj.	4		Both	4	Craig Pearson
IM	Inigo Montoya	12	RIP							Graeme Morris
FAG	Sir Felix Anton Cauchepied'er	12+38	Withy	Lt.Colonel KM/Gen's Aide (SdIC)		8		Hunt	4	Jason Fazackarley
JD	Jacques Diabolick	11	F	Comfy	Colonel PM/1 F Brigade Maj.	1		Hunt	3	Cameron Wood
XM	Xavier Money	9	29	Comfy	Lt.Colonel GDMD	5	Betty	F&P	3	Pam Udowiczzenko
HD	Henri Dubois	9	24	Comfy	Major DG	1		Hunt	3	Wayne Little
SAD	Simon Alfred Devereux	9+48	OK	Captain DG		6		HGds	2	Paul Wilson
RBCB	Raoul Bernard de Chenin Blanc	8-4	OK			5			4	Olaf Schmidt
FSdM	Florent Sans de Machine	8	12	Comfy		3	Charlotte	BG	4	Nik Luker
VdC	Vulson de Chalais	7+36	Poor	Major 27M/Gen's Aide (PIS)		3	Marie	F&P	2	Brian Heasley
LI	L'Inconnu	7+24	OK			5	Anna	F&P	1	Gerald Udowiczzenko
GS	Guido Spoons	6	11	OK	Captain CPC	1			3	Ray Vahey
PDG	Padamus Da Grim	6	F	OK	Major GDMD	6		F&P	2	Graeme Wilson
RdL	Robert d'Lancier	6+18	OK	Captain RM		4	Ava	F&P	4	Steven Malacek
XI		5	0	OK		6			2	Francesca Weal
JML	Jean-Marie Lillebonne	5+27	Poor	Major 13F		4	Thomasina	RP	4	Mark Nightingale
BS	Balzac Slapdash	4+18	Comfy	B.Bdr-General		9	Mary	RP	4	Matthew Wale
AF	Augustin Fourier	3	7	Poor	Subaltern GDMD	2		RP	3	Brick Amundsen

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

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

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

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

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