

That would be enough

This has been issue 52 of *To Win Just Once*, published 15th February 2005. It incorporates *Les Petites Bêtes Soyeuses*, a postal game of *En Garde!*. Issues are published ten times a year, roughly every five weeks.

Deadlines

Orders for *Railway Rivals* to Mike Dommett by Friday 4th March 2005.

Orders for *Les Petites Bêtes Soyeuses* and Fictionary Dictionary votes and entries to Pevans by Friday 11th March 2005.

(Deadlines for 2005 are 8th/15th April, 13th/20th May, 17th/24th June, 22nd/29th July, 26th Aug/2nd Sept, 30th Sept/7th Oct, 4th/11th Nov, 9th/16th Dec.)

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Games only		
Per issue/game turn		£0.50
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Games played

If you are interested in playing any game, please let Pevans know.

En Garde! Pevans has room for more players in *Les Petites Bêtes Soyeuses*. You will need the rules to *En Garde!* in order to play. [start-up fee payable]

Railway Rivals Game 3 has started. Andrew Barnes is interested in the next game. We provide rules and a working copy of the map. [start-up fee]

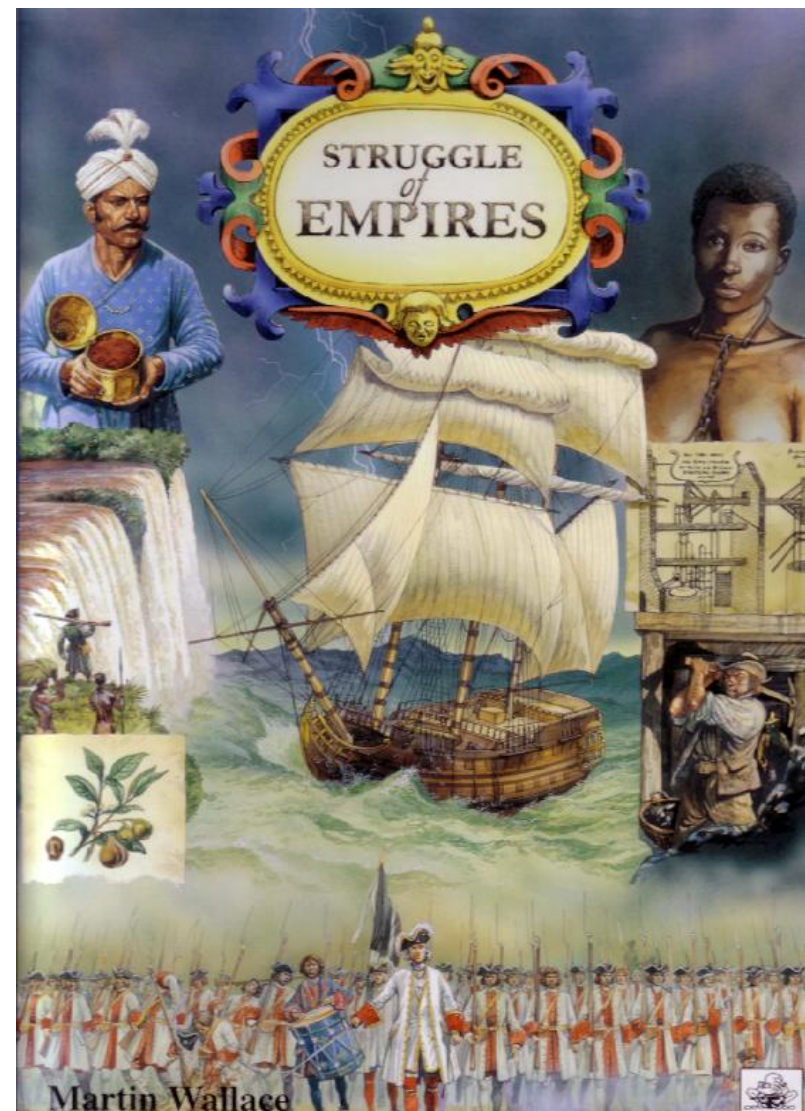
Star Trader Martin Jennings, Michael Grazebrook, Bob Parkins, Michael Martinkat, Ian Whitchurch, Nathan Richards, Jerry Elsmore, Simon Burling and Howard Goble are in for the next game – we need three more. Full rules will be provided. [start-up fee]

