

That would be enough

This has been issue 265 of *To Win Just Once*, published 11th June 2026. It incorporates *Les Petites Bêtes Soyeuses*, a game of *En Garde!*. Issues are published ten times a year, roughly every five weeks. © Paul Evans 2026

Deadlines

Orders for *Railway Rivals* to Mike by Friday 26th June 2026.

Orders for *LPBS* and By Popular Demand entries to Pevans by 3rd July 2026.

(Probable next deadlines: 31st July/7th August, 4th/11th September.)

Waiting lists

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

Railway Rivals – Room for one more in the new game or start a waiting list for the next. (Working map and rules provided).

Star Trader – The list for the next game starts with Pevans, Mark Cowper and Anthony Gilbert. At least two more needed – and room for up to eight. (Rules provided)

Credits

To Win Just Once issue 265 was written and edited by Pevans with contributions from Mike Dommett. The *LPBS* masthead (page 26) is by Lee Brimicombe-Wood. As are the drawings on pages 27, 30 and 31. Game and book artwork is courtesy of the publisher. Pevans took the photos and played with Photoshop.

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To Win Just Once

(incorporating *Les Petites Bêtes Soyeuses*)

Pevans concludes his week in Niagara Falls

Where he plays *Animal Rescue Team*

And quite a few others...

SU&SD PRESENTS Matt Leacock & Lisa Towell
Alyssa McCarthy & Jeff Langevin

PLAY TO Z

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Chatter

Now the weather is sunnier I’ve suddenly realised that the dreaded parakeets are back – though mostly in sound rather than sight. I didn’t realise at the time, but there was no sign of them through the cold (!) winter months. They’re still quite sparse. I’m just getting the odd squawk amongst the cheeps of the other birds.

I’ve started re-watching *Babylon 5* (as I do every few years) and am having a ball. Season one is free on Amazon Prime, but does not include the pilot. Which I find odd as this sets the scene, not only for the first season, but for the whole five-year story arc. So I picked this up separately, but was surprised by Delenn’s appearance.

Looking into this, I found that there are two versions of the pilot. The original, where Delenn is of indeterminate sex, being an alien, and becomes female after her transformation (season 2). The revised pilot (after the show was commissioned) has Delenn as female from the start. Based on this, I think I watched the former.

I also watched *In the Beginning*, a TV movie that I hadn’t seen before. This takes us back to the Earth-Minbari war (10 years before the show starts) and tells us how this happened and who was involved (G’Kar and Mollari feature as well as Delenn). The framing – Emperor Mollari telling a story – made me think this was actually done very late in the show’s run. And so it was. It’s made up of 2-3 season 4 episodes that were shelved when it looked like there wouldn’t be a season 5.

I’ve almost finished season 1 now and pretty much every episode has a little gem in it. Walter Koenig being wonderfully shifty **and** smarmy as Mr Bester. Mr Morden’s first appearance (and question). Ivanova’s “No boom today. Boom tomorrow. There’s always a boom tomorrow.” Poor put-upon Vir. Sinclair’s ingenious solution to the (illegal) dock strike. And Ivanova threatening to rip someone’s head off “and use it as a chamber-pot”. Glorious!

Earworm

Rattling around my head is “Close to You” – always sung by Karen Carpenter, of course. And this is not because I heard it recently, but because it was the answer to a question at a recent quiz night!

Spiderwatch

Number of damp medium-sized spiders rescued from a watery grave in the kitchen sink (makes a change from the bath) and repatriated to the garden: 1.

Online stats

The PDFs of *TWJO* 264 were uploaded on the evening of 11th May and attracted 178 downloads in the rest of the month. May saw 66 downloads of issue 263, taking it to 250 in two months. And *TWJO* 262 was downloaded 38 times for a total of 304 since publication.

Letters

Mike Pollard kicks us off this time.

Interesting to read about your experience with the Kievan Rus game. We had a holiday in Norway a few years ago and visited the Viking museum in Oslo. There was a fascinating amount of information about how the Vikings spread across central and eastern Europe, mingled with the resident Slav races, and created the Kievan Rus empire, with Kiev or Kyiv as the main city. One ruler of this empire was Yaroslav the Wise and his daughter Elisiv became the last Viking Queen when she married Harald Hardrada, who was famously defeated by Harold the Saxon at the Battle of Stamford Bridge. We saw Harald's statue outside Oslo town hall. But the most interesting fact for me was - a faded picture of Elisiv can still be seen on the walls inside Kyiv cathedral. Assuming Putin hasn't obliterated it by now...

Gathering of Friends 2026 part 2

Pevans's annual trip to Niagara Falls

Part 1 was in last issue and I'll just carry on with...

Day 4 - cruising the galaxy and Caesar

The big game on Thursday was *Galactic Cruise* – a game I've been wanting to try for a while – after plans for *Die Macher* fell through. Old friend Anye and her other half, George, did the honours and we were joined by Oliver to make four. The game



Here's the main board at the end of the game – as you can tell from the cubes filling the Progress track on the left. The blue things in a column towards the right are blueprints, then ships and the cruises and passengers on the far right.

is a bit of a monster, starting with the large, heavy box, and reminded me of Vital Lacerda's games (as published by Eagle). And there is just so much going on in the game. The idea is that players are supervisors in the Galactic Cruise company setting up and running cruises around the galaxy with the aim of becoming the next CEO. Which they achieve by scoring the most points, match. These come from players' ships, cruises and leftover resources.

The centre of the game – and the board – are the actions players can take by placing their workers (only two of these to start with, but they get two actions when placed). An obvious action is buying a spaceship. This comes as just a cockpit and engine room – with an immediate bonus. To add facilities and cabins, you first need to acquire blueprint tiles which another action lets you flip over and add to your ship. (I'm amused by the idea that you're sawing your spaceship in half to stick new bits in the middle.)

Apart from a ship, you need to organise a cruise by grabbing an available cruise tile (this also gets you a bonus) and taking passenger meeple from the queue – that's another two actions. And then you need resources: fuel, food and oxygen. An interesting feature of taking actions is that you can place a worker on an action occupied by another player. This 'bumps' their worker, allowing them to re-deploy it on their next turn. In the unfortunate circumstances that no-one has bumped your workers, you have to take a turn to retrieve them yourself – though you may get an action as well.

Launching a ship doesn't need an action, but does need one of your workers on the ship to run the cruise. Yes, this means you'll be taking fewer actions while the cruise is in progress. Moving your ship along the cruise route happens at the start of your turn, scoring points according to where it stops. Ideally, you want your stops and onboard facilities to match the type of passenger you embarked. (Don't expect families to be interested in adventure sports destinations or to frequent the cocktail bar...) Hence you need to plan your cruises well in advance.

Scoring in this game is tied in to how it's progressing. Launching a ship (and other things) lets you add a cube to the Progress track. Players score when the first and second sections fill up, according to how



My personal board at the end of the game with my two ships, one of which is on a cruise (you lose points for ships you haven't launched). I have a preponderance of blue (family) passengers; the first time by design, the second out of necessity.

many cubes they have on the track. The game ends when the third section fills with a final scoring. I have to say that I was not paying much attention to this, being focussed on getting ships together and organising cruises – which I found very satisfying. I was well into the swing of things before I realised the importance of the Progress track. It was no surprise that I did not score that well, Anye and George vying for the win, but I had a great time playing the game.

There's a lot more in this game than I've described here, but it flows really smoothly after the first few turns. I was impressed by the way the different elements of the game design meshed together – every time you do something it influences something else. And the graphic design is great with reminders for everything on the boards. *Galactic Cruise* was my favourite game of the week and gets a provisional 9/10 on my highly subjective scale – I've already bought a copy.

I met up with Peter again for an early dinner at the Anchor Bar. A short walk from the hotel, this claims to serve “the original Buffalo wing”. Now I'm not a fan of chicken wings – too much bone, too little meat – but these are scrumptious. They also serve Weck sandwiches (thin-cut rare beef in a caraway-seed bun) as I discovered last year. So my order was Wings and Weck. Plus a pint of their “signature” IPA.

Refreshed, Peter and I made it back only a few minutes late for the EPIC *Commands & Colors: Ancients* game. This is the version of the game played on a large board with three Field Generals commanding the sections of the battlefield and a Commander-in-Chief on each side. In this form, the C-in-C dishes out cards to the field generals who then have the tactical decisions to make.

The scenario was the battle of Thapsus in one of the Roman civil wars: Julius Caesar versus Pompey. Eric “Pompey” Brosius had Leo, me and Peter as Field Generals while Joe Rushanan took on the mantle of Caesar in charge of Felix, old friend Walter Hunt opposite me and Gary.

Leo, on our left, had some Elephants and started by sending them after Caesar (a special playing piece with particular advantages). Elephants can be a double-edged



Starting positions from the Pompey side. It's going to take Peter a while to get his cavalry through those woods on the right. The Elephants are the two pairs of larger pieces with nothing behind them (it's not safe!) towards the left.

sword, but these did some damage to the Julians before being snuffed out. This took the score to two victory banners each with 14 needed for the win.

One of the most useful cards in *Ancients* is “Line Command”, which allows the infantry to move forward *en masse*. Both sides had these cards (plus “Counter Attack” to copy the other side's card), so we saw a massive infantry battle across the board. One result of this is that the solid lines of infantry break up, making “Line Command” less useful. The score climbed more or less in sync as both sides inflicted damage on the other.



After contact with the enemy the solid lines in the centre are breaking up, but the flanks are relatively solid. Peter has got some cavalry almost through the woods, but it was faster to go round them once the infantry was out of the way. The score is 10:11 to Caesar (who is lurking on the left).

A surge from the Julian side took out a Leader and put them in the lead 6:10. We came back to make it 10:11 before they re-asserted their lead at 10:13. However, a final attack from Pompey gave us the win 14:13! With its swings of fortune – and the right ending – that was a very enjoyable game!

Now, back in the day, there were a lot of tournaments within the Gathering (there are still a few). I claim to be the reigning *Memoir '44* champion on the grounds that I won the final (against Leo) the last time there was a tournament. Thus, whenever possible, Leo and I meet in a grudge match using one or other game in the C&C family. (Last year it was a draw over 6 games of *Battle of Hoth*.) Leo had spotted a copy of *Memoir '44*, so we set up a game using a scenario (D-Day+1: the Canadians' right flank) we'd not come across before that was in the box (and improvising terrain tiles to represent the road and railroad crossing the board).

