

## That would be enough

This has been issue 256 of *To Win Just Once*, published 21st July 2025. It incorporates *Les Petites Bêtes Soyeuses*, a game of *En Garde!*. Issues are published ten times a year, roughly every five weeks. © Paul Evans 2025

## Deadlines

Orders for *Railway Rivals* and *Star Trader* to Mike by Friday 1st August 2025.

Orders for *LPBS* and Fictionary Dictionary votes and definitions to Pevans by Friday 8th August 2025.

(Next deadlines: probably 5th/12th September then 10th/17th October.)

## Waiting lists

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

*Railway Rivals* – There's a game under way, but Mike can run a second four-player game if enough people are interested. So far that's Mark Cowper, Mike Dyer and Anthony Gilbert. "Only one more needed for a game of *Railway Rivals*!" (Working map and rules provided).

*Star Trader* – The list for the next game starts with Mike Dyer, Mark Cowper and Anthony Gilbert. (Rules provided)

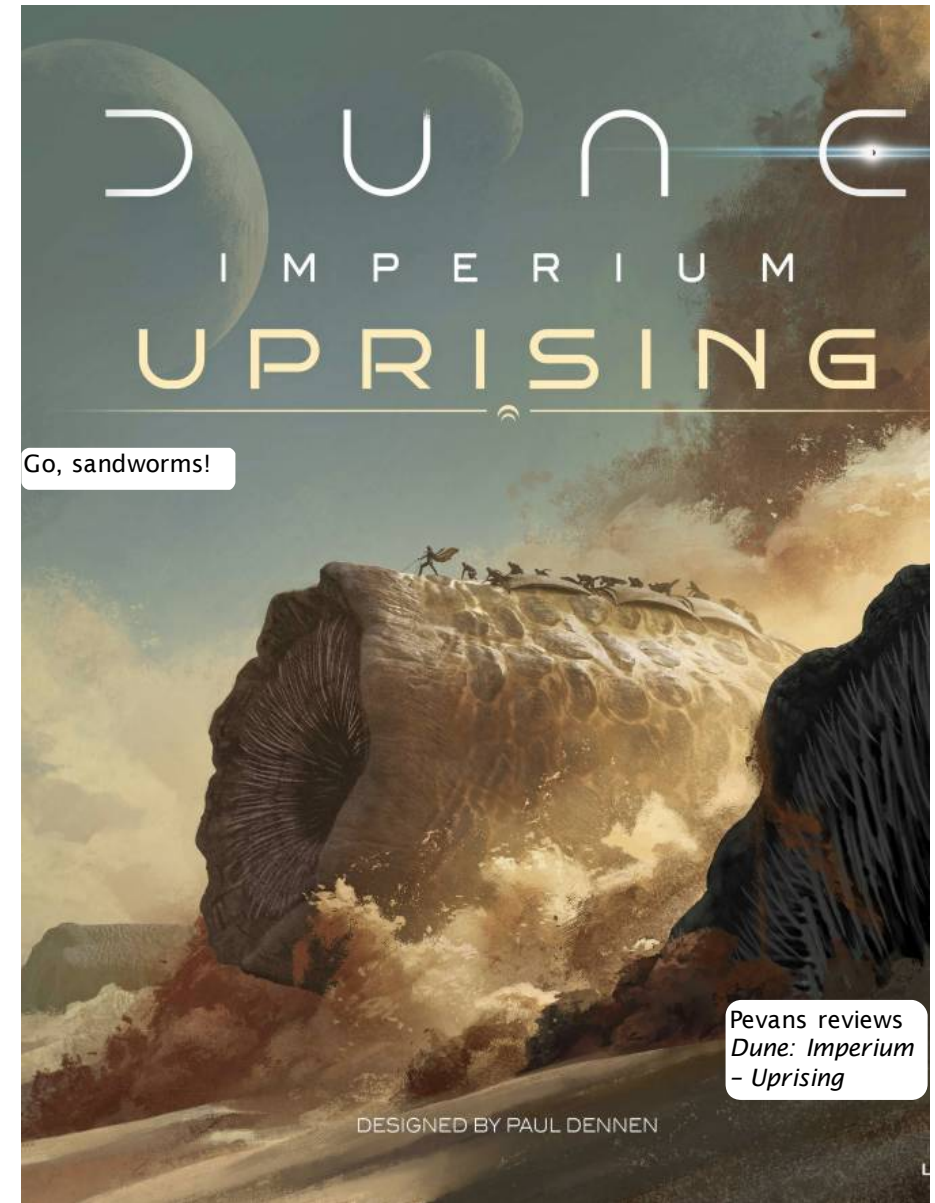
## Credits

*To Win Just Once* issue 256 was written and edited by Pevans. The *LPBS* masthead (page 20) is by Lee Brimmicombe-Wood, as are the drawings on pages 16 and 22. The illustration on page 24 is by Bryan Lea and the one on page 28 is by Tim Wiseman. Game and book artwork is courtesy of the publisher. Pevans took the photos, except where noted, and played with Photoshop.

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# To Win Just Once

(incorporating *Les Petites Bêtes Soyeuses*)



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## Contents

<b>Chatter</b> .....	<b>3</b>
<b>Letters</b> .....	<b>4</b>
<b>Release the worms!</b> .....	<b>4</b>
Pevans reviews <i>Dune: Imperium – Uprising</i> .....	4
<b>Reading Matter</b> .....	<b>9</b>
From Jonathan Palfrey .....	9
And from Pevans .....	10
<b>Games Events</b> .....	<b>11</b>
<b>Fictionary Dictionary</b> .....	<b>12</b>
Round 5 scores.....	12
Round 6 definitions.....	12
Words for round 7.....	14
<b>Subscribing to TWJO</b> .....	<b>14</b>
<b>Brat’s Hill (Railway Rivals game 19 – RR2559LD)</b> .....	<b>15</b>
Turn 2 .....	15
<b>The Wizard of Anharitte (Star Trader game 12)</b> .....	<b>16</b>
Turn 14 .....	16
Star systems map .....	19
<b>Les Petites Bêtes Soyeuses</b> .....	<b>20</b>
November 1676 (393).....	20
Press.....	31
Points Arising.....	33
Duels .....	34
New Characters.....	34
Announcements .....	35
Tables .....	35
Army Organisation and 1677’s Summer Deployment.....	35
Brigade Positions.....	36
Frontier Regiments.....	36
Battle Results .....	36
Other Appointments.....	36
Femmes Fatales.....	37
Regiments.....	37
The Greasy Pole .....	38
<b>That would be enough</b> .....	<b>40</b>
Deadlines .....	40
Waiting lists.....	40
Credits.....	40

## Chatter

It’s that time of year and we have been watching the tennis at Wimbledon in the approved traditional manner. Sitting in front of the telly with the curtains closed. My only problem is that I keep remembering Michael Flanders’ monologue (*Tried by the Centre Court*) from one of Flanders and Swann’s records: “Bonk, bunk, bonk, bunk, it drives you to drink”. If you haven’t heard it, he’s a bored umpire (“Just rather fancied myself in the hat”) at an interminable ladies’ singles match (before the invention of the tie-break: “Miss Hammerfest leads by two games to one in the third set, having won the first by eighteen games to sixteen, lost second twenty-five to twenty-seven”.

Following on from my piece on the late John Boardman in last issue, Stephan Agar has published a more extensive obituary (including photos) in the latest issue of *God Save The Zine!*. He also reprinted John’s 1957 article explaining how he was kicked out of Florida State University for championing de-segregation (including inviting three exchange students – who happened to be black – to a Christmas party). Drop Stephen a line at if you’d like to see these (and more on *Diplomacy*) for yourself: [godsavethezine@gmail.com](mailto:godsavethezine@gmail.com)

### Pet peeves

I was going to have a little rant about the way “gotten” (instead of “got”) is increasingly creeping into British English from American. However, a timely piece in *The Observer* pointed out that “gotten” is actually an archaic English word (as I half suspected). Like a lot of these words, it fell out of use here, but was preserved by the emigrants to North America.

The article continued that American English uses both ‘got’ and ‘gotten’ with the latter being used in specific circumstances. I wasn’t aware of this, so did some research. Apparently, the Oxford English Dictionary explains the difference as “Gotten usually implies the process of obtaining something [while] got implies the state of possession or ownership.” I’m going to start checking how ‘gotten’ is used by Americans now...

### Earworms

They come and they (eventually) go, but I thought this one was worth mentioning. There I am, listening to PM on BBC Radio 4 when up pops Lyse Doucet reporting from Tehran. She’s talking to people at a concert of “patriotic music” from the Tehran Symphony Orchestra, presumably bolstering the morale of the city’s population following the Israeli attacks. But what’s the music I hear in the background? The opening bars of Fauré’s haunting Pavane. (Which could be classed as dance music!) Anyway, just those few seconds and the tune has haunted me for days...

## Spiderwatch

Number of medium-sized spiders accidentally dislodged from their hiding place in the bathroom and then dissuaded from exploring the (wet) bath: 1. Number of small, orange-coloured spiders deterred from taking a bath in my drink: 1.

## Online stats

*TWJO* 255 was published on 16th June and the PDFs were downloaded 111 times in the rest of the month. The previous issue attracted 88 downloads in June, taking it to 213 in (less than) two months. Issue 253 was downloaded just 30 times to make 181 since publication.

## Letters

Andy Kendall follows on from his complaint last issue.

*I've given up looking for May. Now has anyone seen June?*

## Release the worms!

### Pevans reviews *Dune: Imperium – Uprising*

Yes, it's another game based on Frank Herbert's *Dune* – or at least on the latest film version of the book. So it's a fight for control of the desert planet Arrakis (aka Dune) and the spice it produces – a priceless resource and vital for space travel across the Galactic Empire. The noble Houses of the Empire squabble and intrigue over the planet, while competing for the support of 'Factions': the Emperor, the Spacing Guild, the Bene Gesserit sisterhood and the Fremen, the tough inhabitants of Dune's deserts.

Hence the central part of the board shows locations across the planet – and beyond. From the deep desert to Dune's capital, Arrakeen, and on to the Empire's High Council. Each has a space for players to place an 'Agent' (wooden pawns) and take the action shown. The left side of the board shows the four Factions with an influence track for each. Taking one of the actions here also increases your influence and there are a couple of victory points available as you progress on each track. Victory points are hard to come by in this game (and having just ten will end the game), so these are well worth going for.