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To Win Just Once

(incorporating *Les Petites Bêtes Soyeuses*)



Struggle of Empires reviewed inside
Plus after the Civil War in **LPBS**

Issue 52: February/March 2005
(LPBS 178: September 1658)

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Chatter

Is it February already? The year seems to be zipping past even faster than ever. And I still haven't completed my report of last year's Spiel! In the meantime the London Toy Fair has been and gone and that means I've got another report to write. And that's before I worry about my clients!

The list for the next *Star Trader* game is filling up nicely. Just another three players and we can get started, so let me or Mike know if you want to play.

Mike has named the new *Railway Rivals* game "Oh, Mr Porter!". He notes: *Oh, Mr Porter!* was filmed at a station on the Basingstoke to Alton Line. One farm building in the area was disguised as a haystack.

The Fictionary Dictionary game has just two more turns to go. Everybody can vote, not just those who've put definitions in, so let's have plenty of votes for these last two rounds!

Okay, there's a science fiction review or two in this issue, but let's start with a review of the latest game from Warfrog.

Struggle of Empires

It seems to have become a tradition for me to review the new game from Warfrog each year. And I wouldn't want to break with tradition – particularly when the game is as good as *Struggle of Empires*. I have to admit that I was underwhelmed by the game when I first saw it. In part, this was because it seemed rather familiar. The game has been a long time in gestation and designer Martin Wallace has re-used some of his ideas in other games. In particular, *Princes of the Renaissance*, Warfrog's 2003 publication. However, *Struggle of Empires* is a very different – and much better – game.

The game's theme is the rivalry of the major European nations of the 18th century. In particular, it's about their competition to establish control over other parts of the world – both within Europe and on other continents. Instead of a map of the world, however, the board just shows the parts we're interested in. The largest section is Europe, emphasising the areas that aren't themselves nation states – such as the German States and Italy. Other sections of the board show the East Indies, India, West Africa and the Americas. Alongside the map are a number of tracks and tables used to keep track of the game – and the score.

The players are, of course, the major powers. Their objective is to gain influence in the various European and colonial areas. It isn't necessary to

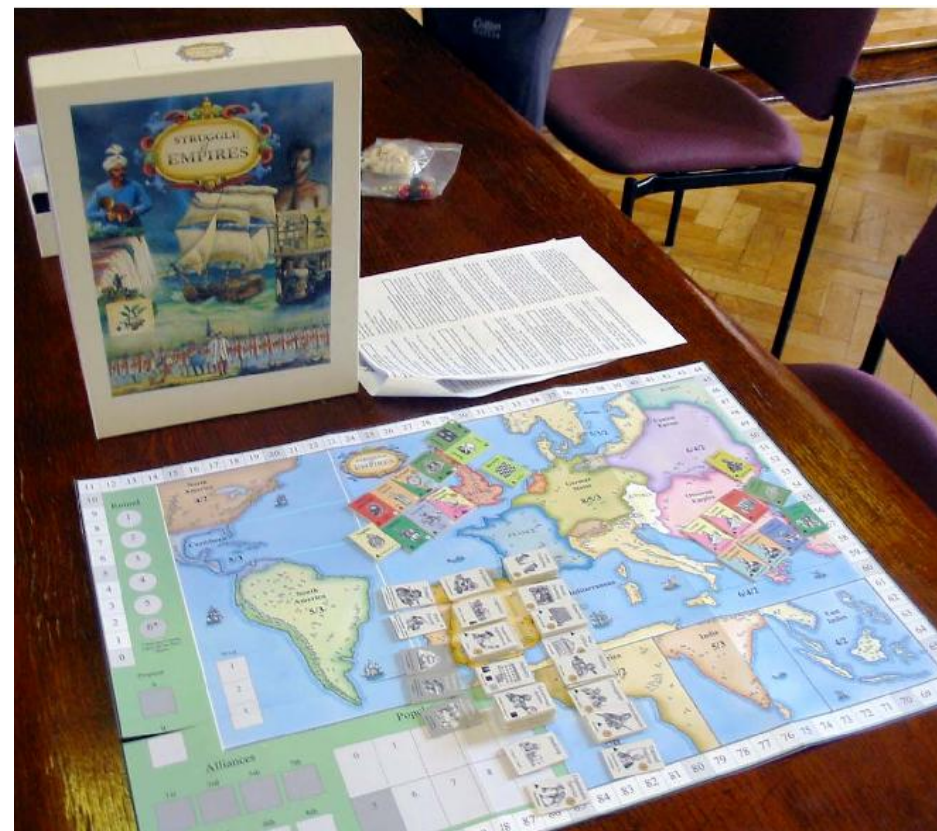
dominate. Points are awarded for the players with the most influence markers in a region. The top three in the case of European regions, the top two elsewhere (and all players who are tied score for that position). Points are scored at the end of each of the three “Wars” into which the game is divided. The player with the most points at the end of the third War wins the game. Unless a revolution has overtaken his/her nation.