Playing the attacking Canadians, Leo rolled over me in short order for a 2:6 win. Swapping sides saw another win for the Allies, but I could only manage 6:3. So Leo takes the title 8:9, but I shall have my vengeance... in this year or the next! Probably next.

Day 5 – good food and a late night

Getting a bite of breakfast (at Starbucks), Peter and I bumped into the one and only Alan Moon and were able to catch up a bit. Then we wandered into the gaming area to find Ralph and Sandy setting up *Speakeasy*. This really is a Vital Lacerda game. And only just fitted on the table – yes, it really is a monster. The setting is Prohibition-era Manhattan (split into three zones) with the players as mob bosses running one of the lucrative operations under Lucky Luciano. The aim is to have the most money at the end of just four ‘acts’ – and players get a total of 11 opportunities to place their ‘Capo’ pieces and take actions across those acts. I suspect it’s the most efficient who wins this.



Here is the busy, busy main board as we start round 3. The action spaces are along the top of the board with a few Capos played. Below that is Manhattan with rum-runner ships circling it. Note that I (yellow) have set up in mid-town with my still (top left district), casino (to the right) and speakeasy (bottom left) and my associate in the bottom right district. And I'm just realising this is the lowest-scoring part of town...

Players start with either a still or a speakeasy on the board and will (probably) add more of these, along with the more lucrative nightclubs and casinos (all attractive printed wooden pieces). Plus a truck that will deliver the booze from their stills to generate cash. The other source of liquor is the rum-runner boats circling Manhattan. Players can buy booze from them (like Peter and me) or use their guys on the docks to strong-arm them (like Ralph). The first option means spending money, the second having sufficient force to overcome the rum-runner's own men.

Placing Capo pieces lets players take an action or two – and may trigger other things, so those 11 placements aren't as much of a constraint as first appears. These actions let you do things like adding another building, upgrading an existing

one, producing barrels of booze, delivering your barrels, recruiting ‘family members’, hiring ‘goons’ and so on.

At the end of each Act, there will be attacks on certain areas of the board. These are signalled in advance, so players can prepare to defend against them. Policemen are then deployed to areas (again, players have advance warning), closing down players' operations that are not defended by a family member. Finally, there are payouts to whoever ‘controls’ each zone of Manhattan. It was only towards the end of the game I realised the zones pay out different amounts and Sandy was cashing in on the most lucrative of these.

Around the core process of distributing bootleg booze, players can get ‘Helper’ cards that give extra actions, improve their strengths at various actions, ‘cook the books’ (I'm thinking money laundering) for bonuses and money, gain an ‘Associate’ Mobster... There are an awful lot of things to think about, giving players lots of decisions to make and options for their strategy.

I was completely immersed in *Speakeasy* for what turned out to be six hours (I see the official playing time is 1-3 hours), only feeling I knew what I was doing about halfway through. The final scoring saw Sandy just beating Ralph with me in a clear-cut last place. It's a game I'd definitely like to play again, but finding time and space would be tricky. It's probably a game to play at conventions when people can commit the time needed. *Speakeasy* gets 8/10 on my highly subjective scale.



Here's my player board early in round 3 - I've played one Capo so far, the other two are lounging in the armchairs. Note spaces where I've put buildings on the board and "Legs" Diamond top and centre as my Associate.

After this I needed something light and found it in the shape of Kris Gould and *Amoebunnies* which he was setting up with Nate and Alfonzo. Yes, it's amoebas in



Roy (the red amoebunny) has just delivered a birdie back to its nest (bottom left) and you can see the orange stacks of Kris's amoebunny as it re-assembles itself.

the shape of bunnies. Or maybe bunnies in the shape of amoebas... Anyway, it is a simple game with brightly coloured pieces. And completely asymmetrical. I drew Roy, the red amoebunny, whose goal is to find the six animals amongst the tokens spread around the board and take them back to their home spaces.

This was delightful, anarchic fun as the amoebunnies raced around doing completely different things. Kris was trying to re-assemble himself and dumping markers on the board, Nate was also placing things about the board and Alfonzo was fighting off invaders. With Alfonzo needing just one more to win, I located my last animal and was able to use a card to sprint to the right location and deliver it for a win. It's silly, it's quick, it was a delight. *Amoebunnies* gets a provisional 8/10 on my highly subjective scale.

With the others zipping off to something else, Kris pulled out *Snow Colony*, one of his Japanese acquisitions. As we set up, we were joined by Jay, so it was a three-player game. "It's a bit like *Space Base*," was Kris's introduction. Players have a circuit of 10 cards, each of which provides some income when their penguin piece lands on it. The round starts with the first player rolling the dice and then choosing one to use to



I've added a couple of cards to my starting 10, have four fish and three money (tracks on the right), but haven't placed any igloos (board on the left).

move their penguin. The other players follow suit, each taking one of the dice still available.

Income can be fish or money. The former are used to re-roll dice or traded for other things – notably 'Tourist' cards that are scoring opportunities. Money is used to buy 'Building' cards to add to a space on your circuit, thus increasing its income or providing some bonus. Some buildings provide mini-penguins and enough of these on a space means you can place an igloo (which you also do when your penguin completes a circuit) to claim a bonus – and the game ends when someone's placed all their igloos.

At the end of the game, players score for their buildings and tourists and the number of igloos they've placed. Jay and I seemed to get the hang of it in no time and *Snow Colony* played quickly, Jay and I finishing it after Kris was called away to something else. It gets a provisional 7/10 on my highly subjective scale.

Strolling round to see what was occurring, I found Dan setting up *Railroad Tiles* with the one and only Joe Huber and was invited to join them. Each round, players take one of the available groups of square tiles and must then place these tiles to extend their network of roads and railroads. There are, of course, rules on how tiles fit together. Chiefly, that railroads must connect to railroads and roads to roads (except at stations). Tiles may also have icons that allow you to place a train, car or traveller pawn – if available. Doing this scores points for connected pawns of the same type.



Here's my network taking shape with a solid block of tiles in the middle, but too many dangling ends for my liking.

At the end of the game players score additional points for groups of town tiles and their largest solid rectangle of tiles. They lose points for roads and railroads left dangling at the edges of their network. I found this all very straightforward with a growing sense of familiarity as we played. That's when Joe pointed out that *Railroad Tiles* is a development of classic roll-and-write *Railroad Ink*. I enjoyed this game and it gets a provisional 7/10 on my highly subjective scale.

Dan and I then joined up with Julie and Peter to eat at Savor restaurant. This is a couple of blocks behind the hotel in the Culinary Institute of Niagara Falls. It's a showcase for students at the Institute to demonstrate their culinary and service skills. Having said that, our waitress was actually a graduate who's now employed at the restaurant. The food is really good, starting with the selection of breads the meal began with – we ordered seconds so we could all sample each one – and it's grander than anywhere else I've found in Niagara Falls (and priced to match).

Returning to the hotel, Julie decided to call it a night, but the three of us decided we could fit in another game, provided it was something familiar. Like *Obsession*. Maybe starting it at 10:30 in the evening after a large meal and a couple of bottles of wine wasn't such a good idea. It took us three hours. It was still good fun with Dan and I neck and neck until Dan pulled a few points ahead in the final scoring.

The game we played was from the large collection (and shelving) that Rodney Somerstein brings along each year. And somehow manages to include the latest games – the man is a star. However, Peter's and my re-packing of his game was definitely not up to snuff, so Rodney demonstrated how to fit things (including expansions) into the box. Based on this, I re-organised my copy once I got home!

And that was definitely a late night!

Day 6 – rescuing animals and finding alien life

Saturday at the Gathering starts with the flea market. This sees a fine selection of (mostly) secondhand games on offer from some of those attending. I always find it something of a nostalgia-fest as I'm reminded of games I knew back in the day. This year I picked up a copy of *Homesteaders*, a game I really like but didn't own, that Rodney was selling. My other purchase was a new card game from designer Alan D Ernstein and his imprint, Hangman Games.

After the traditional flea market comes the traditional *Memoir '44* Overlord game. As with the *EPIC C&C Ancients*, this is a large version of the game for teams of four. The traditional team of four at this game decided to mix things up and we all drew for sides. This led to Peter, me and Robert as the Japanese generals under Terry Egan's leadership while Mario was in charge of the Russians, Brent, Leo and Scott. The scenario was a 1939 battle, the Khalkhin-Gol Encirclement, where the Russians wrapped up a Japanese Division and General Zhukov made his name.

The initial Russian assault on the left destroyed the Japanese flank that Peter commanded. Their attack on the right started more slowly but gathered

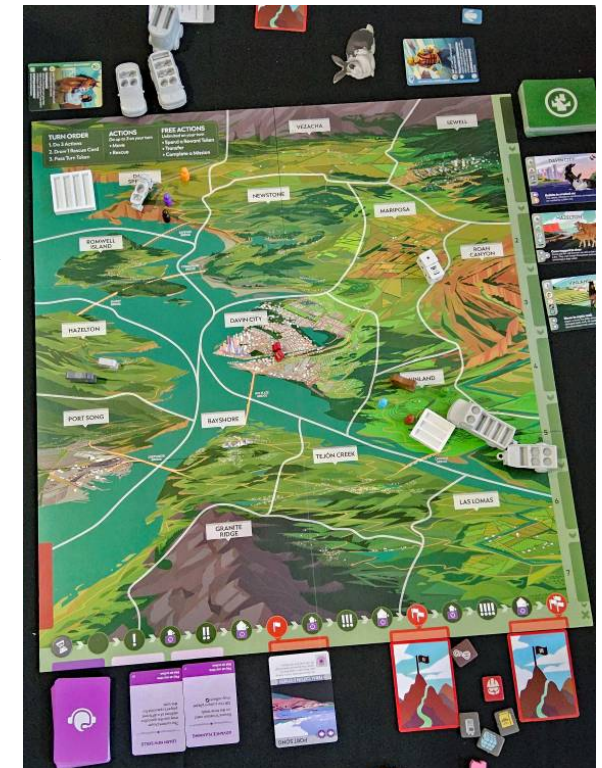


Here's the end of the game from the Japanese side. Note that the (brown) Russian pieces have been augmented by the (green) US soldiers to give us enough for the game. The grey pieces include cavalry (!) for both sides. The Japanese left flank has been reduced to a single figure (!) but the centre and right are still fighting.

momentum as Leo and I skirmished in the middle. This turned into a back-and-forth fight for the hill in the centre of the battlefield. Despite the Japanese positions crumbling, the scores remained roughly level all through. Robert was able to fight back on the right as Leo and I continued to brawl in the centre, taking the score to 15:13 in our favour. However, the Russians came back to win 17:18!

