

## That would be enough

This has been issue 204 of *To Win Just Once*, published 13th May 2020. It incorporates *Les Petites Bêtes Soyeuses*, a game of *En Garde!*. Issues are published ten times a year, roughly every five weeks. © Paul Evans 2020

## Deadlines

Orders for *Railway Rivals* and *Star Trader* to Mike by 22nd May 2020.

Orders for *LPBS* and *Trophy Hunter* plus any other contributions to Pevans by 29th May 2020.

(Following deadlines are 26th June/3rd July, 31st July/7th Aug, 4th/11th Sept)

## Waiting lists

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

*Railway Rivals* – Christian Bien, Mark Cowper, Rob Pinkerton, Anthony Gilbert, Jonathan Palfrey, Gerald Udowiczenco and Bob Blanchett are awaiting the next one, anyone else? (Working map and rules provided).

*Sopwith* – up for this game of WW1 aerial combat are: Rob Pinkerton, Jonathan Palfrey, Anthony Gilbert, Pevans.

*Star Trader* – Joel Halpern is waiting for the next game. Rules provided.

## Online games

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

*Brass* (at [brass.orderofthehammer.com](http://brass.orderofthehammer.com)):

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

*Rajas of the Ganges* (at [www.yucata.de](http://www.yucata.de)):

*Snowdonia* (at [yucata.de](http://yucata.de)): Pevans, Mike Reeves

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

## Credits

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# To Win Just Once

(incorporating *Les Petites Bêtes Soyeuses*)



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## Chatter

Bank Holiday *Friday*? There's something very wrong with the world...

The 75th anniversary of VE Day means you can't switch on the telly or radio without getting an earful of Vera Lynn's greatest hit. Of course, you have to remember that it's actually a complaint about the sort of thing Britons had to eat under rationing: "Whale meat again..."

That very, very old Liberal<sup>1</sup> is brought to you in memory of Tim Brooke-Taylor, part of *I'm Sorry, I'll Read That Again*, which is where I first heard the gag.

Now, I expect what you want to know is how many games from the piles pictured on this page in the last *TWJO* I have actually tried in the last five weeks. And the answer is ... nary a one!

Having cleared my immediate bookkeeping work, I made the mistake of starting a sale at **Games from Pevans**. This gave me another week or so of packing and despatching parcels of games (using couriers who collect to avoid visiting our cramped Post Office). Sale items are still available: [www.pevans.co.uk/Games](http://www.pevans.co.uk/Games) and click on the "Sale" tab.

After this, I had April month-end to do for my clients (still in progress), not to mention drafting more annual accounts and Q1 management accounts. As (some) staff have been furloughed and business is slow for all my clients, I can see my workload diminishing. Eventually. And then I'll get to those games.

And that's also my excuse for what could be a rather thin issue – I just haven't had time to write!

### Golden Geek Awards

The winners of the annual awards voted for by BoardGameGeek users were announced (on BGG, of course) on 4th May. And they're pretty much a clean sweep for *Wingspan*. Yes, really. Not only is it the best board game of the last year, apparently, it's the best card game, strategy game, solo game and family game, has the best expansion and is the most innovative. I'm amazed it didn't get two-player game (*Watergate*) and co-operative game (*The Crew*) as well. But it's that last category it won that shows who's voting for it. It's a decent game, but most innovative? Only if you've not played much else.

### The Curious Incident of the Dog in the Week-time

The back garden of our house is part of a large area of gardens and garages across which noise echoes (such as the little girls playing two doors away). A few weeks ago a dog started barking. Not, thank goodness, continuously, just a deep

<sup>1</sup> Another *ISIRTA* reference, used after another politician called the Liberal Party a joke

“Woof, woof, woof” every few minutes. This is the first time, in the 20+ years I’ve lived here, that this has happened.

Because of the way the sound reverberates, we can’t work out which garden it’s coming from (so that we can glare meaningfully at the offending party). That’s not the curious bit, though. It only barks at the weekend. Friday evening: “Woof, woof, woof!” Monday morning: silence. So, in this time of not going anywhere, why is the dog only in evidence at the weekend?

## Easter beer

I couldn’t find a selection of chocolate beers for Easter, as I did a couple of years ago, so instead ordered Beer Hawk’s ([www.beerhawk.co.uk](http://www.beerhawk.co.uk)) mixed case of Porters and Stouts. I reckoned there would be a few chocolate beers in there and I wasn’t wrong. They were all dark beers, of course, and generally with very little fizz – just a few generated a head of light brown foam.



The first one I tried turned out to be pretty typical of the whole case. This was Old Engine Oil (“Why would anyone drink something called that?” asked Geraldine), a “craft stout” from the Harviestoun brewery ([harviestoun.com](http://harviestoun.com)). There was no head when poured, just an almost-flat black liquid with an aroma of burnt smokiness. It tasted rich and roasted and was nicely dry, going down almost like a bitter (I expect stouts to be thicker). At 6% alcohol-by-volume, it’s definitely a sipping beer and one of the highlights of this selection.

There were several beers from Magic Rock Brewing ([magicrockbrewing.com](http://magicrockbrewing.com)) in the box, all featuring some unusual ingredients and all ... interesting. The Common Grounds Coffee Porter (5.4% abv) has actual coffee in it, for example. This gave it a toffee-ish flavour rather than coffee though. The “Surreal Stouts” include Dark Arts Hazelnut (6%), which smells and tastes strongly nutty on top of the expected chocolate. Yes, it contains nuts somewhere in the brewing process. They’re all decent beers that I was happy to try, but are not likely to become regulars.

The one avowed porter was disappointing – particularly as it comes from US brewer Goose Island ([gooseisland.com](http://gooseisland.com)), whose IPA is just wonderful. This was Obadiah Poundage (6.5%) a “19th Century London Porter” brewed “in collaboration with beer historian Ron Pattinson”. Presumably it’s authentic then – or as authentic as it can be. And the big surprise was that it was slightly sour. Not something I was expecting. Apart from that, it was dry with a pleasant roasted flavour, but the sour notes put me off.



I do like an oatmeal stout and several of the beers had oats as an ingredient. Only one had it in the name, though: Last Train Oatmeal Stout from Fourpure Brewing Company ([fourpure.com](http://fourpure.com)). The oats make the resulting beer richer and creamier. On top of the smokiness of the aroma, there were some great chocolate and coffee flavours. Yum, yum – and only 5.1% alcohol-by-volume.

My final highlight of the selection was BrewDog’s ([brewdog.com/uk](http://brewdog.com/uk)) Zombie Cake (5%), which is labelled a “Praline Chocolate Porter”. There was a slight head when I poured this one and it didn’t smell of much – a bit of roasted coffee. However, it tastes gorgeously of chocolate, coffee and a bit of vanilla and slips down very easily. More, please!



## Online stats

The PDF versions of *TWJO* 203 were published at the start of April and had been downloaded some 243 times by the end of the month. The previous issue, 202, attracted a further 49 downloads in the month to bring its total to 250 in two months or so. The PDFs of *TWJO* 201 were downloaded just 17 times in April to rack up 294 since publication.

The sale at *Games from Pevans* attracted plenty of online traffic to my website, of course. Apart from that, my ageing reviews of *Civilization* and *Naval War* were unexpectedly popular. I wonder why?

## Letters

Alex Bardy has been scrutinising the piles of games I featured in last issue.

*Looking at your pile of unopened or unplayed games, while I’m not familiar with many of the titles, I have heard decent things about Noria, can categorically recommend The Ancient World (2nd Ed) (ideally with 3–4 players, though!), and also confidently say that Samhain is pretty rubbish, imho.*

I like *Noria* (this is my own, unopened copy of a game I played at Spiel ’17 – see *TWJO* 179 for my first impressions), but it seems nobody else does. I picked up *The Ancient World* on recommendations like yours. And *Samhain* is a review copy from the publisher that is ... languishing.

*On Reading Matter, I also have very fond memories of David Eddings’ original Belgariad series from my schoolboy days. Although I abandoned an attempted re-read of Pawn of Prophecy last year after about 40 pages – very clunky, overly-scripted, and badly overwritten, it was kind of disastrous, tbh.*

*Shame that the fond memories I have of these books from my childhood have now been implacably scarred... 😞*

After my experience with *The Diamond Throne*, I think I'll let the Belgariad lie.

*That said, I have re-read Frank Herbert's original Dune a couple of times these last few years and am also currently re-reading Douglas Adams' Hitchhiker's Guide To The Galaxy trilogy/quadrology/quintology. It's certainly showing its age, but it remains stupidly hilarious in so many places, and on at least two occasions these last few weeks, I have caught myself literally laughing out loud and chuckling while reading this.*

*Dune* was a recent re-read of mine, too, but *Hitchhiker* is best on the radio. Anthony Gilbert poses the great question *de nos jours*.

*Have you made much headway through the pile of games between all the year-end accounts? I have finished my own tax return already; as usual, HMRC owes me some small change, but nowhere near enough to justify the effort. I am sure they keep insisting I complete a return to punish me for complaining when they made a small mistake one year that cost me around £10.*

Hah, sounds about right. Once HMRC has decided that you need to fill in a tax return, that's it for ever. Brad Martin picks up on another bit of my reading.

*I've never heard of Arthur Catherall and he is not listed in the State Library catalogue, but I do remember an English author from decades ago who wrote on similar nautical themes, usually centred around the crew of a small ship – Brian Callison.*

Who, in turn, I've never heard of. Like Brad, he's probably Australian...

## It could be Atlantis

### Pevans's first impressions of *MegaCity: Oceania*

After a couple of abortive attempts, I finally got to play *MegaCity: Oceania* at the March G3 Day (the last of these for a while, I fear). I've had my eye on this for a while as it does look good. The story is that players are constructing sections of a floating city that have to be docked with the rest of the city when complete.

To be clear, you balance plastic shapes on a hexagonal cardboard tile. Then you shove the whole flimsy assembly across the table to butt up against the tiles already in place. Eek! So far it sounds like a modern version of Klaus Zoch's *Bausack*, (I have fond memories – and a copy), in which you construct edifices with, umm, interestingly shaped wooden pieces. (The egg is a particularly tricky piece – though there is an egg-cup...)

However, *MegaCity: Oceania* is a rather more involved game. To start with, you're not building any old which way. You're trying to meet the requirements of your 'Contract' (card). This stipulates how many pieces you must use and the minimum height of your finished construction. It may also require that you have a 'courtyard' or an 'archway' or that you can't use a particular colour of piece or similar.

On top of this, each base (hexagonal tile) is marked with a 'Vent', which you must not build on, and three 'Utility Ports', which you must. The idea is that the ports are the connections for water, power and waste disposal for your buildings. What's more, each tile is a particular type/colour, which must match the contract you're going for. Tiles can be flipped over and each tile's vent usefully shows the colour on the other side of the tile.



