

That would be enough

This has been issue 209 of *To Win Just Once*, published 13th November 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 27th November 2020.

Orders for *LPBS* and *Wits & Wagers* plus any other contributions to Pevans by 4th December 2020.

(First deadlines for 2021 are 1st/8th Jan, 5th/12th Feb, 12th/19th March)

Waiting lists

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

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

Star Trader – The latest game is just starting and there's room for plenty more players. (Rules provided.)

Online games

Brass (at brass.orderofthehammer.com):

Keyflower (at www.boardgamearena.com):

Pax Porfiriana, (at www.yucata.de): Pevans, Brad Martin

Rajas of the Ganges (at www.yucata.de):

Snowdonia (at yucata.de): Pevans, Mike Reeves, Brad Martin

Through the Ages (at www.boardgaming-online.com):

Credits

To Win Just Once issue 209 was written and edited by Pevans. The *LPBS* masthead (page 17) is by Lee Brimmicombe-Wood, as are the other drawings – except for those on page 18 (by Bryan Lea) and 26 (from Nik Luker). Game and book artwork is courtesy of the publisher. Pevans took the photos and played with Photoshop.

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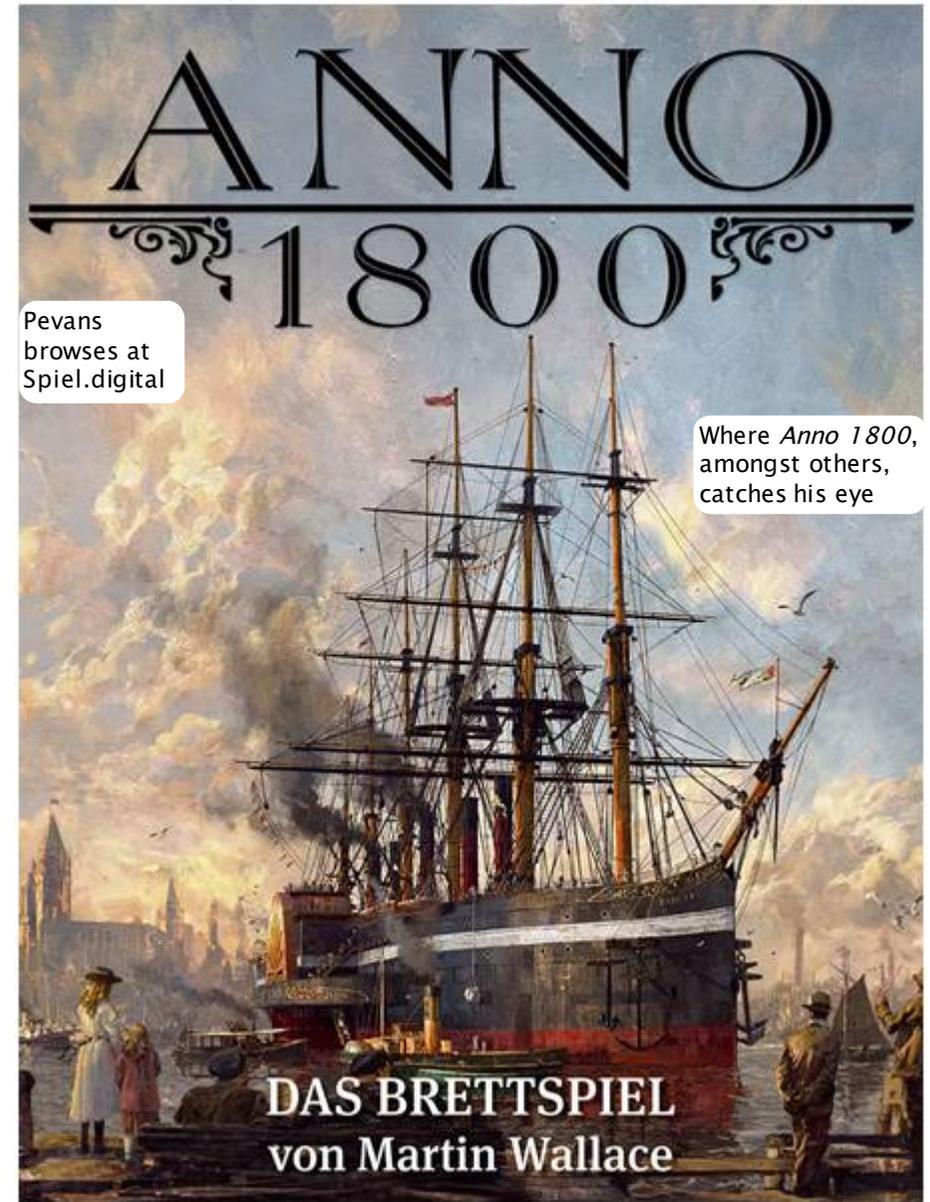
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To Win Just Once

(incorporating *Les Petites Bêtes Soyeuses*)



Issue 209: November 2020

£2.00 (+ postage)

(LPBS 343: September 1672)

and online at www.pevans.co.uk/TWJO

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Chatter

Yes, this is a week late. Sigh. This is due partly to recalcitrant white goods (stupid washing machine... stupid dry-fryer...), but mostly to a lack of motivation on my part. And this is despite the entertaining shenanigans in this month's *LPBS*. The online version of Spiel did not enthuse me much, either. While there were things happening live on the interweb, the main website was (and is) essentially an index to exhibitors, new publications and recordings of the events. I have been browsing since and have pulled out the games I found interesting – see later in this issue.

This year's mince pies

Goaded by Alex Richardson's letter last issue, I have now been sampling some mince pies. The selection is smaller this year as I've not been visiting many supermarkets (or, indeed, anywhere else).

First up, as always, are Sainsbury's Taste the Difference All-butter mince pies, "infused with a generous nip of brandy". That's one nip per vat of mincemeat, I suspect. I didn't find them as nasty as last year, but the pastry is too dry, turning into sand when bitten. The filling is fairly tasty, but a bit too sweet for my taste.

The Co-op bakery's mince pies have no pretensions and crisper pastry. The mincemeat is fruity, but doesn't fill the pastry surround. As they're made in the bakery, they don't have a uniform appearance, which is worth a point. I summarise this as 'okay'.

Courtesy of my sister-in-law, I had two sets of mince pies to sample from Waitrose. The No 1 All-butter mince pies were ordinary. As usual, the pastry crumbles rather than flakes and is very dry as a result. The filling was okay, but I didn't notice any brandy here either.

The other set was three each of three different mini mince pies. The "mini" bit is a problem to start with. And they don't have lids, so are not pies! Having said that, the orange and juniper flavoured ones were lovely. Not the traditional flavour, but really fruity and slightly sharp. The almond-topped 'pies' are essentially a Bakewell tart with a mincemeat filling, which is okay, but rather dry. And the "caramelised hazelnut topped baklava" pies are a mincemeat filling with a chopped nut topping. I didn't work out what was baklava-like about them. All three are tasty, but a bit dry and not 'proper' mince pies.

My sister-in-law also provided a box of Marks & Spencer's "Collection" mince pies. These are the most picturesque that I tried, the pastry lids being in the form of a snowflake. I think. They are also deeper and narrower than any of the others. The pastry crumbles into sand at the touch, making it hard to get a pie out of its foil case. Under the dry pastry they are fruity and really tangy with a bit of spice, too. Excellent taste, terrible pastry.

My winner is, once again, my local Wenzel's bakery, with their boxes of "luxury" mince pies. These have a proper home-made look, which I prefer, and crisp, flaky pastry. The filling is fruity and not too sweet, though I can't detect the rum that's supposed to be included in their mincemeat.

Note that all mince pies were eaten cold with a cup of strong black coffee. They could all be heated up and smothered in cream, in which case they'd all be good! (Cream does that.)

New Star Trader game

Start-up for the next Star Trader game is on page 16. We have six players so far, so there's plenty of room for more. Let me or Mike know if you're interested – and you can find the rules tucked away at www.pevans.co.uk/StarTrader50.pdf

Online stats

TWJO 208 was published on 1st October and the PDFs were downloaded 219 times during that month. The previous issue attracted 16 downloads in October, making 235 in two months. And the PDFs of issue 206 were downloaded 11 times for a total of 327 since publication.

After TWJO, my first impressions of *Sid Meier's Civilization: the Board Game* (the Fantasy Flight version) was the top download in October. That was written in 2012 and I haven't played the game since then.

2020 'Zine Poll results

Alex Richardson has just released the results of this year's poll. The scores are a "combination of an Average Vote score ... and a Preference Matrix ranking score." Top of the poll is the venerable *Ode* with 18.43 points. *Variable Pig* comes in second with 17.365 and *Hopscotch* third on 17.17. TWJO placed 19th (of 27), scoring 10.74. Congratulations to John Marsden, who's been producing *Ode* for a long time, and thanks to all those who voted.

Letters

Chris Baylis finishes off the Trophy Hunter game with one last contribution (as several players did with shots).

Congratulations to super-sniper Paul Wilson and to Matthew Wale who came spectacularly close. Commiserations and apologies to Bob Blanchett and Nik Luker; the apologies being because I substituted their grape shot with grape nuts (breakfast cereal, if you are confused) to ensure they finished below me.

How could anybody be confused, Chris? Jonathan Palfrey offers some different reading matter.

Just recently I've given sf/fantasy a brief rest and have been re-reading some of Arthur Ransome's stories of children's adventures in the 1930s: the Swallows and Amazons series. The quality varies, but at least the best four of them are good novels as well as being a rather charming reminder of times past. It's funny how people go on the same and remain recognisable, but their attitudes and preoccupations change. Arthur Ransome was 70 years older than me; older than any of my grandparents.

When I was growing up, we had a complete hardback set of Ransome's books (not all of them involve the Swallows and Amazons, of course) that my father had from his childhood. I read them several times and still vividly remember all sorts of incidents from them.

Let your fingers do the gaming

Pevans considers Spiel.digital

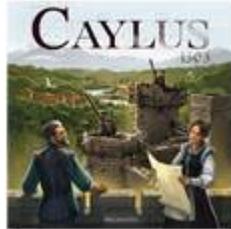
The advantage of this year's Spiel being online is the lack of crowds blocking the aisles and the ability to see everything you want to. The disadvantage is not wandering the distant reaches of the halls and finding hidden gems (like *Yin Yang* last year). Plus, of course, not being able to sit down and play anything – though publishers had online demos, webinars and even participation games. The organisers' online presence, at spiel.digital, was (and still is) essentially a catalogue – of 'exhibitors', of new games – which I've been browsing. There's an awful lot of content here. And here are the games I've found that I think are worthy of mention.