This is one of the game’s ingenious mechanisms. Throughout the game, players need money. They are allowed to take as much as they like. But every two ‘gold’ they get from the bank gets them an “Unrest” point. Unrest points are also handed out when a player loses a military unit. More than 20 Unrest points at the end of the game and the country revolts. This means a score of zero – not a game-winning position! Otherwise, players lose points according to who has the most Unrest. So you are pulled in two directions during the game. You need gold to build up your position, but the more gold, the more points you need simply to offset what you may lose from Unrest at the end of the game. And take too much gold and Unrest could knock you out of the game entirely. Clever stuff.

But back to those Wars. The significant things that happen at the start of each War are deciding the order of play and whose side the players are on. Apart from being on their own side, each country is part of a grand alliance. The two alliances oppose each other: players can’t attack (or be attacked by) members of the same alliance. They can, of course, attack members of the other alliance. And they can support other players in the same alliance. A series of auctions determines which countries will oppose each other (and the order in which they will move). These auctions can be crucial – particularly as the game goes on. You really want the players who can gain most from attacking you to be in the same alliance so that they can’t!

One other thing happens at the start of each War. A number of counters are drawn at random and placed in the areas they refer to. Most of these represent the natives of that region. Defeating each of these gives players an influence marker in that area. The other way to gain influence is, of course, to defeat another player who has a marker there. In either case, you need to have some military units. Ideally you want several more than the opposition, as players’ combat score is the number of units plus the difference between two dice. Apart from natives, the other markers placed at the beginning of a War also allow players to gain influence, providing they meet the appropriate conditions. (This is where the infamous ‘Slaves’ counters come in: each allows a player with a ship off Africa to gain a marker in the Americas.)

Once the alliances and order of play have been established, the War is played out across a number of rounds (five with 5 or more players, six with fewer). In



Struggle of Empires – though this is a pre-production version

each round, players carry out two actions – they have six to choose from. One of these is to attack somebody, which costs 2 gold (otherwise known as 1 Unrest). Other actions include building a new military unit, which costs a point of Population and can then be shipped around the world. Or moving a couple of units. Given that you need several units to make a successful attack, it takes a few rounds to build up to an assault. So it’s usually obvious what other players are up to – though there may not be anything you can do about it!

The final option available to players is to buy a tile – though only once a round. There are a lot of these available to players. Each does something special, such as providing extra armies or navies, improving combat strength, moving an extra unit, enabling a player to get three gold for each Unrest point and so on. The tiles add to the complexity of the game and give players plenty of options. However, the tiles do not drive the game. Instead, players pick tiles to support their strategy. Probably the most important tile is “Government

Reform". Take one of these and you immediately discard two points of Unrest. Sooner or later, somebody will buy a Government Reform tile and this usually starts a rush – nobody wants to get left behind.

Other important tiles include those that provide additional income. These are for a particular region and players gain gold for the influence markers they have in that region – "Tobacco", for example, produces income in North America. If you want to keep down your Unrest total, this income is very useful – especially if you have a lot of influence in an area.