My first building – I'm playing red, hence the beacon on top – plus parks

Players get contracts by drafting them. Only the top contract in a colour can be taken, which also makes the next one available – and the cards are splayed so that you can see how valuable they all are. There's no penalty for incomplete contracts at the end, but players can only have two at a time.

Building pieces, which come in three colours, are mixed together in a bag and you can draw three at random as your turn. Or pick a colour and hunt through for one piece that matches. And no dawdling with your hand in the bag trying to find a shape that will be easy to add! There is a penalty for having building pieces left over at the end.

You're free to make trial constructions at any time (gives you something to do in other players' turns). When you're happy with what you've got, you stick a cube of your colour on it (these can usefully add to the height of the building) and take your whole turn to slide it into place. If nothing falls off or over, the contract is completed and you get its 'Prestige' point value at the end of the game. If anything does topple (and we were pretty careful – I was the only person who had even a single failure), you get it all back and can try again later.

The game ends when the contracts are complete. Players score points for their contracts plus some bonuses: for the tallest building, for completing a contract in each colour and so on. There are also points to be picked up during the game for tactical successes like adding a new tallest building, using only a single colour of building piece and so on.



Our final city (with a last-minute collapse)

Played by a bunch of deliberate gamers, it was a highly tactical game. Everyone (apart from yours truly) carefully constructed safe buildings and delivered them safely, despite the odd sticky patch on the table. In a family setting, I'm sure there'd be a lot more collapsed buildings about. *MegaCity: Oceania* was a lot of fun as well as a tactical challenge and gets a provisional 9/10 on my highly subjective scale.

*MegaCity: Oceania* was designed by Michael Fox and Jordan Draper and is published by Hub Games ([www.wearehubgames.com](http://www.wearehubgames.com)). It is a tactical dexterity game for 2-4 players, aged 8+, and takes an hour or so to play (our game took two).

## After Action Report: Breakthrough to Gembloux

### Pevans makes a meal of a *Memoir '44* scenario

If you've been reading *TWJO* for a while, you'll know I'm a fan of the "Commands & Colors" family of games – simple wargames designed by Richard Borg. *Memoir '44* is one of the earlier games (published by Days of Wonder – [daysofwonder.com](http://daysofwonder.com)) and covers World War 2. One of the relatively new regulars at Swiggers games club, Deon, is another C&C fan. Back in February we had a pleasant evening with a *Memoir '44* scenario. I like the bigger board and enhanced strategic options of the *Breakthrough* expansion and we settled on the "Breakthrough to Gembloux" scenario. This is set very early in the war with French troops trying to blunt the blitzkrieg. Thus, all the German units start in the first two rows of the board with the French defending in depth.

Twelve victory medals are needed to win the game (six is more usual in a standard game), but the Axis player must also get at least one unit off the far side of the board (from a specific point). I drew the Axis, so I was on the attack.



Starting positions from my point of view: a wall of soldiers and tanks ready to advance

My initial advance targeted the foremost French infantry. In response, Deon moved up some of the French armour. This quickly became a tank battle as the German tanks got stuck in and immediately destroyed a French unit (first medal!). In response, the first lucky dice roll went to Deon as a three-dice attack wiped out a tank unit (that's a 1/27 chance). I used a "Their Finest Hour" card to good effect, taking out three French units, including the damaged infantry.

The French tanks pressed the attack on their left flank, giving Deon the lead: 6 medals to 5. However, I quickly pulled level and then it was time for my lucky die roll: destroying two French units with an armour overrun to go 8:6 ahead. I continued to push forward on my left, losing more tanks to the last of the French armour. And you'll see from the photos that my advancing troops have to weave their way round the rivers and rows of tank traps.



Spot my tanks well advanced on the left, and French tanks ditto on the right



Mobile artillery supports my advanced tank unit, but French guns dominate the centre

Then I stalled for a while with a lack of left section cards in hand (that's where the exit is!). Instead I moved up in the centre, trying to link up, and using my mobile artillery to good effect – until Deon blew it away. Above is the position just before that happened – the mobile artillery is the grey pieces (actually American Priests from the Equipment Pack expansion) left of centre towards the top of the picture. The French artillery has moved into the centre of the board and the French still hold two forward positions (on the right).



It's almost the end: Deon has one infantry unit left, trying to block the exit (top left)

It became a battle of attrition as I tried to work closer to the exit point and Deon thwarted me with his last full-strength units. I had 14 medals, two more than I needed to win, which was pointless until I got a unit off the board. With Deon on 11 medals, it was getting close. An “Armoured Assault” card took out his artillery, which had been plaguing my attempts to advance. This left him with just two units, both infantry.

All it needed now was for me to keep my weakened units out of the way while moving up my artillery and last full-strength infantry unit. Deon decided to go out fighting, but lost another unit before I snuck what was left of a tank unit around the back and off the board for the win 12:11 (though I actually had 17 medals by this point!). The last photo (above) is the almost final position on the top part of the board.

That was a tough fight all the way, with Deon left with a single unit by the end! Great fun and a re-match is pending. Very pending.

## The Schleswig-Holstein issue

### Pevans's first impressions of *Vejen*

*Vejen* is essentially a business game: buy stuff, ship it somewhere else and sell it at a profit. The geographical setting means two countries are involved, each with its own currency. However, money is points at the end of the game, regardless of currency. Thus, buying something for 1 thaler in Germany and selling it for 3 krone in Denmark is an immediate profit. What's more, the distance the goods have travelled adds to the selling price. Though this does mean you can make a decent profit without crossing the border.

Players can only act in the city where their meeple is, which means planning is required to make sure you're in the right place at the right time to buy (and then sell) what you want. However, players can only sell what's in their 'counting houses', so they need to build these – spending goods that they then don't have available to sell.

Other improvements are useful, too, letting you move further, hold more goods



My player board at a late stage with a lot in my warehouse and all improvements in play

and produce the valuable 'noble goods'. Then there's the ship improvement. This lets you move directly from port to port. In particular, moving between Copenhagen in the very north and Hamburg right on the southern edge. That's a lot of movement to add to the selling price of your goods.

The game is played over 12 rounds, each affected by a particular event (sequenced so that more significant events are later). For example, the plague may close one (or both) border cities. Events appear a round in advance, so players have time to plan for them. A couple of goal cards are set out at the beginning and provide additional points for players who achieve them.

The photo below shows the board in round 11 – note the pawn on the 11th event card (right hand side of the board). Players' buildings are in the cities across the



The main board during the 11th round

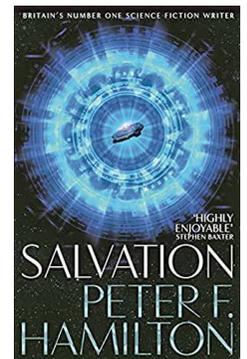
board as is each player's 'ox cart' pawn. And prices are currently high in Denmark (3 krone) and low in Germany (1 thaler).

My last game saw two players build all their improvements, while the other two built all but one. And the improvements were completed with several rounds to go, meaning players were just generating cash for the last rounds. Only one player missed out on (part of) one of the goals, too. This suggests the game may be much easier than it appears – though this wasn't true the first time I played (see my *MidCon* report in *TWJO* 201). However, it may be that we had a particularly favourable set of events (and easy goals).

*Vejen* was designed by Thomas Nielsen and Kai Starck and is published by Sieflefaible ([spielefaible.de/en](http://spielefaible.de/en)). It's a board game of strategic trading for 2–4 players, aged 12+, and takes 1–2 hours to play (my experience says up to 3 hours, especially with four or new players).

## Reading Matter

A new series of books from Peter F Hamilton? I'm in! *Salvation* is the first of the "Salvation sequence", which makes sense. We start a couple of hundred years in the future. As in Hamilton's "Night's Dawn" and "Commonwealth" series, two things have changed humanity: instantaneous transport and rejuvenation. While rejuvenation treatments mean some characters are in the second century of life, the 'portals' of this book allow characters to just step between planets. (These are explicitly not the wormholes of the earlier stories – wormholes need too much power, apparently.) Thus, rich people in the second bloom of youth can have a house where one room has a view over Central Park in Manhattan, another looks out on the Sea of Tranquility and a third is on Olympus Mons. All just a step away from each other. Though with different gravity.



The company that makes all this possible, Connexion, is the major power in this world. Think Amazon, Facebook and Google rolled into one and unconstrained by any mere national government. And headed by one man. At the same time there are aliens about – a whole spaceship of them tucked safely in Earth's Lagrange 3 point (but still potentially only a step away...). The Olyix are on a pilgrimage to the end of the universe and trade knowledge for the fuel they need to continue their journey.

The plot centres on a group of powerful individuals, representing major interests such as Connexion, assembled to pass judgement on something very hush-hush. This involves a journey, isolated from the equivalent of the interweb, and along

the way, in best *Canterbury Tales* style, each of the group tells a story. These stories tell us who these characters are, with some interesting connections between them, and explain how the world got to where it is. This is not a particularly pleasant future, despite its material wealth.

Then, suddenly, we're thrown into the far future where a group of genetically engineered children (of **both** sexes, unlike the rest of their community) are being trained, *Ender's Game* style, to fight humanity's great enemy. Apparently humans have been all but wiped out by a relentless alien foe that is trying to eradicate them from the galaxy. Only this community on this planet is left. And they'll be moving on when their 'soldiers' are ready for battle.

Now, the immediate question is: how do these two stories intersect? Especially given there are centuries between them. And then, at the end of the first far future segment, there's an answer. Of sorts. The question now is how the nasty pieces of work we've met in the earlier sequences become the people referenced in the later ones? Of course, given people's longevity, they could still be around...

Hamilton does his usual job of drawing you into the story. Several of them in this case, as the stories within the story are all engrossing in their own right. Especially the last of these, after the journey has reached its conclusion. Of course, Hamilton has a track record of killing people off – sometimes millions at a time – so you're always aware that any of these stories could end abruptly. *Salvation* is a terrific read and I will certainly be picking up the other books in the sequence.

## Games Events

And, after initially being postponed to August, this year's UK Games Expo has been cancelled. The big question now is whether there will be any sort of Spiel event in October. Even if people are allowed out and about by then, any requirement for 'social distancing' will make it pretty impractical (usually you're pushing your way through the crowds).