I've been wondering why there was so much discussion of *Anno 1800* on BoardGameGeek. Then I discovered it's designed by Martin Wallace, so I'm excited too. However, I suspect most of the buzz is because it's based on a computer game. Which, of course, I've never heard of. The board game is published by Kosmos (www.kosmos.de) and I'll be getting my hands on a copy as soon as I can.

When it came out in 2005, I gave William Attia's *Caylus* 10/10 on my highly subjective scale. Sadly, some bad experiences playing it since rather soured me on the game. However, now there's a new, revised edition, *Caylus 1303*, published by Space Cowboys (www.spacecowboys.fr). It was actually published last year, so I reckon the title



Anno 1800 display



reflects that it's fourteen years later than the original's setting of 1289. The game has been streamlined so that it plays faster with a wider range of strategies, so I am definitely looking forward to playing this.

The new game from Alexander Pfister is *Cloudage* (or is it *Cloud Age?*), published by dlp (www.dlp-games.de). From the description, it has an interesting (and convoluted, I expect) mix of mechanisms, including "an innovative sleeving mechanism". This turns out to be sleeves to hold the sets of cards from which players draw. The centre of each sleeve is printed with a cloud that obscures most of the top card's details. Thus you're gambling every time you take a card. This is another that I'm keen to try – mind you, I haven't played Pfister's 2019 title, *Maracaibo*, yet.



It's been a few years since I saw anything more than family games from Granna (www.granna.pl), so *DwerGAR* intrigues me. The designer is Jan Madejski, a new name to me, and the setting is a Dwarven mine. The busy board is laid out with action spaces, in time-honoured fashion, where players place their meeples (dwarves) to take actions. The twist is that they take the meeple that was already on the space. As each colour of meeple has advantages according to which space it's on, you're not just planning which actions to take, but which meeples to pick up to get the most out of your next actions. Add in a moving section of the board (to bring what you've dug out of the mine to the surface) and I'm hooked. And that's before getting in to the detail (Rahdo has a good run-through of the game on his YouTube channel).

Friedemann Friese has two new games from his imprint, 2F (www.2f-spiele.de). The first, *Feierabend* (it translates as *Finishing Time*), has been out for a while. I've tried the game solitaire and found it interesting, but not challenging. I really want to try it with a decent number of players, though. The second is *Faiyum*, set in ancient Egypt. Specifically, "The oasis-like basin Faiyum ... connected to the Nile to create a regulated flood plain." The idea is that players are developing and exploiting the basin, which requires some careful planning. I've already ordered it.



Hallertau is Uwe Rosenberg's new game, published by Lookout (www.lookout-games.de). I expected some agricultural element to this and I'm not disappointed. "Hallertau is the world's biggest hop-growing region" and its "two-field crop rotation" system is central to the game. Now I just need water, yeast and malted

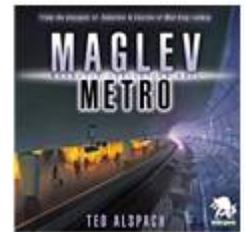
barley... It's got to be worth trying, especially if you're a Rosenberg fan, but it's a hefty box with a hefty price tag.

Idus Martii attracted my attention as the title is Latin for the Ides of March – famously the day Julius Caesar was assassinated. And this is, of course, the theme of this little card game: designed by Miguel Bruque and published by 2Tomatoes (www.2tomatoesgames.com). While players are all members of the Senate, their sympathies (for or against Caesar) are hidden. A big part of the game is working out who's on which side so that you can co-operate to get the outcome you want. Of course it's not that simple, but a game only lasts 15 minutes, which suggests players are making decisions quickly. It sounds like you need a decent number of players to make this work and the game is listed as being for 5-8. Looks like this one will have to wait until we're allowed to get together again.



A new edition of Stefan Dorra's *Intrigue* is big news as far as I'm concerned. The game is unmitigated scheming with the necessity of betraying people along the way. Well, every round, actually. It would be a good way to lose friends, if it weren't played by gamers who understand it's (just?) a game – definitely not one for the family. It was great fun back in the mid-1990s and I expect it to be just as good this time around. This edition is the first game from a new French publisher, Igiari (www.igiari.com), who seem to have moved the setting from the Italian Renaissance to the court of the Sun King (judging by the cover).

Maglev Metro is a train game from Ted "Suburbia" Alspach and published by his imprint, Bézier Games (www.beziergames.com). I'm in! Players are building maglev track to join stations together (replacing conventional subways) and allow passengers to get to their destinations. They do this by laying 18xx-style tiles on the hexagonal grid of the board. However, the tiles are transparent and can be laid on top of each other, allowing each player to have different track across the same space. That's clever. I'm definitely in.



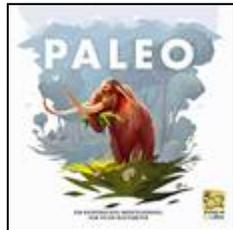
Monasterium, designed by Arve Fühler, is another title from dlp (www.dlp-games.de). Like Fühler's enjoyable *El Gaucho*, this game is powered by dice. At the start of each round, players build up sets of dice with the same number. But anybody can use neutral dice, so you may create a set of '5's, say, only to have an opponent grab them before you can. The dice are used to place your meeples (novices) around your

monastery to produce resources, gain prestige and so on. The aim is to have the most prestigious monastery at the end of the game. It certainly looks interesting and I'd like to give it a go.



Novgorod is the latest city-building card game from Stefan Risthaus and his imprint, Ostia Spiele (www.ostia-spiele.de). After a quick look, my first question is how it differs from the earlier games. Something I'll be finding out at the first opportunity. And there are already two expansions for the game.

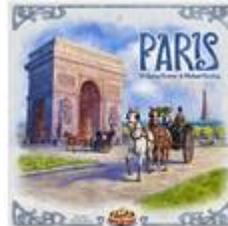
The new Vital Lacerda game from Eagle-Gryphon (www.eaglegames.net) is *On Mars*. Hmm, I wonder what this one is about? Not the long-term future of *Terraforming Mars*, but the shorter-term endeavour of establishing the first colony – making it sound more like *First Martians*. However, unlike the earlier co-operative game, this is a game of competing colonies. There is a one-player option, though, and a co-operative expansion is due next year. As a fan of Lacerda's games, I would like to try this, but I'm expecting a heavy box and a high price tag.



Hans im Glück (www.hans-im-glueck.de) is one of the publishers I always visit and *Paleo* is one of their 2020 games, designed by Peter Rustemeyer. It sounds more of a family game, but HiG have a habit of producing family games that are attractive to gamers. This one is a co-operative game of Stone Age survival with the players all members of the same tribe, reminding me a bit of *Robinson Crusoe*. From the online introduction, it does look interesting – players choose cards to play without

seeing the details of what they do, for example. The English language version comes from Z-Man (www.zmangames.com).

Paris is a new Wolfgang Kramer and Michael Kiesling game, so definitely worth a look. It's published by Game Brewer (www.gamebrewer.com), famous as far as I'm concerned for serving beer on their stand at Spiel. Sigh – one of many treats I've missed this year. Anyway, the game is set in the eponymous city in the late 19th century, the Belle Epoque, when many of Paris's iconic buildings were constructed (think Eiffel Tower). Players are investing in these buildings with the aim of scoring points in various different ways. Definitely worth a look. Or have I said that already?

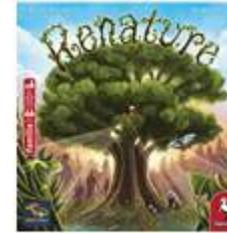


Having made its name publishing games designed by the firm's founders, Stonemaier (www.stonemaiergames.com) now produces games from an

expanding list of designers. This year we have *Pendulum* from Travis Jones – “the highest-rated prototype in the history of the Stonemaier Games Design Day.” I'm intrigued by the use of real time as a resource in the game, but can't work out how this is done. I'm just going to have to try it, aren't I?

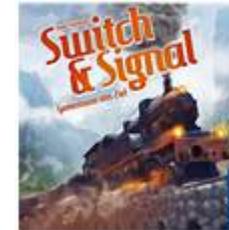
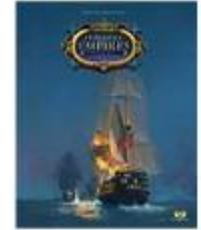


Renature is another Kramer and Kiesling design, this time coming from new publisher Deep Print (www.deep-print-



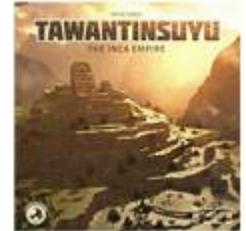
www.deep-print-games.com), set up by the founders of Eggertspiele, Frosted and Pegasus. This one is explicitly a family game of restoring a polluted valley. Mechanically, it's about placing dominoes on a board to score points from the plants you add. You're aiming to enclose an area where you have the majority of plants. The graphics are definitely family-friendly, but I suspect it's deep enough to challenge gamers – and it has nice, chunky wooden pieces.

I can't ignore a new edition of *Struggle of Empires*, particularly as I've described it as Martin Wallace's other masterpiece in the past. (Since you ask: *Age of Steam*.) The new game is billed as *Struggle of Empires Deluxe Edition* and comes from Eagle-Gryphon (the English language edition at least). “Deluxe” means “expensive” and “nice bits”, of course. What I don't know is whether Martin (or anyone else) has made any changes to the game. The original got 10/10 from me...



I had to have a look at *Switch & Signal* to see if it was anything like Kris Gould's under-rated *Switching Tracks*. Both are railway games with a pick-up-and-deliver mechanism, but this one is co-operative. Now I'm intrigued: how does that work? It turns out the players have to co-operate to get a target number of goods to their destinations across the board, setting signals to let trains move where they want them to go. It's actually a development by designer David Thompson (co-designer of the *Undaunted* games) of his earlier *Switch and Signal* and is published by Kosmos (www.kosmos.de).

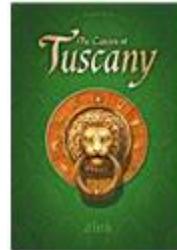
Another game that I had to look at for comparative purposes was *Tawantinsuyu*. Anything like *Tahuantinsuyu*? Well, both are transliterations of the Inca name for their 'empire'. However, the games are very different. The older is about expanding the empire, while the new one focuses on the Golden Temple in Cuzco. It's a David Turczi-designed worker placement game published by Board & Dice (www.boardanddice.com).