Then there are the Alliance tiles, which gain the player extra military strength in a particular region – for the current War, anyway. These bolster your force without having to move units around. Finally, "Army Training" gives the player +1 in combat – provided they have more Army Training than their opponent. This is always an advantage against natives, but other players can negate it – you can even get an arms race effect as opposed players buy up the tiles available.

At the end of each War players get income in gold, based on their current population and influence markers on the board. However, they then have to pay for the upkeep of their military units. Any shortfall means taking more gold – and more Unrest – from the bank. Finally, players boost their Population, ready for the next War. Three Wars of six rounds with two actions means a total of 36 actions in a game (30 with 5+ players). And you can always do with more.

Struggle of Empires is a complex game that provides players with lots of decisions and plenty of strategic options and tactical niceties. The best way to learn the game is to play it. In fact, I'd say that you need to play it once to learn how to play, as it's the interaction between the players that makes the game what it is. I suggest that your first game involves no more four players to keep things simpler. There are also some very useful tips on play at the end of the rules, which I recommend beginners take note of. The game seems to play well with any number of players, though I've not tried it two-player.

At the start of the game, players get some influence markers on the board, determined randomly. This probably determines your overall strategy. So, if all (or most) of your influence is in Europe, concentrating on Europe will build on this. Conversely, influence in the colonies suggests a colonial strategy. Then you need to decide how to approach the Unrest problem. At one extreme, you can try to minimise your Unrest by going for income-generating tiles and positions and not expanding aggressively. The other extreme is to burn through lots of money, accepting the Unrest. As having the most Unrest will cost you 7 points at the end of the game, you need to do significantly better

than the other players for this strategy to pay off. And getting close to 20 Unrest is very worrying – unexpectedly losing a unit or two can tip you over the edge into the oblivion of 0 points.

This is a subtle, challenging and highly rewarding game. I cannot recommend *Struggle of Empires* highly enough. Though anyone who thinks three hours is too long for a game will not be impressed.

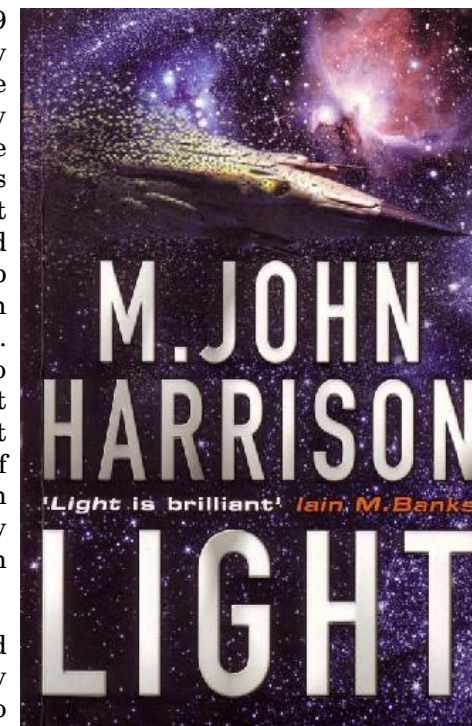
Struggle of Empires is published by Warfrog and was designed by Martin Wallace. It is a strategy board game for 2-7 players aged 13+ and takes 3-4 hours to play. It is readily available in games shops at around £25.

Science Fiction

I make it 30 years since *The Centauri Device*, M John Harrison's last SF novel. And now (or rather 2002, according to the copyright date) we have *Light*. This comes trailing clouds of praise from the likes of Iain M Banks, Stephen Baxter, Alastair Reynolds and a host of mainstream reviews. None of which mattered to me – I just needed the author's name. So, the question has to be whether the book justifies its acclaim. Let's see...

The story starts prosaically in 1999 with a bloke called Michael Kearney and a rather tedious dinner party he attends with his current girlfriend. By the end of the chapter we know quite a few things about Kearney: he's running a quantum physics project and he's disturbingly disturbed (psychotic, even). Then we skip forward 401 years for our introduction to K-Captain Seria Mau Genlicher. She, we will discover, is cyborged to her spaceship, which uses the most advanced technology available to flit undetected across vast distances of space. But she is not a nice person either: we first meet her blowing away spaceships – and people – for her alien employers.