This box concentrates on events I hope 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)~~ to play online at various websites. 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 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). Please contact me if you're thinking of attending in case other things have got in the way.~~

~~**UK Games Expo:** end of May at the NEC (Halls 1 3 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. 22nd-25th October 2020, at the Messe (Exhibition Centre) in Essen. Contact Friedhelm Merz Verlag, Postfach 210250, Bonn, 53157 Germany or see [www.spiel-messe.com/en](http://www.spiel-messe.com/en)

**MidCon:** 13th-15th November 2020 at the Hallmark Hotel (and Hallmark Inn across the road) in Derby. **MidCon** is a friendly board games convention in a decent hotel. Expect mostly open gaming plus a few organised events, including a bring 'n' buy and quiz, plus a trade stand from Spirit Games. 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)

## Online Games

I'm playing a lot of board games online (by e-mail) and would like *TWJO* readers to join me. Let me know what games you'd like to play and I'll add you in.

I'm running low on *Agricola* games in progress. Who'd like to join me on Boîte à Jeux ([www.boiteajeux.net](http://www.boiteajeux.net))?

*Brass* games 89 and 90 (at [www.brass.orderofthehammer.com](http://www.brass.orderofthehammer.com)) both went to Przemek Orwat. Maybe we shouldn't let him play? And I'm not going to mention my performance in either game. Game 91 is awaiting players.

I'm definitely pining for another game of *Pax Porfirianai* (at [yucata.de](http://yucata.de)) and how about some more *Rajas of the Ganges*, or even *Snowdonia*?

Mike Reeves took the *Keyflower* game (at [BoardGameArena.com](http://BoardGameArena.com)) from me on the tie-breaker, darn it. I really must set up another one. And how about *Puerto Rico* while I'm there?

Game 28 of *Through the Ages: a New Story of Civilization* (at [boardgaming-online.com](http://boardgaming-online.com)) was won by a decent margin in the end, Al Tabor taking the honours. We need another player to get a full set for the next game – who's interested? And there's always the option of a Pacifist game.

## Games from Pevans

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## 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				e	e											x				
3				e	e								#						X	
4								↓					#					X		X
5		G						↓			M					X	X	X		
6								↓												
7																				
8																#		X	X	
9			#				#		↓		x	↓	↓	↓						
10			#				#		↓											
11		#							↓										#	
12							X													
13																x	x			
14										x					x					
15															G			X		
16	E	E			x	x						X		X						
17										X	X	X	X		X					
18			#	#								X							#	
19								x		A										X
20	X									X	X					#	#			X

Great minds think alike! At least, Alex Bardy and Charles Burrows do: both go for the same spot and hit an Elephant. Gerald Udowiczenko helps by getting another bit of it.

Mark Cowper makes sure there's nothing lurking in the corners.

Bill Hay pots a fresh Gorilla, while Graeme Morris hits a patched-up one in exactly the same place. The bandages must have made a tempting target, but

## Scores

Player	Shots	This turn	Total
Alex Bardy	B16	2.5	10.22
Chris Baylis	R8, S8	0	0.00
Bob Blanchett			0.00
Colin Bruce	N16, O17	0	6.06
Charles Burrows	B16	2.5	4.06
Mark Cowper	A20, T20	0	8.56
Mike Dommett	K17, M18	0	10.00
Anthony Gilbert	R4, R5	0	4.33
William Hay	O15	-4	-1.44
Andrew Kendall	J20, K20	0	-4.00
Nik Luker	L16, M17	0	4.00
Tim Macaire	S3, T4	0	8.89
Graeme Morris	B5	-4	3.56
Rob Pinkerton	I19	4	7.50
Gerald Udowiczenko	Q5, A16	5	6.56
Pam Udowiczenko	L17, P5	0	4.00
Matt Wale	S19, G12	0	17.50
Graeme Wilson	J17, R15	0	6.00
Paul Wilson	K5	4	19.22

Graeme has another ~~excuse~~ reason. "The trouble with 'lockdown hunting' via Skype is the fact that the blind signal keys drop out!"

An interesting pattern of shots towards the bottom centre pays off when Rob Pinkerton finds an Antelope.

And Paul Wilson wraps things up by taking a Monkey and the lead.

## What's this all about

This game is essentially a *Battleships* variant and is open to all readers of *TWJO*. The 20 x 20 grid represents a safari park that needs to cull some of its animals. The players are hunters who've paid for the opportunity to bag trophies.

All you have to do each turn is nominate two squares to take pot-shots at: F9 and M17, say (the second is only

used if the first misses). Letters (A-T) run across the grid and numbers (1-20) up and down (thus A1 is the top left corner).

The first hit on each animal scores points in proportion to its size. For example, a Lion is three squares and worth 15 points, so the first hit scores  $15/3 = 5$  points. 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 (no more points for the first square/s). So if players A and B hit the second square of that lion and C gets the third, C gets 5 points, A and B 2½.

An animal is dead when all its squares have been hit. No more points can be scored for this animal. However, animals worth minus points are patched up between turns and thus each hit scores (negative) points.

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

**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.

Send your shots to Pevans at 180 Aylsham Drive, UXBRIDGE UB10 8UF or to TWJO@pevans.co.uk by 29th May 2020.

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

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**The Mote in God's Eye (Star Trader game 10)**

**Turn 9**

Trading at Gamma Leporis saw ARCHANGEL LINES buying 4 Alloys for 4 HTs each and GAMMA LEPORIS CORPORATION buying 5 on Contracts.

Epsilon Eridani saw QUASAR ENTERPRISES selling 3 Monopoles and collecting 20 HTs for each one.

GAMLEPCO sold 5 Alloys on Contract at Tau Ceti and then bought 5 Isotopes using Contracts again. QUASAR's intention to buy Isotopes at 3 HTs only resulted in 1 unit purchased, as GATES-LEARJET hovered up 8 units for 4 HTs apiece and took a Dealership.

GATES-LEARJET was selling at Mu Herculis: 5 Alloys and then 5 Isotopes on Contract, boosting its coffers. GAMLEPCO sold 4 Isotopes for 20 HTs each. MONOGRAM INDUSTRIES, while carrying out a blue-bottle impression with its



ship, sold 5 Monopoles on Contracts and 2 more units at 16 HTs each as the price failed to drop.

QUASAR sold 2 Isotopes for 1 HT each at Sigma Draconis after GAMLEPCO had bought 5 at the same price. QUASAR attempted to sell Spice, but the price dropped and GAMLPCO picked up 5 units on Contracts.

At Beta Hydri, GATES-LEARJET sold 10 Alloys to gain their second Dealership of the Quarter. GAMLEPCO used Contracts to sell 5 more at the closing price. They then sold their 3 Monopoles for 18 HTs each and 4 Spice for 16 HTs apiece.

GAMMA LEPORIS CORPORATION bought a Warehouse at Beta Hydri and spent money on their ships. Augmented Jump pods were bought for the three ships launched last Quarter and the Bronze was re-crewed with A grade personnel. A third Cargo Pod was bought for the Brass as well.

The ASSOCIATION OF INTERSTELLAR ANARCHISTS maintained its blockade at Sigma Draconis for another Quarter. A

MONOGRAM ship appeared and was intercepted, only its emergency hyperjump saving it from destruction.

GATES-LEARJET bought a Warehouse at Tau Ceti, which brought the Quarter to an end.

**Corporation Table**

Corporation letter and name	Connections Bus/Crim/Pol	Init'v Bid	Turn order	Cash Rep	Player
A AIA	0 5 9	0	5th	14 -	Jerry Elsmore
B GamLepCo	10 0 3	0	6th	97 40	Tony Gilbert
C Quasar Enterprises	10 3 5	20	1st	798 40	Mark Cowper
D Monogram Inds	6 0 4	0	4th	277 40	Mike Dyer
E Gates-Learjet	10 4 3	0	2nd	357 40	Paul Evans
F Archangel Lines	4 0 4	5	3rd	579 40	Przemek Orwat

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

**News**

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

- Turn 10 C4, B6, C4
- Turn 11 B6
- Turn 12 C6, **P5**
- Turn 13 C5, **P3**

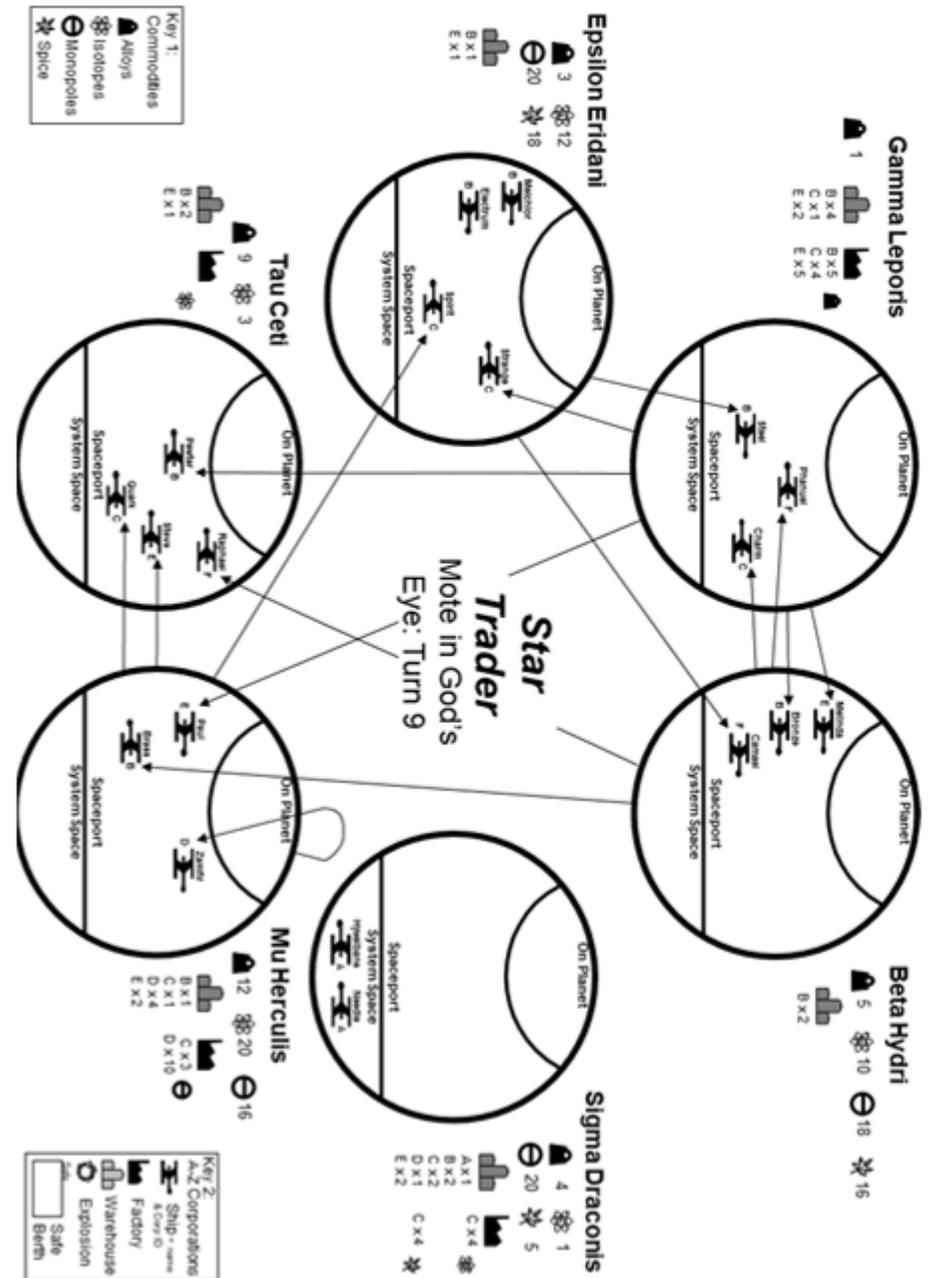
(Chits are identified by the Connection type and level required to see them and disappear/take effect in the News Phase of the turn listed.)