That was another terrific game, hard fought all the way. Leo and I adjourned for lunch in the sandwich bar next to Starbucks. This gave me the chance to have one of my favourite American foods – a Reuben sandwich. Yum, yum. Leo had pizza. With pineapple! That's just wrong. Leo was not convinced and tucked in with gusto.

After which, back to the games. Old friends James and Sheila (who could see nothing wrong with pineapple on pizza) were setting up *Animal Rescue Team*. A co-operative game by Matt Leacock, how can I say no? The map shows land areas divided by rivers, some of which are bridged. Players take on a particular character and have a wooden pawn in the matching colour – the non-player pawns are also on the board. The animals are also wooden pieces and there are half a dozen vehicles in utilitarian grey. The vehicles have slots into which pawns and animals go. However, as we quickly discovered, the horses will only fit into the long slots in the horse box.



The time track along the bottom of the board has a few emergencies (cards) alongside it and we need to resolve each of these before the time marker gets to it. Or we lose. Resolving them

Here is *Animal Rescue Team* ready to start: two rabbits need rescuing in Davin City, a cow and calf are in trouble in Hazelton and there's a horse on the loose in Vinland – where we luckily have a sanctuary (but not the horse box – it's off the map at the top!). Our first major emergency is visible and we've got some time to worry about it - though maybe not so much if people keep rolling hourglasses on the dice!

involves getting the right equipment and right people into the right places, which will clearly take a few turns. But this would be too easy. There's a second set of (less involved) emergency cards – pick up some animals and get them to a shelter – one of which is drawn at the end of every player's turn and placed next to the board, pushing others along. If we don't resolve these in time, we lose.

Hang on, this is feeling very familiar. Substitute colourful vehicles for the grey ones, Scott, Virgil, John, Alan and Gordon for the characters and it's... *Thunderbirds!* A co-operative game by Matt Leacock. BGG agrees with me: *Animal Rescue Team* re-implements *Thunderbirds* it says. Though *Thunderbirds* doesn't have the problem of fitting different-sized animals into the vehicles.

A number of people stopped to take a look at the game as we were setting up and we persuaded Fabio Lopiano to join us. Some solid teamwork saw the four of us work out how to deal with (most of) the immediate emergencies while setting things up for the longer-term dangers. This let us deal with the third and final card with time to spare while containing the threat from the immediate perils. This was on the Standard difficulty setting, so the game could have been tougher.

Animal Rescue Team was great fun and I can see the theme of rescuing cute animals (or the tiger) going down well and managing the vehicles is a real challenge. However, my formative years watching *Thunderbirds* mean I'm always going to prefer that game. *Animal Rescue Team* gets a solid 8/10 from me.



Mmm... ice cream! And extras...

Our game was briefly interrupted for the ice cream social – a Saturday afternoon institution. Sponsored by Rio Grande Games, this is an opportunity for people to meet up, chat and eat ice cream. Plus toppings, sprinkles, cookies, cakes...

After this, James made the mistake of asking what other games I was hoping to play. As soon as I mentioned *SETI* we were away. Leo joined us and new friend Eric made four. The game is, of course,

about the Search for Extra-Terrestrial Intelligence and, unlike in real life (to date, anyway), we're pretty much guaranteed to find some. Two random alien species are set out at the beginning of the game, but we won't know which until someone discovers them.

The first impressive thing about this game is the rotating solar system in the middle of the board. The second is the two-layer player boards. Nothing new there. However, instead of a complex production process of matching and gluing layers together, these boards simply fold over. The slots created by this are for tiles representing the three technologies of probes, telescopes and computers that help players in their mission.

Players' actions include launching and moving probes to explore the solar system for traces of life – the rotating solar system can make movement tricky. Or they can use telescopes to scan the stars – again, the solar system turning changes where the telescopes point. Or analyse data with their computers. In addition, players can play cards from their hand. These either give a free action or provide a reward for doing something – visiting another planet, for example. Cards can also be tucked into players' income pile to add to their income (the energy and money that are needed to do things).

The various exploration activities let players add tokens representing 'life traces' to the spaces by the two alien species. Sooner or later this will lead to the discovery of this species, flipping their board over.

The others all launched probes to begin with, while I used my telescopes – to good effect as it turns out. When I did launch a probe or two, the others had left Mars for me, and I picked up some more traces. This worked out nicely as I had cards that let me use the more powerful cards that appeared with the aliens I discovered.

The game runs for just five rounds with some final scoring at the end. However, I was so far ahead by the end of round four that we agreed to call a halt at that point on the grounds that I was just too lucky! *SETI* was another game I thoroughly enjoyed. It gets a provisional 9/10 on my highly subjective scale and was my second favourite game of the week. I look forward to playing it some more.

Having started *SETI* in the early evening, we paused partway through for food. James and Sheila took Peter and me to the local Bob Evans, a chain of family



Here's the main board at an early stage of *SETI*. Aliens (top of the photo) remain undiscovered (though I've made a start – spot the white piece on the left), there are probes at several planets and a lot of star scanning has been going on – the pieces in the outer ring of the board.



I'm the dark blue car and in the lead at the moment. However, the turquoise and white cars have the initiative over me and I'm about to get shoved aside. My player board is bottom left, showing I'm in second gear with no damage (and no equipment).

restaurants with, I'm told, a nostalgic appeal for those who grew up with them. This was good, hearty food in large portions. And no booze.

Our final game to complete the evening was *Joyride Turbo*, an entertaining race game with more subtlety than appears at first. It's played on a hex grid across a very busy board on which there are permanent obstacles. Other obstacles are placed to start with, along with several checkpoints. The aim is to complete laps by passing through the checkpoints in sequence and the winner is the first to complete the appropriate number of laps.

The chunky wooden cars occupy two spaces on the grid, which gave us a few headaches in working out how to turn them. It's the front that matters and you're allowed one 60-degree turn before moving. How far you move depends on your dice. First, you decide how many dice you want to 'lock'. That is, keep at the same value. Then you can shift gear, adding dice for a higher gear, subtracting them for a lower one. Roll the remaining dice, add them to your locked dice and that's how far you move. It took us a couple of turns to realise the dice have the values 1-3 twice, so we won't be moving far.

Rather than moving their cars in order from who's in the lead, players take their turns in 'Initiative' order. This is set by each player's gear at the end of the previous round. Hence, a car at the back can suddenly charge forward and block cars in front. Hello, James. This is not necessarily a problem, as cars can shove each other out of the way. Thanks, James. Collisions, with other cars or the barriers, can cause damage, which means placing a token on your player board, gradually diminishing the car's abilities.

On top of all this, cars can have equipment to hamper opponents (think James Bond: oil slicks, machine guns, rockets...) and drivers can have particular skills. All of which makes for a fast, furious and chaotic racing game. It should be a riot, but starting it late in the evening meant we were all a bit befuddled. In the event, I took a small lead early on only for James to charge up and shove me out of the way. I decided a longer route might actually be quicker – by avoiding the other cars – but this wasn't the case.

On reflection, I'd like to give *Joyride Turbo* another go (I've since discovered that this is the 'Big Box' version of the original *Joyride* and all its expansions). For the time being it gets a provisional 7/10 on my highly subjective scale.

Day 7 – time to go home

The final Sunday of the Gathering is something of anti-climax. People have been leaving since Friday, with a flurry of departures on Saturday evening and even more overnight. So things feel empty and a bit flat. I think this is why Bobby and Craig have added a late morning brunch event to the schedule. It's a last opportunity to chat, see who's still there and say farewell.

Before this is one of the remaining tournaments: *Can't Stop*. Played by the people who **could** stop until Sunday morning. I played a more cautious game than usual and won my first game, only to be whitewashed by old friend Heli in the second (semi-final) round. Sadly, Heli did not manage the same feat in the final.

With a little while before brunch, Peter and I tried his *Battle of Versailles* game. This is an odd card game based on the 1973 'showdown' at the Palace of Versailles between American and French fashion designers. Reflecting the two teams' approaches, they have different victory conditions in the game.

Each round is controlled by a 'model' moving along the 'runway' of tiles, each of which gives one or other player (or both) an action. Most of the actions are to play a card. Event cards have an immediate effect. Dresses played are evaluated later in the round to gain bonuses. And Celebrities go onto a tug-of-war track on the side of whoever played it.

Playing the American side, I immediately felt hampered by having fewer actions than the French team (Peter). However, I was holding my own, despite some clever tactical plays by Peter, until he put down his seventh Celebrity for an outright win.



The 'model' is at the start of the 'runway' (bottom of the photo) with a couple of dresses in play and two Celebrities apiece.

I found *Battle of Versailles* a very odd game and didn't really get to grips with it. It didn't grab me, either, so I don't think I'll be playing it again. That's a provisional 4/10 on my highly subjective scale.

Brunch turned out to be, essentially, a buffet breakfast. And, despite taking place in the new bar in the hotel (due to open in May), there was no booze. I always think of brunch as involving Prosecco...



Formidable Farm in play: the 'market' is on the right, the crop board left and the stock of pieces in the middle. The triangular pieces are the player aids and there are some face-down cards that players have traded (and are now 'coins').

Last game of the week was *Formidable Farm*, which I'd brought along. Julie joined Peter and me to give it a go. The aim of this is to get rid of your deck of 'Trade' cards. As the name suggests, each card requires players to provide something for which they get something else. The farming theme means that most of the somethings are 'crops' – including sheep and pigs. As well as using up to three Trade cards in a turn, players get to acquire one crop from the central board, which gives them something to start their trading with.