Finally, at the bottom of the board is an abstract battleground where players hold their garrisons and may deploy troops – and, potentially, sandworms – to the current battle. Resolution of battles is quite simple. Players are ranked according to the strength of their force (if any), gain rewards and their troops come off the board. Winning battles is very useful (especially in the later rounds when victory points are up for grabs). Coming second in a battle is still useful (as is third in a



Here's the end of a game, yellow getting to 11 points (right edge of board). Note the battleground at the bottom (with crossed swords), sandworms deployed and some troops still in garrisons. The Conflict cards are just to the left of this and the cards available to buy are along the top edge of the board.

four-player game) – and there's a battle each round, so another one will be along in a minute.



Players start with a Leader – such as Paul Atreides (aka Muad'dib), Baron Harkonnen, Princess Irulan and so on – and get a board showing their Leader's special abilities. Of course, you'll want to take advantage of this as much as you can, so the first job is understanding what it can do for you. There's also a selection of playing pieces in their chosen colour for each player: wooden Agents and Spies and some cardboard markers.

However, at the heart of the game is a classic deck-building mechanism. Players start with a deck of 10 cards (the same for everybody): they shuffle these and draw a hand of 5. The upper section of a card has icons showing where an Agent can be placed by playing it. This can be a section of the board, a Faction or where you have a Spy. It may also have some special action that you get to do as well. At the bottom of the card is a value that can be used to buy more cards and/or other useful things like additional strength in battle.

For their first couple of turns each round, players play a card to place an Agent and take the appropriate action. Two turns because that's how many Agents everybody starts with. Then they have a 'Reveal' turn where the icons at the bottom of their remaining cards let them gain bonuses and/o provide points for buying more cards from those available (which go into the player's discard pile). All played cards are discarded and a new hand drawn at the start of the next round. And, when their deck runs out, players shuffle their discards to form a new deck. Yes, it's just like *Dominion*.

However, what cards let you do is place an Agent to take an action. Icons on the cards denote a group of action spaces on the board where the Agent can be placed. There are additional costs or requirements for some of these, but actions let you gain resources – money, spice and the water that's vital in the desert – or spend them to get something better.

There's some planning required: first take the action that gives you the resources you need for the action you really want to take. And, with only two actions a round, this does need planning. Those better things include the 'Maker hooks' that let you deploy sandworms into the battle (readers of the books will be familiar with this), gaining your third and final Agent pawn (hooray, three action turns each round!) and 'Intrigue' cards. Depending on their type, these last give you one-off bonuses in your turn, something extra in the battle or more points at game end. The first time I played, I concentrated on Intrigue (so thematic!) and did very nicely out of it. And the last game I played, I lost because of an opponent's game-end card!

So, how do you play this game? Well, clearly you want to take actions that will gather resources to improve your position, deploy troops to the battle and, eventually, score victory points. However, the options available to you each turn are constrained by the cards in your hand. Sometimes you simply can't do the best thing because you don't have the right card available and it's a question of going with what you have. Which highlights that the central mechanism is deck-



Here I am representing House Fenring and playing green. I have two spice, one money and one water plus alliances with both the Bene Gesserit and the Fremen – the tiles obscuring my special abilities). My discards are on the right and I've claimed a matching pair of Conflict cards (face-down, top left)

building. There is a temptation to buy all the cards you can. This will quickly clog up your deck. So pick your cards carefully. And use the 'Trash' action to clear weak cards (usually the ones you start with!) out of your deck – something I'm very bad at doing.

A neat touch in the starting decks is that there's a card that shows a signet ring. This triggers your Leader's special ability, as shown on their board. Thus, each player has a unique action triggered by card play while still having the same starting set of cards as everybody else.

There's an argument for building up a war chest of resources as this gives the possibility of going large at some point in the future. However, my own tactic is to get an early start in influence with the Factions. Particularly the Fremen Faction as you need this to get your Maker hook and thus sandworms.

I feel it's usually worth getting involved in the round's battle as there are rewards for (almost) everybody involved – as shown on the round's Conflict card. However, you're not going to win them all, so pick the fights you want to win carefully, too. In particular, if you can win two Conflict cards showing the same symbol, you get a victory point. And points are scarce, remember.

One wrinkle I haven't mentioned yet is CHOAM – the mercantile aspect of the Empire in the books. Here it's an optional part of the game, but one I will always put in now that I've tried it. A couple of action spaces let you take a CHOAM 'Contract' tile. When you then take the action depicted on the tile, you get a one-off bonus. Provided you have Contracts for actions you want to take, this is essentially free stuff. What I wouldn't do is let the Contracts drive which actions I'm taking.

I also haven't mentioned 'Spies'. These are wooden cylinders that you place on the board where they have a connection to one or two action spaces. Once they're in place, they let you take that action even if someone else's Agent is already there. Very useful, provided you get the placement right. They have other uses, too, but that's the main one for me.

As I've mentioned before (see *TWJO* 244), I played *Dune: Imperium* for the first time over a year ago. When I wrote about this, several people responded that *Dune: Imperium – Uprising* is even better. So that's the one I bought. And quickly discovered it's almost the same game – essentially a second edition (one peripheral mechanism – the "Mentat" has been dropped and a new one – "Spies" – added). Having only played the original game once, I don't recall how this changes the game, but I'm perfectly happy with this version.

The game lasts a maximum of ten rounds (the game starts with ten Conflict cards and one is resolved each round), but ends earlier than this is if someone has achieved ten victory points. Final scoring may push players above ten, of course.

For me, it's the combination of deck management and worker placement that makes this game such an entertaining challenge (okay, the *Dune* chrome helps). The Leaders do make play slightly different – I had great fun playing corrupt Mentat Piter de Vries in my last game (he's in the *Bloodlines* expansion and has his own, personal Intrigue deck). It gets 9/10 on my highly subjective scale.

*Dune: Imperium – Uprising* was designed by Paul Dennen and published by Dire Wolf ([www.direwolfdigital.com](http://www.direwolfdigital.com)). It's a board game for 1-4 (or 6) players, aged 13+, and takes 1-2 hours to play (I find it closer to three hours with four players).

## Reading Matter

### From Jonathan Palfrey

Christmas has come in summer this year: over a short space of time, I'm getting four new books from favourite authors.

Last week, S. M. Stirling released the third novel in his "Lords of Creation" series: an alternative-history series in which mysterious unseen aliens terraformed Venus and Mars sometime in the past.

This week, he released the second novel in his "Make the Darkness Light" series: a time-travel series set in the Roman Empire from 165 AD onwards.

Also this week, Ben Aaronovitch released the latest novel in his "Rivers of London" urban-fantasy series.

And very soon now, Lois McMaster Bujold has promised the release of the latest of her Penric fantasy novellas.

I've read the two Stirling books, which are neither his best nor his worst: *The Lords of Creation* is a 3-star book, readable enough, but less good than the preceding two books in the series. I gave 4 stars to the second book in the series, *In the Courts of the Crimson Kings*.

*Winds of Fate* is about a 3.5-star book, quite enjoyable and perhaps slightly better than the preceding book in the ["Make the Darkness Light"] series.

Stirling has given me three 5-star books and three 4-star books in the past, but I think he's weakening with age, becoming more interested in background research than in telling stories.

I've started the new book from Ben Aaronovitch, *Stone and Sky*, which is set in Scotland. At this stage, I'm not convinced that it'll be a favourite, but it seems quite interesting and I have an open mind about it. So far, it seems to resemble *Foxglove Summer* more than any of his other books.

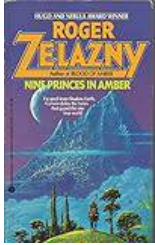
I'm confident that I'll like the new Penric novella, as I've liked all the others, although with somewhat varying degrees of enthusiasm. The new one is to be called *The Adventure of the Demonic Ox*.

P.S. I finished *Stone & Sky* today, and it was good enough, but it felt like a novella, although in fact it was the standard length of an Aaronovitch novel. (I suspect he writes with an eye on the word count, because his novels are all around the same length.) We get some chapters from Peter's viewpoint and some from Abigail's, which is fine, but it all seems an excuse to have a quick excursion to Aberdeen as a change from London.



Although there are some minor developments that seem likely to carry over into the next book, on the whole nothing happens that seems of fundamental importance to the series. And Leslie May is not even mentioned, for once. On first reading, I give it 3.5 stars.

## And from Pevans



After re-reading *Lord of Light* (see TWJO 248), I had a hankering for more of Roger Zelazny's writing. Conveniently, an omnibus e-book edition of his "Amber" books (well, the first five) was on offer. Cue a gripping read that took me straight from the end of each book to the start of the next. If you haven't come across Amber, it is the realm at the heart of reality – all other worlds are but shadows of Amber. And those shadows can be different times, different worlds, different physics – everything can and does exist somewhere in shadow.

We don't learn a lot about Amber itself. It seems to be a mediaeval society – more modern technology doesn't work there – ruled by a King (absent when the books start) and his quarrelsome offspring. The first book, *Nine Princes in Amber*, gives you an idea of how many offspring. And nine does not include the princesses, nor the deceased sons. What makes the royal family special is that they have an innate ability (though it has to be woken by walking the 'Pattern' at the heart of Amber) to pass through shadows. That is, to visit any world they can imagine. It's a brilliant concept and it's no surprise that the books spawned an RPG.

Main man in the books is Corwin, the brother that the others think has been dead for centuries (oh yes, Amber's royal family is practically immortal). However, the amnesiac Corwin has been living in our world since surviving the Black Death (those of the royal blood heal fast, survive diseases and even regenerate missing parts of their bodies). This gives the reader a familiar jumping-off point from which Corwin's adventures get increasingly fantastical.

As Corwin's memory returns, he discovers his brother Eric intends to assume the throne in the prolonged absence of the King. Picking his way between his siblings' machinations (it's not just the male ones), Corwin throws in with a brother who's assembled a fanatically loyal army to attempt an invasion of Amber itself. After this fails, Eric forces Corwin to crown him, then has Corwin's eyes put out and dumps him in a cell at the bottom of the dungeons. (I did say it was mediaeval!)