Despite the unsympathetic lead characters, I was already hooked by this stage. Part of it is wanting to



know the connections between the different parts of the story. Part of it is Harrison's skill in leading the reader into the story. His writing is plain and matter of fact – which makes the shocks even more shocking. This applies just as much to his 25th century characters as the 21st century people. They all carry on as you would expect – taking their surroundings and technology for granted. This leaves us, his readers, to work out what is going on from the context and usage. At the same time Harrison drops in snippets to fill in the background and history – and build up the big picture.

We get a third strand to the story, also set in 2400 AD, which gives another perspective to the plot. This one is a low-life view of the future world, with more than a hint of Damon Runyon. And so things develop, switching between the relatively normal 1999 – though coloured by Kearney's fears and fantasies – and the strangeness that is Harrison's future universe. I kept getting jolts of shock when I realised that something I initially read as commonplace is actually exotic and completely different from what I originally thought. But that's M John Harrison for you! There are resonances between the different strands too, such as the references to white and black cats that run through the book.

At the end, the three strands don't so much come together as inhabit the same space-time co-ordinates for a while. We get an explanation of what has been going on, which binds things together, but is just the start of something bigger. What makes the book is the richness of Harrison's invention and the depth of his characters and their settings. His universe in 2400 is weird and normal, disjointed and coherent, familiar and completely bizarre at the same time. This is not a book for those who like a straightforward narrative – if that's a cup of tea, then *Light* is a mixture of speed and LSD. Take with caution!

Another writer whose rich invention illuminates her writing is J K Rowling. Yes, I've been catching up with *Harry Potter and the Order of the Phoenix*. Rowling's biggest book of the series so far, this one follows the usual formula. We start at Privet Drive, where Harry Potter is being tormented by his aunt, uncle and cousin for the duration of the summer holidays. Then it's back to Hogwarts for an academic year of lessons, magic, Quidditch, mortal danger and further revelations about the evil Lord Voldemort. This book continues the darker tone of *Harry Potter and the Goblet of Fire* and the threat to Harry and his friends is very real.

Where this book is different is that Harry is in danger right from the start; Hagrid is missing, Dumbledore is distant and Snape is antagonistic; Harry is in detention and missing his Quidditch; and there's the pressure of sitting his OWL (Ordinary Wizarding Level) exams. As always Rowling's attempts to

marry the magical world with the mundane are painful. The first section of the book is excruciating, but then Harry sets off for Hogwarts and everything's all right. Within her invented world, Rowling's imagination can have free rein and the plot gallops along. It's only the real world and mixing the two that are a problem.

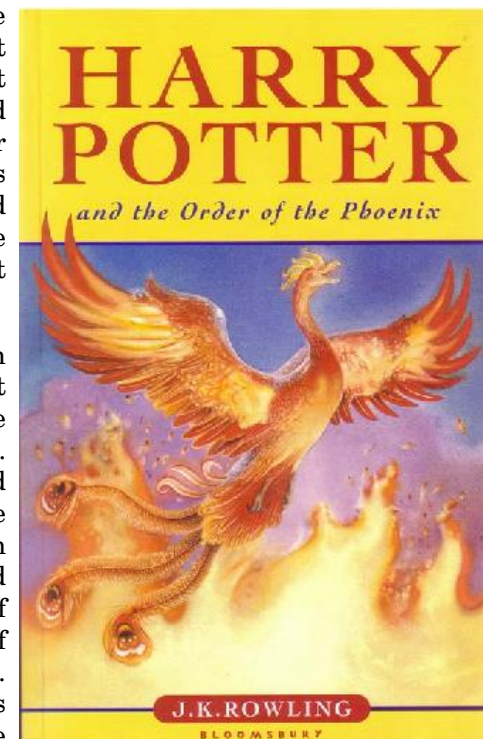
Once again Rowling introduces an aspect of the wizard world that reflects normal life. This time it's the tabloids and the cult of celebrity. When you think about it, there could well be an interesting story in the effects of his unasked-for fame on Harry Potter. This is not it. Instead we have the clumsy introduction of slanted newspaper stories as a way of heaping further pressure on Harry. On the positive side, the plot is cracking once it's started and we learn rather more about the connection between Harry Potter and Voldemort.