Board & Dice is also the publisher of *Tekhenu*, also designed by David Turczi – jointly with Daniele Tascini this time. This is a dice-drafting game set in ancient Egypt with a large obelisk (Tekhenu) protruding from the board. The nominal shadow cast by the obelisk influences what you can do with your dice – and there are plenty of things you may be able to do. As always, it's doing better than your opponents that is the goal. Another one I'd like to try.

My initial assumption was that Stefan Feld's *The Castles of Tuscany* was a re-working of *The Castles of Burgundy* (a new edition of which is also just out). However, while there are some similar mechanisms, this is a different and much shorter game (one of my issues with *CoB*). I'm intrigued to see if it feels anything like the older game when played. Both games are published by alea (www.aleaspiele.de).



And then I discover that one of my hits of last year's Spiel, *Yin Yang*, is now available in Europe. Yay! Spielefaible (www.spielefaible.de) is the publisher, but the game's only in German. Argh!

Some of the games presented at Spiel have been implemented on Tabletopia (www.tabletopia.com), so there is still the opportunity to try these out before the physical games are available – and without the restrictions on groups meeting in the pandemic. Sign me up for *Anno 1800*, *Idus Martii*, *Maglev Metro*, *Monasterium*, *On Mars*, *Paleo*, *Tawantinsuyu*, *Tekhenu*, *The Castles of Tuscany*... (And my copies of *Faiyum* and *Nougorod* have arrived.)

The organisers, Friedhelm Merz Verlag (www.spiel-messe.com/en), report that the virtual fair had 400 exhibitors from 41 countries and attracted 148,000 individual visitors to spiel.digital. They expect that Spiel will be back in the real world next year, taking place at the Messe (exhibition halls) in Essen from 14th-17th October 2021.

Games Events

Not surprisingly, there's nothing in the diary for the next couple of months (and no Toy Fair in January). With luck, there'll be some events next Spring.

The following 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

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: 4th-6th June 2021 at the NEC and Hilton Metropole. This is a public event that showcases games of all sorts with a huge trade hall plus demonstration and participation games and guests. For gamers there are lots of tournaments and open gaming. For details see www.ukgamesexpo.co.uk

Spiel: the board games event of the year. 14th-17th October 2021, at the Messe (Exhibition Centre) in Essen. Contact Friedhelm Merz Verlag, Postfach 210250, Bonn, 53157 Germany or see www.spiel-messe.com/en

MidCon: mid-November 2021 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.

For more extensive information on UK board games events, try The Queen's Lane Advertiser at www.boardgamers.org.uk/qla.php

Online Games

I play board games online (turn-based and, occasionally, real-time) and would welcome *TWJO* readers joining me. Let me know what games you'd like to play and I'll add you in.

Brass game 97 (at www.brass.orderofthehammer.com) went to Mike Tobias, with Przemek Orwat just a point ahead of Steve Jones and yours truly... well, let's not go into that. Przemek took game 98, the rest of us close together, but some way behind him. Game 99 is under way, but new players are always welcome: password is pevans56 and sign up when you see a new game.

I'm definitely pining for another game of *Pax Porfirianai* (at yucata.de) and more *Rajas of the Ganges* and *Snowdonia* needs a fourth player...

I fancy some more *Keyflower* (at BoardGameArena.com). And how about *Puerto Rico* while I'm there? Or their implementation of *Through the Ages: a New Story of Civilization*?

I prefer *Through the Ages: a New Story of Civilization* at boardgaming-online.com and it's about time there was a new *TWJO* game – standard or pacifist.

UpLoders (Railway Rivals game 14 - RR2387KT)

Turn 11

STEAMPUNK IPA drops a little as NASHVILLE CATS RAILROAD pulls into a clear lead. GRACELAND MYSTERY TOURS and BIEN'S INTERNATIONAL EXPRESS NETWORK are not 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
35	3S	Chattanooga	3H	Clarksville		10+6-5		0	+5	20-6
36	9H	Bowling Green	7C	Paris			+6	20-6		10
37	QH	Indiana	5S	Knoxville	10-4	+3	+2	20-3	+2	
38	10C	Dyersburg	7S	Morristown		20				
39	AC	Tullahoma	9D	Maysville		+3		5	20-6	5+3
40	10S	Bristol	QD	Virginia	15	15				
41	2H	Mayfield	6D	Lexington				20		
42	4D	Pikeville	KS	Georgia	10			10		
43	6H	Owensboro	5D	Winchester	20-1		+1			
TOTAL					50	52	9	66	21	32

JR = Joint Run; ERP = Exchange of Running Powers

Builds and Points

BIEN'S INTERNATIONAL EXPRESS NETWORK (BIEN), Christian

Bien - Brown

Builds:

None

Points: 198 +50 = 248

NASHVILLE CATS RAILROAD

(NCR), Jonathan Palfrey - Green

Builds:

None

Points: 268 +52 = 320

SCHWEIZER MACHINENFABRIK

(SMF), Martin Jennings - Red

Builds:

None

Points: 71 +9 = 80

GRACELAND MYSTERY TOURS

(GMS), Mike Dyer - Purple

Builds:

None

Points: 159 +66 = 225

FOGGY BOTTOM RAILWAYS

(FBR), Rob Pinkerton - Blue

Next turn's races

Race	From	To
44	4H Hopkinsville	2C Murfreesboro
45	7H Louisville	JD North Carolina
46	8H Louisville	3C Pulaski
47	4C Columbia	7D Frankfort
48	5S Knoxville	QC Missouri
49	KH Ohio	9S Kingsport
50	AD Somerset	QS Alabama
51	2S Chattanooga	KC Missouri
52	5C Nashville	3D Hazard

GM Notes

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).

Please can players send in their Game end statements, if any, with their final turn's orders, and we'll look to start a new game with the issue after this one.

Orders and Game End Statements to Mike Dommett, 12 Watton Park, Bridport DT6 5NJ or by e-mail to mike_dommett@yahoo.co.uk by Friday, 27th November 2020

Wits & Wagers

Round 1 answers

The question is: In what year was the Compact Disc developed?

Chris Baylis starts with a joke “The first ever compact disc developed when Eve hit Adam on the top of his head with a branch from the Tree of Life. This compressed Adam’s spine and caused his vertebrae to squeeze together, thus causing a ‘compact disc.’” Boom, tish!

And now his actual answer: “I was DJ’ing up until 1982 and still buying vinyl to play at gigs. However, I believe that around 1978/79 CDs were making an impact on vinyl sales and DJs were beginning to use CD players instead of record decks. As your question is when they were first developed, that could mean when the first CD was made or when the first CD was developed for commercial use. I don’t think they were regularly available in the 60s, as vinyl and tape were the big things then, but my guess is that while they were selling vinyl and tapes (8 track and cassette) some boffin somewhere was developing the CD, so my guestimate is around 1968.”

Alex explains “I started as a programmer in 1985. We used punch cards, text-only terminals, and the big floppies. (An advance on school where we used C60 or C90 cassette tapes, and had to position them to the correct place on the tape). I think I first saw a CD (in a special plastic square CD Caddy to hold it at the correct spot) approx 1993, so on the assumption that they took a while to percolate to my office, I am going to pick 1991.”

Terminals? Big floppies? Ee, you were lucky, Alex. We had to punch holes in cards with our fingernails...

Odds	Answer	Given by
4:1	1989+	William Hay (1989), Alex Everard (1991)
3:1	1988	Matthew Wale
2:1	1987	Colin Bruce
1:1	1985	Mark Cowper
2:1	1983	Rob Pinkerton
3:1	1982	Charles Burrows, Anthony Gilbert, Andrew Kendall, Tim Macaire
4:1	1979	Nik Luker
5:1	Earlier	Alex Bardy (1978), Chris Baylis (1968)

Round 1 bets

Mesdames, messieurs: faites vos jeux! Anybody and everybody can now bet on what they think is the correct answer above (staking up to 10 points), regardless of whether they gave an answer or not – nor does anybody have to bet on their own answer. Get it right and your bet pays out at the indicated odds (there’s a 10-point bonus for anyone who gave the right answer).

What’s this all about?

This game is open to all readers of *TWJO* and is based on Dominic Crapuchettes’s *Wits & Wagers* (published by North Star Games and used here with their permission). It’s one of the very few trivia games that I give house room to because it’s not just about being the biggest know-it-all.

Each round a question is posed that has a number as its answer. Players’ answers are sorted and given different odds. The middle number gets odds of 1:1, those either side of it 2:1, then 3:1 and 4:1 with the final category being 5:1 that the answer is smaller than anything else.

In this game I’ll put the answers into (up to) eight bands, with the median answer at 1:1. If there are more than three answers higher than this, the remainder will be in the top 4:1 band. Anything lower than the lowest 4:1 band will go into the “smaller than anything else” 5:1 band.

Players now bet on one (or two, in the last round) answer, staking up to 10 each round – except the last where they can go all-in – from their funds (80 to start with) – default bet is 10. The correct answer pays out at its stated odds with a 10 bonus for those who gave the correct answer in the first place (whether or not they bet on it). After seven rounds, the player with the most money wins.

As you can see, the game has plenty of scope for tactics and the winner is not necessarily the smarty-pants. You can, of course, Google the answer, so please don’t. I will take action if anyone is suspiciously accurate...

Round 2 question

The next question is: To the nearest minute, how many minutes pass before the first dialogue is spoken in the film *2001: A Space Odyssey* (1968)?

Round 1 bets and round 2 answers to Pevans at 180 Aylsham Drive, Uxbridge UB10 8UF or TWJO@pevans.co.uk by 4th December 2020

11th Star Trader game

Pre-start

We have six players already signed up (Joel Halpern, Anthony Gilbert, Pevans, Jerry Elsmore, Przemek Orwat and Mark Cowper), so we're ready to kick this off. There's plenty of room for more players, so do get in touch if you fancy giving it a go. You can find the rules we use at: www.pevans.co.uk/StarTrader50.pdf

This game will use the expanded map and commodities with players each getting a special ability/asset/property from section [24.5] of the rules. As several players may go for the same option, please provide a preference list of at least six.