**GM Notes**

Apologies, the price of Alloys at Epsilon Eridani wasn't 23 last turn. It's still bumping along in low single figures.

You don't have to have a warehouse to be able to sell at a spaceport, you can also sell from a ship. Similarly, you don't have to have a ship to be able to buy, a Warehouse is enough to put the purchases in. If you really want, you can buy goods in a system where you have neither ship nor warehouse, BUT do tell me you mean to do that, (presumably to gain Market positions), as I default to a buy order of 1 unit.

**Orders to Mike Dommett, 12 Watton Park, Bridport DT6 5NJ or by e-mail to [mike\\_dommett@yahoo.co.uk](mailto:mike_dommett@yahoo.co.uk) by Friday, 22nd May 2020**



## UpLoders (Railway Rivals game 14 - RR2387KT)

### Turn 9

STEAMPUNK IPA and NASHVILLE CATS RAILROAD are pulling away a little with GRACELAND MYSTERY TOURS and BIEN'S INTERNATIONAL EXPRESS NETWORK still in touch. At the bottom are FOGGY BOTTOM RAILWAYS and SCHWEIZER MACHINENFABRIK.

#### This turn's races

Race results					Scores					
					BIEN	NCR	SMF	GMS	FBR	SIPA
18	4H	Hopkins-ville	AC	Tullahoma		0-8+6	10-6+3		+5	20-6+3
19	5H	Henderson	3D	Hazard	20-2		+2			
20	7H	Louisville	9S	Kingsport	20-4	5JR		5JR	+1	+3
21	JH	Illinois	7S	Morristown		20-3				+3
22	KH	Ohio	5C	Nashville			0+1	20-6+1		10-2
23	2D	Middlesboro	KC	Arkansas	5JR+2	20-2			+6	5JR
24	10D	Ashland	3S	Chattanooga	10JR	10JR				Too long
25	QS	Alabama	QC	Missouri		0+3-3	20-4+2		+4	10-6+4
26	8D	Covington	8S	Johnson City						20
<b>TOTAL</b>										

JR = Joint Run; ERP = Exchange of Running Powers

#### Builds and Points

**BIEN'S INTERNATIONAL EXPRESS NETWORK** (BIEN), Christian

Bien - Brown

**Builds:**

None

**Points:** 118+51 = 169

**NASHVILLE CATS RAILROAD** (NCR), Jonathan Palfrey - Green

**Builds:**

None

**Points:** 166+3 +48 = 217

#### **SCHWEIZER MACHINENFABRIK**

(SMF), Martin Jennings - Red

**Builds:**

None

**Points:** 40 +28 = 68

#### **GRACELAND MYSTERY TOURS**

(GMS), Mike Dyer - Purple

**Builds:**

(A82) - Winchester

(A82) - Maysville

**Points:** 143 -7 +20 = 156

#### **FOGGY BOTTOM RAILWAYS**

(FBR), Rob Pinkerton - Blue

**Builds:**

(E2) - Memphis - E4 (3 to NCR)

(G82) - H81 - Covington

**Points:** 42 -11 +16 = 47

#### **STEAMPUNK I. P. A.** (SIPA),

Anthony Gilbert - Black

**Builds:**

(S19) - S21 - Bowling Green

(B75) - Louisville

**Points:** 145 -4 +64 = 205

#### Next turn's races

Race	From	To
27	AS	Cookeville
		8C
		Memphis
28	8S	Johnson City
		JH
		Illinois
29	JS	Mississippi
		KD
		West Virginia
30	9C	Memphis
		5H
		Henderson
31	JC	Jackson
		8D
		Covington
32	10D	Ashland
		10H
		Elizabethtown
33	AH	Paducah
		6S
		Knoxville
34	2D	Middlesboro
		6C
		Nashville

#### GM Notes

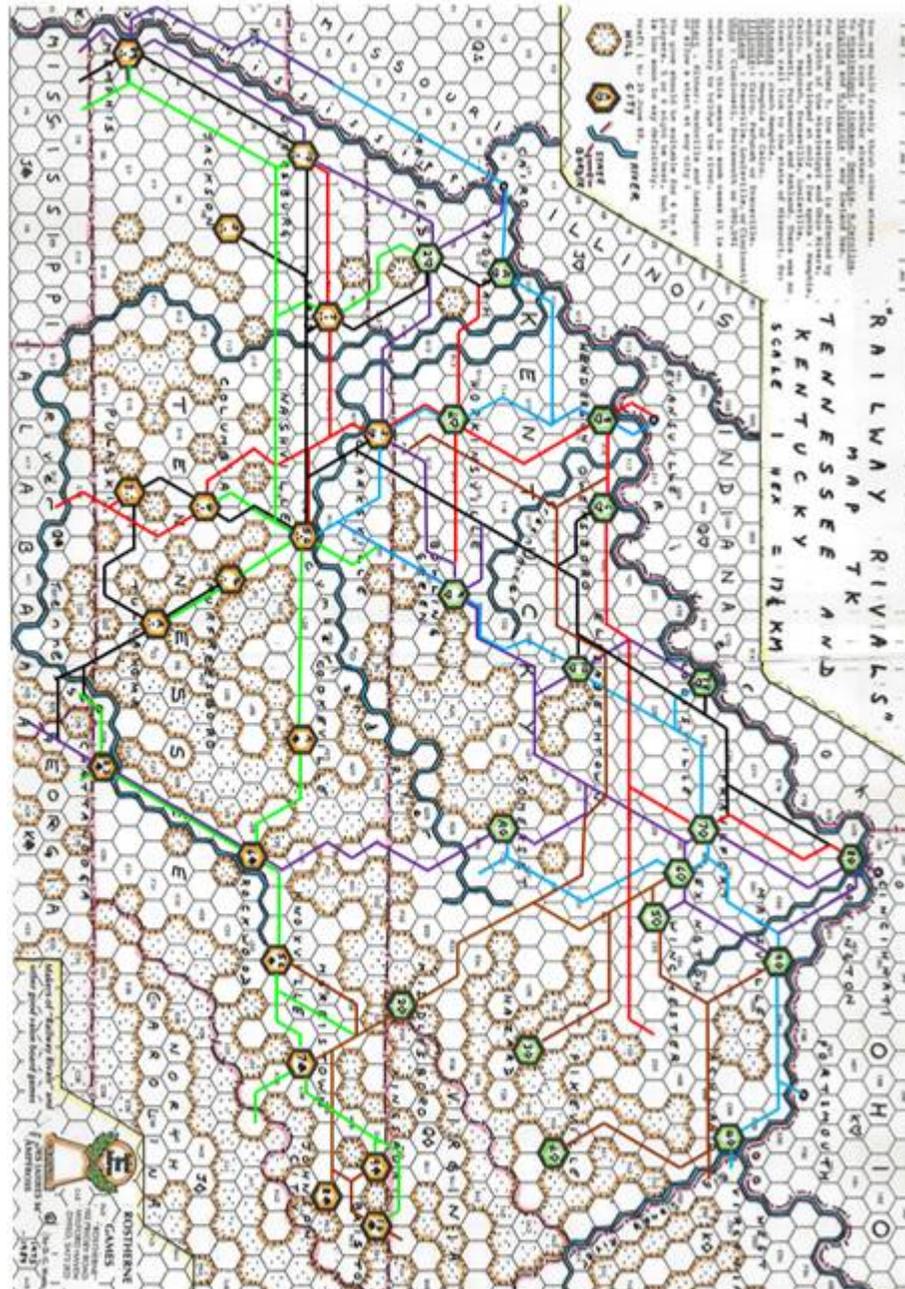
The Mississippi and Ohio are listed as bridgeable at specific locations, and yes you can bridge them in both directions. I suspect building through Missouri never entered the designer's mind.

Players can enter up to six races (plus any held over from a previous turn).

Note that the map has a row of mis-numbered labels in hexes running north-east from N36 (which is actually N35) to Z42 (actually Z41).

After the races, you may build up to 6 build points. **Remember: known junctions and parallel builds are deducted from these points.** The build points available after the races will reduce by 2 each turn.

**Orders to Mike Dommatt, 12 Watton Park, Bridport DT6 5NJ  
or by e-mail to mike\_dommett@yahoo.co.uk  
by Friday, 22nd May 2020**



## 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 18). You will also need (access to) a copy of the published rules to *En Garde!* (see [www.engage.co.uk](http://www.engage.co.uk)).

**Orders for April 1672 to Pevans at 180 Aylsham Drive, UXBRIDGE UB10 8UF, UK or [lpbsorders@pevans.co.uk](mailto:lpbsorders@pevans.co.uk) by Friday 29th May 2020**



## March 1672 (337)

It may be March, but Spring doesn't seem to have arrived in Paris yet. Perhaps it's the cold weather, but not many are prepared to venture out in the early hours, even when their honour is at stake. There's just no sign of Lars Kristmass, for one. Nor Horace Bury and Hugh Jass, but they have something of an excuse: they probably don't want to take on the Minister of State.

Only Phillipe F'Loppe is brave enough to turn up to fight Minister of State Duncan d'Eauneurts. And bravery is required as F'Loppe's skills with his new regimental sabre are far less than his opponent's abilities, while Eauneurts is clearly the bigger man (not that F'Loppe is small). Eauneurts also wields a sabre and brings Greg de Bécqueur as his second. For some reason both men opt to start their attack by lunging. Their relatively blunt sabres don't do much damage, but it's enough for F'Loppe to feel that honour is satisfied. He surrenders at once.

This leaves us with the encounter between Louis de Ploreable of the Royal Foot Guards and Tarquin le Hatter from the King's Musketeers. Despite being in friendly regiments, the two men have a score to settle over a certain young lady. As infantrymen, both are using a rapier. Hatter is the bigger man, though he has less expertise. He also has Xavier Money as a second, and he's brought plenty of bandages and brandy.