Clearly the aim is to find chains of trades that will allow you to get rid of as many cards as you can. To help players, there is a 'market' of other cards that they can use in their Trades (though these obviously don't count towards getting rid of your deck). To make things tricky, there's no automatic way of drawing cards from your deck into your hand. You need to use a Trade that lets you draw cards or the 'draw a card' option from the board.

I didn't find this particularly demanding. It's just a case of checking the cards in hand to see what trades you can make, depending on what crop you take. Early on, it's likely that players won't be making many, if any, trades, as they build up their stock of crop pieces. So it went in our game, with each of us reducing our deck at much the same rate. A last-minute surge by Julie gave her the win.

I want to like *Formidable Farm*, but I can't give it more than a provisional 7/10 on my highly subjective scale.

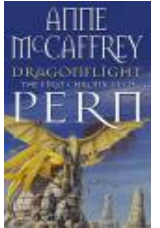
After which, it was time to make my final farewells, grab my luggage and stroll back across the Rainbow Bridge. No fees to enter Canada and I stopped for coffee and cake in the nearby Starbucks (is there any other coffee shop in North America?) before my ride arrived. The driver had several pick-ups to make in nearby towns, giving me a little tour of suburban Canada. And a profusion of potholes – yes, worse than the UK.

Toronto airport was uneventful; the flight was uneventful and getting home from Heathrow was uneventful. One thing I immediately noticed on my return was how green everything was. Despite being on a latitude a few degrees south of London, Niagara is several weeks behind in terms of seasons. So it was bare trees, daffodils and magnolia over there – all of which had been and gone over here.

And that was it for another year: a week of interesting games, old friends and new.

Reading Matter

Latest in my retro reading has been Anne McCaffrey's *Dragonflight*. I was hooked by the dragonriders of Pern decades ago when I read the original short story. I was always very taken by the science fiction premise that underlies the fantasy. The idea is that the planet was settled by humans who arrived in spaceships. Then they discovered that, when the two planets are close enough, Pern is invaded by spores from its erratically orbiting neighbour. Under the pressure of fighting these "Threads", the colony has regressed to a medieval level of technology. However, before this happened the colonists bred the native teleporting, fire-breathing lizards into dragons. Dragons that some people bond with telepathically and then ride to battle the Threads.



Over generations this has become a sort of feudal system. Stone-built Holds (that is, castles), each run by a hereditary Lord, provide security for people. Dragons and dragonriders live in Weyr – caves in volcanic calderas. The Holds supply the Weyr with food and other necessities; the Weyr defend the world from Threads. However, as the story begins, it has been 400 years since the last Thread attack. Many no longer believe the legends and only one of the six Weyr is left.

It's actually three different, closely-connected stories. The first sees our hero, F'lar, searching for a likely candidate to 'impress' the gold queen dragon soon to hatch from the current queen's latest (and last) clutch of eggs. He meets his match in Lessa, our other hero, at the Hold of Ruatha. This has been taken over by another lord, who's slaughtered the old ruling family. Except for Lessa, whose psychic talents have enabled her to stay hidden and ruin a once prosperous Hold in revenge. Trying to use her abilities on the dragonriders brings her to their attention and F'lar duly takes her back to the Weyr -- though not before she completes her revenge. Lessa duly impresses the newly hatched queen, Ramoth.

The second section starts some time later and tells us more about life in the weyr before a full-grown Ramoth flies to mate with whichever bronze dragon can catch her. This is, of course, F'lar's Mnemeth, making him the new weyrleader and Lessa his mate. Whether she likes it or not. The rest of the story is F'lar asserting his new authority within the Weyr and then seeing off a revolt by the Lords, who feel the Weyr is redundant.

The final section, then, sees the return of the inimical Threads. After fighting off the first attacks F'lar realises that a single Weyr cannot protect the whole continent. However, Lessa has discovered that dragons can teleport through time as well as space – if their rider can visualise where they're going. Lessa bravely goes back 400 years, a trip she barely survives, and guides five Weyrs' worth of people and dragons forward to save the world in her own time. A truly heroic act in terms of the story.

Despite knowing what was going to happen, I hugely enjoyed re-reading *Dragonflight*. The first section – which I think is essentially the original short story – is the most rewarding. It feels deeper than the others as we discover this world and are introduced to Lessa and F'lar. The final section is a terrific climax to the story and sets the scene for the many, many sequels. In particular, it introduces Robinton, leader of the Harpers Guild (harpers being both entertainers and the keepers of Pern's oral history) and a major character in the later stories. Highly recommended, but don't blame me if you feel the need to read all those sequels...

Games Events

MidsummerCon is a new (first run last year) event from the organisers of November's MidCon. It's 19th-21st June at the Holiday Inn in Kenilworth. I'm a regular at MidCon, but haven't been to this one. It should be the same: open gaming in a comfortable hotel. For more, see summer.midcon.org.uk

If it's July (and it will be soon), it's Manorcon. The 42nd Manorcon takes place 24th-27th July at the University of Northampton. It's an open gaming event, though this year there's an online organiser for setting up games in advance (very useful if you want to play something big/lengthy). Full details are on the website: manorcon.org.uk

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 or the BGG Guild at boardgamegeek.com/guild/1672

UK Games Expo: see above.

Spiel: *the* board games event of the year. 22nd-25th October 2026, at the Messe (Exhibition Centre) in Essen, Germany. Publishers from around the world show off their latest games and, importantly, let people play them. And buy them. See www.spiel-essen.de/en

MidCon: 6th-8th November 2026 at a new venue: the Holiday Inn in Kenilworth (Warwickshire). **MidCon** is a friendly board games convention. 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

Barringer Crater (*Railway Rivals* game 20 – RR2584C)

Turn 1

Five players start constructing networks this turn, all heading west out across the plains, bridging the Mississippi where needed.

Builds and Points

Freight And Key Engineered Nuclear Energy Waste Services (FAKENEWS), Mark Cowper – Blue

(FAKENEWS), Mark Cowper – Blue

Starts: New Orleans

Builds:

a)(New Orleans) – D36

b)(D36) – D31 – C32

c)(C32) – Houston; (+6)

(D31) – Dallas (+6)

Points: 20 +12 = 32

Western US Steam (WUSS),

Anthony Gilbert – Orange

Starts: Chicago

Builds:

a)(Chicago) – H75 – G75

b)(G75) – F74 – Des Moines – F71 (+6)

c)(F71) – E71 – Omaha – D69 (+6)

Points: 20 +12 = 32

Bow Along Light Lines Rail Over On Milwaukee (BALLROOM), Rob

Pinkerton – Red

Starts: Milwaukee

Builds:

a)(Milwaukee) – J74 – K74

GM Notes

On this map New Orleans is east of the Mississippi (as is Memphis).

Next turn's die rolls: 4, 3, 5

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or by e-mail to mike_dommett@yahoo.co.uk
by 26th June 2026**

b)(K74) – Minneapolis – L71 – L69 – Fargo (+12)

c)(Fargo) – J67

Points: 20 +12 = 32

Western Overland And Haulage (WOAH), Chris Rudram – Green

(WOAH), Chris Rudram – Green

Starts: Memphis

Builds:

a)(Memphis) – L36 – M36

b)(M36) – N35 – A76 – B75 – St. Louis;

(M36) – M34 (+6)

c)(M34) – Kansas City (+6)

Points: 20 +12 = 32

Trains Across Contoured Obstructions (TACO), Gerald

Udowiczenko – Black

Starts: New Orleans

Builds:

a)(New Orleans) – C38 – C37

b)(C37) – C34 – B33 – Houston – B31

(+6)

c)(B31) – B28

Points: 20 +6 = 26

By Popular Demand

Turn 4 answers

It seems I'm not the only man in the kitchen judging by your responses. While Richard Salmon has "a slight element of disbelief that I'm currently in the lead".

Anyway, our first kitchen category was herbs and spices. And it's close between the exotic (Saffron) and homely (Sage – "the owl" as Anthony Gilbert noted). *The Herbs* was after my time, though (I was 12 when it started). Mark Cowper was in the sage camp, noting "we have loads of this flowering in our garden".

Seafood	
Salmon	5
Sardines	3
Scallops	8
Scampi	2
Shrimp	2
Snapper	1
Squid	1

There's a bit more variety when it comes to seafood, a word that makes me think of shellfish rather than fish. As do most people, it seems.

"Sirloin" beats the rather generic "steak" as a cut of meat. Rib-eye for me! (Though I went for shoulder in this case.)

Spice/herb	
Saffron	8
Sage	11
Salt	1
Sesame	1
Sorrel	1

Cut of meat	
Shoulder	2
Side of beef	1
Sirloin	12
Steak	7

Vegetable	
Spinach	13
Spring onion	2
Sprouts	3
Spud	1
Sugar snaps	1
Swede	2

I suspect someone who says "spud" for a vegetable isn't that at home in the kitchen! I included "Scallion" (as Geraldine would say) with "Spring onion" since they're the same thing. And Popeye's favourite comes out on top.

I seem to have a blind spot here as "Spatula" is not a word I use. Clearly plenty of other people do. At least I wasn't alone in opting for "Sieve".

Cooking utensil	
Saucepan	8
Sieve	3
Slotted spoon	1
Spatula	10

Crocery	
Sauceboat	1
Saucer	13
Soup bowl	6
Sugar bowl	2

And "Saucer" simply didn't occur to me. "Soup bowl" did okay, though.

Graeme Morris notes that his selection (sage, shrimp. Steak, spring onion, saucepan and saucer) comprises "a strangely cooked surf-and-turf in (judging by what it's served on) quite a small portion. (Now if I'd said sirloin and scampi, cooked on a skillet with shallots and sumac and served on a silver salver...)" You'd have scored even less, Graeme.

The scores

Mark Cowper does best this round and catches Mr Salmon at the front.

What's this about?

I have cribbed the rules from the *Variable Pig* website. You can find the originals (with lots of variants) at: variablepig.org/rules/bypop.html

Each turn the GM lists six categories and a letter. For each category, players name something that fits it and begins with the initial letter. They score points equal to the number of people who give the same answer. Most points at the end wins.

Example: The initial letter is A and the category is cities in Holland. 13 people give Amsterdam as their answer and score 13 points each, 6 people suggest Alkmaar and score 6 points each, 3 suggest Arnhem and score 3 points.