We will be playing **without** the Emergency Hyperjump rule [10.8] (allowing ships to escape combat) in this game.

From each player I would like: a) your Corporation Name, b) your choice of special ability from the list (note Hyperjump only gives +1), c) your ships' names and their starting locations, d) the 7 connection levels you start with and e) the location of your two (or more) warehouses.

If you have any questions, please ask Mike directly (as Pevans is playing).

**Orders to Mike Dommert, 12 Watton Park, Bridport DT6 5NJ
or by e-mail to mike_dommert@yahoo.co.uk
by Friday, 27th November 2020**

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The table on the right shows the costs for the paper edition, including postage, and the games only subscription.

	UK	Rest of Europe	Rest of World	Games only
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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 12). You will also need (access to) a copy of the published rules to *En Garde!* (see www.engarde.co.uk).

Orders for October 1672 to Pevans at 180 Aylsham Drive, UXBRIDGE UB10 8UF, UK or lpbsorders@pevans.co.uk by Friday 4th December 2020



September 1672 (343)

To much rejoicing, France's soldiers return to Paris this month. Time to spend all that loot – and there are plenty of Parisians willing to help. First, however, a few matters of honour must be settled. Greg de Bécqueur is disappointed that Lars Kristmass doesn't turn up for their appointment. Neither does he show up to fight William de Beast. But then, there's no sign of Beast either.

Terence Cuckpowder takes on the tougher of his two opponents first: Pierre Cardigan. This is, indeed, an even contest, though Cuckpowder has the slight handicap of lower expertise. There is no second for Cardigan, but Uther Xavier-Beauregard is with Cuckpowder and both men are using sabres. Cuckpowder proves to be canny, though, blocking Cardigan's initial slash. He dodges the cut he expects to follow, but Cardigan goes for a second slash and strikes home. First blood to him. Cuckpowder then attacks with a slash, only to find a cut coming the other way – this is Cardigan's furious slash. Shaking the blood out of his eyes, Cuckpowder launches into a furious slash of his own. Both parts of the attack hit Cardigan as he's recovering from his exertions and prompts his surrender. He is rolled onto a stretcher and carried off double-time for urgent medical attention.

Cuckpowder is wounded enough to permit his withdrawal from his next duel without penalty, but he insists on attending – an anxious Xavier-Beauregard propping him up. His fresh opponent is Henri DuShite, who is unaccompanied – apart from his cutlass. Cuckpowder's wounds give DuShite a big advantage. DuShite's lack of skill gives Cuckpowder a small edge. Oddly, both men start with a parry. Then DuShite blocks Cuckpowder's slash. Realising that he's not

going to do much damage with his blade, DuShite closes in to kick, but meets a cut coming the other way. Ouch! What's left of DuShite gasps out a surrender before tourniquets are applied and another stretcher employed.



The final bout is another sabre duel: Claude de Nord, seconded by Tarquin le Hatter, versus Jacques Hatt. Nord is slightly bulkier, which should serve him well. The two men follow the same pattern: furious slash, surrender. This is accompanied by 'encouragement' from Major Hatter. "Kill him, Claude, go for the head," he yells. "Don't think we don't know who you really are, Asmodeus!" It turns out Hatt can hit harder than Nord, offsetting the latter's

size advantage, and the two concede at the same point. That's an honourable draw, then. Though Hatter hands Hatt a scrap of paper with "Warrant of Arrest" scrawled on it. "Report to the Bastille," is his parting shot.

Minister of what?

Tarquin le Hatter arrives as the courtroom is filling up and goes to sit in the Commissioner's chair. He is wearing a sash reading 'Deputy Commissioner' and responds to remonstrations from the staff by saying "Don't you know who I am?" Eventually, he is persuaded to move to a different seat – not least by the arrival of the Commissioner of Public Safety.

Once Minister Duncan d'Eauneurts has taken his place, Bastian de LaGarde opens his case: "Your Honour, Lords, Ladies and Gentlemen, subjects of His Majesty, and you paupers at the back who have come in from the rain, the facts are irrefutable. The person you see before you..." the Commissioner points dramatically at the man cringing in the dock, "...once an honourable man, has been corrupted by Spanish gold and his lust for power." [The crowd hisses.] "He has been found to be a debauched libertine," [more hisses] "...a seducer of convent girls and page boys..." [boos, a rotten cabbage is thrown] "...a man whose claret is drunk un-aged..." [gasps from the higher sort] "...and who has developed a horrible passion for plain potatoes in the English manner, with no cream, nor sautéed or duchesse. [Groans and muttering.] "But, worst of all, he has begun to mete out justice without regard for rank, blood or wealth. Why, only last month he found in favour of a common soldier bilked – sorry, who suffered rightful deductions to his pay – by the Duke de Vendôme." [More muttering, but of a different sort – some in the crowd cheer!] "Harrumphh. Well, anyway, the crimes enunciated are surely enough to bring him straitly to justice and I commend his fate to Your Honour's wise judgement and his carcass to the crows. I thank you."

Hatter delivers a statement in support of the Commissioner: "Your Graces, I thank you for allowing me to give evidence against this wretched excuse for a

Minister and I apologise in advance if the evidence that I present causes any untoward shock to those present as, indeed, the actions of the accused are most vile and disgraceful a true slight upon both common decency and Christian morals with, furthermore, direct national security implications. However, it must be made public in this Court Room in order for justice to be served.

"Having been tasked by our beloved Commissioner to investigate certain rumours surrounding the nocturnal activities of the prisoner, I began by undertaking a series of night time vigils, covert of course, outside the Justice Ministry in order to observe the comings and goings of assorted individuals to that establishment. It didn't take me long to discover that on several nights of the week a dark-curtained carriage made its appearance to the rear of the Ministry which some will say upon hearing further evidence 'how apt'!

"All that could be seen from a distance was the form of a somewhat 'ungainly' madame, skirts billowing around her ankles, hurriedly alighting and being ushered, by the accused, hastily into the building.

"Having observed at least 4 or 5 such visits from a distance, I decided upon donning the disguise of a minor Justice Ministry clerk in order to actually gain entrance to the Ministry myself in order to secure closer scrutiny as so far, the only evidence I had, aside from my observations, was curiously a leather glove with the wording 'Property of the GDMD' written inside. This had come into my possession after it was dropped when the carriage made its departure.

"Fortunately, my plan worked a treat and I soon found myself not only within the building but alone and unobserved outside the Justice Minister's personal office! Concealing myself behind a tapestry, I placed my ear close to the door and overheard the following."

Tarquin produces a small pocketbook from his tunic and opens it. "If your Graces will allow me to quote directly from the notes that I took, I believe that you will be left in no doubt as to the guilt of the prisoner, the threat he posed to France and the unequivocal guilt of a serving member of His Majesty's Armed Forces!!

"Minister of Justice: 'Thank you for coming to see me again my little petal, I must say you look particularly vivacious this evening and I see that you are wearing that dress I like so much; it looks so splendid on you but it's what's underneath that I crave to see.'

"Madame: 'Oh you are saucy, Minister, and I must say, in reply, that I think the same upon seeing you in your official work garb... giggle... giggle... oooh how I love a man with power.'

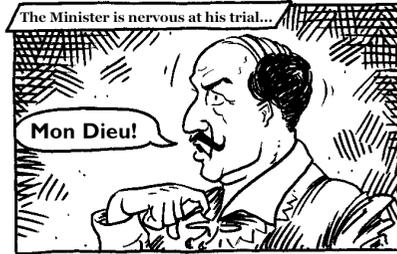
"Minister of Justice: 'Did you have any trouble getting away from the barracks tonight?'

"Madame: 'No, darling, I gave them the usual old rubbish about how busy I was and that I needed to 'rise' to the occasion in order to fulfil my duties... titter...'

"Minister of Justice: 'Well, let's hope you will be rising again tonight...'

phwoooar... Come here, Jacques, I can't wait any longer, get yourself bent over the desk.'

"Madame: 'Now, now, Minister, you know it's Jacqueline, remember... not Jacques... that's only for the 'hetros', darling... loud laughter... plus you promised me those files about MoS d'Eaunerts, the ones that King Willem wanted so that we can undermine the French Government and further Dutch colonial interests... He said he'd pay us well.'



"Minister of Justice: 'Yes, yes, anything, but I simply must have you now.' At this point your Graces it became clear that the Minister achieved his wishes and I was forced to be witness to the most audible of such and it was only after an hour or so that the door opened and a dishevelled figure, clutching an armful of files and walking with the gait of one in some form of discomfort emerged. A wig, for clearly it was such, hung skewwhiff upon its head, smudged lipstick was apparent across the mouth and hastily arranged skirts revealed legs of a distinctly hairy appearance! It was then that I realised this was no madame but some heinous sodomite. Looking further, I was shocked to recognise it was none other than Major Jacques Hatt. The ownership of the previously mentioned glove now becoming apparent!

"This is my evidence and I leave it to the Court to determine the verdict. In my humble opinion, death can be the only just verdict for a traitor, but it suffices for me to know I have done my duty in revealing the clear crimes of those involved."

Nudged awake, the Minister of State turns a bleary eye on the accused and pronounces the word "Guilty". Followed by "Now execute him." The unfortunate accused is dragged out to the gallows. Shortly thereafter, CPS LaGarde assumes the portfolio of Justice in addition to his own.

Joining up

With that out of the way, the main business of the month is, of course, re-filling the military lists. First, however, some of the new boys want to join the military. Barry D Hatchett and Claude de Nord both apply to the 69th Arquebusiers. Nord gets some help from Tarquin le Hatter, who calls in a favour. Both men are admitted to the regiment. Hatchett buys himself a Captaincy with his recent loans. Nord hasn't borrowed quite as much and purchases the rank of Subaltern. Brigadier-General Xavier Money promptly appoints Nord as his Aide.

The 27th Musketeers is the target for Mustafa Lekk and he, too, is accepted. He has the cash (well, Chris Knight has just made him a substantial gift "in the hopes that he will not turn out as crazy as the last Arab") to buy his way to Major, making him second in command.

Jean David Goliath joins the Princess Louisa Light Dragoons with ease, buying his way to the junior Major's position. He hasn't needed to borrow much as he comes from a wealthy family.

Beau Reese Jean Seine recruits Neville Moore (currently serving in the 27th Musketeers) for the Royal Foot Guards. Moore buys the last vacant Captaincy in the regiment, spending only a little of the funds he's borrowed.