Both duellists start their attacks with a furious lunge. However, Ploreable parries first, stopping Hatter's initial lunge. Ploreable's lunge is the first to strike

home. Hatter hits back with a cut, only to be cut himself. It looks pretty even at this stage as the two men recover from their exertions. Ploreable changes tack and moves in to stick his boot where it hurts. Unfortunately for him, closing in coincides with Hatter's next lunge and serves to impale him even further on his adversary's rapier.

As Ploreable hops around, Hatter follows up with another lunge. This is enough for the Guardsman and he puts up his sword in surrender. Hatter is having none of it, though, and continues with the rest of his furious lunge. Ploreable re-engages his opponent with another lunge, but this doesn't stop the Musketeer. Hatter's cut strikes home and Ploreable's body hits the ground. RIP. Xavier Money was not expecting this. "What have you done?", he cries, checking the body for signs of life. Then he proffers the brandy, "Right: take a swig of this and let's get out of here."

### Promotions and a parting

CPC Lieutenant-Colonel Ben e'Volence has a hankering to be a Divisional Adjutant and his preference is to serve in the Cavalry Division. He uses his influence to ensure the incumbent steps down from this post. Then Greg de Bécqueur (who's Adjutant of First Division) calls in a favour to support his application. The position duly goes to e'Volence.

Lt-Colonel Beau Reese Jean Seine is acting commander of the Royal Foot Guards and seems to want further vacancies in the regiment. He calls in a favour to get rid of the junior Major.

There's one thing in the way of Lt-Colonel Marc de Zorro taking command of the Queen's Own Carabiniers: the regiment's Colonel. But Zorro can be a persuasive man and his influence is augmented by that of Terence Cuckpowder to pressure the Colonel into resigning. Zorro is in charge even without buying a promotion.

Gilles Colbert is one of the new arrivals in Paris and one of his first actions – after borrowing as much money as he can lay his hands on – is to sign up with the Gascon regiment. He is able to buy himself a Captaincy and a horse.

Despite being in Africa, Georges Hommemince is able to admit Alex Cramant to Princess Louisa's Light Dragoons – and lend him some cash. Enough money to let him buy a Captaincy (and horse).

Lascar Vivrebras applies to the Picardy Musketeers and is quickly admitted to the regiment. He's content to be a Private.

Augustin Fourier may not be a Colonel, but he's in charge of the Grand Duke Max Dragoons and accepts Jacques Hatt into the regiment. He lends him a few hundred crowns as well. Hatt buys the horse he needs as a cavalry trooper.

Rick Shaw would like to join the Queen's Own Carabiniers, but his application is turned down by its commander, Marc de Zorro. Moving on, Shaw presents his

credentials to the CO of Archduke Leopold's Cuirassiers and is signed up. His loans give him the finance to take him all the way to the rank of Major (which requires three horses, of course).

Subaltern Tarquin le Hatter takes out a loan and and tries to buy his way up the ranks of the King's Musketeers. While he may have the money, his social standing is not up to it and he has to settle for a Captaincy.

The Royal Foot Guards have a sudden vacancy for a Captain, which is taken by Subaltern Éclair de Lame. However, CO Jean Jeanie then signs up Ruman Coake when he asks to join. There's just one Captaincy left and it's taken by Coake – though there's now space at Major...

The big question this month is, of course, who gets to be the new Minister of War. Terence Cuckpowder has decided his recent appointment as a Minister without Portfolio is enough for him and doesn't support his own application. The other two candidates, Beau Reese Jean Seine and Pierre Cardigan, both have the ear of the King, though their attempts to influence him essentially cancel each other out. In the end His Majesty plumps for Earl Seine and elevates him to Viscount into the bargain.

RFG Subaltern Camille de Polignac becomes Aide to Brigadier-General Jean d'Ice, who is both Guards Brigadier and commander of the Cardinal's Guard.

Brigadier-General the Marquis Chopine Camus takes his leave of Paris, intimating only that he has been assigned "a secret mission of great import". Reports confirm that he has not returned to his country estates, so Parisian rumours abound as to whether he is in England, the United Provinces, Spain or even the New World.

### Ladies, ladies, ladies

There's an awful lot of courting going on in Paris this month – must be something to do with the season. A key mover is Minister of State Duncan d'Eauneurts who appears to be working his way through Paris's beautiful women. His target list this month starts with Angelina di Griz, who's on her own while her current beau, Georges Hommemince, continues his expedition to Africa. However, Duncan doesn't get it all his own way. Arriving at Angelina's he bumps into young Ruman Coake in his nice new RFG uniform. Captain Coake refuses to give way and a duel will be required. On top of this, Marie Antoinette hears what Duncan's up to and chucks him.

While this is going on, Ben e'Volence, Norman de Bastille (clutching an expensive bottle of perfume and a small dog), Phillipe F'Loppe (his technique involves full



dress uniform, flowers and chocolates) and William de Beast are all out courting as well, but none of them is successful. Henri DuShite is, on the other hand, prompting a duel for him with Greg de Bécqueur, his lady's now ex. And there will be a duel, too, for Camille de Polignac and Hercule D'Engin after they arrive on a certain doorstep at the same time and neither will stand down.

Camille and Duncan try again with their respective ladies the following week and both find the way is now clear. For Camille it still ends in disappointment, while Duncan now has another notch – and a duel cued up with Georges when he returns from Africa. Ben renews his courting, too, only to encounter Rick Shaw, another whippersnapper who won't stand down to his betters. Alex Craitant tries a PLLD uniform where Phillipe's DG outfit failed the week before, but is similarly rejected. And he went to all the trouble of reciting poetry to his intended from a tree outside her window too. Gilles Colbert discovers he's financially embarrassed and has to curtail his intended courting. This week's successes are Jacques Hatt, who keeps his new relationship private, and Petit-Garson Riche, who's straight off to his club with his new friend.

Come week 3 and Duncan moves on again. His latest intended is out with her current beau, so no luck there. Ben also takes his chances elsewhere and finally succeeds. With Ben out of the way, Rick thinks he has a clear path for his wooing only to have Ruman Coake pop up at the same place, also clutching a bunch of flowers. That'll be another duel. William de Beast re-enters the lists, visiting a different address, but with the same result: failure. Gilles Colbert is still strapped for cash. Norman de Bastille is this week's success story and another keeping his new liaison under wraps.

The end of the month sees another success for Duncan and another duel lined up. This time it's with Justin Thyme. And Edouard Jogue pops up to see if his civvies will seal the deal with the woman who's already turned down two brand new uniforms. The answer is still no.

While all this wooing is going on, there are several small social gatherings in Paris's clubs – though only Bastian de LaGarde's have been publicised. With Frances Forrin at his side, Leonard de Hofstadt receives guests at the Fleur de Lys all month, decorating the tables with rainbows. What's more, he and Frances wear clothes in all seven colours of the rainbow. To begin with, their guests are just the 53rd Fusiliers: Les Anonyme, with Carole Singeurs on his arm, and Thierry d'Actyl (who receives a hefty purse from his host). Only Thierry has adopted the rainbow theme, wearing a tunic in seven stripes. Other members in the Fleur this week are Beau Reese Jean Seine with Maggie Nifisent, Jean Jeanie escorting Jacky Tinne, Pierre Cardigan attending with Edna Bucquette and Terence Cuckpowder, who has Madelaine de Proust on his arm. Xavier Ulric Turenne expects to be Terence's guest this week, but he's not on the list.

Leonard's little gathering rather mushrooms in week 2 with the arrival of Norman de Bastille (another man who's received a substantial gift from the host),

Pierre de Terre, Phillipe F'Loppe and William de Beast. Lots of uniforms are in evidence, along with some excellent sycophancy from Phillipe, but no more rainbows – just the hosts' costume and Thierry's tunic. The only problem with this is that Norman and Phillipe have joined enemy regiments and thus exchange challenges to defend their new loyalties. The only other people in the Fleur are Uther Xavier-Beauregard, fresh from his first week as Keeper of the King's Footstool, and Henrietta Carrotte. Uther feels flush after re-scheduling his debts and places a hefty wager on the gaming tables. His money disappears, but his reputation is enhanced.

Week 3 sees Leonard and Frances's guests reduced to Les and Carole as Jean Jeanie takes on the mantle of host. He and Jacky welcome Alonzo Fonde-Lapatrie, with Ella Fant, Eclair de Lame, plus Freda de Ath, and Xavier Money, accompanied by Betty Kant. Uther and Henrietta are back in the Fleur, too, and Uther blows another hefty purse on the tables.

The month in the Fleur ends with Leonard and Frances again hosting Les and Carole. Pierre and Edna visit again. As do Uther and Henrietta, but Uther can no longer afford such extravagant wagers and stays away from the gambling.

### Lepers and beggars

Bothwell's is the venue for Bastian de LaGarde's "non moriatur" parties. However, the month starts with him making a quiet visit to the place with Lotte Bottle in tow. Alonzo Fonde-Lapatrie and Ella are there as well. The fun starts in week 2 when Bastian and Lotte have an extensive guest list, including Alonzo and Ella. Augustin Fourier brings Pet Ulante. Eclair de Lame escorts Freda de Ath. Henri DuShite arrives with his new conquest, Katy Did. Ruman Coake is on his own. And Xavier Money is accompanied by Betty Kant. Bastian has offered a prize for "the most interesting disfigurement", but none of his guests has such a thing (or will own up to it, anyway). Xavier Ulric Turenne remains outside Bothwell's as his putative host, Gaz Moutarde, is not there. It's just Bastian and Lotte again in week three and then everybody is back for another session in the last week and still no prize is awarded. And hanging around outside Notre Dame looking for a man in a yellow hat is Justin Thyme. He seems to have missed that he went on Xavier Money's treasure hunt last month. Speaking of which, the prize for this goes to Thierry d'Actyl (see Press for his answers).



A procession of members visits Hunter's this month, starting with Xavier Money's first week out with Betty. Their places are taken by Robert d'Lancier and Bess Ottede the following week. Robert's place is by the gaming tables where he places a succession of 100-crown bets. After cutting the first, he wins one, but then cuts twice before winning again. Another cut prompts him to call a halt,

though he's not actually out of pocket. Robert (and Bess) is back next week for another go. The croupier looks rather disdainful when he insists on betting the house minimum. A series of one-crown bets follows. Robert loses two, wins two and cuts two, leaving him down a couple of crowns. Henri DuShite and Katy are also in Hunter's that week. The last week sees Ben e'Volence take over with his latest belle, Fifi, and their guest, Phillipe F'Loppe. As mutual seconds, Phillipe is anxious to discuss "all things duelling".