However, this is really just the start of the story. Corwin's curse when he is blinded animates forces hostile to Amber. When his eyes grow back, he escapes to complete his recovery and seek revenge... This is the story that *The Guns of Avalon* continues – this was actually the first Amber book I read, back in the day, and it's a tribute to Zelazny that I did not realise this for some time (though reading the first book filled in a lot of detail).

As the books go on, the machinations continue. The bad siblings may not be so bad, the good ones not so good, allegiances change, new protagonists reveal themselves... People may have had different motivations than appeared at the time (did Eric know Corwin would get his eyes back eventually?). And all the while there is the central plot of the existential threat to Amber, originating at the other end of the multiverse (not a term Zelazny uses) in *The Courts of Chaos* (book five).

Compared to *Lord of Light*, the Amber series is faster paced and not as deep. (I feel *Lord of Light* benefits from the back stories that are alluded to but not expounded in detail and from the resonances with Hinduism and Buddhism.) It is still quite brilliant and utterly gripping. There is a second series of books written some years later (the first five were published in 1970-1978, the second bunch 1985-1991), where the protagonist is Merlin (not that one!), Corwin's son. I've never read these, but I should probably give them a try...

## Games Events

HandyCon is now happening four times a year and the next event, HandyCon 17, is 15th-17th August at the Delta Hotel in Milton Keynes. This is largely an open gaming event – supported by a games library – but has some exhibitors, events and organised playtesting. For full information, see [www.handycon.co.uk](http://www.handycon.co.uk)

This year's Mind Sports Olympiad is a full week: 17th-25th August at JW3 (on the Finchley Road in Camden, London). This is a collection of tournaments in a variety of games. From traditional, abstract games (chess, dominoes, draughts) through classics (such as Backgammon, *Othello*, *Scrabble*) to modern board games (*Catan*, *Dominion*, *Puerto Rico*, *Wingspan*). Registration is open on the website – [mindsportsolympiad.com](http://mindsportsolympiad.com) – where you'll also find the full schedule and details.

**Swiggers:** games club that meets on Wednesday evenings (co-ordinated on WhatsApp) upstairs at The Shipwright's Arms, 88 Tooley Street, London SE1 2TF (next to London Bridge station) – though without me these days. For more info, see [www.pevans.co.uk/Swiggers](http://www.pevans.co.uk/Swiggers) or the BGG Guild at [boardgamegeek.com/guild/1672](http://boardgamegeek.com/guild/1672)

**UK Games Expo:** 29th-31st May 2026 at the NEC. 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 space. For details see [www.ukgamesexpo.co.uk](http://www.ukgamesexpo.co.uk)

**Spiel:** the board games event of the year. 23rd-26th October 2025, 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:** 31st Oct–2nd Nov 2025 at the Derby Mickelover Hotel in Mickelover (two miles from Derby city centre). **MidCon** is a friendly board games convention, now in a comfortable modern hotel. It's largely open gaming, but the new website allows games to be scheduled in advance – useful if you want lots of players for something. There's also a Bring 'n' Buy and a quiz on Saturday night. See [midcon.org.uk](http://midcon.org.uk)

Fictionary Dictionary

Round 5 scores

‘Bromate’ is, of course, “any salt or ester of bromic acid” and nothing to do with West Bromwich Albion (as the most popular answer – from Nik Luker – claimed).

As any son of a clergyman will tell you, ‘Transepts’ (north and south) are the cross pieces in your standard cruciform church layout, The long bit (where the ~~hoi polloi~~ congregation sits) is the nave – with the doors at the (west) end – and the top bit is the east end.

As Mike Pollard noted, there was “A wonderful selection of entries for Transept – could have picked almost any of them!” No surprise that votes were well spread for this one.

A good score for Nik Luker pushes him into a narrow lead at the halfway point.

The scores		
Player	This round	Total
Colin Bruce	3	15
Mark Cowper	1	8
Mike Dommett	1	7
Anthony Gilbert	2	17
William Hay	1	11
Andrew Kendall	4	11
Andrew Larder	2	6
Nik Luker	6	18
Tim Macaire	2	8
Nigel Monaghan	0	1
Graeme Morris	5	10
Jonathan Palfrey	0	5
Mike Pollard	1	10
Pam Udowiczenko	2	6
Bruce Whitehill	0	3
Andrew Whiteley	0	2

Round 6 definitions

Here are the proposed definitions for the next two words. All you have to do (whether or not you submitted anything) is let me know your favourite definition for each word.

Divi-divi

1 A tropical fruit that looks delicious but tastes like regret and poor life choices. Often used in smoothies that cost £9 and come with unsolicited life advice from the barista.

2 A tribe of Pygmy Sudanese warriors who fought the British in the Sudan in

1885, alongside their twice as big Brother in Arms, the Fuzzy-Wuzzies.

3 That excitement you get when you were sent to the Co-op as a child to buy tea and had to give in your number for the dividend.

4 Sharing the spoils of derring-do (or criminal activity) where the takings

are split and then split again to the chanting of the term by the greedy.

5 The name of the individual sections resulting from chopping a vegetable finely.

6 A mathematical operation involving division by the second power of a number. For example, 65,536 divi-divi 16 is 256.

7 A marketing exercise by Co-Op Stores. “Some stores give you double Green Shield stamps; we give you not just a divi, but a divi-divi!”

8 An emergency order given by Italian submarine commanders at the first sign of danger.

9 An early version of a wiki where changes were made by mailing punch cards containing COBOL code to the data centre where it was hosted.

10 Early form of digital video recording. Superseded by DVD.

11 A dance popular in New Orleans in the 1920s.

12 Claiming a share of a partner's dessert after having specifically said you didn't want one.

Stravaig

1 Ancient Scottish whiskey-bottle based martial art.

2 Brighton noun. Someone who's straight, but keeps it vague.

3 A northern music phenomenon.

4 A Norwegian stairlift for ageing warriors in Valhalla.

5 A pioneering Scottish Violin maker; his prototype was stolen by his arch rival Antonio Stradivari. He never recovered, and was last seen playing a fiddle on Princes Street, Edinburgh, to pay for his Special Brew addiction.

6 A Scottish glen, home to the ill-fated attempt to distil Scotch Brandy as well as Scotch whisky. ('Ill-fated' because grapes do not grow well in a Scottish glen...)

7 A Scottish highland town renamed in 2023 when the traditional Burns Night downhill race suddenly became incredibly popular with social media influencers (ShoeTubers) seeking a mile PB.

8 A state of mental distraction and confusion suffered by people who have been bitten by too many Scottish midges.

9 A Swedish shipping company that may/may not deliver your goods at the time promised. “Stravaig delivered the parcel 6 hours late again. They are so vague with their timings”.

10 To not be entirely sure where Strasbourg is.

11 To wander aimlessly with great purpose — usually in a supermarket, pretending to look for something while secretly judging everyone's cart contents. Often performed while holding one unnecessary avocado.

12 Very, very unclear; a slovenly combining of 'extra vague'. Used by slovens. But probably not by Slovenes.

Words for round 7

Guipure and Younker

What do you think they should mean? Send me your definitions.

What’s this all about?

This game is open to all readers and I guess most of you will have come across some variation of it. Each issue I will put up a couple of obscure (or not) words. Anybody who wants to participate writes in with a fictional definition for each word. (For example: “Geranium: a ceremonial dagger used by Aztec priests for human sacrifice.”) I publish the definitions, anonymously.

All readers (not just those who contributed) vote for their favourite/most plausible/most amusing definitions (any vote for yourself will be ignored). Players score points for the number of people who choose their definition. (In other versions of the game, the definitions include the correct one and players get points for spotting it. However, the internet makes this too easy, so I’ve left this bit out.)

We’ll run this for 10 rounds. The winner will be the player with the most points.

Send your votes and definitions to Pevans at  
180 Aylsham Drive, UXBRIDGE UB10 8UF or  
to TWJO@pevans.co.uk by 8th August 2025

Subscribing to TWJO

TWJO is published on paper and online at www.pevans.co.uk/TWJO (as a free PDF). If you want to play in any (or all) of the games in TWJO, you have two options. You can subscribe to the paper edition, which includes playing in the games. Or you can take the PDF edition and pay the “games only” subscription.

The table shows the subscription rates for the paper edition, including postage, and the games only sub.

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	UK	Rest of World	Games only
10-issue (1 year) subscription	£39.00	£54.00	£5.00

Brat’s Hill (Railway Rivals game 19 – RR2559LD)

Turn 2

Welsh Interstate Train Service connected some more towns on the west coast to Whitehaven and completed its arm into Keswick. Seaside Railways continued building south to Tebay and then turned south west towards Kendall. Locomotive Observation Steam Train Company builds south over the mountains and are close to Keswick. And Cart and Barrow Rail built to Windermere and along the west coast to Ravenglass.

**WELSH INTERSTATE TRAIN SERVICE** (WITS), Mike Dyer – Red  
**Starts:** Whitehaven

**Builds:**  
a)(Workington) – F8 – F9  
b)(F9) – Ullock – E10 – Distington – C11 – Egremont (+18)  
c)(J10) – J11 – L12 – Keswick (+6)  
**Points:** 46 +24 = **70**

**SEASIDE RAILWAYS** (SR), Rob Pinkerton – Blue  
**Starts:** Carlisle  
a)(H56) – G57 – G59  
b)(G59) – Tebay – G63 – E64 (+6)  
c)(E64) – D64 – Kendal – C66 (+6)  
**Points:** 26 +12 = **38**

**LOCOMOTIVE OBSERVATION STEAM TRAIN COMPANY** (LOST), Gerald Udowiczenko – Black

**Starts:** Port Carlisle  
a)(N6) – N8;  
(Aspatria) – K4  
b)(N8) – N9;  
(K4) – K3 – Silloth (+6)  
c)(N9) – N10  
**Points:** 30 +6 = **36**

**CART AND BARROW RAIL** (CAB), Chris Rudram – Green  
**Starts:** Barrow in Furness  
a)(D22) – Millom – C24 – B23  
b)(I24) – J23 – K24 – Lakeside (+6);  
(B23) – B20  
c)(B20) – B19 – C19 – Ravenglass – D17 (+6)  
**Points:** 26 +12 = **38**

GM Notes

Die rolls for the next turn are: **6, 6, 4**

Order layouts: Your Name, Company Name, Company Colour.