Right, starting from the top, Minister of State Duncan d'Eaunerts appoints a couple of new ministers. Chris Knight can't be Minister of Justice, as this post has been taken by the CPS. Instead, Eaunerts makes him Chancellor of the Exchequer and the King elevates him to the title of Viscount. Les Anonyme joins the government as a Minister without Portfolio and His Majesty rewards him with a Knighthood.

The new Field Marshal, Jacques de Gain, appoints Leonard de Hofstadt to command First Army and leaves the command of Second Army vacant. Adjutant-General also remains empty at his command, so Division commands will be decided by the staff. However, Gain does make Ben e'Volence his Aide in preference to Alonzo Fonde-Lapatrie or Greg de Bécqueur.

Hofstadt does not fill the position of Quartermaster-General in his command, nor that of Army Adjutant. And he doesn't feel that he needs an Aide at the moment. Second Army gains an Adjutant, though, in the shape of Marc de Zorro.

The Minister of War, Beau Reese Jean Seine, leaves the two Inspectors General positions vacant. In turn, this means Brigadier positions will be chosen by drawing names from a hat.

Jean Jeanie easily returns to his position as Commander of First Division. He turns down the applications of Alonzo Fonde-Lapatrie, Greg de Bécqueur, Norman de Bastille and Rick Shaw to be his Adjutant.

Bernard de Lur-Saluces fails to become a Provincial Military Governor.

The Guards Brigadier is once again Jean d'Ice of the Cardinal's Guard, extending his brevet rank for another year. He leaves the post of Brigade Major vacant, ignoring Eclair de Lame, Jerome Fortmayne, Robert d'Lancier and Tarquin le Hatter, who were all interested in the job.

After being turned away from First Division, Alonzo Fonde-Lapatrie calls in a couple of favours to bolster his chances of becoming Adjutant of Second Division. Norman de Bastille fails in his application for this one, but Greg de Bécqueur and Rick Shaw are in the running. The final choice (he rolled a 6) is Fonde-Lapatrie.

The Adjutant of Cavalry Division is between the remaining three. Bastille is ruled out early one and Shaw is preferred to Bécqueur. Bécqueur isn't interested in joining the Frontier Division, so Bastille is the only candidate for the Adjutant's post here. He fails again, though (his Military Ability is a handicap).

Robert d'Lancier uses his influence to become Aide to a General. It doesn't help. Jerome Fortmayne doesn't get such a post either, but didn't use any favours.

The lottery falls on William de Beast to be Brigade Major of Heavy Brigade and on Alex Craimant to become Brigade Major of the Dragoons.

Pierre de Terre is made Regimental Adjutant of the Queen's Own Carabiniers by the regiment's commander, Marc de Zorro. Colonel Zorro has received a letter advising that "Phillipe F'Loppe is quite unsuitable for the position of Regiment Adjutant". Well, that's certainly true: Regimental Adjutant is a position for a Captain and F'Loppe is a Major. Plus the letter's written on QOC-headed paper, so Zorro ignores it. A few Regimental Adjutant positions are left vacant, but the rest go to the junior Captain in the unit.

And, after all this, Major Jacques Hatt decides he's had enough of Paris and volunteers with his battalion to spend more time with the Frontier regiments.

The social calendar

For the young man about Paris, whether a fresh face or a grizzled veteran returned from the wars, what does his social calendar offer this month? Well, the itinerary of choice seems to be: 1) party with Viscount Beau Reese Jean Seine, Minister of War; 2) party with Tarquin le Hatter; 3) party with Count Uther Xavier-Beaugard; and 4) party with Baron Bastian de LaGarde, Commissioner of Public Safety. Though number two is not everybody's choice: some Parisians prefer to spend time with their favourite sword and some to visit the Bastille. Though the latter is not actually by choice.

Let's start with Beau's Big Bash, financed by the dividends from his Commerce investments. (Other successful investors are Duncan d'Eauneurts – who promptly settles his debts and re-invests the balance – Jacques de Gain and Petit-Garson Riche, though on a more modest scale in this last case.) Our host has Maggie Nifisent on his arm as he welcomes his guests, an entertainingly fractious bunch. In reverse alphabetical order, we start with Zavier Ulric Turenne, who is accompanied by Lois de Lô. Xavier Money arrives with Betty Kant. All quiet so far. Tarquin le Hatter is the first of the King's Musketeers to arrive and brings Leia Orgasma with him. Wait for it... Right behind him is Cardinal's Guardsman Thierry d'Actyl. And so it begins: Tarquin and Thierry are immediately at odds as members of enemy regiments.

Rick Shaw, of Archduke Leo's, is unaccompanied and looking a bit the worse for wear as the moneylenders sent the boys round to recover what he owed them. Good job he had the cash. New Captain in the Queen's Own, Petit-Garson Riche, is solo too. He is followed by Phillipe F'Loppe of the Dragoon Guards. And so it continues as another pair from enemy regiments exchange pleasantries. Ahem. QOC Pierre de Terre is next and joins the fray. Neville Moore slips in quietly – as a Royal Foot Guard he's pretty sure no-one will have a bone to pick with him.

Norman de Bastille is the next QOC to turn up. Anna Rexique is on his arm, but is left to her own devices as Norman makes it 3:1 against poor Phillipe. Make that 4:1 as QOC commander Marc de Zorro appears.

Two Picardy Musketeers, Lascar Vivrebras and Louis Renault are next, side-stepping the squabbles to head for the bar. General Leonard de Hofstadt is above all this and escorts Frances Forrin with dignity. Ditto Lieutenant-General Jean Jeanie, but without an escort. The fifth member of the Queen's Own through the door is Justin Thyme and Phillipe is looking pretty beleaguered by this point. Then Jerome Fortmayne adds a second CG uniform to the mix and CG commander Jean d'Ice follows him to put Tarquin under pressure. Henri DuShite strolls in, not expecting any trouble, only to be accosted by Rick Shaw. As the son of a Marquis, Rick takes exception to Henri's presence. Or, to put it another way: "Oi, riff-raff: clear off!"

The arrival of Greg de Bécqueur, King's Musketeer, helps the squabble with the Cardinal's men – it's now two against three. Eclair de Lame makes it two Foot Guards happy with their choice of regiment and he has Freda de Ath on his arm. Make that three as Camille De Polignac is next. And, finally, some support for Phillipe as the DG's new Lieutenant-Colonel, Conrad de Coverlet, arrives. 5:2 now. Ben e'Volence has no axe to grind with anybody at the party and escorts Fifi. The Commissioner of Public Safety, Bastian de LaGarde, is the next arrival and is quickly in a huddle with Tarquin le Hatter and Xavier Money.

Carole Singeurs is with Les Anonyme as they arrive at the party. But not for long as Fusilier Les spots the Crown Prince's Ben and leaves Carole to initiate another fracas. Alonzo Fonde-Lapatrie accompanies Ella Fant and doesn't want any trouble: he just wants to revel in "decent coffee and *proper* croissants, after three months in the mud". The last guests are Augustin Fourier and his escort, Pet Ulante. Augustin is commander of Grand Duke Max's, which puts him at odds with the Archduke Leopold's man, Rick Shaw, for a final confrontation.

But not quite. Conflab over, CPS LaGarde, trailed by Tarquin, Xavier, a lackey with a valise and some large men with shaved heads, marches up to Jerome Fortmayne. Silence falls as the Commissioner speaks: "Right, Fontayne, Fortnum... whatever your name is: you're nicked!" He hands over a warrant from the valise, the handcuffs click and Jerome is marched off by one of the heavies. An excited buzz of conversation starts up as the group marches across the room. Another warrant is produced and "Alonzo Fonde-Lapatrie, you're going down." The throng of party-goers parts quickly as Bastian moves on, serves another warrant and Augustin Fourier is put in irons.





It's clear that the CPS hasn't finished yet and the guests are getting nervous... "Bring my carriage round!" and "Where's my coat?" can be heard. Bastian and co home in on Ben e'Volence next and, despite, his demand to know the charges, he is escorted to the waiting black coach. "Where are you, F'Loppe?" asks

Bastian. "Not so fast," he continues as he grabs Phillipe's collar. However, the lackey apologetically demands attention and says something quietly to Bastian. "This is the fifth," he replies. "What do you mean, 'the Minister of Justice counts too?'" he exclaims. "All right then. Bugger off, F'Loppe, you've got lucky this time." And the whole group stomps out of the Fleur.

Watching the whole shenanigans from their own vantage points in the Fleur de Lys are Bernard de Lur-Saluces, at one gallery table, and Uther Xavier-Beauregard from another, where he's sharing a drink with Henrietta Carotte after paying off his debts. Down the road in Hunter's, Robert d'Lancier has taken Bess Ottede to watch him lose money on the gaming tables. He makes six wagers, cutting the first two and losing one before he gets his first win. He cuts the fifth, but wins the last one to end the week only slightly out of pocket. Further down the road, Mustafa Lek is in the Frog & Peach with Mary Huana.

On the other side of the tracks, Chris Knight, Henri Dubois and Hercule D'Engin get their oats in the Bawdyhouses. And, scattered around Paris in various gyms, gentlemen are practising their duelling moves. For Jacques de Gain and Terence Cuckpowder, rapier and sabre respectively, this is just the start of a gruelling month of exercise. For Balzac Slapdash, practising rapier is how he book-ends his month, spending the other half partying. For Cyrano de Lancet, it's the first of two weeks with his rapier before stepping outside the gym to carry out his regimental duties. Donning his "indecently large hat", he also spends some time distributing largesse to the poor of Paris – particularly wounded soldiers. And Barry D Hatchett can only fit one week's sabre practice into his busy schedule. This leaves Claude de Nord, who's getting his regimental duties out of the way early on. Oh, and a few others who may, or may not, be courting young ladies.

Back in the Bastille

It will be difficult for the second week of September to live up to that. In fact, Tarquin le Hatter's bash is the least well attended of the month – mind you, several of Paris's notables are holding their own party in the Bastille. Ahem. With Leia as hostess, Tarquin hosts a decent number of guests at Hunter's and has re-scheduled his loans to make sure he's flush before things start. First up is the unaccompanied Barry D Hatchett. Balzac Slapdash brings Alison Wunderlandt with him. Claude de Nord has Ada Andabettoir on his arm. Jean

David Goliath attends his first Parisian party on his own (his courting failed last week). Mustafa Lek escorts Mary Huana. Petit-Garson Riche accompanies Emma Roides – presumably he didn't want to subject her to last week's scenes in the Fleur. One man who's courting has been successful is Sven Thibault Comseine and he brings Belle Epoque to the party to demonstrate this. Xavier Money has Betty Kant on his arm and Zavier Ulric Turenne completes the list with Lois de Lô. This is all very decorous after last week's high jinks.