I suspect I've got the hardest job: deciding on the categories! So I'll cheat and use some of the same ones as last time. We'll run for 10 turns and see what happens.

Turn 5 categories

This turn's topic is board games. So, let me have:

- 1 A *Spiel des Jahres*-winning game (not a *Kinderspiel* winner)
- 2 A Golden Geek Award-winning game (different from your answer for 1!)
- 3 A Europe-based board games publisher
- 4 A US-based board games publisher
- 5 A European board games designer
- 6 An American board games designer

All beginning with C please. (My answers have already been recorded.)

Send your list to Pevans at 180 Aylsham Drive, Uxbridge UB10 8UF or to TWJO@pevans.co.uk by 3rd July 2026.

The scores	1	2	3	4	Total
Roy Bleasdale	78	85	20	32	215
Colin Bruce	51	83	45	56	235
Charles Burrows	69	64	7	51	191
Mark Cowper	67	87	46	67	267
Mike Dommett	63	87	19	57	226
Paul Evans	70	75	48	40	233
Anthony Gilbert	74	33	39	43	189
William Hay	56	33	47	32	168
Peter Jenkins	79	77	31	53	240
Andrew Kendall	71	75	43	49	238
Andrew Larder	57	49	25	35	166
Nik Luker	52	82	23	50	207
Tim Macaire	59	68	34	36	197
Brad Martin	36	89	38	44	207
Nigel Monaghan	37	80	43	51	211
Graeme Morris	67	78	44	43	232
Jonathan Palfrey	52	91	25	57	225
Mike Pollard	66	85	48	59	258
Eddy Richards	74	87	37	49	247
Richard Salmon	78	80	48	61	267
Pam Udowiczenko	45	73	-	52	170
John Watson	57	89	42	49	237

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

Turn 11

Welsh Interstate Train Service improved slightly, but Seaside Railways could be too hard to catch. Locomotive Observation Steam Train Company did badly and has been overtaken by Cart and Barrow.

Race results

Race	From	To	WITS	SR	LOST	CAB
29	S2 The East	61 Carnforth		20	10	
30	35 Boot	25 Harrington	20			10
31	66 Settle	54 Tebay		20		
32	56 Hawes	36 Millom		10JR		10JR
33	S4 Any Port	43 Coniston	5		5	20
34	26 Whitehaven	13 Port Carlisle	20+1		10-2	+1
35	16 Silloth	44 Lakeside	10JR		10-7	10+7JR
TOTAL			56	50	26	58

JR = Joint Run; ERP = Exchange of Running Powers

Buils and Points

WELSH INTERSTATE TRAIN SERVICE (WITS), Mark Cowper – Red

Starts: Whitehaven

Buils:

None

Points: 229 +56 = **285**

SEASIDE RAILWAYS (SR), Rob

Pinkerton – Blue

Starts: Carlisle

Buils:

None

Points: 275 +50 = **325**

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

Starts: Port Carlisle

Buils:

None

Points: 213 +26 = **239**

CART AND BARROW RAIL (CAB), Chris Rudram – Green

Starts: Barrow in Furness

Buils:

None

Points: 196 +58 = **254**

Next turn's races

Race	From	To
36	12 Carlisle	53 Kendall
37	S1 Scotland	51 Penrith
38	22 Cockermouth	46 Grange-over-Sands
39	62 Morecambe	14 Wigton
40	64 Lancaster	31 Distington
41	34 Ravenglass	S5 The South
42	41 Barrow	21 Maryport

GM Notes

Players can enter up to five races each round – plus any held over from a previous turn (shown in italics above). Make it clear if you're using Joint Running, or Exchange of Running Powers in your orders.

With your last set of orders please let me have Game End Statements about the nasty map with mountains everywhere, gentlemen

Orders to Mike Dommett, 12 Watton Park, Bridport DT6 5NJ
or by e-mail to mike_dommett@yahoo.co.uk
by 26th June 2026

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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 25). You will also need (access to) a copy of the published rules to *En Garde!* (see www.engarde.co.uk).

**Orders for October 1677 to Pevans at
180 Aylsham Drive, UXBRIDGE
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by 3rd July 2026**



September 1677 (403)

Paris is bustling again as the troops return from the summer campaign. There are only a couple of matters of honour to settle (for the time being). The first of these sees King's Musketeer Hugo Serre take on Picardy Musketeer Sebastiane Blanc-Chevaux. As befits Musketeers, this a duel of rapiers. Hugo looks to have a strength advantage and a second as well: Ben e'Volence. Expecting a furious lunge from his opponent, Hugo jumps back out of the way. This doesn't work as Sebastiane just isn't furious. He follows up with a lunge and Hugo puts up his weapon on being injured.

The second duel continues the long-running feud between Terence Cuckpowder and "Tiny" Thierry Toothpick. Paris has voted overwhelmingly (10:1) in favour of Terence's challenge to Thierry. Terence awaits his opponent alone as there's no sign of his second, Zavier Ulric Turenne. He's there for a while – along with Thierry's seconds, Claude de Nord and Maurice Danseur – until an orange-painted coach arrives. It's adorned with the words "True Commissioner of Public Safety" and flies an orange pennant emblazoned "TCPS" and accompanied by several orange-painted people. Rather out of breath.

A scroll is held out of the window and a "Tangerine" hands it to Terence. Entitled "True Commissioner's Arrest Warrant" it contains multiple charges of Treason, Bullying, Lunacy, Witchcraft and so on. The coach immediately departs, Thierry's last words hanging in the air: "I only fight traitors in a courtroom!" Claude offers to fight instead, but Terence is clear that his quarrel is only with Thierry. They all settle down and tuck in to the hamper of fresh baguettes, cold chicken and cooled Chablis that Maurice has brought.

Job hunting

As it's September, there's a whole new military hierarchy to be filled with suitable (probably) candidates. First, however, Minister of State Rick Shaw wants to fill some gaps in his government. He declines to make "Tiny" Thierry Toothpick a Minister, but appoints the other applicant, Jacques Hatt. as a Minister without Portfolio. This brings Jacques elevation to Marquis. Thierry has also suggested he could be Chancellor of the Exchequer, as have Hugo Furst, Hugh Jeneaux and Zeold von Tu, all of whom Rick rejects. The post goes to the fifth applicant, Ben e'Volence. All of the same group have applied for Commissioner of Public Safety as well – along with Terence Cuckpowder. Rick turns them all down and makes Claude de Nord the new CPs. He becomes an Earl into the bargain.

Then there are the regiments to take account of. Pierre Aux-Manique is a new face in Paris and then a new face in the Gascons. Having made sure he's borrowed sufficient funds, he buys his way to the rank of Major. Jean-Jules de Gant is also new to the big city and signs on with the 69th Arquebusiers as a Subaltern.

It's the Crown Prince Cuirassiers for Marc-Antoine Descartes, but the regiment's commander, Francois de Blanchefort, is not interested in new recruits. Marc-Antoine shifts his sights to Grand Duke Max's Dragoons and is immediately welcomed by its CO, Botte Le Chimiste, as is Claude B'Limey. Claude becomes a Subaltern while Marc-Antoine goes all the way to Captain.

Major Hugo Serre did use his influence to try to remove the Lt-Colonel of the King's Musketeers, but to no avail. Hugo's still a Major.

The military appointments start with Army commanders, but there's only one of these for the next year (though Greg de Bécqueur did put his name forward for the non-existent other three). Hence, there are plenty of applicants. Field Marshal Ben e'Volence turns down all of them and appoints Greg de Bécqueur instead. He appoints an Aide as well: this job goes to Arent Hayes in preference to Martin de Garnache, the other applicant. "He's in the CPC so it's a no brainer," notes Ben.

Command of the Divisions is in the gift of the Adjutant-General, making this an important position. Ben gives the job to the only person who wanted it, Hugo Furst (whose brevet rank is extended to cover the year of his appointment). The two Inspectors-General are also significant as they appoint Brigadiers. The same threesome applies for both of these, but



who gets the job is down to the Minister of War, Camille de Polignac. Hugo has already got a post, so Camille decides that Percival Puffington should be I-G of Cavalry with Louis Renault getting the equivalent for the Cavalry Brigades.

On to those Divisional commanders and Hugo has a little list. Terence Cuckpowder becomes commander of First Division. However, the other names on the list are Percival and Louis who have taken roles already. So the remaining four Divisions are without commanders for the time being.

As there is no Field Army commander yet, the job of the Army's Quartermaster-General is decided by functionaries. Of the applicants, Charles PiedLuminaire is now a Lieutenant-General and so doesn't qualify. (He contents himself with making Marc-Antoine Descartes his Aide – getting ahead of Louis Renault with the same offer – and then paying off the moneylenders.) Botte Le Chimiste is quickly ruled out. And Camille de Polignac gets the nod over Hugh Jeneaux. Which means there's now a vacancy for Minister of War...

Camille has also applied to be Guards Brigadier, but this is now redundant – as is Terence Cuckpowder's application. Inspector-General Puffington leaves it vacant. He is able to make Armand Alsace Brigadier of First Foot, but the other Foot Brigades remain leaderless. His opposite number for the cavalry, Louis Renault, does nothing and all three Brigadier positions are filled by timeservers.

Having paperwork to deal with as First Division commander, Terence Cuckpowder rejects both applicants (Con Stantinople and Martin de Garnache) as Adjutant. Con is promptly accepted as Adjutant of Second Division. Elroi le Flingue as after the position in the cavalry Division and calls in a couple of favours to make sure the job is his.

Having failed to find a General who wants him as Aide, Maurice Danseur succeeds in becoming Brigade Major of the Horse Guards. Pierre Aux-Manique gets the nod to become Fourth Foot Brigade Major.

RFG Captain Felipe Savant would like the prestigious job of Captain of the King's Escort. He has some influence to help this happen, only to find that "Tiny" Thierry Toothpick has called in a favour in an effort to stop him. Felipe's application succeeds despite this.

Now that all that's settled (with a whole bunch of positions filled with whoever's in the right place), Thierry Toothpick decides Paris is not the place for him. He volunteers the Dragoon Guards for another season in action. Charles Etfeevor is similarly inclined (well, he is a bit disgraced). His regiment is the 13th Fusiliers. Lance A Little doesn't command a regiment, but he is now Lt-Colonel of the Picardy Musketeers – purchasing his way up the ranks after Sebastiane Blanc-Chevaux purchased the Colonelcy (which required a fresh loan). He takes first battalion off to the front. And the Inspector-General allows this.