The letters by the lakes are the initials of their names (U=Ullswater for example).

You cannot build over bodies of water, only rivers.

**Orders to Mike Dommett, 12 Watton Park, Bridport DT6 5NJ  
or by e-mail to mike\_dommett@yahoo.co.uk  
by 1st August 2025**



The Wizard of Anharitte (Star Trader game 12)

Turn 14

MADNESS & MAYHEM's ships hung in Epsilon Eridani System Space unaware of the changes coming. Firstly, the Psychic Jam that affected every ship moving through hyperspace, many of which had to abort their jumps. Secondly, the arrival in System Space of COSTA NOSTRA COFFEE INC's Corco Iota-hulled Pumpkin Latte.

Since M&M were in system space interception was automatic and CNCI targeted its most dangerous opponent. Both ships took initial damage on their hulls, but very soon pods were being damaged. Pumpkin Latte's firepower started to drop as it failed to blow up its opponent and then catastrophe! Mayhem, dancing around the two bigger ships, got a missile into the hull and CNCI's ship exploded.

There wasn't time to do much as ROCKET TRADERS' Vanguard arrived in system space, firing all its missiles, and knocked out all of Madness's Light Weapon Pods. It then shifted targets to Mayhem, taking hull damage before Mayhem blew Vanguard up by a fluke.

But it wasn't over: ROCKET TRADERS' Gemini arrived and immediately blew the damaged Mayhem into bits. Gemini followed up by going after the smoking hull of Madness which clipped Gemini's hull with guns before its demise.

But it wasn't over. MADNESS & MAYHEM's Phoenix-hulled Mischief lifted out of Epsilon Eridani Spaceport into system space. Further exchanges of missiles and damage followed before Mischief, outgunned by Gemini, exploded. Leaving five wrecks floating in system space. The piracy threat has been ended but at some

GU I G H A



FED Forces B

Leaguer Bom

61 CYGNI      Hanc ego cum  
eam non possing accommodare r  
tum etia ergat. Nos amice et nebe  
cum conscient to factor tum poen  
neque pecun modut est neque non  
cupiditat, quas nulla praid om um  
coercend magist and et dodecend  
bene sanos ad iustitiam, aequitate  
fact est cond qui neg facile efficer

cost. It was perhaps inevitable that the planetary defence forces finally arrived and escorted Gemini to the Spaceport...

Gamma Leporis saw Alloys drop in price but was quiet, as was Tau Ceti.

In trading at Epsilon Eridani ROCKET TRADERS sold 3 Spice for 4 HTs each as the price continued to fall with the surplus of Spice.

COSTA NOSTRA COFFEE tried to sell Monopoles at Mu Herculis at a price of 13 HTs, but found no takers as the price continued to fall. TREKBOER sold 13 units of Alloys for 9 HTs each and took a second Contractor's position on Mu Herculis.

At Sigma Draconis SOLAR SPICE & LIQUORS sold spice on Contract. COSTA NOSTRA COFFEE INC sold 9 Monopoles for 12 HTs each and gained a Dealership, so TREKBOERS bid of 13 to sell was ignored

ROCKET TRADERS dominated Beta Hydri sales, selling 3 units of Isotopes for 5 HTs apiece, then 6 Monopoles for 11 HTs each and finishing by beating SOLAR SPICE & LIQUORS to sell 5 Spice for 5 HTs/unit.

TREKBOER landed a ship on planet at Tau Ceti and took OP 19, buying 10 units of Tempus.

ROCKET TRADERS are absorbing the results of their joint operation with COSTA NOSTRA COFFEE INC. So one suspects is MADNESS & MAYHEM. ROCKET TRADERS did launch their Corco Mu ship, Columbia, at Tau Ceti.

SOLAR SPICE & LIQUORS loaded passengers on one ship and tried to undermine TREKBOER's Reputation again this quarter. It went horribly wrong and, despite their best efforts of Pevans Van Rijn, their Reputation ended up lower than at the start. They also sold all their Monopole Factories at Mu Herculis while they were a going concern.

Corporation Table

Corporation letter and name	Connections Bus/Crim/Pol			Init'v Bid	Turn order	Cash Rep	Player
A Costa Nostra Coffee	10	0	1	31	1st	726 40	Mark Cowper
B Madness & Mayhem	9	5	0	5	5th	6 21	Anthony Gilbert
C Solar Spice & Liquors	7	3	4	+4	4th	1250 38	Paul Evans
D TrekBoer	10	7	2	20	2nd	380 40	Mike Dyer
E Rocket Traders	10	0	8	22	3rd	274 34	Przemek Orwat
N under Initiative Bid means No move received, F indicates the Corp was floated							

Market Positions

System	Commodity	Positions
Gamma Leporis	Alloys	Dealers: A, D and E. Contractor: B.
Epsilon Eridani	Alloys	
	Isotopes	Dealers: A and E.
	Monopoles	Dealer: A and C.
	Spice	Dealer: E. Contractor: C.
Tau Ceti	Alloys	Dealer: E. Contractor: A.
	Isotopes	Market Manager: E.
Mu Herculis	Alloys	Dealer: E. Contractor: D.
	Isotopes	Dealers: A and E.; Contractor: D.
	Monopoles	Dealers: B, D and E. Contractor: A.
Sigma Draconis	Alloys	Dealers: D and E.
	Isotopes	Dealer: B. Contractors: D and E.
	Monopoles	Dealers: A and E. Contractor: D.
	Spice	Dealers: B and E. Contractor: C.
Beta Hydri	Alloys	Contractor: B.
	Isotopes	Contractor: E.
	Monopoles	Dealers: A and D.
	Spice	Dealers: B and C. Contractor: E.

News

EV 1, the Psychic Jam, took place this turn.

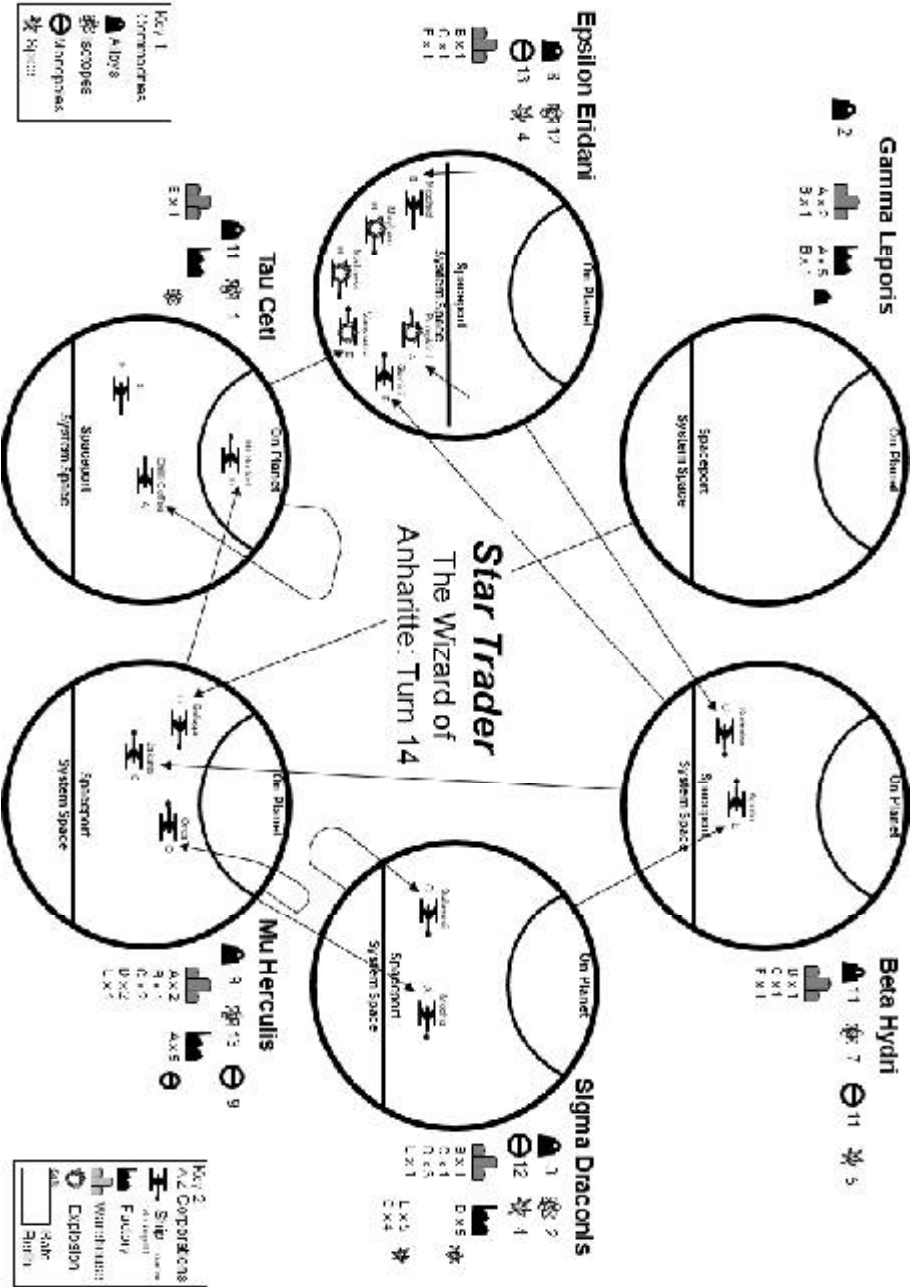
There were two new News chits this turn. The current list (new chits in **bold**) is:

- Turn 15 P1
- Turn 16 B4, B8
- Turn 17 P3

GM Notes

Questions, ask me, Clever ideas, run them past me first.

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 1st August 2025



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

**Orders for December 1676 to Pevans  
at 180 Aylsham Drive, UXBRIDGE  
UB10 8UF, UK or  
[lpbsorders@pevans.co.uk](mailto:lpbsorders@pevans.co.uk)  
by 8th August 2025**



## November 1676 (393)

As we reach the end of Autumn, Parisian society is hitting a peak. That is to say, there are a lot of duels this month... Let us start with Sir Elroi le Flingue, Major in the Grand Duke Max's. He has two appointments and decides Jean d'Aubergine of the Fourth Arquebusiers shall be the first. Elroi is the larger of the two men, but his still-healing injuries put them on a par. However, he has a sabre while the infantryman carries a rapier – and has less skill. Louis Severin Descartes is on hand to second Elroi, but Jean is on his tod. Aware of the rapier's options, Elroi dodges Jean's initial lunge and hits him with a slash. Just as Jean hits him with a slash, too. The sabre hurts rather more. Jean jumps back to inspect the damage and Elroi promptly slashes again and then cuts. This meets a lunge from Jean, but the sabre has done its work and a heavily bleeding Jean surrenders.