The month at the Blue Gables starts with a gathering, the first meeting of the "Young France" group. This is hosted by Marc de Zorro and Deb Estaround. Their guests start with new Light Dragoon Alex Craimant and fresh Gascon Gilles Colbert. Unfortunately, these are enemy regiments and a duel will be required. Very Old France, really. Jacques Hatt is next. Then comes Lascar Vivebras. Pierre de Terre follows and Petit-Garson Riche brings up the rear. There doesn't seem to be much debate about "overthrowing the moribund Old Guard", though this proposition may have been undermined by excepting the King ("Long may he reign!") Members Justin Thyme, accompanied by Sue, and Tarquin le Hatter, plus Leia Orgasma, are also in the club and all four return the following week. And the week after that, along with a few others. The others are Marc de Zorro, who brings Deb, and Thierry d'Actyl, who has Pierre de Terre as his guest. Only Tarquin and Leia are there at the end of the month.

The first visitor to the Frog & Peach is new member Ivor Edward Defrane, who appears in the second week and stays for the rest of the month. Petit-Garson Riche brings Emma Roides the following week, demonstrating his courting accomplishment. Another new member, Zavier Ulric Turenne, demonstrates how to host a Toady by welcoming Alex Craimant to join him and Lois de Lô. It's so much fun that the three of them do it again the next week. As do Ivor, Petit-Garson and Emma.

Edouard Jogues is Red Phillips one member to visit this month, but at least he's there for two weeks.

Those avoiding both the ladies and the clubs are, of course, the men working out at their regimental (or otherwise) gyms. Jacques de Gain is far from being the only person spending his month practising. His weapon of choice is the rapier, as it is for Bernard de Lur-Saluces, Balzac Slapdash (he's "social distancing", apparently), Greg de Bécqueur and Jean d'Ice. Chris Knight manages a week with a sabre before reverting to the rapier for the rest of the month.

A few others manage a week with a lady and/or club before retiring to their gym. These are Beau Reese Jean Seine (rapier), Horace Bury (rapier) and Terence Cuckpowder (sabre). Henri Dubois goes for the equally traditional visit to the Bawdyhouses for his female company before settling down to practise sabre for the rest of the month. Those putting in two weeks practice are Hercule D'Engin (rapier), Jacques Hatt (sabre – as he's been excused his regimental duties this month), Jean Jeanie (rapier), Marc de Zorro (sabre) and Pierre Cardigan (sabre).

There's then a rush to the red-light district in week 4 of March as lots of Parisians feel the need for a little female company. Of particular note are Rick Shaw and William de Beast who are just there for a spot of carousing. This suggests to the footpads that they might still have cash about them. Rick is their target and his spare change is duly removed.

## It's all happening in Africa

The Frontier regiments have a busy time this month, but have to make do without any reinforcements from Paris. And Georges Hommemince continues his expedition across Africa, first sending back his condolences (in monetary form) to the Legge family in honour of his late companion, Armand. Travelling with an Arab caravan to the city of Timbuktu, he then heads south to the Niger river. Here he sets up camp and traps along the riverside. A particularly hazardous encounter with crocodiles and a huge hippopotamus (see Press for details) provides him with several substantial specimens to add to the Royal Menagerie on his return. His reports increase his social standing as well as providing substantial income. ❖

## Press

### Announcements

The Cardinal's Guard has vacancies for good men. Join up now to beat the rush before the Campaign Season starts. † JdI

Viscount Cuckpowder wishes to appoint an Aide, the previous incompetent having lost the previous applicants' details.

### Social

Major Turenne

As a newcomer to Paris and soon to be captain of the PLLD, I'd like to meet some like-minded military men for drinks and some advice on Parisian life. Would you care to meet for drinks in week 3 or 4 this coming month?

Yours, † Alex Craimant

### Treasure Hunt Report

Sir Xavier,

I apologise for arriving late to Notre Dame for the start of your challenge. Even so I believe that I made a good attempt at your most excellent clues. The first clue suggested to me that I should make my way quickly to the old Palais de la Cité and specifically the Conciergerie where I discovered what I believe to be the second clue.

This was a little difficult to decipher, but I rode quickly south from the Conciergerie to the Latin Quarter and the Montagne Sainte-Geneviève. I found no mausoleum there but I think it would be a perfect location for one to be built and indeed I have a vision of one modelled on that famous building in Rome, The Pantheon. A little unsure I had the right place, I did discover what I thought to be the third clue.

This led me back towards the Seine and the spectacular view of His Majesty's palace. What an artistic sight it makes. I think it would make a perfect place to build a foot bridge for the Royal family to cross to the south bank. It could be such a beautiful place that I would name such a bridge the Pont des Arts.

No matter, I found another clue (I sincerely hope it was one left by you Sir Xavier) and I hired a ferry to take me across the river to the Louvre palace. Being just a lowly captain in His Majesty's 53rd Fusiliers, I did not enter the court. Thankfully, I found a fifth clue.

From there, I raced along the Rue de Rivoli, sure that I must be catching up the earlier participants, hopeful that I might have overtaken them. No other competitors were at the Bastille Fortress when I arrived, so either I was well behind or had indeed overtaken them, or perhaps I was completely off track.

A sixth clue though led me northwards, to the important coach terminus. Each coach there was liveried in stars in the shape of the whole continent, a euro-star one might say.

It was here, at this station of the north, that I discovered a final clue. This led me north-east to the hill of Montmartre Abbey. With laboured breath I made my way to the top of the hill. What a sight, the whole of Paris laid out before me. All I could say was Sacre-Coeur!

I was most pleased to find one of your manservants there to congratulate me on finding the final location.

Sir, your challenge was certainly entertaining and I take my hat off to you and Betty for a marvellous evening of journeying through our fair city; even if it turns out that I misunderstood some of the clues and was simply lucky to make my way to the end.

I remain your servant,

† Captain Thierry d'Actyl

#### Jacques As Memorial Stakes

His Highness the Dauphin is pleased to sponsor the second annual horse race in memory of the late Minister Jacques As. This is scheduled for week 4 of April and, as the Crown Prince is feeling flush at the moment, the prize fund will be 5,000 crowns. Those taking part in the race are welcome to Toady to His Highness afterwards with their ladies.

### Military Missives

Bdr-General Georges Hommemince, Sir, I have been reading about your exploits and hope that my letter reaches you in time. I have travelled into our great city from my home in Lyonnais and am seeking honour in France's great armies. I wish to put myself at the disposal of a great cavalry regiment such as commanded by your great self, the Princess Louisa Light Dragoons.

I look forward to hearing from you soon.

Your servant, † Alex Craimant

Dear Mssr. Craimant, I am happy to have you in the Regiment! At the present I am in Africa, but will be back in early April,

should I survive my expedition. We regrettably have an opening for a Captain, so if you find yourself short of funds for uniform and mount, do let me know and I will assist you.

Yours,

† Br. Gen. (Brevet) Georges Hommince

Sir,

Thank you for accepting me into France's greatest cavalry regiment. I am also grateful to you for your kind offer to advance me the funds for the horse and Captain's rank as I was abandoned by my father at birth and hence I have very few funds to start me off in Paris.

I wish you success in Africa and a safe return to Paris in April.

Your servant, † Alex Craimant

### Personal

Lord Percy Percy says, as fashion is tending towards the poseur, Pierre Cardigan is extremely fashionable.

To: Lieutenant Colonel Sir Ben e'Volence, CPC

From: Lieutenant Colonel Greg de Bécqueur, KM

Monsieur,

I hear you have ambitions to become a divisional adjutant. I can thoroughly recommend the position: the food in the mess at Divisional HQ is so much tastier than the regimental fare.

My young lady friend, Katy, has the ear of the cavalry division commander, and would be delighted to speak on your behalf, should the adjutancy become vacant.

I hope to see you at a strategy meeting in the near future. With all the recent talk of a foreign conspiracy to assassinate our leaders, and the resultant restrictions on travel and gatherings, I expect the next session will be conducted via messengers. I hope you have a good relationship with the divisional couriers; messrs. Skype and Zoom are both swift and efficient, though I have heard rumours the latter may occasionally let a secret slip. I fear, if the situation does not improve soon, the generals will decide they really do not need adjutants at all and dispense with our services. Till then, let us make the best of it.

I remain, etc.

† Greg

The Sacré Coeur Orphanage doors open for the last time (well for this young buck) and out into the spring air of Paris marches Petit-Garson Riche on his 18th Birthday. P-G, as he likes to be known, has just inherited a large sum of money from his late father, Nouveau, who made his fortune importing oysters from the British Coast, until he ate one that severely disagreed with him and saw him to his early grave. "Well, I really should join a regiment but I know little about playing soldiers, but all these fine ladies, promenading, twittering amongst the spring flowers, that is the first battle to be fought. I am meeting some gentleman at a place called Blue Gables and I am hoping to get a tip on some fine filly to begin my riding lessons, nod, nod, wink, wink". And with that happy though, P-G embarks on his adventures in our great city.

Dear de Legge family,  
It is with great sadness that I must report the death of your son, Armand. He was in my service as an officer in Princess Louisa's Light Dragoons. He chose to accompany me on a dangerous expedition to Africa. While there, I was attacked by a huge lion, and he bravely came to my defence. Sadly, your bold son perished at the hands of that ferocious beast. I therefore return his body to you for burial as you see fit. I am also sending along a gift for expenses for his funeral and have donated 500 crowns to the local hospital in his name.

Condolences,  
† Sir Georges Hommince

Father,  
My journey to Paris has come to a crashing (literally) halt. The terrible weather has left the roads little more than sodden quagmires. It looks like I will not make it to Paris before April. I know our family's current poor financial situation left you little option but to send me out to seek my own fortune, but I must confess the monies you supplied have already been sorely depleted due to the extra costs in my extended travel & I shudder to think of the situation I will find myself in when I eventually arrive in Paris.

I have your letters of introduction to both the Royal Foot Guards & the Dragon Guards. I trust someone will look kindly on your son after the outstanding contributions you made to the Glory of France in times past. My love to both you and Mama,  
† Your loving son Conrad

The (final) trials and tribulations of Percy Urbain Fanci-Free  
Dear Father,  
Death stalks me in Paris. Felix was right. The 4 horsemen rule Paris. I see signs of them everywhere. La Roi is cruelly deceived or oblivious or, even worse, in their thrall. They send their assassin Zorro to plague me with death by a thousand cuts. They are all in on it – they voted cause when I was barely off my sick bed. I must escape this evil city and flee to Spain where Felix will protect me. I will take my squad of Dragoons to the southern border, then make a break for it along the beach toward Spain. It is life and death. My dear father, I wish you well. Either way, you will not see me again.