Who was where – in the Fleur				
Where	Week 1	Week 2	Week 3	Week 4
Fleur de Lys	GdB + Bette TCds + Katy . HF + Ella . MHD . HWB . BLC + Eve . CS + Anne JiT + Guinevere RS + Justine Bev + Lotte . HJ CdN JH + Cath	GdB + Bette FXC + Edna RS + Justine Bev + Lotte . HJ CdP(G) + <u>Therèse</u> LR + Maggie . FdB + Freda . NM + Vera . JldG BS . HF + Ella . FS + Fifi TCds + Katy JiT + Guinevere MHD . HWB SBC AH . CBL + <u>Violet</u> MAD . BLC + Eve . AA . Cdf + Henrietta . PAM + May CS + Anne . CdN . CPL SDS . HdB(G) Ado	GdB + Bette TCds + Katy . HF + Ella . MHD . HWB . BLC + Eve . AA . CS + Anne ZVT + Morgane FXC + Edna Bev + Lotte . HJ CdN CdP(G) + Therèse	GdB + Bette TCds + Katy . HF + Ella . MHD . HWB MAD . BLC + Eve . CS + Anne . CPL JiT + Guinevere ZvT(G) FXC + Edna . Bdv + Lois Bev + Lotte . HJ CdN CdP(G) + Therèse

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.

Who was where – in the other clubs

Where	Week 1	Week 2	Week 3	Week 4
Bothwell's	FdB + Freda PPuf + Viv EIF + Lucy	PPuf + Viv MdG + Chris	PPuf + Viv MdG + Chris	PPuf + Viv MdG + Chris
Hunter's	CdF + Henrietta			NM + Vera AA
Blue Gables	BT + Angelina	BT + Angelina	BT	SDS(G) + Thomasina
Frog & Peach	SBC + Sue BdV + Lois			
Red Phillips	AdO		PAM + May	DBT

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.



Party hunting

Once more Paris is bustling with soldiers flush from a successful campaign. Not to mention those whose investments have just paid out. Marcel Hatch Dupree is the only investor to lose (from putting money into Finance), but he's able to make good the shortfall with what he gains from his stock in Arms and Commerce, re-schedule his loans and have enough to snap up a couple of Fleur bonds as well. Plus buy the rank of Colonel in his regiment.

The big social event of September is Louis Renault's "jubilant gathering" to toast the army's return. With Maggie Nifisent returned to his arm, Louis welcomes a wide selection of guests, encompassing most of the regiments in Paris. Oh dear. As a new member of the 69th, Jean-Jules de Gant may not be expecting to be jumped on by Chemin de Fer and Marcel Hatch Dupree. However, Chemin and Marcel are proud members of the Royal Marines (Chemin's the Lt-colonel now!) and really don't like the Arquebusiers. The feeling's mutual. Conversely, Jean-Jules is not backward in challenging those he considers his social inferiors at the party. That'll be Arent Hayes. Arent is also challenged by Marc-Antoine Descartes, who considers him

an upstart too. Marc-Antoine feels the same about Chemin de Fer.

Discovering that the Fleur's dice games have a house minimum of 200 crowns and won't accept his six-crown bets, Henri de Boudeille is disgruntled. Then he spots a regimental enemy – Pierre Aux-Manique – and takes it out on him with Pierre giving as good as he gets. Camille de Polignac (who's not at the party) understands how to bet at the Fleur. But not how to win. He loses his first 600-crown bet, cuts the second, loses twice more and cuts his last to end heavily out of pocket.



Ben e'Volence is in the Fleur as well, showing Lotte Bottle a good time. They are joined by one guest, Hugh Jeneaux. Unfortunately, Hugh is in Archduke Leo's Cuirassiers. And is spotted by some of Louis's guests. Specifically, Claude B'Limey, Marc-Antoine, Botte Le Chimiste and Steve De Sade, aka Grand Duke Max's Dragoons. Challenges ensue. Claude de Nord abandons the party briefly to confront his enemy, Frank X Change, who's in the Fleur showing off his new conquest, Edna Bucquette.

When he's not at Louis's bash, Thibault Chanson de Skye hosts his own do in the Fleur, still smarting from having the bailiffs insist he repays his debts (with interest). This is noted for the continuing exchanges between his guest, Botte, and Ben's, Hugh. Marc-Antoine gets to join in later in the month. Claude and Frank continue to exchange challenges all month, too. Much to the bemusement of Frank and Edna's guests, Beaumes de Venise and Lois.



Camille continues his gambling and his luck improves a bit. His second visit to the tables sees him win three and lose two bets and recoup a little of his losses. On the third attempt he wins two, loses one and cuts two wagers for no financial gain or loss. His kudos is high amongst gamblers, though. Not so Zeold von Tu, whose five 250-crown bets at the Fleur are complete losses. Last of the gamblers is Steve De Sade who takes Thomasina to Blue Gables to wrap up the month and places a few wagers. One win, two losses and a cut see him out of pocket.

It's no surprise that there's a lot of courting this month. Come Asiouar lucks out. Marc-Antoine Descartes and Charles PiedLuminaire try synchronised courting. Since they after the same lady and neither will stand down, this does not end well. Maurice Danseur's persistence fails to pay off as the object of his affections is out enjoying herself. Terence Cuckpowder is spreading the love (or something), but fails completely. And only gets one duel out of it.

Who was where – with the ladies

Who	Week 1	Week 2	Week 3	Week 4
Agnes's doorstep	MAD CPL		MAD CPL	
Belle	HdB fails		AdO fails	
Bette	Out CA fails	Out CA fails	Out CA fails	Out
Chris	MdG succeeds ex-CdN	Out	Out	Out
Edna	FXC succeeds	Out	Out TC fails	Out
Henrietta	Out SDS fails	Out		
Katy	Out MD fails	Out MD fails	Out MD fails	Out
May	PAM succeeds	Out	Out	
Morgane	ZvT at home TC fails		Out	
Thérèse	CdP succeeds ex-BS	Out TC fails	Out	Out
Violet	CBL succeeds	Out		

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

Who was where – round and about

Where	Week 1	Week 2	Week 3	Week 4
-------	--------	--------	--------	--------

Bawdy houses
 AH + FC
 DBT + FC
 AA + FC
 ID + FC

VdF + FC

JdG + FC
 TC + FC
 HS + FC
 CA: Mug 0
 HdB + FC(G): Mug 0
 AdO + FC

Practising
 NM - Rapier
 BS - Rapier
 FS - Rapier
 HS - Rapier
 VdF - Sabre
 JdG - Rapier
 DJA - Sabre
 LR - Rapier

HS - Rapier
 VdF - Sabre
 ZvT - Rapier
 JdG - Rapier
 DBT - Rapier
 EIF - Sabre
 ID - Sabre
 JH - Sabre
 DJA - Sabre
 BDV - Rapier

FdB - Sabre
 NMI - Rapier
 JdG - Rapier
 BS - Rapier
 FS - Rapier
 HS - Rapier
 JfT - Sabre
 SBC - Rapier
 AH - Sabre
 JdG - Rapier
 DBT - Rapier
 EIF - Sabre
 RS - Sabre
 Cdf - Cutlass
 ID - Sabre
 JH - Sabre
 SDS - Sabre
 HdB - Sabre
 DJA - Sabre
 LR - Rapier
 BdV - Rapier

FdB - Sabre
 BS - Rapier
 FS - Rapier
 VdF - Sabre
 SBC - Rapier
 BT - Rapier
 AH - Sabre
 CBL - Sabre
 JdG - Rapier
 EIF - Sabre
 RS - Sabre
 Cdf - Cutlass
 PAM - Rapier
 ID - Sabre
 MD - Sabre
 JH - Sabre
 DJA - Sabre
 LR - Rapier

Regimental Duties

JdG

CBL

IP

Shows everybody else: FC = Female Companionship; Mug n = Mugged & amount lost; (G) = Gambled; Weapon = Weapon practised with; For those doing nothing: -club = not a member of a club; -Cash = insufficient funds; -SL = insufficient Social Level; ??? = Toadying to unknown host.

And, in less salubrious parts of town, the footpads pounce on two of those visiting the bawdyhouses. Come Asiour (who didn't bother the ladies) and Henri de Boudeille have spent all their cash, so there's nothing for the bandits here. In Henri's case that's because he lost all three bets he placed.

Booty hunting

With the Spanish signing up to the Treaty of Nijmegen this month and the Imperials chased off, things are quiet in France's latest territorial gains. The Dragoon Guards potter around the area looking for trouble, but not finding it. CO "Tiny" Thierry Toothpick is briefly Mentioned in Despatches ("He's just pottering about") and finds a couple of hundred crowns from somewhere.

Charles Etfeevor adds the 13th Fusiliers to the siege of a last remaining Imperial outpost. Seeing of an attempt to relieve the siege earns him a more expansive Mention in Despatches ("Excellent work there, no reason why this fellow should have any taint of cowardice"), thus redeeming his earlier disgrace. He pockets the best part of a thousand crowns' worth of loot, which must also help with his self-esteem.

Lance A Little's battalion of the Picardy Musketeers is attached to Frontier regiment 4 and spends a happy month putting up stockades. ❖

Press

Announcements

I find that I am in need of a Second (or two). Anyone interested should contact me via my office. I will of course reciprocate.

In addition, the post of my aide is still open, applications can be made to the same place.

† (bvt) Bdr-General Sir LeChimiste

The Minister of War, le Viscomte le B. Gen (Brev) Camille de Polignac, requires an aide. Applications may be submitted for consideration at the War Office.

That's ex-Minister of War now,
Polignac. † Le Roi

Social

In honour of my fallen comrade and trusted aide, Major Pierre De Terre, I will hold a memorial dinner during week 2. All gentlemen and their ladies are invited to join Maggie Nifisent and me to raise a glass in his memory. (All refreshments paid for by host.)

† Marquis Louis Renault

Party Week 3 all social level 16 or above welcome, except for the coward who ducks his duels.