Elroi's second duel, against Zeold, Baron von Tu, looks almost identical. Zeold wields a rapier, is of slighter build and has less expertise. He does have a second, however, Come Asiouar, and Elroi has a fresh wound. Again, Elroi dodges his opponent's lunge and slashes. This time it's a lunge coming the other way, which the slash partly deflects. Elroi slashes again, Zeold cuts and then Elroi's cut smacks home. A heavily bleeding Zeold surrenders and the protagonists depart for medical attention.

Chemin de Fer and Justin Cartier both have a couple of duels this month, but agree to face each other first. Both are of medium build, but Chemin is a Marine and uses a cutlass. While (27th) Musketeer Justin has his regimental rapier. Neither is accompanied by a second. Chemin uses his hefty blade to block. Justin's lunge goes straight through his guard for first blood. Undaunted, Chemin swings his

cutlass in a brutal slash. Justin staggers, but hits back with two quick slashes himself. However, with a rapier, these do little harm. His following cut is more significant, but Chemin's second slash settles the matter: Justin concedes.

Justin's other opponent should be Ignace Pardaillon, but urgent business has called him out of Paris.

Thibault Chanson de Skye awaits Chemin. This will be cutlass versus rapier again, but Thibault is a much bigger bloke than Justin. Chemin does have a skill advantage though. Despite this, Thibault hits first with a lightning lunge and that blow is plenty for Chemin. He surrenders.

Thibault is just getting started. His next opponent is another Marine (and thus cutlass-bearer), Marcel Hatch Dupree. He still has the benefit of size, but Marcel is further ahead in expertise. There are still no seconds present. Marcel tries to block Thibault's attacks, but learns that this defence does not work on either the lunge or the cut that Thibault deploys. Marcel goes on the attack and hits Thibault with a slash, but another lunge prompts Marcel to throw in the towel.

Claude de Nord is the next opponent for Thibault and at least his sword is only a sabre. However, he is far more skilled and has Frank X Change to back him up. Thibault lunges, Claude slashes and both then cut. The sabre does more damage, of course, so it's Thibault who concedes the fight.

In another secluded part of Paris, Balzac Slapdash begins his duelling by meeting Con Stantinople: rapier to rapier. The advantages are all with Balzac: he's beefy, Con is small and Balzac is an expert with his blade. With no seconds present, the two men cross swords; they lunge; Con surrenders. Short and sweet (for Balzac).

It's déjà vu again for Balzac's second duel. He's opposed by the diminutive, relatively unskilled Ian Dediette with no seconds on either side. Ian starts the duel by pausing. Balzac runs him through and that's that: Ian surrenders.

Justin Thyme is Balzac's third adversary and seems to be the same thing all over again. Except that the short, unskilled Justin has a sabre and a second, Rick Shaw (Zavier Ulric Turenne was also invited, but doesn't show up). Justin pauses a beat, allowing Balzac to get a lunge in, and then attacks with a furious slash. The cut coincides with Balzac's second lunge and it's the smaller man who gives up.

## A Fistful of Crowns

Following the excitement over last month's trial of notorious lothario Count Cuckpowder, the trial of the relatively unknown Arent Hayes has not kindled the same level of interest amongst the citizenry of Paris. Gone are the bustling crowds witnessed in October, far fewer are the hawkers and vendors plying their wares than the bevy that attended Cuckpowder's appearance in the dock... It seems few folk care about the fate of this non-descript Major...

Inside the sparsely occupied Court Room, Public Safety Commissioner Toothpick rises to acknowledge the entrance of the appointed Judge, a nondescript, bored-looking fellow who, having once taken his seat, appears more interested in a couple of ladies sat in the public gallery than in the ongoing proceedings. As Arent Hayes is brought in a loud aside from Zeold von Tu is audible around the room: “the fellow must be innocent – doesn’t look smart enough to commit treason.”

“Your Grace,” begins CPS Toothpick. “I can’t recall if you were the same chappie who ruled over that monster Cuckpowder last month, but, if you are, what with you judges all looking so similar with the wig and gown etc, you will recall that the verdict delivered was a resounding GUILTY. No ifs, no buts, a definite GUILTY. I shall skip over the subsequent travesty that saw His Majesty duped by the silver-tongued words of Cuckpowder’s mistress, instead asking you to focus upon today’s miscreant. This Major Hayes individual had the audacity to appear as a witness and make mockery of our legal system by waffling on that Cuckpowder was both innocent and guilty! He further compounded his contempt by making ludicrous accusations that Baron de Nord was the guilty party and linked to some perceived subterfuge. That nonsense proved Hayes’s sham as it’s a well-known fact that Baron de Nord is a total buffoon, barely able to tie his own bootlaces, so any claim that he is involved in spying or other such activity that requires intelligent thought or cunning is totally ridiculous. I state, your Grace, that there’s treasonous intent and action behind this Major Hayes’s machinations... TREASON... TREAAAASSSSOOOONNNNN...” Spittle flying from his lips, the CPS begins an agitated and highly animated display of jumping up and down on the spot and pointing his finger at the accused, having to be calmed down by several of his tangerine entourage.

“I press your Grace for the only verdict possible in this case: GUILTY! And the sentence must be DEATH... DEEEAAATTHHHHHH... I’ll do it, let me rid Paris of this wretch... Me and the lads will jump up and down upon him until we crush every last ounce of breath from his traitorous lungs. I shall call no witnesses, your grace, you need none: my word as Commissioner makes plain the defendant’s guilt, bringing in any decent gentlemen would be a waste of their time and ours!” Having said his piece Commissioner Toothpick takes his seat.

Arent Hayes looks up from the Dock once the CPS has sat down. He does not look worried. Reaching into his pocket, he withdraws a wad of cleverly concealed papers which he asks one of the constables to hand over to the presiding judge.



“Hmm,” ruminates the judge, “It appears that the defendant is under the protection of the Paris City Military Governor, Hugo Pompadieu. Before the Commissioner goes even more puce, maybe you can explain. No, I will hear his evidence, restrain yourself, man.”

Arent pulls himself up and, fixing the CPS (who is still bouncing up and down in his high chair and being restrained by his orange retainers) with a dismissive and hostile glare, says, “My Lord, what I am about to tell you would have been top secret last month but, now it has come to court, all can be revealed. I work for the Parisian Government as a double agent; my handler is Sammy Phipps – not his real name of course. Mr Phipps was blinded in action last year in the Far East colonies, so he has used me as his eyes and ears. It came to his department’s notice that last year two young boys, Kitt and Micheal Chevalier-Cavalier, started to put out rumours about a shady Hapsburg Organisation called the DOMINION and named three prominent French members of Paris Society as working for our enemies. I went deep undercover (details of which I cannot reveal for obvious potential breaches of national security) and, sad to say, they are true. I am not an enemy of France, but he is,” Arent points at the CPS, “and he is,” he points at Claude Du Nord. “Their public spat is nothing more than a ‘TROMPE L’OEIL’, an illusion, a distraction, a subterfuge. Their crude attempts to implicate others was an error; easy to fool a pair of public schoolboys, but not us in counter-intelligence. Cuckpowder remains a clear and present danger but, with supervision and medical help, we hope to be able to reverse his indoctrination and conditioning. Obviously, my appearance here has blown my own cover, but the documents give a number of sworn affidavits that allow us to reveal France’s true enemies and may God have mercy on their treacherous souls.”

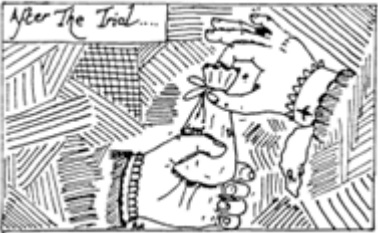
With his sensational evidence now out in the open, Arent sits back, confidently awaiting the response of the CPS, who is now frothing and foaming at the mouth and a rather pleasant shade of purple, matching the judge’s robes.

One of the spectators in the public gallery is last month’s defendant, Terence Cuckpowder. He expresses his opinion loudly enough to reach the judge’s ears: “our esteemed Commissioner is suffering from stress and overwork and needs fresh air.”

The judge dismisses this with a wave of his hand (though it’s possible this is actually directed at the two ladies in the gallery). “Compelling though the Commissioner’s evidence is, the defendant’s story, backed up by some impressive documentary evidence, provides reasonable doubt. I find Major Hayes not guilty.”

Toothpick is, of course, incandescent (and still purple) at this verdict. Gesticulating wildly, he is eventually raised on the shoulders of his two tall Tangerine aides and rages at both Hayes and the judge, shouting “You pair of English rogues, the whole thing has been a stitch-up, you’re both in it together! Well, you’ll not outsmart Thierry Toothpick, oh no... not next time!” Turning to the gallery, he adds, “Cuckpowder, you can have your old cell back!”





owes 120 crowns,” is the reply. “Hang on, interest’s 10%,” responds Thierry. “Well, now it’s 20%...” The two big men look meaningfully at each other and Thierry reluctantly hands over the cash.

For a Few Crowns More

Stephane Etrange fancies taking on the role of Quartermaster-General for Third Army. Hence, he has asked the incumbent to quit and calls in the favours at his disposal as further persuasion. The QMG brushes this off and continues in his job.

Camille de Polignac hopes to be an Army Adjutant. However, First Army already has one and Ben e’Volence refuses his application to Second Army, preferring to leave the position empty. He doesn’t even try Third Army.

Zeold von Tu, commander of First Division, appoints the expectant Martin de Garnache as the Divisional Adjutant.

Pierre De Terre becomes Aide to the Lt-General commanding Second Division, Louis Renault.