All in all, a good read, provided you can grit your teeth through the first section. And try not to wince at some of the excruciating names Rowling has come up with. (I still haven't got over her calling a villain 'bad faith' – why would anyone trust a Malfoy? – and why name your arch-villain 'Death theft?') I'm just glad she wasn't christening me!

Games Events

Last call for Ramsdencon: 24th-27th February at Ramsden Hall School outside Billericay in Essex. The latest news is that the accommodation is all but full, but there's room for day visitors. Reiner Knizia will be attending with various prototypes for playtesting and Spielbar will be over from Germany with a selection of games. See www.ramsdencon.co.uk for details.

It's nearly time for Jerry Elsmore's 50th birthday, otherwise known as Consummation Too. Jerry wants everybody to come along and enjoy themselves: 11th-13th March, at the West Retford Hotel, Retford, Notts.



There'll be board games, role-playing, wargames, folk dancing and all sorts of other things. See www.consummation.net for details.

The venue for Maycon has been confirmed: this year's event will be in Nottingham, at the Rutland Square Hotel – which, according to the map, is just round the corner from the castle and close to the centre of the city. As I write, the website has not yet been updated, but I'm promised it will be soon.

And the dates and venue for GEN CON UK 2005 have been announced: 3rd-6th November at Butlins, Bognor Regis. Again, the website has yet to be updated, but it's at www.genconuk.com.

This box concentrates on regular games events I expect to attend.

Swiggers: games club that meets every Wednesday evening (though December dates depend on venue availability) at the Bunch of Grapes, St Thomas Street, London SE1. Board games and occasional role-playing. No charges, all welcome. For more information, see www.pevans.co.uk/Swiggers.

Games Games Games Days: from noon(-ish) on the second Saturday of every month at the Duke of York pub at 35 New Cavendish Street, London W1. A day of board games, with those present covering the cost of the room and sandwiches.

Winter Stabcon: early January at the Britannia Hotel in Stockport.

Maycon: now confirmed as 29th April-2nd May at the Rutland Square Hotel, St James Street, Nottingham. This friendly convention is a mixture of board games and role-playing and includes SpielChamps UK – the UK Board and Card Games Championship and qualifier for the European Championships. For more details and a booking form, see www.maycon.org.

Summer Stabcon: 8th-10th July 2005 at Woolton Hall, Manchester University. A mixture of board games, wargames, CCGs and role-playing at this friendly convention. Sign up with the stabconinfo Yahoo group to find out more: groups.yahoo.com/group/stabconinfo.

Spiel: the board games event of the year. Oct. 13th-16th 2005, at the Messe (Exhibition Centre) in Essen (Germany). Contact Friedhelm Merz Verlag, Postfach 210250, Bonn, 53157 Germany, www.merz-verlag.com/spiel/e000.php4.

Credits

To Win Just Once issue 52 was written and edited by Pevans. The LPBS masthead (page 15) is by Lee Brimmicombe-Wood, as is the illustration on page 28. The picture on page 16 is by Colin Parfitt; that on page 18 is by Tim Wiseman. The pictures on pages 17, 19, 21 and 27 are by Nik Luker. Pevans took the photos and played with Photoshop.

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Fictionary Dictionary

This game is open to all readers – I guess most of you will know it. Each issue I will put up a couple of obscure words. Anybody who wants to participate writes in with fictional definitions for the words. I publish these, anonymously. Everybody votes for their favourite definition (a vote for your own definition will be ignored).

Players score points according to how many people choose their definition. (In other games the definitions include the correct one and players get points for spotting it. However, it's too easy to look words up in a dictionary, so I've left this out for this game.) We'll run this for 10 issues. The winner is the player with the most points at the end.

Scores from Round 8

Here are the meanings of the words in round 8.

Pichichiago (n): a very small S American armadillo (*Chlamyphorus truncatus*), having a protective covering of pinkish plates, and soft white hair on the underparts and sides. (Which I certainly wouldn't have believed!)