† Cuckpowder

Matters of Honour

To Count Thyme

Sir, firstly permit me to offer my congratulations on your recent service at the front. You are a credit to His Majesty's Army. However, in an appeal for new recruits you recently wrote "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." This, Sir, is a blatant insult to the Royal Foot Guards, the King's Musketeers, the Cardinal's Guard and to the Dragoon Guards, all of which fine regiments stand above the Quaint Old Codgers in rank. I urge you to amend your remarks at the earliest opportunity or, if you will not, I expect to see you on the Field of Honour the next month we are both back in Paris.

I am at your service.

† Major Maurice Danseur of the
Dragoon Guards

Personal

Dear Earl Come Asiour,

I could not agree with you more and, if I am granted the post of CPS, I will be reeking justice to bring calm to Paris and France.

In other news, I understand an up-and-coming musician called Henry Purcell is to be appointed as a musician for the English Royal Court. I have heard that this Purcell fellow struggles to hold a tune in the bath. That's the uneducated English for you. God Save the KING!

And God save whoever wrote this. † Le Roi

Primus: that dagger Toothpick carries, is it the heaviest sword his drink-raddled muscles can lift?

Secundus: I am not aware if that is so, but it's a good point.

Lt Col. Marcel Hatch Dupree

Sir, there is a notable vacancy for the colonelcy of our regiment. I have attempted to communicate with you privately but my missives have gone unanswered. I request that you rise to assume the position or, if unable to for personal reasons, step aside for the good of the regiment.

† Major de Fer

That seems to have worked.

† Le Roi

Poetry Corner

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

Ode to B. E.

From the Field of Death to the City of Life,

After war, comes Amour!

I saw an Angel walking the earth,
But did she see me?

I will walk that street
Until we meet

And then like a bold Dragoon I will charge!

Courage! Love, like Glory, must be won!

The die is cast
And if at last

I win the regard of the one I adore,
Then let no man doubt

I will defend the redoubt

Of the fortress that we all call Amour!

Playwright Table

Die roll	Result	Return	Investor SPs	Playwright reward
2	Sacrilege!	Total loss	-1/100 Cr	Arrested by Cardinal's men: 2 weeks in Bastille next month
3	Lèse majesté	Total loss	-1	Royal Displeasure - 2 weeks at Louvre next month
4	Disaster	Total loss	-1	Royal Amusement - 1 week at Louvre next month, L8 favour
5	Big flop	90% loss	0	
6	Flop	75% loss	0	
7	Closes early	50% loss	0	
8	Critics hate it	25% loss	0	Half SL in SPs
9	Decent show	Break even	0	SL in SPs
10	Popular success	40% profit	1	Crown Prince thinks it's great, Toady to him 1 week next month
11	Ladies love it	70% profit	1	Queen loves it, L8 favour
12+	Brilliant success	100% profit	1/100 Cr	Command performance at Louvre for 2 weeks next month, L9 favour

Points Arising

Next deadline is 3rd July

I've re-activated the auto-responder on LPBSORDERS@pevans.co.uk but let me know if you don't get a response when sending your orders.

A few Fleur bonds are available to buy (see house rule 24.5). Cost is 1,000 Cr and they provide a small income.

I've been discussing rules for writing plays with Nick Tyrell and have landed on the following. We'll try this for a while and see what happens. Your comments are welcome.

A character spends at least one week "writing a play" and publishes a **synopsis** in the press.

The following month, characters (including the playwright) can invest in the play.

Two months later, I roll 2d6 at the end of the month and add 1 for every extra week spent "writing the play". With that month's report I announce the result (from the table above) and characters suffer the consequences the month after – held over until their return from the front if necessary. (That is: if a play is written and published in January, results will be announced at the end of March and take effect in the April turn.)

And yes, the table is skewed towards a loss to incentivise the playwright to spend a whole month on it!

Welcome

Joining us this turn was Peter McNamara who's played *En Garde!* "in the (somewhat distant) past and hopefully will be able to dust off the cobwebs." Welcome to LPBS, Peter.

Absent friends

IP Gregory Meurant continues to be floated due to ill-health.

MdP Max Pieksma asked to be floated as he's doing exams. Quelle horreur!

ZUT Bob Blanchett continues to be floated due to ill-health.

Farewell

Dave Marsden is taking a break for a few months due to "real life and work over summer". I'll be prodding you to return come Autumn, Dave.

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.

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.

Announcements

Charles PiedLuminaire applies for Province Mil. Governor

Charles PiedLuminaire applies for City Military Governor

Hugh Jeneaux applies for Minister without Portfolio

Hugo Serre asks NPC Lt.Colonel of King's Musketeers to resign

Neville Moore applies for Captain, King's Escort

Duels

Results of August's duels

Sebastiane Blanc-Chevaux (gains 1 Exp) beat Hugo Serre (with BeV).

Tiny Thierry Toothpick didn't turn up to fight Terence Cuckpowder and lost SPs - voted cause 10:1.

Grudges to settle next month

Claude de Nord (Sabre, Seconds FXC & HS, adv.) has cause with Martin de Garnache (Rapier, 4 rests) for pinching Chris.

Charles PiedLuminaire (Sabre, Seconds DJA & MAD, adv.) and Marc-

Antoine Descartes (Sabre, Seconds CPL, 4 rests) have mutual cause as neither stood down over Agnes.

Balzac Slapdash (Rapier, adv.) has cause with Camille de Polignac (Rapier, 5 rests) for pinching Therèse.

Zeold von Tu (Rapier, Seconds CA, 5 rests) has cause with Terence Cuckpowder (Sabre, Seconds ZUT, adv.) as he tried to court Morgane.

Botte Le Chimiste (Sabre, adv.) and Hugh Jeneaux (Sabre, 1 rests) have mutual cause for being in enemy regiments.

Jean-Jules de Gant (Rapier, 4 rests) has cause with Arent Hayes (Sabre, Seconds FdB, adv.) as he's not Noble but higher SL.

Marc-Antoine Descartes (Sabre, Seconds CPL, 3 rests) has cause with Arent Hayes (Sabre, Seconds FdB, adv.) as he's not Noble but higher SL.

Claude B'Limey (Sabre, 2 rests) and Hugh Jeneaux (Sabre, adv.) have mutual cause for being in enemy regiments.

Chemin de Fer (Cutlass, Seconds MHD, adv.) and Jean-Jules de Gant (Rapier, 4 rests) have mutual cause for being in enemy regiments.

Marc-Antoine Descartes (Sabre, Seconds CPL, 3 rests) has cause with Chemin de Fer (Cutlass, Seconds MHD, adv.) as he's not Noble but higher SL.

Claude de Nord (Sabre, Seconds FXC & HS, adv.) and Frank X Change

(Rapier, Seconds CA & GdB, 3 rests) have mutual cause for being in enemy regiments.

Henri de Boudeille (Sabre, adv.) and Pierre Aux-Manique (Rapier) have mutual cause for being in enemy regiments.

Hugh Jeneaux (Sabre, adv.) and Marc-Antoine Descartes (Sabre, Seconds CPL, 3 rests) have mutual cause for being in enemy regiments.

Hugh Jeneaux (Sabre, adv.) and Steve De Sade (Sabre) have mutual cause for being in enemy regiments.

Jean-Jules de Gant (Rapier, 3 rests) and Marcel Hatch Dupree (Cutlass, Seconds CdF & HWB, adv.) have mutual cause for being in enemy regiments.

Maurice Danseur (Sabre) challenges Justin Thyme (Sabre, Seconds ZUT & RS, adv.).

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

Challenges to be voted on

Maurice Danseur challenges Justin Thyme for his insults to more prestigious regiments.

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

New Characters

Peter McNamara gets the Second son of a well-to-do Gentleman: Init SL 4; Cash 250; MA 6; EC 2 (PAM Pierre Aux-Manique).

Tables

Army Organisation and 1678's Summer Deployment

Field Army (Field Ops)	GdB/N/N6/CdP
First Division (Field Ops)	TC/___/___
Guards Brigade (Field Ops) - RFG CG KM	
RNHB Regiment (Field Ops)	
Second Division (Field Ops)	___/___/CS
1st Foot Brigade (Field Ops) - RM PM	
2nd Foot Brigade (Field Ops) - 13F 53F	
Third Division (Field Ops)	___/___/N1
3rd Foot Brigade (Field Ops) - 27M 4A	
4th Foot Brigade (Field Ops) - 69A Gscn	
Cavalry Division (Field Ops)	___/___/EIF
Horse Guards Brigade (Field Ops) - DG QOC	
Heavy Brigade (Field Ops) - ALC CPC	
Frontier Division (Field Ops)	___/___/N1
Frontier Regiments (Field Ops)	
Dragoon Brigade (Field Ops) - GDMD PLLD	

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	___/___/N1
Horse Guards Brigade	N6/___/MD
Heavy Brigade	N5/N/N6
Dragoon Brigade	N3/N/N3
First Foot Brigade	AA/N/___
Second Foot Brigade	___/___/N3
Third Foot Brigade	___/___/N3
Fourth Foot Brigade	___/___/PAM

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

Frontier Regiments

				(Siege for Sept-Nov)	
Colonel	F1 N2	F2 N2	F3 N5	F4 N5	RNHB N8
Attached				1 Bn PM	
Also at the Front				Dragoon Guards 13th Fusiliers	

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

Battle Results

Dragoon Guards: 4
 13th Fusiliers: 3
 Frontier regiment 1: 3
 Frontier regiment 2: 4
 Frontier regiment 3: 4
 Frontier regiment 4: 4
 RNHB regiment: 3

Other Appointments

King’s Escort: Ensign N	Captain FS
Cardinal’s Escort: Ensign N	Captain N
Aides: to Crown Prince N	to Field Marshal AH
Provincial Military Governors: N/N/N/N/N	
City Military Governor N	Adjutant-General HF
Inspectors-General: of Cavalry LR	of Infantry PPuf
Commissioner of Public Safety CdN (until end August 1678)	
Chancellor of the Exchequer BeV (until end August 1678)	
Minister of Justice CA (until end May 1678)	
Minister of War __	
Minister of State RS (until end February 1678)	