Princess Louisa’ Light Dragoons gains a new trooper in the form of Dee Jean Aise, who buys himself the horse he needs. What he’s not expecting is that Dragoon Brigadier Louis Severin Descartes orders the regiment into action, along with Brigade HQ. Mind you, the other members of the PLLD are taken by surprise too, not least Lieutenant-Colonel Charles PiedLuminaire. Grand Duke Max’s Dragoons are excused, for some reason. Apart from ~~Subaltern~~ Captain Steve De Sade as he’s also Louis’s Aide and travels with Brigade HQ.

Barthélemy Chifflet is rejected by the Royal Marines when he applies. Miffed, he trots along to the Picardy Musketeers’ HQ where CO Percival Puffington has left orders to accept all-comers. Helped by a gift from Terence Cuckpowder (who has resolved his lack of cash by taking out a hefty loan – his first ever! – and received substantial gifts from other Parisians), Barthélemy buys a Captaincy. And a horse. Which he then rides to join the Picardies in action.

Come Asiouar resigns his commission in the Queen’s Own Carabiniers in order to join the Cardinal’s Guard, courtesy of its Colonel, Frank X Change. He quickly buys his way up the ranks, taking the junior Major’s slot.

Who was where – in the clubs				
Where	Week 1	Week 2	Week 3	Week 4
Fleur de Lys	RS + Therèse Bev + Lotte CdB + Bette JH + Cath LR + Maggie	JJ RS + Therèse JIT + Guinevere ZVT CdB + Bette JH + Cath LR + Maggie JS BS + Allison HF + Ella HS + Sue MHD AH PDT + Sal BLC + Eve JdA + Carole EIF + Lucy CdF CS + Anne	JJ FXC + Justine	JIT + Guinevere ZVT(G) FXC + <u>Justine</u>
Outside Fleur	SE			
Bothwell's		CdN + <u>Jacky</u>		CdN + Jacky
Outside Bothwell' s			MHD (HWB)	MHD (HWB)
Hunter's	HF + Ella JdA + Carole	SE + Thomasina	HF + Ella SE + Thomasina JdA	HF + Ella SE + Thomasina EIF + Lucy PDT + Sal

Shows who was in or outside a club: . = Toadying to character above; (G) = Gambled; CP = Crown Prince;  
(id) = expected host; **bold** = first visit to new club; underline = first time mistress seen in public with this beau.

As he has announced, Guards Brigadier Terence Cuckpowder orders the Royal Foot Guards to the Netherlands for the month. Most of the Guards are ready for this, but not Major Hector William Boone, nor Captain Felipe Savant, it appears.

Not wishing to be left out, Thibault Chanson de Skye buys his way to Colonel of the 69th Arquebusiers and takes the regiment to fight the Dutch and their Allies. At least he doesn't inconvenience anyone else.

The Good, the Bad...

Two factors reduce the number of social events this month. The first is all those unsigned invitations published last month. Elroi le Flingue and Justin Saad lose out in particular as they spend a week hunting the "Guy Faulk's Party". They get used to being asked which member is hosting them when they show up at a club. And not being able to answer. Still, at least Elroi has a 'guy' (a dummy stuffed with horse hair that his groom put together) with him and can practice his sabre work on it.

The second is the number of senior socialites who've gone off to the front for the month. This is what catches out Marcel Hatch Dupree as he expects his best buddy, Hector William Booth, to welcome him to Bothwell's.

This leaves Louis Renault and Maggie Nifisent hosting a reception at the Fleur as the major event of the month. The mixture of guests causes an exchange of challenges between the Dragoon Guards, in the person of BalzacSlapdash, and the Queen's Own Carabiniers, aka Con Stantinople. Con is able to call in reinforcements – Justin Thyme – from the competing party hosted by Rick Shaw (celebrating his elevation in the peerage).

Rick and Therèse see some bizarre costumes at their party. Greg de Bécqueur wears tartan trousers – "trews", he says – made of ermine. He is ermine-trewed, he points out. He is also wearing a wide-brimmed hat, chewing a daisy and singing some sort of ditty.

Earlier, Stephane Etrange turned up a week early for Louis's bash and cooled his heels outside the club. Though Louis and Maggie were in the Fleur – checking on the party arrangements.

Hugo Furst demands "light ale and scampi in a basket" when he takes Ella to Hunter's. The kitchen staff are outraged: what a terrible thing to do to delicious langoustines!

Jean Jeanie is very grumpy this month. It's not clear why this is as he's just donated 30,000 crowns to the Exchequer and His Majesty is very grateful that Jean's spending has been curtailed. Then Jean discovers that, while he's been working out his annoyance with his rapier, he's lost the affections of Jacky Tinne to Claude de Nord and has to visit the Fleur on his own. Time for another rapier work-out. And a duel to come...

Who was where – in the clubs (contd), in the bawdyhouses and misc				
Where	Week 1	Week 2	Week 3	Week 4
Blue Gables	HS + Sue CS + Anne .JIT + Guinevere		HS + Sue	HS + Sue CS + Anne
Frog & Peach	PDT + Sal		JS PDT + Sal	
Shows who was in or outside a club: . = Toadying to character above; (G) = Gambled; CP = Crown Prince; (id) = expected host.				
Bawdyhouses	MHD + FC: Mug 0 AH + FC AA + FC CdF + FC ID + FC		ZVT + FC JC	JS + FC HDS + FC CA + FC
Shows visitors to the red-light district: FC = Female Companionship; Mug n = Mugged & amount lost; (G) = Gambled.				
Busy doing nothing	JS -Toady to ??? EIF -Toady to ???	TC -club		
Recovering from his duels JC		JC		JC
For those doing nothing: -club = not in a club; -Cash = insufficient funds; -SL = insufficient Social Level.				

Who was where – with the ladies

Where	Week 1	Week 2	Week 3	Week 4
Jenny				CdF succeeds
Jacky	CdN succeeds ex-Jl	Out		Out
Morgane	TC at home		TC at home	TC at home
Justine		FXC succeeds	Out	Out
Justine's doorstep	ZvT FXC			

Shows who was with a mistress or on a doorstep: Out = Mistress with current lover; l = Indiscreet (+ mistress name); ex-ID = Pinched from former lover; st,down = stood down to rivals.

The final week of November sees a bit of bragging in the Fleur as Frank X Change rubs Zeold von Tu’s nose in it. In this case, ‘it’ is Frank having Justine on his arm after he and Zeold met while out courting the same lady earlier in the month. Zeold has just joined the Fleur and tries to ignore this. He calls for “a toast and minute’s silence in memory of Beau Reese Jean Seine”. And then drowns his sorrows by betting large (500 crowns a time) on the club’s tables. He wins three bets and loses two, so ends the month 500 crowns better off.

Terence Cuckpowder’s latest misfortune is that the Fleur has blackballed him after he failed to pay his dues last month and he can’t rejoin. He still tries to wangle his way into the club, but is shown the door.

While plenty of other visitors would have provided an income, the footpads choose Marcel Hatch Dupree as their target this month. To their dismay, he’s spent all his cash on wine, women and... Well, just those two. Whereas Justin Cartier only spends money on wine when he visits the bawdyhouses later on. A contributing factor in his fall in social standing this month.



Who was where – round and about

Where	Week 1	Week 2	Week 3	Week 4
Practising	Jl - Rapier BS - Rapier HDS - Cutlass BLC - Sabre JdG - Rapier CA - Rapier BdLS - Cutlass	HDS - Cutlass JdG - Rapier AA - Rapier BeV - Sabre ID - Sabre CA - Rapier BdLS - Cutlass	BS - Rapier JlT - Sabre AH - Sabre HDS - Cutlass BLC - Sabre JdG - Rapier AA - Rapier Elf - Sabre RS - Sabre CdF - Cutlass BeV - Sabre GdB - Rapier CS - Sabre ID - Sabre CdN - Sabre CA - Rapier JH - Sabre BdLS - Cutlass LR - Rapier	Jl - Rapier BS - Rapier AH - Sabre BLC - Sabre JdG - Rapier JdA - Rapier AA - Rapier RS - Sabre BeV - Sabre GdB - Rapier ID - Sabre JH - Sabre BdLS - Cutlass LR - Rapier

Regimental Duties  
Shows everybody else: Weapon = Weapon practised with.

lP

## ...and the Ugly

The French forces in the low countries concentrate on defending what they hold this month, bolstered by fresh arrivals. Such as the Princess Louisa's Light Dragoons. They find there's not a lot for the cavalry to do, but at least they (Lieutenant-Colonel Charles PiedLuminaire and trooper Dee Jean Aise) survive handily. Brigadier Louis Severin Descartes, who's brought them and Brigade HQ into action, is promoted, making him a full Brigadier-General. His Brigade Major, Maurice Danseur, understand his duties: "ensure the Princess Louisa's Light Dragoons don't get lost (flighty things, Light Dragoons, but useful scouts IF they remember their map reading). And that the Brigadier gets the most comfortable chateau for his Headquarters!" Somewhere along the way he picks up a little loot. Louis's Aide, Steve De Sade, scurries around a lot.

Similarly, the Archduke Leopold Cuirassiers are at a bit of a loose end. However, Colonel Hugh Jeneaux takes his men out foraging and brings back over two hundred crowns' worth of 'forage' for himself.

As the senior regiment, the Royal Foot Guards expect to see some action, but it seems the Dutch and their allies are not going to oblige. Colonel Camille de Polignac is still promoted – brevetted to Bdr-General. He pockets a few crowns as well. There's not even that for Lt-Colonel Martin de Garnache, but the two Majors – Hector William Boone and Thierry Toothpick – manage to lay their hands on a little cash. There's also a Mention in Despatches for Toothpick ("What's the CPS doing here?"). Captain Felipe Savant keeps his head down while Captain Neville Moore sticks his neck out. Sneaking out in the evenings to reconnoitre the enemy positions earns him a MiD, a couple of hundred crowns' worth of loot and the title of Baron.

There's a Mention, too, for the commander of the Picardy Musketeers, Percival Puffington. But nothing for Captain Barthélemy Chifflet.

The 69th Arquebusiers are lured out of their lines and ambushed by Spanish musketeers. Despite having his hair parted by a musketball, new Colonel Thibault Chanson de Skye rallies his men and they retire in good order. He is Mentioned in Despatches ("Neat hairstyle") and brevetted to Bdr-Gen.