Yours, † Percy

Sir AFL  
As noted recently, if I knew that, it wouldn't have happened. I hope to see you soon.  
† JJ

To Lt Colonel Sir Ben e'Volence, CPC  
From Brevet Brigadier General Earl Chris Knight, CPC and Chancellor  
My apologies for the lack of communications over the last month. There have been some new procedures added to the communication lines and then this so-called social distancing has not helped much either. Trying to order troops when you can't stand within 2 metres of them really hurts my voice...

The plan this season is to be in Paris for this month and next month but to then return to the front for a month, so be prepared...

To Brevet Brigadier General Earl Chris Knight, CPC and Chancellor.  
From Lt Col Sir Ben e'Volence, CPC  
My Lord, I completely understand. Things have gone from difficult to ridiculous and I fear what will happen at the front. How will we keep men in formation when they need to maintain such distance? I will prepare for the front. Dispatches were kind to me (I have 6 from last quarter) and will benefit from them in the coming months. On a related note, I have been approached by an old acquaintance, Will de Beast, who is keen to join the regiment (once he has reached a better level of social standing he says). Can you keep an eye out for his missive?

Yours in honour, † Ben

Your Majesty & Gentlemen of Paris,  
A Report of African Expedition  
After seeing to the shipping of the brave Armand de Legge's body to his family as well as specimens for His Majesty's menagerie to Paris, I departed via Bedouin caravan to Timbuktu. The journey was hot and uncomfortable but without incident. In Timbuktu I met with the Pasha, who gave his blessing to my venture after I gifted him with one of our Arab horses. Hiring guides and supplies, we set out on the Niger River. I look forward to capturing many strange and unusual creatures! We travelled down the fabled Niger River, known to the local Mandinka as Jeliba, the Great River. Along the banks I set a variety of my wonderful Acme Animal Traps. Each day we checked the traps, returning to our

base camp nightly to listen to the sounds of the wilds as we sipped cups of potent Ethiopian coffee. Gentlemen, it is bracing stuff; but I dearly miss French wine, having exhausted my stock. We trapped a huge hippopotamus, the great beast first described by our own French scientist Pierre Belon a century ago! It was besieged by a legion of ferocious crocodiles! I leapt into action, laying about with my sabre at the reptilian monsters as they tossed me about. I nearly was bitten in half a dozen times in as many moments; but the beasts retreated. I must say the hippo is a most ungrateful creature, as it near swallowed me as I attempted to comfort it. Nevertheless, we were able to subdue and crate the big fellow, and I am confident it will be a great attraction at the King's Royal Menagerie! I am returning to Paris with the fellow, whom I have dubbed Armand after my lost companion, as well as three crocs, each a yard long, several exotic colourful birds and a new species of rodent of unusual size, dubbed *Rattus massivus pevansus*.

To: Sir George Hommemince  
How dare you make up despicable lies about me! Both I and Trissy are still in Madrid and know nothing about this heathen land you are ranting on about. If you care to come and pay a visit, you will see that we are settled comfortably here, living in style and simply loving all the gorgeous hombres. In fact, there is a very good friend of mine that is keen to meet you, Fr. Diego Sarmiento de Vallardes. I can certainly fix up a meeting for you!  
† Queen Felix

To Sir Alonzo Fonde-Lapatrie;  
Honoured Sir, I note your last missive  
in the Paris Times; perchance I  
misunderstood; being Brigade Majors  
both, I can assure you of cooperation  
in any military matters. If you wish  
social discourse, I am equally affable.

It just goes to show that one can dine  
and dress well, one can associate with  
the best people and one can be seen in  
the swankiest places – and it still  
gets one ... nowhere.  
But it is fun doing it.

Dear Captain Kirk, Crown Prince  
Cuirassiers HQ

I wish to begin a career in the  
military and understand you have a  
vacancy as a captain within your  
ranks. I know little about tactics and  
military strategy, but your regiment  
has an excellent reputation in  
developing gentleman such as myself.  
If agreeable to you, I would like to  
present myself in April for an  
interview.

Yours in eager anticipation,

† P-G Riche

## Poetry Corner

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

The men of the old fifty-third  
Will follow commands to the word.  
Told to fight to the death,  
They would take one last breath,  
Then fall on their swords – how  
absurd!

† Le Salame Disparu

“At The Front”  
For the honour of France,  
I made my advance,  
With an MA of one,  
I should really have run,  
But the roll of the die,  
Said that I didn't ... die,  
But I got no loot,  
And war just doesn't suit,  
So I'm back once again,  
In Paris by the Seine,  
To toady and duel,  
And learn sabre in school.

† Norman

Staying hidden from sight  
As I learn how to fight  
With a rapier seems smart,  
But it's duller than art.

† Greg

### *Da Virus*

This 200 centimetres separation  
Zut Alors, it is such a thing!  
About the distance of my swing  
Using my marine's cutlass blade  
But if you're in need call for my aid  
Save yourselves and others too  
Don't panic buy paper for the loo  
Stick to the rules or fines ensue  
Stay Safe, Be Kind, Be Careful

† HdS

Some new scribblings

1 My belly's full of wine and glory,  
Suckled full at fortune's teat.  
There is no respite from the  
drumbeat,  
No blood but fury in my veins.  
2 I've raced death across battle,  
Left the hindmost to the Devil,  
All at King and country's service:  
God save us all from our desserts.

† UXB

## Points Arising

**Next deadline is 29th May**

And that is why having a second at a  
duel is a good idea.

The Jacques As Memorial Stakes will  
take place in week 4 of April. This is  
a horse race sponsored by Priny in  
memory of the late Minister of State.  
The prize pot will be 3,000 Crowns  
this year. Newer players may want to  
check the Horse Race rules in the  
LPBS house rules. Older ones may  
want to too. And me.

Stewart Macintyre has retired CC to  
start a new character.

### Absent friends

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

GM Gaz Moutarde (Mike Clibborn-  
Dyer) has NMR'd. Total now 1

HJ Hugh Jass (Ray Vahey) has  
NMR'd. Total now 4 and is sent to a  
Frontier regiment

LK Lars Kristmass (Martin Jennings)  
has NMR'd. Total now 1

RdM Rob d'Masses (Craig Pearson)  
has NMR'd. Total now 2 and is sent  
to a Frontier regiment

## Announcements

Norman de Bastille applies for Aide  
to Brigadier

Tarquin le Hatter applies for  
Brigade Major of Heavy Brigade

### Welcome

Our latest arrival is Rik Stewart, who  
is "really looking forward to this"  
after playing *En Garde!* years ago.  
Welcome, Rik, and enjoy the game.

### 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 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 emailed  
to [lpbsorders@pevans.co.uk](mailto:lpbsorders@pevans.co.uk) – you'll  
get an automated reply when the  
message arrives in my mailbox.  
Please give your name and your  
character's name and specify actions  
in full detail. If you want a query  
answered before the deadline, please  
use [LPBS@pevans.co.uk](mailto:LPBS@pevans.co.uk) instead.

Zavier Ulric Turenne asks NPC  
Lt.Colonel of Picardy Musketeers to  
resign

## Duels

### Results of March's duels

Lars Kristmass didn't turn up to fight Greg de Becqueur and lost SPs.

Lars Kristmass didn't turn up to fight Robert d'Lancier and lost SPs.

Duncan d'Eauneurts (with GdB, gains 1 Exp) beat Phillippe F'Loppe.

Tarquin le Hatter (with XM, loses 1 SLs, gains 1 Exp) killed his friend Louis de Ploable.

Hugh Jass didn't turn up to fight Duncan d'Eauneurts and lost SPs.

### Grudges to settle next month:

Horace Bury (Rapier, 4 rests) has cause with Duncan d'Eauneurts (Sabre, Seconds GdB, adv.) for pinching Belle.

Greg de Becqueur (Sabre, Seconds HDE & DdE) has cause with Henri DuShite (Cutlass, adv.) for pinching Katy.

Camille de Polignac (Rapier, Seconds EdL, 1 rests) and Hercule D'Engin (Rapier, Seconds GdB, adv.) have mutual cause as neither stood down over Mary.

Duncan d'Eauneurts (Sabre, Seconds GdB, adv.) and Ruman Coake (Rapier, 5 rests) have mutual cause as neither stood down over Angelina.

## New Characters

Rik Stewart gets the Second son of a Merchant: Init SL 3; Cash 150; MA 1; EC 4 (X9).

Alex Craimant (Sabre) and Gilles Colbert (Rapier, adv.) have mutual cause for being in enemy regiments.

Ben e'Volence (Sabre, Seconds PFL, adv.) and Rick Shaw (Sabre, 2 rests) have mutual cause as neither stood down over Lucy.

Norman de Bastille (Sabre, Seconds MdZ & LdH, 3 rests) and Phillippe F'Loppe (Sabre, Seconds BeV, adv.) have mutual cause for being in enemy regiments.

Ruman Coake (Rapier, adv.) and Rick Shaw (Sabre, 1 rests) have mutual cause as neither stood down over Lucy.

Justin Thyme (Foil, 5 rests) has cause with Duncan d'Eauneurts (Sabre, Seconds GdB, adv.) for pinching Sue.

"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.

### Duels held over until June

Georges Hommemince versus Duncan d'Eauneurts.

Stewart Macintyre gets the Second son of an Impoverished Count: Init SL 11; Cash 40; MA 1; EC 4 (CdC).

Bill Howell gets the Bastard son of a wealthy Marquis: Init SL 7; Cash 450; MA 4; EC 6 (X1).

Craig Pearson gets the Bastard son of an Impoverished Gentleman: Init SL 3; Cash 36; MA 4; EC 6 (X2).