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	ZVT
67	Justine Caisse	22	I	RS
65	Therèse Le Vert	21	B/W	CdP
7	Chris Pacquette	19		MdG
61	Bette Noire	19	I/W	GdB
64	Edna Bucquette	18	W	FXC
3	Kathy Pacific	17	B	
54	Madelaine de Proust	17		
35	Katy Did	16	I	TCdS
42	Maggie Nifisent	16	B	LR
55	Jacky Tinne	16		
52	Guinevere d'Arthur	15	B/W	JiT
10	Frances Forrin	14	B	
48	Fifi	14	B/W	FS
62	Alison Wunderlandt	14		
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	CdF
28	Vera Cruz	12		NM
31	Bess Ottede	12	I/W	
1	Sue Briquet	11	B	SBC
4	Anne Tique	11	W	CS
23	Agnes Sorel	11	I/W	
40	Sheila Kiwi	11		
63	Carole Singeurs	11		
20	Emma Roides	10	I	
38	Pet Ulante	10	W	
43	Di Lemmere	10	I	
53	Angelina de Griz	10	B	BT
6	Viv Ayschus	9		PPuf
59	May Banquot l'Idée	9		PAM
19	Jenny Russe	8	W	
32	Sal Munella	8	W	
47	Eve Ningalle	8	I/W	BLC
34	Freda de Ath	7	W	FdB
39	Thomasina Tancenjin	7	I	SDS
5	Belle Epoque	6	B/I	
24	Violet Bott	6	I/W	CBL
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	LCol	Maj 1	Maj 2	Capt 1	Capt 2	Capt 3	Capt 4	Capt 5	Capt 6
RFG	CG	CG	KM	DG	OOC	AIC	CPC	RM	CDMDPM
FXC	CA	CA	CA	CA	CA	CA	CA	CA	CA
CDN	N1	N1	N1	N1	N1	N1	N1	N1	N1
TTT	MD+	N3	N4	N4	N4	N4	N4	N4	N4
JiT	ID	N6	N6	N6	N6	N6	N6	N6	N6
CS	N6+	N3	N3	N3	N3	N3	N3	N3	N3
HJ	N4	N4	N4	N4	N4	N4	N4	N4	N4
FdB	N1	N1	N1	N1	N1	N1	N1	N1	N1
MHD	CdF+	N6	N6	N6	N6	N6	N6	N6	N6
BLC	SDS	N3	N3	N3	N3	N3	N3	N3	N3
SBC	MDP	N5	N5	N5	N5	N5	N5	N5	N5
CE	LAL	N1	N1	N1	N1	N1	N1	N1	N1
DJA	N3+	N3	N3	N3	N3	N3	N3	N3	N3
BT	N4	N4	N4	N4	N4	N4	N4	N4	N4
BDV	N5	N5	N5	N5	N5	N5	N5	N5	N5
PLLD	N3+	N3	N3	N3	N3	N3	N3	N3	N3
53F	N4	N4	N4	N4	N4	N4	N4	N4	N4
27M	N5	N5	N5	N5	N5	N5	N5	N5	N5
4A	N6*	N6*	N6*	N6*	N6*	N6*	N6*	N6*	N6*
69A	N1	N1	N1	N1	N1	N1	N1	N1	N1
Gscn	N2	N2	N2	N2	N2	N2	N2	N2	N2

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
GdB	Count Greg de Bécqueur	25+75	Withy	General/Field Army Commander	13	Bette	Flr	5	Anthony Gilbert
BvE	Count Ben e'Volence	24 72	Rich	Flid Marshal/Chancellor	11	Lotte	Flr	3	Ash Casey
RS	Earl Rick Shaw	23 61	Rich	General/State Min.	3	Justine	Flr	6	Charles Burrows
CdP	Viscount Camille de Polignac	23+136	Withy	B.Bdr-General RFG/Flid Army QMG	8	Therèse	Flr	4	James McReynolds
TC	Count Terence Cuckpowder	23+82	Withy	B.Lt-General/1st Div Commandr	10		Flr	6	Mike Dommett
FXC	Viscount Frank X Change	21+117	Rich	B.Bdr-General CG/Min w/o Port	14	Edna	Flr	4	Nigel Monaghan
JIT	Count Justin Thyme	20 42	Rich	Colonel QOC	19	Guinevere	Flr	2	Gerald Udowiczzenko
ZUT	Marquis Xavier Ulric Turenne	20 27	Withy	Lt-General	4		Flr	1	Bob Blanchett
ZVT	Baron Zeold von Tu	19 34	Withy	B.General	8	Morgane	Flr	3	Tim Macaire
JH	Marquis Jacques Hatt	19+73	Withy	General/Min w/o Port	4	Cath	Flr	4	Joel Halpern
JdG	Count Jacques de Gain	19+64	Flthy	General	24		Flr	6	Ben Brown
CdN	Earl Claude de Nord	18 40	Rich	B.Bdr-General KM/CPS	5	Maggie	Flr	4	Andrew Larder
LR	Marquis Louis Renault	18 32	Withy	Lt-General/Insp.Gen.Cav	5		Flr	4	Roy Bleasdale
TTT	Baron Tiny Thierry Toothpick	16 F	Withy	B.Bdr-General DG	9		Both	1	Jason Fazackarley
CA	Viscount Come Asiouar	16+114	Withy	Lt.Colonel CG/Justice Min.	10		Both	4	Jacob Andersson
BS	Viscount Balzac Slapdash	16+70	Rich	B.Lt-General	24		Both	5	Matthew Wale
NM	Baron Neville Moore	16+54	Rich	Major RFG	1	Vera	Hunt	2	Cameron Wood
MdG	Martin de Garnache	15 24	Rich	Lt.Colonel RFG	3	Chris	Both	4	Bill Howell
TCdS	Sir Thibault Chanson de Skye	15+59	Comfy	B.General	8	Katy	Flr	5	Bill Hay
FS	Baron Felipe Savant	14 42	Rich	Captain RFG/Capt.K's Esc	5	Fifi	Both	4	Brick Amundsen
HJ	Earl Hugh Jeneaux	14+90	Rich	B.Bdr-General ALC	12		Hunt	3	Bruno Giordan
HWB	Baron Hector William Boone	14+80	Rich	Major RFG	9		Both	5	Paul Wilson
HF	Sir Hugo Furst	14+68	Comfy	B.Lt-General/Adjutant Gen	6	Ella	Both	2	Graeme Morris
CS	Sir Con Stantinople	14+60	Withy	Lt.Colonel QOC/2nd Div Adjutant	6	Anne	Both	1	Pam Udowiczzenko
BLC	Sir Botte Le Chimiste	14+45	Comfy	B.Bdr-General GDM	2	Eve	Both	4	Tym Norris
MHD	Sir Marcel Hatch Dupree	13 38	Withy	Colonel RM	8		Hunt	4	Graeme Wilson
EIF	Sir Elroi le Flingue	13 30	Comfy	Lt.Colonel GDMD/Cav Div Adjutant	8	Lucy	Both	4	Daniel Racke
ID	Sir Ian Dediette	13 21	Comfy	Major QOC	4		Both	2	Nik Luker
PPuf	Baron Percival Puffington	13+60	Comfy	B.Lt-General/Insp.Gen.inf	9	Viv	Both	5	Tony Taylor

ID	Name	SL SPs	Cash	Rank, Regiment/Appointment	MA	Last seen	Club	EC	Player
FdB	Sir François de Blancheport	13+50	Comfy	B.Bdr-General CPC	6	Freda	Both	4	Peter Farrell
AH	Arent Hayes	12 36	Poor	Lt.Colonel CPC/FMshl's Aide	6		Hunt	3	Mark Cowper
MD	Maurice Danseur	12 31	Comfy	Major DG/HGds Brigade Maj.	6		Both	5	Andrew Whiteley
CPL	Baron Charles PiedLuminaire	12+55	Withy	B.Lt-General	9		Hunt	3	Nick Tyrrell
HS	Sir Hugo Serre	12+38	Withy	Major KM	7		Hunt	3	Paul Murphy
AA	Sir Armand Alsace	11+68	OK	Bdr-General/1 F Brigadier	14		Hunt	4	Sebastian Emde
CdF	Chemin de Fer	10+34	Comfy	Lt.Colonel RM	5	Henrietta	Hunt	3	Rod MacDonald
SBC	Sebastiane Blanc-Chevaux	9+ 32	Poor	Colonel PM	2	Sue	F&P	2	Peter Card
SDS	Steve De Sade	8+ 44	Comfy	Major GDM	6	Thomasina	BG	5	Jon Dean
BT	Beau Taux	7 21	Poor	Lt.Colonel 53F	4	Angelina	BG	4	Paul Robbins
VdF	Vaux de Fon	7 15	OK	Captain CPC	2		BG	4	John Cooke
CE	Charles Etfeevor	7 F	Comfy	B.Bdr-General 13F	4		F&P	4	Andrew Kendall
JdG	Jean-Jules de Gant	6 12	Poor	Subaltern 69A	3		2	Hunter	Charest
LAL	Lance A Little	6 F	Poor	Lt.Colonel PM	1		4	Manoj	Nair
MAD	Marc-Antoine Descartes	6+ 33	Poor	Captain GDMD/LtGen's Aide (CPL)	5		F&P	2	Chris Schotmann
DJA	Dee Jean Aise	6+ 21	Withy	B.Bdr-General PLLD	5		RP	6	Jovan Bogdanovic
BdV	Beaumes de Venise	6+ 20	OK	Lt.Colonel 27M	6		RP	6	Jeremy Tullett
MdP	Maximilien de Piquemaire	5 7	Comfy	Major GDM	6		RP	2	Max Pleksma
PAM	Pierre Aux-Manique	5+ 29	Poor	Major Gscn/4 F Brigade Maj.	6	May	RP	2	Peter McNamara
HdB	Henri de Boudeille	5+ 18	Poor	Major PLLD	6		RP	4	Eric Henderson
CBL	Claude B'Limey	4+ 27	Poor	Sub GDMD/BdGen's Aide (BLC)	6	Violet	RP	2	Peter Jenkins
AdO	Achille d'Orbigny	4+ 19	OK		4		RP	3	Oscar Stanley
DBT	Dwight B'Tard	3 5	Poor		4		RP	1	Gerry Sutcliffe
IP	Ignace Pardailon	3 1	Comfy	Subaltern GDM	5		RP	3	Grégory Meurant
XZ		3	Ret						Dave Marsden

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+