Hercule D'Engin is to be found at the Blue Gables while Les Anonyme takes Carole to Bothwell's. There's a decent group at the Fleur, though they're not having anything to do with each other. Bernard de Lur-Saluces is on his own again. Jean Jeanie brings Jacky Tinne now that the club's peaceful. Leonard de Hofstadt and Frances are comparing notes on last week. Pierre Cardigan is showing off his new/old flame, Edna Bucquette. And Uther Xavier-Beauregard is back with Henrietta, preparing for their party next week. Outside Bothwell's is Phillipe F'Loppe, looking forlorn as Ben e'Volence isn't there to host him – and they don't allow guests into cells at the Bastille.

Visiting the Bawdyhouses this week are Bastian de LaGarde, Conrad de Coverlet (all that cash he's borrowed must be burning a hole in his pocket) and Neville Moore. Beau Reese Jean Seine, Chris Knight, Henri Dubois and Jean d'Ice arrive in their respective gyms, where they'll be for the rest of the month. That's rapier, two sabres and another rapier. Pierre de Terre turns up for two weeks with his sabre. And Eclair de Lame (rapier) and Marc de Zorro (sabre) pop in for a week's practice. Lascar Vivrebras completes his regimental duties for the month and Robert d'Lancier is "recovering from his duelling injuries". Hang on, he hasn't fought a duel for a while...

Week three sees Uther Xavier-Beauregard's soirée at the Fleur where, Uther has announced, the watchword is "Audacity". He and Henrietta open a bottle and sit back to await their guests. Augustin Fourier does not give the doorman the watchword and is not admitted, so Pet storms off in a huff. Alonzo Fonde-Lapatrie mutters "Audacity", so he is admitted. He is unaccompanied this week as he lost Ella to Duncan d'Eauneurs (at the second attempt) while he was in the Bastille. Les Anonyme knows the password and brings Carole, whose dress is adorned with tulips looted during last season's military operations. Neither Barry D Hatchett nor Balzac Slapdash offers the watchword and they spend their week in the cold – without Alison, in Balzac's case.

Claude de Nord brings the password and Ada plus a challenge for Alonzo as they are in enemy regiments. "The audacity," mutters Alonzo. Camille de Polignac knows how to get in and



brings his new conquest, Angelina di Griz. Greg de Bécqueur is as baffled by the password as he was in his courting the week before and neither the doorman nor the object of his affections are persuaded by his offer of baked goods. However, Hercule D'Engin knows the magic word. So does Henri DuShite, bringing his regimental colleague, Alonzo (still muttering “Audacity” from time to time), welcome support against Claude. If only courting was as easy, eh Henri? Jailbird Jerome Fortmayne would like to make eyes at Henrietta, but can't get in without the magic word. Jean Jeanie is on the ball, though. Lascar Vivrebras and Neville Moore are clueless and stay outside. Petit-Garson Riche understands what's required and says “audacity” to gain entrance for himself and Emma Roides. His courting having failed, Thierry d'Actyl is unaccompanied so it's “audacity” for one. Bringing up the rear are Zavier Ulric Turenne with audacity and Lois.

The first week of Baron Bastian de LaGarde's celebration of his new title at his new club attracts just a few guests: Conrad de Coverlet, Eclair de Lame and Freda and Xavier Money and Betty. All five will return for the second week, but Dragoon Guard Conrad breaks ranks to trot over to Uther's bash and swap challenges with Petit-Garson of the Queen's Own. A few other members are tucked away in corners of the Fleur: Bernard de Lur-Saluces, Leonard de Hofstadt and Frances and Pierre Cardigan with Edna.

Down the road at Bothwell's, Ben e'Volence is regaling Fifi with tales of how much he missed her while he was in the Bastille. Tarquin le Hatter and Leia are in Hunter's again, but on their own this time. Marc de Zorro expects to be Toadying to them, but is a week late. Horse Guards has a new member, Justin Thyme, who brings his new mistress, Lucy Fur, to inspect the horsey memorabilia. And Mustafa Lekk is back in the Frog & Peach with Mary.

Jean David Goliath and Phillippe F'Loppe are the two visiting the Bawdyhouses this week. The footpads judge Jean a likely target, but he's done the clever thing and spent the cash he brought with him. Louis Renault and Sven Thibault Comseine pop into their respective gyms for a week's rapier practice. And Robert d'Lancier is still “recovering” from his duels.

Bastian's bash hits its stride in the last week of September. New guests arriving to join the five who were with Bastian the week before start with Augustin Fourier – no need to remember a complicated password this time – escorting Pet Ulante. Alonzo Fonde-Lapatrie is next. Les Anonyme brings Carole. Camille de Polignac has Angelina with him again. Greg de Bécqueur gets in this time. Henri DuShite parties



on. Jean Jeanie brings Jacky to this party. Marc de Zorro gets the date of this party right and brings Deb Estaround. Neville Moore attends on his own while Tarquin le Hatter is accompanied by Leia as usual.

There's an unannounced party at the Blue Gables, where new member Zavier Ulric Turenne and Lois are host and hostess for Zavier's regiment, the Picardy Musketeers. Joining them are Captain Cyrano de Lancet and Violet Bott, Lt-Colonel Louis Renault and Di Lemmere, successfully courted a couple of weeks earlier, Subaltern Lascar Vivrebras and Major Sven Thibault Comseine escorting Belle. There's no trouble here, of course – Hercule D'Engin is the only other member in the club (checking out what his new membership gets him) and he's comfortable with the Picardies. Louis hands Sven sufficient cash for purchase of a horse and one month's upkeep for three horses and a groom.

Other members in the Fleur are Leonard, Pierre and Uther with their mistresses – Frances, Edna and Henrietta, respectively. Pierre spots an enemy uniform at Bastian's party and pops in to exchange challenges with Augustin. Ben e'Volence and Fifi are in Bothwell's again. Robert d'Lancier takes Bess back to Hunter's for a further demonstration of his gambling technique. He wins his first bet, cuts one and then wins two in a row. He cuts another and wins the last one to make a decent profit and gain some kudos. Justin Thyme and Lucy continue to enjoy the Horse Guards. Mustafa Lekk and Mary don't have the Frog & Peach to themselves for once as Phillippe F'Loppe drops in.

The Bawdyhouses see plenty of business at the end of the month, as usual. Barry D Hatchett finishes off his partying with a drink (and a woman). Bernard de Lur-Saluces comes slumming for some female company. Jerome Fortmayne stops by for a drink, but no company. Pierre de Terre has had enough practising with his sabre. And Rick Shaw drowns his sorrows after two courting failures and having to pay for female company.

Norman de Bastille keeps on courting unsuccessfully, making such a hash of it this time (his third) that Anna gets to hear and chucks him. So much for the allure of the pet monkeys and dancing midgets... Thierry d'Actyl has another go at his intended, but she turns him down again. And Duncan d'Eauneurts is stalking his latest target... Gaz Moutarde is invisible to Paris all month as he's with his lady the whole time. Claude de Nord, Jean David Goliath and Petit-Garson Riche complete September with sabre practice, while Rob d'Masses is summoned to his barracks to carry out his regimental duties.

No courses for horses

The Frontier regiments keep the pressure on the Dutchmen by continuing sieges of several fortresses. Jacques Hatt's squadron of Grand Duke Max's Dragoons is assigned to second Frontier, but there isn't much for the cavalrymen to do. Not that there's any risk, either. Major Hatt survives handily with no reward. ❖

Press

Announcements

Good Frenchmen... Join the 53rd Foot. Reliable Honest and Loyal to France.

Matters of Honour

Brevet Brigadier-General August Fourier

Separate from my notification to you on military matters, I have a small request. It seems that while we were fighting for the glory of France, one of the newcomers to Paris had the temerity to persuade my girl to go out with him. While I would be inclined to just let her go, honour does require that I meet him for a discussion with my Sabre. As such, I was wondering if you would be willing to serve as my second for the discussion?

Thank you,

Your servant,

† Major Jacques Hatt

I will happily serve as your second. Also I wish you good luck taking out your squadron.

† AF

Social

In an attempt to raise the standard of horsemanship in this Army (which in some cases is lower even than that of the Dragoon Guards), I shall be sponsoring a horse race in the second week of October. All contestants welcome, but spectators must be SL 6+ (so as to avoid the shouting of vulgar abuse).

† MdZ

Gentlemen of the Picardy Musketeers To celebrate the Outstanding Effort that the Regiment made on Campaign, I will be throwing a party for all members of the Regiment in week 4 of September at Blue Gables. We survived, but we will remember our fallen, their valour and their sacrifice for France.

† BBG ZUT,
OC, Picardy Musketeers

Military Missives

To all members of the Cardinal's Guard

I know we have only just returned from the Front, but since the job isn't finished yet, we will be returning there in November. Anyone with a good reason not to should contact me beforehand. And before you ask, "I don't want to die" is NOT a good enough excuse.

† Marquis d'Ice

To: All Subalterns, Picardy Musketeers Gentlemen,

I have been instructed by our CO, B.Bdr-General Turenne, to inform you that you are hereby excused all regimental duties for the month of September in recognition of the regiment's success during the summer campaign. Use your time well, gentlemen, but note that attendance at the Regimental Party is considered mandatory.

† Sven Thibault Comseine
Major, Picardy Musketeers

Colonel Fourier:

I realise Paris social life will pick up come October. Nonetheless, and unless you object, I would like to take my Squadron back out to assist with the siege. I think the men could use it. (And, personally, I hope to finally get some money so I can return your generous assistance and begin to take care myself.)

Yours, † Major Jacques Hatt

To the Esteemed Viscount Beau Reese Jeane Seine, Minister of War/Colonel Royal Foot Guards Dear Viscount, I noted with great enthusiasm your post in the Press that the esteemed Royal Foot Guards is seeking new members. I arrived in Paris eager to serve the crown; and rushed to join any regiment open that would take me to the front. Thus, I found myself in the 27th Musketeers. While they are a worthy group of men, I hope to find a unit with a bit more polish. With time to assess the situation and my future, I would humbly request the opportunity to join the Royal Foot Guards, as a Captain if possible, as I see there is yet one opening unclaimed. I will seek the appropriate funds; but I am abashed to say, while I come from a good family, my father was not terribly good with money. If I am unable to secure a loan; I would be greatly indebted to the Regiment if they could advance funds sufficient to provide uniform and steed. But, should you accept me, rest assured I will seek my own support before troubling you or the bursar.