## Tables

### Army Organisation and 1672's Summer Deployment

First Army (Field Ops)	JdG/_/Anon/_
First Division (Field Ops)	N5/N/GdB
Guards Brigade (Field Ops) - RFG CG KM	
Dragoon Brigade (Field Ops) - GDMD PLLD	
Cavalry Division (Field Ops)	N6/N/BeV
Horse Guards Brigade (Field Ops) - DG QOC	
Heavy Brigade (Field Ops) - ALC CPC	
Second Army (Siege)	N6/N/N4/N
Frontier Division (Siege)	N3/N/N1
Frontier Regiments (Siege)	
Third Army (Defence)	LdH/N/_/Jdl
Second Division (Defence)	N6/N/N6
3rd Foot Brigade (Defence) - 27M 4A	
4th Foot Brigade (Defence) - 69A Gscn	
RNHB Regiment (Defence)	
Third Division (Defence)	N4/N/N5
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	JJ/N/BdLG
Horse Guards Brigade	N1/N/HD
Heavy Brigade	N6/BdZ/N5
Dragoon Brigade	GH/N/N6
First Foot Brigade	N3/N/AFL
Second Foot Brigade	N4/N/HDE
Third Foot Brigade	N1/N/N6
Fourth Foot Brigade	N1/N/N5

Current CO/Aide/Brigade Major of each Brigade; entries are ID for player characters, "N" (+ MA if needed) for NPC, \_\_ for vacant

### Frontier Regiments

				(Assault for Mar-May)	
	F1	F2	F3	F4	RNHB
Colonel	N4	N3	N2	N4	N7
Attached				HJ	
				GH	
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 2: 6  
 Frontier regiment 3: 4  
 Frontier regiment 4: 2  
 RNHB regiment: 4

### Other Appointments

King’s Escort: Ensign N	Captain N
Cardinal’s Escort: Ensign N	Captain N
Aides: to Crown Prince N	to Field Marshal N
Provincial Military Governors: N/N/N/N/N	
City Military Governor N	Adjutant-General N
Inspectors-General: of Cavalry BdLS	of Infantry N
Commissioner of Public Safety N (until May 1672)	
Chancellor of the Exchequer CK (until August 1672)	
Minister of Justice N (until May 1672)	
Minister of War BRJS (until February 1673)	
Minister of State DdE (until November 1672)	

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	
54	Madelaine de Proust	17		TC
35	Katy Did	16	I	HDS
42	Maggie Nifisent	16	B	BRJS
55	Jacky Tinne	16		JJ
52	Guinevere d'Arthur	15	B/W	
10	Frances Forrin	14	B	LdH
21	Helen Highwater	14	W	
48	Fifi	14	B/W	BeV
62	Alison Wunderlandt	14		
11	Laura de Land	13		
16	Ophelia Derrière	13		
26	Ella Fant	13	B	AFL
27	Lucy Fur	13	B	
30	Leia Orgasma	13	B	TIH
45	Cath de Thousands	13		
8	Lotte Bottle	12	B	BdLG
12	Charlotte de Gaulle	12		
17	Henrietta Carrotte	12	I/W	UXB
28	Vera Cruz	12		
31	Bess Ottede	12	I/W	RdL
1	Sue Briquet	11	B	JiT
4	Anne Tique	11	W	
9	Deb Onaire	11	I	MdZ
40	Sheila Kiwi	11		
63	Carole Singeurs	11		Anon
20	Emma Roides	10	I	PGR
33	Anna Rexique	10	I	
38	Pet Ulante	10	W	AF
43	Di Lemmere	10	I	
53	Angelina de Griz	10	B	
56	Ingrid la Suède	10		
6	Viv Ayschus	9		
57	Ava Crisp	9	I	
59	May Banquot l'Idée	9		
2	Betty Kant	8	I	XM
19	Jenny Russe	8	W	
32	Sal Munella	8	W	
41	Marie Antoinette	8	B/I	
49	Mary Huana	8	B/I/W	
34	Freda de Ath	7	W	EdL
39	Thomasina Tancenjin	7	I	
50	Ulla Leight	7	I	
5	Belle Epoque	6	B/I	
13	Josephine Buonoparte	6	I/W	
24	Violet Bott	6	I/W	
15	Ada Andabettoir	5	B/I	
25	Lois de Lô	5	B	ZUT

### Regiments

Col	RFC	CG	Jdl	KM	DC	OOC	ALC	CPC	RM	GDMDPM	13F	PLLD	53F	27M	4A	69A	Gscn
LCol	J+	BRIS	Jdl	DdE	HD+	MdZ	N6	CK	RdL	AF	HJ+	CH+	Anon		N6	N5	N2
Maj 1	BdLG+	N2		GdB	N5	Ndb	N5+	BeV	HDS	N7	HJ+	N3			N3	N5	
Maj 2					N5				AFL+	N6	N6	N6+			N6	ZUT	
Capt 1	N2	N4			N5				IED	N6	N4	N4			N6	N5	
Capt 2	N3	N5			N1*				N6	N6	N3	N4			N6	N6	
Capt 3	N4*	N2			N1				N6	N5*	N2	N2			N6	N6	
Capt 4	N1	N4*			N5*				N3*	N3	N3*	N3*			N6	N2	
Capt 5	EDL				N4				N3*	N1*	N3*	N3*			N6	N1*	
Capt 6	RC											AC	TDA*	HB			

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
UXB	Count Uther Xavier-Beauregard	28+	85OK	General	/Min w/o Port	20	Henrietta	Flr	4	Pete Card
DdE	Count Duncan d'Eauneurts	25	64 Comfy	B.Bdr	-General KM/State Min.	8		Flr	5	Paul Lydiate
BRJS	Viscount Beau Reese Jean Seime	25	57 Withy	Lt.Colonel	RFG/War Minister	7	Maggie	Flr	3	Bill Hay
PC	Count Pierre Cardigan	24	40 Rich	General		9	Edna	Flr	5	Matt Shepherd
JdG	Count Jacques de Gain	23	29 Flthy	General	/1st Army Commndr	24		Flr	6	Ben Brown
JJ	Count Jean Jeanie	22	56 Flthy	B.Bdr	-General RFG/Gds Brigadier	28	Jacky	Flr	3	Andrew Kendall
LdH	Baron Leonard de Hofstadt	21	32 Withy	B.General	/3rd Army Commndr	7	Frances	Flr	5	Neil Packer
TC	Viscount Terence Cuckpowder	21	+67 Withy	B.Lt-General	/Min w/o Port	6	Madelaine	Flr	5	Mike Dommett
CC	Marquis Chopine Camus	20	RIP							Stewart Macintyre
BdLS	Marquis Bernard de Lur-Saluces	19	52 Rich	Lt-General	/Insp.Gen.Cav	14		Flr	3	Rob Pinkerton
Jdl	Baron Jean d'Ice	17	36 Withy	B.Bdr	-General CG/3rd Army QMG	8		Both	3	Tym Norris
HD	Baron Henri Dubois	16	40 Comfy	Major	DG/HGds Brigade Maj.	7		Both	3	Wayne Little
BdLG	Sir Bastian de LaGarde	16	37 Withy	Major	RFG/Gds Brigade Maj.	4	Lotte	Both	1	Jerry Spencer
CK	Earl Chris Knight	16	+65 Comfy	B.Bdr	-General CPC/Chancellor	11		Hunt	2	Paul Wilson
GM	Sir Gaz Moutarde	15	29 Withy	Bdr	-General	4		Both	2	Mike Clibborn-Dyer
GdB	Greg de Becqueur	15	24 Comfy	Lt.Colonel	KM/1st Div Adjutant	6		Both	5	Anthony Gilbert
Anon	Les Anonyme	15	+47 OK	Colonel	53F/1st Army Adjutnt	3	Carole	Both	4	Bruno Giordan
AFL	Sir Alonzo Fonde-Lapatricie	14	37 Comfy	Major	RM/1 F Brigade Maj.	7	Ella	Both	2	Graeme Morris
GH	Sir Georges Hommemince	14	F Withy	B.Bdr	-General PLLD/Drgn Brigadier	6		Hunt	1	Cameron Wood
XM	Sir Xavier Money	12	+38 Withy	Bdr	-General	7	Betty	Hunt	3	Pam Udowiczenko
RdL	Robert d'Lancier	11	21 Comfy	B.Bdr	-General RM	7	Bess	Hunt	4	Steven Malecek
BeV	Sir Ben e'Volence	11	+67 Comfy	Lt.Colonel	CPC/Cav Div Adjutant	5	Fifi	Hunt	3	Ash Casey
HDS	Henri DuShite	11	+35 Comfy	Lt.Colonel	RM	7	Katy	Hunt	4	Dave Marsden
RC	Ruman Coake	10	22 Poor	Captain	RFG	2		Hunt	3	Tony Hinton-West
LdP	Louis de Ploreable	10	RIP							Bill Howell
EdL	Eclair de Lame	10	+35 Poor	Captain	RFG	4	Freda	BG	3	Peter Farrell

ID	Name	SL SPs	Cash	Rank	Regiment/Appointment	MA	Last seen	Club	EC	Player
AF	Augustin Fourrier	9	28 OK	Lt.Colonel	GDMD	3	Pet	Hunt	3	Brick Amundsen
TdA	Thierry d'Actyl	9	+34 Poor	Captain	53F/53F Regt. Adjnt.	1		BG	2	John Cooke
MdZ	Marc de Zorro	9	+27 OK	Lt.Colonel	QOC	8	Deb	BG	4	Tim Macaire
CdP	Camille de Polignac	8	16 OK	Subaltern	RFG/Bdr's Aide (Udl)	4		BG	4	James McReynolds
HDE	Hercule D'Engin	8	12 Comfy	Major	53F/2 F Brigade Maj.	2		F&P	2	Gerry Sutcliffe
BS	Balzac Slapdash	8	9 Comfy			9		BG	4	Matthew Wale
TIH	Tarquain le Hatter	7	-24 Poor	Captain	KM	1	Leia	BG	5	Jason Fazackarley
RS	Rick Shaw	7	-5 Poor	Major	ALC	2			6	Charles Burrows
LK	Lars Kristmass	7	-18 OK			4			3	Martin Jennings
JIT	Justin Thyme	7	10 Comfy			5	Sue	BG	2	Gerald Udowiczenko
RdM	Rob d'Masses	7	RIP							Craig Pearson
NdB	Norman de Bastille	7	+28 Poor	Major	QOC	1		HGds	4	Mark Williams
IED	Ivor Edward Defrane	6	15 OK	Major	RM	7		F&P	3	Graeme Wilson
PFL	Phillipe F'Loppe	6	+23 Poor	Subaltern	DG	3		F&P	4	Phil Urquhart
HB	Horace Bury	5	-4 OK	Captain	27M	6		F&P	2	Sebastian Emde
ZUT	Zavier Ulric Turenne	5	14 Poor	Major	PM	3	Lois	F&P	1	Bob Blanchett
PGR	Petit-Garson Riche	5	13 Comfy			1	Emma	F&P	2	Mark Cowper
PdT	Pierre de Terre	5	+30 Poor			6		RP	2	Paul Murphy
EJ	Edouard Jogue	4	5 Poor			1		RP	4	Nik Luker
WdB	William de Beast	4	+18 Poor			6		RP	4	Simon Peck
AC	Alex Craimant	4	+14 Poor	Captain	PLLD	1		RP	4	Toby Nightingale
LV	Lascar Vivrebras	3	10 Poor	Private	PM	4		RP	4	Olaf Schmidt
HJ	Hugh Jass	3	F Comfy	B.Colonel	13F	3			3	Ray Vahey
JH	Jacques Hatt	3	+13 Poor	Private	GDMD	3			3	Joel Halpern
GC	Gilles Colbert	2	8 Poor	Captain	Gscn	2			3	Mark Nightingale

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