François de Blanchefort's squadron of Crown Prince Cuirassiers is assigned to Frontier regiment 3 where they provide invaluable scouting. There's a Mention for François and another for brevet Subaltern Vaux de Fon. The latter's personal bravery earns him promotion (to full Subaltern) and he collects some three hundred crowns' worth of booty. ♦

## Press

### Announcements

The Guards are at the front and I shall be joining them next month.

† Cuckpowder

WANTED: Aide to the Brigadier, 2nd Foot. Must be able to sharpen pencils, fold paper aeroplanes (whatever those are. If not, then boats) and shout "Yes Sir!" with speed, confidence and appropriate loudness.

Apply (in best handwriting, block capitals preferred) to Hugo Furst – Brig 2F

#### \*\* Join the QOC \*\*

Gentleman of Paris, if you are new to the city or are looking for a new Regiment, then you can do no better than join the Queen's Own Carabiniers.

Please contact me for more details, and some financial help is available.

† Count Thyme

#### \*\* Aide Required \*\*

I am looking for a competent aide.

Please contact me with your credentials.

† (Brevet) Bdr-General Count Thyme

### Matters of Honour

Second needed by CS. I will reciprocate.

Justin Saad offers himself as a second to Gentlemen of Paris.

What a stroke of good fortune!† Le Roi

### Social

I am holding an early Christmas party at my club in week 1 of December.

Anyone of SL 7 or higher is welcome to attend along with their ladies.

Naturally the scum of the ALC are excluded.

† Lt.Colonel Le Chimiste

I like any excuse for a party, but was Guy Fawkes really France's ally? It is true that after blowing up the English establishment, he and his fellow plotters planned to make Princess Elizabeth a puppet Queen and bring England and Scotland back into the true faith. But, do not forget Fawkes also served as an officer in the Spanish army of the Netherlands and fought against the armies of our King Henry IV. †LR

Gentlemen of Paris,

During week one, Miss Nifisent and I will, as usual, attend mass to commemorate the Feast Day of Saint Nicholas of Myra. We cordially invite you to join us in our devotions to this beloved patron saint of children. After the service, we will have a small gathering at my club, where we will serve a delectable array of traditional dishes and drinks to celebrate this occasion. We would be honoured if you and your ladies would join us as our guests.

† Marquis Louis Renault



## Personal

I want to extend a heartfelt thank you to everyone who came to help celebrate the life of my dear friend Captain Yve Stanbul. I had no idea he had so many friends and comrades. The stories, the memories, and, yes, the drinks flowed as we sang those old campaign songs. If only he could have been there, I know he would have appreciated every moment of it.

Dear friend, may you now find eternal rest, your spirit will always be with us.

† Marquis Louis Renault

Monsieur Etrange,

Please accept my humble apologies. I had no idea Madame Tancenjin was spoken for and would never knowingly darken another gentleman's path.

Yours etc.,

† SdS

Lord Percy Percy says, as Fashion is trending towards the deluded, our CPS is very fashionable.

Count Thyme,

While I will regret my absence from the field for all the time left to me, I must protest the suggestion of complicity. You will note that I was absent from Parisian public life for the entire month, and not just for the day of the duel.

† Count JJ

A senior Guardsman muses...

I now work for the man I accused of murdering my predecessor and trying to murder me. Awkward. Maybe a nice fruit basket will help patch things up.

Overheard in the Fleur de Lys:-

So you're telling me if someone says that they don't want the job of Minister of State, what they are really saying is "I do want it, but I don't want to be seen to want it". Why is politics so confusing, why not just say what you want?

Hugo Furst chips in: with regard to 'the Trial', I shall hold to scripture: "Ne jugez point, afin que vous ne soyez point jugés." ("I don't point da finga 'cos I da world don't wanna know my bads" – or something like that.)

## Poetry Corner

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

So no one is yet out of the gate  
And the people of Paris all sit and wait  
To see who can ingratiate  
Himself to become Minister of State.  
I read somewhere, I seem to  
remember,  
The post will be filled in December  
And it is already mid-November.  
Have we yet found any candidates?

† FXC

Said Arent, "He's guilty—and clean!"  
A stance quite obscure and unseen.  
But Toothpick, the Crown,  
With a most puzzled frown,  
Asked, "Wait... is that what treason  
means?"

† Baron Louis Severin Descartes

Lt Harris, also known as toothpick,  
waddles round S'til his hat falls off.  
He grabs poor sods, chucks them in his  
nick,  
And yet he's daft and we cough.

## Points Arising

Next deadline is 8th August

Thanks to Jason and Mark for the trial report – I only edited it a little – and to the others who interjected.

Grégory Meurant reports that "I got small health issues that need to be treated and ... I will pause my engagement in the game for now." Get well soon, Grégory. I'll float Ignace Pardaillon (IP) until you return.

Next month is the start of a new season. **All characters start the month in Paris and all duels must be fought.** Any vacant appointments not taken by player characters will be filled by NPCs. A player character with an appointment that lets him appoint another post chooses who gets this – which may be a player character, an NPC or left vacant. So, if you hold or have applied for an appointment – or a rank – that allows you to make other appointments, don't forget to do so (or NPCs get the jobs).

Next month is December and mistresses' influence will be renewed at the end of the month. A good reason to court a new mistress next month and gain twice as much influence. ☺

## Absent friends

The following didn't get orders to me in time and suffered the consequences.

NM No orders from Cameron Wood - 1 turn missed.

SBC No orders from Peter Card - 1 turn missed.

X1 Tim Rattray asked to be floated as "I'm in Samoa on holiday with real bad connectivity." Gotta plan for these things, Tim.

ZUT No orders from Bob Blanchett - 1 turn missed.

## 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).

**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.

## Duels

### Results of November’s duels

Elroi le Flingue (with LSD, gains 1 Exp) beat Jean d'Aubergine.

Chemin de Fer (gains 1 Exp) beat Justin Cartier.

Claude de Nord (with FXC, gains 1 Exp) beat Thibault Chanson de Skye.

Ignace Pardaillon was 'floated' for his duel with Justin Cartier.

Balzac Slapdash (gains 1 Exp) beat his enemy Con Stantinople.

Balzac Slapdash (gains 1 Exp) beat his enemy Ian Dediette.

Balzac Slapdash (gains 1 Exp) beat his enemy Justin Thyme (with RS).

Thibault Chanson de Skye (gains 1 Exp) beat his enemy Chemin de Fer.

Thibault Chanson de Skye (gains 1 Exp) beat his enemy Marcel Hatch Dupree.

Elroi le Flingue (with LSD, gains 1 Exp) beat Zeold von Tu (with CA).

**Grudges to settle next month**

Hugh Jeneaux (Sabre, 2 rests) has cause with Charles PiedLuminaire (Sabre, adv.) for pinching Lois.

Arent Hayes (Sabre, adv.) and Sebastiane Blanc-Chevaux (Rapier, 1

rests) have mutual cause for being in enemy regiments.

Sebastiane Blanc-Chevaux (Rapier) and Stephane Etrange (Sabre, adv.) have mutual cause for being in enemy regiments.

Jean Jeanie (Foil, 4 rests) has cause with Claude de Nord (Sabre, Seconds FXC, adv.) for pinching Jacky.

Frank X Change (Rapier, Seconds LSD, adv.) and Zeold von Tu (Rapier, Seconds CA, 2 rests) have mutual cause as neither stood down over Justine.

Balzac Slapdash (Rapier, adv.) and Con Stantinople (Sabre, 5 rests) have mutual cause for being in enemy regiments.

Balzac Slapdash (Rapier, adv.) and Justin Thyme (Sabre, Seconds ZUT & RS, 5 rests) have mutual cause for being in enemy regiments.

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

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

## New Characters

None!

## Announcements

*All characters may use Influence (and/or a bribe) for or against these actions.*

Armand Alsace asks NPC Brigadier of 1st Foot Brigade to resign

Henri DuShite applies for Division Commander of Third Division

Charles PiedLuminaire asks NPC Colonel of Princess Louisa Lt Dragoons to resign

## Tables

### Army Organisation and 1677’s Summer Deployment

First Army (Field Ops)	GdB/N/N5/N
First Division (Field Ops)	ZvT/N/MdG
Guards Brigade (Field Ops) - RFG CG KM	
Dragoon Brigade (Field Ops) - GDMD PLLD	
Cavalry Division (Field Ops)	N1/N/BLC
Horse Guards Brigade (Field Ops) - DG QOC	
Heavy Brigade (Field Ops) - ALC CPC	
Second Army (Siege)	BeV/N/__/N
Frontier Division (Siege)	N1/N/N3
Frontier Regiments (Siege)	
Third Army (Defence)	JH/N/N3/N
Second Division (Defence)	LR/PDT/CPL
3rd Foot Brigade (Defence) - 27M 4A	
4th Foot Brigade (Defence) - 69A Gscn	
RNHB Regiment (Defence)	
Third Division (Defence)	N2/N/N3
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	TC/N/___	Current CO/Aide/Brigade Major of each Brigade; entries are ID for player characters, “N” (+ MA if needed) for NPC, ___ for vacant
Horse Guards Brigade	N2/N/CS	
Heavy Brigade	N3/___/N3	
Dragoon Brigade	LSD/SDS/MD	
First Foot Brigade	N4/N/CdF	
Second Foot Brigade	HF/___/N4	
Third Foot Brigade	N3/N/N4	
Fourth Foot Brigade	N3/N/___	

Frontier Regiments

					(Siege for Dec-Feb)
Colonel	F1 N2	F2 N3	F3 N6	F4 N2	RNHB N8
Attached					
Also at the Front					

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

Battle Results

Dragoon Brigade: 4	Frontier regiment 1: 4
Princess Louisa Lt Dragoons: 4	Frontier regiment 2: 3
Royal Foot Guards: 4	Frontier regiment 3: 2
Archduke Leopold Cuirassiers: 2	Frontier regiment 4: 6
Picardy Musketeers: 4	RNHB regiment: 3
69th Arquebusiers: 5	

Other Appointments

King’s Escort: Ensign N	Captain NM
Cardinal’s Escort: Ensign N	Captain N
Aides: to Crown Prince N	to Field Marshal CA
Provincial Military Governors: BdLS/N/N/N/N	
City Military Governor N	Adjutant-General ___
Inspectors-General: of Cavalry N	of Infantry N
Commissioner of Public Safety TTT (until end June 1677)	
Chancellor of the Exchequer HJ (until end August 1677)	
Minister of Justice FXC (until end May 1677)	
Minister of War JJ (until end May 1677)	
Minister of State ___	