Sincerely,

† Pvt. Neville Moore, 27 Musketeers

Mon Cher Private Moore, You are most welcome to join the RFG. Do let me know what funds you will require if any.

† Beau Reese Jean Seine

Personal

To, Marquis Henri Dubois, B.Bdr-General DG/HGds Brigadier From, Major Conrad de Coverlet Sir,

Congratulations on your successful summer campaign. I would like to put my name forward for your consideration for the vacant Lt Col. position.

Further, I request your permission to take my command to the field in Oct & November, as I believe both the men & myself are in need of more battle experience.

Respectfully yours,

† de Coverlet

Major Hatter:

Sir,

I am told that someone implied that I, Major Jacques Hatt, am in some way impugning your good name. If I have done anything to give you offense, please let me know so that we can settle this appropriately. As far as I know, there is no cause nor reason for enmity between us.

As far as the similarity of our names, I would guess that there is likely some common ancestor so far back that I for one place no claim of relationship.

Yours, in amity,

† Jacques Hatt

Jean David Goliath arrived in Paris, a chill in the air, as he dismounted his carriage and brushed dust from his cloak. He immediately headed to the shylocks to borrow a little coin.

The shylock asked: “Name?”

Jean replied: “Jean David Goliath!”

The shylock looked up from his great ledger and guffawed, “Goliath! Really? How did your family get such a name?”

Jean replied, “from our size, of course!”

The shylock came around the counter and stood next to Jean. He looked down upon him, “but you’re hardly taller than my dog, and indeed do not reach my sternum.”

Jean replied “I am the tallest of my brothers!”

The shylock laughed and returned to his books. “How much do you wish to borrow?”

Jean replied “a sum to suit my stature, 100 crowns!” and then handed over his letter d’Introduction.

The shylock smiled and agreed, handing over the sum.

Jean added the cash to his pouch and headed to the Barracks of Paris, determined to join a Regiment, determined to become an Officer, for he is already a gentleman!

To: B.Bdr-General Turenne,
Lt.Colonel Renault
Gentlemen,

My heartfelt thanks to you both for your generosity in welcoming me into the Picardy Musketeers. I hope to repay your confidence with a long and glorious career in this fine regiment.

Humbly yours,

† Sven Thibault Comseine

To: Major Sven Thibault Comseine
Sir,

Congratulations on your promotion to Major. The way you outflanked and drove off those hapless Habsburgs was a textbook lesson in soldering.

You were so busy pursuing the enemy off the field, unlike the rest of the officers, you failed to notice the baubles and trinkets they left behind with their supplies in the baggage train. In recognition of your valuable service and failure to grab a share of the loot, I would like to offer you some assistance with your expenses in your new position.

You will need extra horses, so I have instructed my groom to provide you with one of mine. I will also arrange for the cost of a groom and stabling ‘til the end of the year.

Yours,

† Lt-Colonel Louis Renault
Picardy Musketeers

To: Viscount Cuckpowder (TC)

From: Captain Cyrano de Lancet,
Picardy Musketeers

Thank you for your generous gift. I have put it towards the purchase of an indecently large hat.

Your servant,

† Cpt Cyrano de Lancet,
Pour le Roi, pour la France!

That’s my kinda guy!

† Le Roi, behatted

Maman

Just to let you know that I survived my time at the Front and I’m back in Paris. The Dutch didn’t get me.

† Xavier

My dear Major le Hatter, I am sorry that I could not attend your party to honour my appointment last month, but I was glad to make your acquaintance a week or so later. You are an honest, jovial fellow, I find, and are deserving of advancement. What I can do I will, and I look forward to your company in the future.

† Lt.Colonel LaGarde, RFG

What a delightful city Paris is at this time of year. Everyone is so friendly and pleasant. Well, all except a gentleman called Jaques the Hat. For some reason he is racked with jealousy because of my relationship with Ada. She told me why she could not be with a man like Jaques, but I do not fully understand. What could be the meaning of the phrase ‘La petite todger?’

“The world of reality has its limits;
the world of imagination is
boundless.”

— Jean-Jacques Rousseau

Points Arising

Next deadline is 4th December

First off, my apologies that this is late. So late that I’ve pushed the deadline back a week.

Further apologies that some tables were wrong last time. The latest update to Word messed up all my mail-merges. I’ve had to re-do them for this turn, which has been tedious. Everything should be correct this time – let me know if you spot anything that doesn’t look right.

Poetry Corner

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

My military ability
Was on display for all to see.
That it could get no lower
And my troops could march no slower
Could not be in dispute,
But bravery got me some loot
And now I’m going wooing.
It’ll probably lead to ruin
Cos my expertise
Is stuck at 3.
At everything I got the minimum,
So challenge me and I’m sure to run.
So please don’t stab me in the bum,
Cos Norman’s motto is death or fun.
† Norman de Bastille

Frontier Regiments

These regiments man the frontier
For all the twelve months of the year.
If you want to have fun
With a sword and a gun,
Step forward, my brave volunteer.
† Le Salame Disparu

As there’s a horse race planned for next month, new (and old) players (and me) may want to consult the house rules to check how this works.

Absent friends

I had no orders (“No Move Received”) from the following and they suffered the consequences:
AC Alex Craimant (Toby Nightingale)
has NMR’d. Total now 1
LK Lars Kristmass (Martin Jennings)
has NMR’d. Total now 1

WdB William de Beast (Simon Peck) has NMR'd. Total now 1
X2 (Mark Nightingale) has NMR'd. Total now 1

RdM (Craig Pearson) has been floated at his request.

Welcome

Joining us just in time for the September turn is James Waters, who also runs his own game. Welcome to *LPBS*, James.

Farewell

Leaving us this month is Tony Hinton-West, who notes, “I just dont have the time to engage with it as I would like to. Thank you for the last few years, and perhaps when my work/life demands are more tolerable I'll have the free time to re-join you all. My best regards to the other players, you and yours, in these difficult times.” All the best, Tony and you'll be very welcome to re-join us at any time.

Announcements

Camille de Polignac asks NPC Regiment Adjutant of Royal Foot Guards to resign

Henri DuShite asks NPC Brigadier of 1st Foot Brigade to resign

Henri DuShite asks NPC Army Quarter Master Gen. of Second Army to resign

Henri DuShite applies for Brigadier of 1st Foot Brigade

Henri DuShite applies for Army Quarter Master Gen. of First Army

Notes

The *En Garde!* rules are available to *LPBS* players at a reduced rate: see any month's Points Arising page at www.pevans.co.uk/LPBS.

There's an email group for *En Garde!* players and GMs, providing a forum to swap stories and ideas. Sign up at: <https://groups.io/g/EnGarde>

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 – 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 instead.

Henri DuShite applies for Army Quarter Master Gen. of Second Army

Lascar Vivrebras applies for Aide to Brigadier-General

Lascar Vivrebras applies for Regiment Adjutant of PM

Pierre Cardigan asks NPC Brigadier of Heavy Brigade to resign

Pierre Cardigan applies for Brigadier of Heavy Brigade

Duels

Results of September's duels

Neither Lars Kristmass nor William de Beast turned up for their duel and both lost SPs.

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

Terence Cuckpowder (with UXB, gains 1 Exp) beat Pierre Cardigan.

Terence Cuckpowder (with UXB, under half Endurance, gains 1 Exp) beat Henri DuShite.

Jacques Hatt (no Expertise) drew with Claude de Nord (with TIH, no Expertise).

To be settled next month

Augustin Fourier (Sabre, adv.) and Rick Shaw (Sabre, 1 rests) have mutual cause for enemy regiments.

Les Anonyme (Rapier, Seconds TdA & HDE) and Ben e'Volence (Sabre, Seconds PFL & CK, adv.) have mutual cause for enemy regiments.

Conrad de Coverlet (Sabre, Seconds HD, adv.) and Justin Thyme (Sabre) have mutual cause as enemies.

Conrad de Coverlet (Sabre, Seconds HD, 3 rests) and Marc de Zorro (Sabre, Seconds NdB, adv.) have mutual cause for enemy regiments.

Conrad de Coverlet (Sabre, Seconds HD, adv.) and Norman de Bastille (Sabre, Seconds MdZ & LdH, 3 rests) have mutual cause as enemies.

Conrad de Coverlet (Sabre, Seconds HD, adv.) and Pierre de Terre (Sabre,

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

Conrad de Coverlet (Sabre, Seconds HD, adv.) and Petit-Garson Riche (Sabre, 1 rests) have mutual cause for being in enemy regiments.

Greg de Becqueur (Rapier, Seconds HDE & DdE, 4 rests) and Jean d'Ice (Rapier, Seconds JF & TdA, adv.) have mutual cause as enemies.

Greg de Becqueur (Rapier, Seconds HDE & DdE, adv.) and Jerome Fortmayne (2-Hand, Seconds JdI, 3 rests) have mutual cause for being in enemy regiments.

Greg de Becqueur (Rapier, Seconds HDE & DdE, adv.) and Thierry d'Actyl (Rapier, Seconds Anon & HDE, 3 rests) have mutual cause for being in enemy regiments.

Rick Shaw (Sabre, 1 rests) has cause with Henri DuShite (Cutlass, adv.) as he's not Noble but higher SL.

Jean d'Ice (Rapier, Seconds JF & TdA, adv.) and Tarquin le Hatter (Rapier, Seconds XM & CdN, 5 rests) have mutual cause as enemies.

Jerome Fortmayne (2-Hand, Seconds JdI, 1 rests) and Tarquin le Hatter (Rapier, Seconds XM & CdN, adv.) have mutual cause as enemies.

Justin Thyme (Sabre, adv.) and Phillipe F'Loppe (Sabre, Seconds BeV, 1 rests) have mutual cause for being in enemy regiments.

Marc de Zorro (Sabre, Seconds NdB, adv.) and Phillipe F'Loppe (Sabre,

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

Norman de Bastille (Sabre, Seconds MdZ & LdH, 1 rests) and Phillipe F'Loppe (Sabre, Seconds BeV, adv.) have mutual cause as enemies.

Pierre de Terre (Sabre, 1 rests) and Phillipe F'Loppe (Sabre, Seconds BeV, adv.) have mutual cause for being in enemy regiments.

Phillipe F'Loppe (Sabre, Seconds BeV) and Petit-Garson Riche (Sabre) have mutual cause as enemies.

Thierry d'Actyl (Rapier, Seconds Anon & HDE, 1 rests) and Tarquin le Hatter (Rapier, Seconds XM & CdN, adv.) have mutual cause for being in enemy regiments.

Alonzo Fonde-Lapatrie (Cutlass, 5 rests) has cause with Duncan d'Eauneurts (Sabre, Seconds GdB & TIH, adv.) for pinching Ella.

Trials

Four characters will be on trial at the start of October (after duels, but before anything else): Augustin Fourier, Alonzo Fonde-Lapatrie, Ben e'Volence and Jerome Fortmayne. CPS Bastian de LaGarde will prosecute and Minister of State Duncan d'Eauneurts will sit in judgement.

Players are welcome to 'attend' the trial by submitting press and other antics for their character (see this turn's report for an example). If you actually want to influence the outcome, you'll need to talk to the Minister of State.

Should a defendant be found guilty, any character may use influence (or a bribe, we're not proud) on the King to commute the sentence.

New Characters

James Waters gets the Second son of a wealthy Gentleman: Init SL 4; Cash 500; MA 2; EC 1 (JDGI – Jean David Goliath).

Alonzo Fonde-Lapatrie (Cutlass, adv.) and Claude de Nord (Sabre, Seconds TIH, 1 rests) have mutual cause for being in enemy regiments.

Claude de Nord (Sabre, Seconds TIH, 1 rests) and Henri DuShite (Cutlass, adv.) have mutual cause for being in enemy regiments.

Augustin Fourier (Sabre, 5 rests) and Pierre Cardigan (Sabre, adv.) have mutual cause for enemy regiments.

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

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

Tables

Other Appointments

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

Shows who holds appointments outside military units (except Aides):

ID for Characters, "N" for NPC, __ for vacant, "CPS" for additional posts held by the CPS.

Army Organisation and 1673's Summer Deployment

First Army (Defence)	LdH/__/_/__
Cavalry Division (Defence)	N6/N/RS
Heavy Brigade (Defence) - ALC CPC	
Dragoon Brigade (Defence) - GDMD PLLD	
Frontier Division (Defence)	N6/N/N4
Frontier Regiments (Defence)	
Second Army (Siege)	__/_/MdZ/N
First Division (Assault)	II/N/N6
Guards Brigade (Assault) - RFG CG KM	
1st Foot Brigade (Assault) - RM PM	
RNHB Regiment (Assault)	
Second Division (Siege)	N2/N/AFL
2nd Foot Brigade (Siege) - 13F 53F	
3rd Foot Brigade (Siege) - 27M 4A	
4th Foot Brigade (Siege) - 69A Gscn	
Horse Guards Brigade (Field Ops) - DG QOC	

Organisation and Deployment for the Campaign Season with Army and Division posts (Commander/Aide/Adjutant/QMG)

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

The Greasy Pole

ID	Name	SLSPs	Cash	Rank	Regiment/Appointment	MA	Lastseen	Club	EC	Player
UXB	Count Uther Xavier-Beaureg'd	28	61	Comfy	General	20	Henrietta	Flr	4	Pete Card
DdE	Count Duncan d'Eauneurts	25	59	Rich	B.Bdr-General KM/State Min.	8		Flr	5	Paul Lydiate
BRJS	Viscount Beau Reese J Seine	24-10	Rich	Colonel	RFG/War Minister	10	Maggie	Flr	3	Bill Hay
PC	Count Pierre Cardigan	24	41	Withy	B.Bdr-General ALC	10	Edna	Flr	5	Matt Shepherd
JdG	Count Jacques de Gain	23	38	Filty	Fid Marshal	24		Flr	6	Ben Brown
LdH	Marquis Leonard de Hofstadt	23+83	Comfy	General/1st Army Commndr		7	Frances	Flr	5	Neil Packer
JJ	Count Jean Jeanie	23+70	Filty	B.Lt-General/1st Div Commandr		30	Jacky	Flr	3	Andrew Kendall
TC	Viscount Terence Cuckpowder	21	47	Withy	Bdr-General/Min w/o Port	6		Flr	5	Mike Dommatt
BdLS	Earl Bernard de Lur-Saluces	19	59	Rich	Lt-General	14		Flr	3	Rob Pinkerton
Jdl	Marquis Jean d'Ice	18+75	Withy	B.Bdr-General	CG/Gds Brigadier	10		Both	3	Tym Norris
HD	Marquis Henri Dubois	17	51	Comfy	B.Bdr-General DG	8		Both	3	Wayne Little
CK	Viscount Chris Knight	17	40	Withy	Colonel CPC/Chancellor	13		Hunt	2	Paul Wilson
BdLG	Baron Bastian de LaGarde	17+73	Withy	Lt.Colonel	RFG/CPS	4		Flr	1	Jerry Spencer
Anon	Sir Les Anonyme	17+68	Comfy	B.Bdr-General	53F/Min w/o Port	3	Carole	Both	4	Bruno Giordan
CdB	Sir Greg de Becqueur	16+50	Comfy	Lt.Colonel	KM	9		Both	5	Anthony Gilbert
GM	Sir Gaz Moutarde	15	31	Withy	Bdr-General	4		Both	2	Mike Clibborn-Dyer
AFL	Sir Alonso Fonde-Lapatricie	15+51	OK	Lt.Colonel	RM/2nd Div Adjutant	7	Ella	Both	2	Graeme Morris
BeV	Sir Ben e'Volence	14+56	Comfy	Lt.Colonel	CPC/FMshl's Aide	5	Fifi	Both	3	Ash Casey
HDS	Henri DuShite	13+48	Comfy	B.Bdr-General	RM	9		Both	4	Dave Marsden
XM	Sir Xavier Money	13+44	Withy	Bdr-General		7	Betty	Both	3	Pam Udowiczenko
RdL	Robert d'Lancier	12+46	Comfy	Major	KM	9	Bess	Hunt	4	Steven Malecek
CdC	Conrad de Coverlet	12+41	Poor	Lt.Colonel	DG	1		Hunt	4	Stewart Macintyre
TdA	Thierry d'Actyl	12+37	OK	Lt.Colonel	CG	2		Hunt	2	John Cooke
EdL	Sir Eclair de Lame	11+62	OK	Major	RFG	4	Freda	Hunt	3	Peter Farrell
MdZ	Marc de Zorro	11+49	Comfy	Colonel	QOC/2nd Army Adjutnt	9	Deb	Hunt	4	Tim Macaire
CdP	Camille de Polignac	11+46	Comfy	Captain	RFG	4	Angelina	Hunt	4	James McReynolds
AF	Sir Augustin Fourier	11+44	Comfy	B.Bdr-General	GDMD	6	Pet	Hunt	3	Brick Amundsen
NM	Neville Moore	11+35	Poor	Captain	RFG	1		Hunt	2	Cameron Wood

ID	Name	SLSPs	Cash	Rank	Regiment/Appointment	MA	Lastseen	Club	EC	Player	
WdB	Sir William de Beast	10	29	OK	Major	CPC/Hvy Brigade Maj.	6	F&P	4	Simon Peck	
THH	Tarquain le Hatter	10+42	OK	Major	KM	2	Leia	Hunt	5	Jason Fazackarley	
JF	Jerome Fortmayne	10+35	OK	Major	CG	4		Hunt	6	Bill Howell	
NdB	Norman de Bastille	10+32	OK	Lt.Colonel	QOC	1	Anna	HGds	4	Mark Williams	
HDE	Hercule D'Engin	9	26	Comfy	Lt.Colonel	53F	2	BG	2	Gerry Sutcliff	
BdB	Bakar di Brieza	9	RIP							Tony Hinton-West	
RS	Rick Shaw	9+35	OK	Lt.Colonel	ALC/Cav Div Adjutant	2		BG	6	Charles Burrows	
BS	Balzac Slapdash	8	15	Comfy		9	Alison	BG	4	Matthew Wale	
ZUT	Zavier Ulric Turenne	8+54	OK	B.Bdr-General	PM	4	Lois	BG	1	Bob Blanchett	
JiT	Justin Thyme	8+45	Comfy	Major	QOC	7	Lucy	HGds	2	Gerald Udowiczenko	
PdT	Pierre de Terre	8+30	Poor	Captain	QOC/QOC Regt. Adjit.	6		BG	2	Paul Murphy	
PFL	Phillipe F'Loppe	8+27	Poor	Major	DG	3		F&P	4	Phil Urquhart	
PGR	Petit-Garson Riche	7+48	Comfy	Captain	QOC	1	Emma	F&P	2	Mark Cowper	
ML	Mustafa Lekk	6	18	Poor	Major	27M	4	Mary	F&P	2	Graeme Wilson
AC	Alex Graitment	6	15	Poor	Major	PLLD/Drgn Brigade Maj.	2	RP	4	Toby Nightingale	
LR	Louis Renault	6+37	Comfy	Lt.Colonel	PM	1	Di	RP	4	Roy Bleasdale	
RdM	Rob d'Masses	5	1	OK	Subaltern	CPC	4	RP	6	Craig Pearson	
LV	Lascar Vivrebras	5+25	OK	Subaltern	PM	4		RP	4	Olaf Schmidt	
STC	Sven Thibault Comseine	5+23	Poor	Major	PM	6	Belle	RP	3	Nik Luker	
CdL	Cyrano de Lancet	5+20	OK	Captain	PM	1	Violet	RP	4	Rik Stewart	
JdGI	Jean David Goliath	5+15	Poor	Major	PLLD	2		RP	1	James Waters	
LK	Lars Kristmass	4-12	Comfy			4		RP	3	Martin Jennings	
JH	Jacques Hatt	4	F	Poor	B.Major	GDMD	4	RP	3	Joel Halpern	
BdH	Barry D Hatchett	3	10	Poor	Captain	69A	3	RP	6	Ray Vahey	
CdN	Claude de Nord	3+40	OK	Subaltern	69A/BdGen's Aide (XM)	3	Ada	RP	4	Andrew Larder	
XZ		2-	2	Poor		5			4	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, Filthy = 25000+
 Last seen is the lady the character was last seen with in public.

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