Shows who holds appointments outside military units (except Aides): ID for Characters, “N” for NPC, \_\_\_ for vacant, “CPS” for extra posts held by the CPS

Femmes Fatales

No	Name	SL	Attr	Lover
66	Morgane Le Fay	24	B	
67	Justine Caisse	22	I	FXC
65	Therèse Le Vert	21	B/W	RS
7	Chris Pacquette	19		
61	Bette Noire	19	I/W	GdB
64	Edna Bucquette	18	W	
3	Kathy Pacific	17	B	
54	Madelaine de Proust	17		
35	Katy Did	16	I	
42	Maggie Nifisent	16	B	LR
55	Jacky Tinne	16		CdN
52	Guinevere d'Arthur	15	B/W	JiT
10	Frances Forrin	14	B	
48	Fifi	14	B/W	
62	Alison Wunderlandt	14		BS
11	Laura de Land	13		
26	Ella Fant	13	B	HF
27	Lucy Fur	13	B	EIF
45	Cath de Thousands	13		JH
8	Lotte Bottle	12	B	BeV
17	Henrietta Carrotte	12	I/W	
28	Vera Cruz	12		
31	Bess Ottede	12	I/W	
1	Sue Briquet	11	B	HS
4	Anne Tique	11	W	CS
23	Agnes Sorel	11	I/W	
40	Sheila Kiwi	11		
63	Carole Singeurs	11		JdA
20	Emma Roides	10	I	
38	Pet Ulante	10	W	
43	Di Lemmere	10	I	
53	Angelina de Griz	10	B	
6	Viv Ayschus	9		
59	May Banquot l'Idée	9		
19	Jenny Russe	8	W	
32	Sal Munella	8	W	PDT
47	Eve Ningalle	8	I/W	BLC
34	Freda de Ath	7	W	
39	Thomasina Tancenjin	7	I	SE
5	Belle Epoque	6	B/I	
24	Violet Bott	6	I/W	
25	Lois de Lô	5	B	

Mistresses in Paris. Attr(IBUTES): B= Beautiful, I=Influential, W=Wealthy. Lover only if seen together in public this month.

Regiments															
Col	CoI	RFC	CG	KM	DC	OOC	ALC	CPC	RM	CDMDPM	13F	PLD	53F	27M	4A
CoI	CdP	FXC	FXC	CdN	BS	JiT	HJ	SE	FdB	PPuf	HF+	N3	CPL	N8	JdA
LCol	MdG							N6	MHD	N2	N4+	N1	N4	N3	TCds
May 1	HWB	N1	N4			ID	N5*	AH	N1	N3	N4+	N1	N4	N6	
May 2	TTT	N1	N3			CS+		N3+	N1	N2	N4*	N1	JC	N5	
Capt 1	NM	N6	N1	N3	N6	N4	N1	N5	N3+	N1	N6	N6	N1	N5*	
Capt 2	FS	N1	N4	N4	N2	N4	N5	N4	N2	N4*	N2	N1	N6	N3	
Capt 3	N5*	N1	N1	N4	N5*	N4*	N1	N2*	N5	N3	N4*	N5	N1	N4	
Capt 4	N1	N1*	N3*	N3*	N5*					BC	N2*	N3	N3	N5	
Capt 5								SDS						N4*	
Capt 6														N6	

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; + indicates the reserve position of a character assigned elsewhere due to their appointment or brevet rank.

The Greasy Pole

ID	Name	SL SPs	Cash	Rank, Regiment/Appointment	MA	Last seen	Club	EC	Player
JJ	Count Jean Jeanie	25	74 OK	General/War Minister	32		Flr	4	Andrew Kendall
BeV	Count Ben e'Volence	24	69 Rich	B.General/2nd Army Commndr	11	Lotte	Flr	3	Ash Casey
GdB	Count Greg de Bécqueur	24	68 Rich	B.General/1st Army Commndr	13	Bette	Flr	5	Anthony Gilbert
HDS	Count Henri DuShite	24+79	Flthy	B.Lt-General	16		Flr	4	Dave Marsden
RS	Earl Rick Shaw	23	67 Rich	General/Min w/o Port	2	Therèse	Flr	6	Charles Burrows
BdLS	Count Bernard de Lur-Saluces	22	59 Flthy	Lt-General/Prov.Mil.Gov	19		Flr	3	Rob Pinkerton
TC	Count Terence Cuckpowder	22	37 Comfy	Bdr-General/Cds Brigadier	7			6	Mike Dommett
CdP	Marquis Camille de Polignac	22	F OK	B.Bdr-General RFG	5		Flr	4	James McReynolds
JdG	Count Jacques de Gain	21	23 Flthy	Fld Marshal	24			6	Ben Brown
ZUT	Marquis Xavier Ulric Turenne	20	36 Withy	B.General	4		Flr	1	Bob Blanchett
JiT	Count Justin Thyme	20	34 Rich	B.Bdr-General QOC	18	Guinevere	Flr	2	Gerald Udowiczenko
LSD	Baron Louis Severin Descartes	20	F Rich	Bdr-General/Drgn Brigadier	6		Flr	1	Chris Schotmann
ZvT	Baron Zeold von Tu	19+60	Withy	B.Lt-General/1st Div Commandr	8		Flr	3	Tim Macaire
CdN	Baron Claude de Nord	18	54 Withy	Colonel KM	4	Jacky	Both	4	Andrew Larder
LR	Marquis Louis Renault	18	25 Withy	Lt-General/2nd Div Commandr	3	Maggie	Flr	4	Roy Bleasdale
JH	Sir Jacques Hatt	18+57	Withy	B.General/3rd Army Commndr	4	Cath	Flr	3	Joel Halpern
FXC	Marquis Frank X Change	17+96	Comfy	Colonel CG/Justice Min.	11	Justine	Flr	4	Nigel Monaghan
NM	Baron Neville Moore	15	F Withy	Captain RFG/Capt.K's Esc	1		Hunt	2	Cameron Wood
MdG	Martin de Garnache	15	F Comfy	Lt.Colonel RFG/1st Div Adjutant	3		Both	4	Bill Howell
BS	Earl Balzac Slapdash	15+53	Rich	B.Bdr-General DG	21	Alison	Both	5	Matthew Wale
FS	Baron Felipe Savant	14	F Withy	Captain RFG	5		Both	4	Brick Amundsen
TTT	Sir Tiny Thierry Toothpick	14	F Comfy	Major RFG/CPS	6		Flr	1	Jason Fazackarley
CA	Baron Come Asiouar	14+44	Comfy	Major CG/FMshl's Aide	7		Both	4	Jacob Andersson
HJ	Baron Hugh Jeneaux	13	F Withy	Colonel ALC/Chancellor	9		Hunt	3	Bruno Giordan
HWB	Hector William Boone	13	F Withy	Major RFG	6		Both	5	Paul Wilson
SE	Stephane Etrange	12	31 Withy	B.Bdr-General CPC	3	Thomasina	Hunt	4	Neil Packer
BLC	Botte Le Chimiste	12	31 Comfy	Lt.Colonel GDMD/Cav Div Adjutant	2	Eve	Both	4	Tym Norris
MHD	Sir Marcel Hatch Dupree	12	24 Comfy	Lt.Colonel RM	5		Hunt	4	Graeme Wilson
ID	Sir Ian Dediette	12	20 Comfy	Major QOC	3		Hunt	2	Nik Luker

ID	Name	SL SPs	Cash	Rank, Regiment/Appointment	MA	Last seen	Club	EC	Player
EIF	Sir Elroi le Flingue	11	33 Comfy	Major GDMD	7	Lucy	Hunt	4	Daniel Racke
IdA	Jean d'Aubergine	11	24 Comfy	B.Bdr-General 4A	4	Carole	Hunt	3	Paul Robbins
PPuf	Sir Percival Puffington	11	F OK	B.Bdr-General PM	6		Hunt	5	Tony Taylor
HF	Hugo Furst	11+37	OK	B.Bdr-General 13F/2 F Brigadier	5	Ella	Hunt	2	Graeme Morris
CS	Con Stantinople	10	30 Comfy	Major QOC/HGds Brigade Maj.	6	Anne	BG	1	Pam Udowiczenko
TCds	Thibault Chanson de Skye	10	F Poor	B.Bdr-General 69A	6			5	Bill Hay
AH	Arent Hayes	9	23 Poor	Major CPC	4		F&P	3	Mark Cowper
FdB	François de Blanchefort	9	F OK	Lt.Colonel CPC	5		BG	4	Peter Farrell
AA	Armand Alsace	8	14 Withy	Bdr-General	11		BG	4	Sebastian Emde
HS	Hugo Serre	8+25	OK		6	Sue	BG	3	Paul Murphy
JS	Justin Saad	7	16 Poor		3		F&P	3	Gerry Sutcliff
CPL	Charles PiedLuminaire	6	F Comfy	Lt.Colonel PLLD/2nd Div Adjutant	8		F&P	3	Nick Tyrrell
MD	Maurice Danseur	6	F OK	Major GDMD/Drgn Brigade Maj.	6		F&P	5	Andrew Whiteley
PDT	Pierre De Terre	6+38	OK	Captain GDMD/LtGen's Aide (2nd	7	Sal	F&P	2	Manoj Nair
CdF	Chemin de Fer	6+32	Comfy	Major RM/1 F Brigade Maj.	5		F&P	3	Rod MacDonald
SBC	Sebastiane Blanc-Chevaux	5-	2 OK	Captain 53F	1		RP	2	Peter Card
BC	Barthélemy Chifflet	4	F Poor	Captain PM	5			4	Hunter Charest
SDS	Steve De Sade	4	F Comfy	Captain GDMD/BdGen's Aide (Drgn	5		RP	5	Jon Dean
DJA	Dee Jean Aise	4	F OK	Private PLLD	5			3	Jovan Bogdanovic
IP	Ignace Pardailon	3	1 OK	Subaltern GDMD	5		RP	3	Grégory Meurant
VdF	Vaux de Fon	3	F OK	Subaltern CPC	1			4	John Cooke
X1		2	0 Poor		1			5	Tim Rattray
JC	Justin Cartier	1-	1 OK	Major 27M	1			3	Steven Malecek

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+