Votes on Round 8

Voter	P	R
Mike Dommett	4	1
Pevans	4	1
Pete Holland	4	1
Nik Luker	4	5
Graeme Morris	2	1
Colin Parfitt	5	6
Pam Udowiczenko	3	4

Rostellum (n): a small part resembling a beak: e.g.

A the projecting sterile top of the female part of the flowers of some orchids;

B a sucking beaklike mouthpart of an insect (e.g. a louse or aphid); or

C a small rounded hooked projection from the head of a tapeworm.

So there you are. The table on the left shows which definitions people voted for last round. The table on the right gives the scores of those who have provided definitions. A massive vote for Colin Parfitt puts him into contention.

Round 9 Definitions

Sainfoin

1 From the Norman French – “without manners”.

2 A cider producer from the Champagne region. The owners of

the Sainfoin orchard are still bitter about their great-grandfather digging up the vineyard.

3 Pidgin English for to speak in another language. A corruption of

Players' Scores

Name	This round	Total
Guy Arnold	0	1
Mike Dommett	1	6
Pevans	0	16
Bill Hay	0	2
Pete Holland	2	22
Nik Luker	1	15
Bill Michell	0	6
Mark Moores	0	2
Graeme Morris	2	17
Neil Packer	0	1
Colin Parfitt	8	20
Al Tabor	0	4
Gerald Udowiczenko	0	11
Pam Udowiczenko	0	9

“Say in foreign”.

4 From the medieval French *San Foi* (Faithless), this term originally described the excommunicated Knights Templar at the time of the Third Crusade. It came to be used for military renegades and deserters in general, but fell out of use in the nineteenth century as armies became professional.

5 Similar to GIGO (garbage in, garbage out), used to describe the behaviour of computer systems. “How can you expect any meaningful output with sainfoin (sod all information in)?”

6 Bastardisation of the phrase “he seems fine”, following the mangling of the words with a heavy Irish accent.

7 An expression of general well-being used in the west country. As in “Oise arskinim ow ee be. An ees sainfoin”

Telpher

1 An office junior who answers the telephone calls of the most unpleasant customers. A variation of the office gopher.

2 Horatio Aloysius Telpher (b 1805, d 1871) gave his name to the small,

round hat that was his most successful design. The Telpher was much in vogue in the early Victorian period, particularly after Prince Albert took to wearing one. However, Queen Victoria banned the hat from her presence after Albert's death and it quickly fell out of fashion.

3 Before the Gopher goes, she (or he) has to be told what to go for and this person, part of an important person's entourage, is the telpher.

4 A provider of telephone support. More generally, can be used to describe anyone meant to be giving help who is in fact completely useless.

5 Urban subspecies of North American rodent (cf. gopher) considered a pest due to its tendency to colonise telecommunications conduits and cableways.

6 At volunteer-run events where gophers do all the leg-work (“go-for-this, go-for-that”), a telpher is a kind of “uber-gopher” who gives the orders.

7 Brand name of a wound dressing more commonly known as Melollin. Doesn't stick to the surface of the wound.

For the next deadline, I need you to:

- vote for your favourite definition of each word above and
- let me have your fictional definitions for the two new words below.

The next words are: Venatic and Whangee.

Votes and definitions to TWJO, 180 Aylsham Drive, UXBRIDGE UB10 8UF or TWJO@pevans.co.uk by Friday 11th March 2005.

Oh, Mr Porter! Railway Rivals game 3 – Round 1

SOUTH WEST TRAINS built towards Canterbury and then headed south of the downs towards Ashford. DECLINE built to Hastings and into the ridge to the east and started a route across the Weald towards London. TOOT built a line towards London. LOL built into Dover before heading over the ridge towards Ashford. TTYF! built a line towards London from Eastbourne. SPAMTRAK built over the river to Lewes and set off for London as well.

A – John Harrington, TRAINS TAKE YOU FASTER! (TTYF!), Blue

Start Points: 20

Builds: (Eastbourne) – D14 – H12

(H12) – I13- K12

(K12) – B49

Points: 20

B – Chris Boote, SLOTH WORST TRAINS (SWT), Purple

Start Points 20

Builds: (Ramsgate) to H88

(H88 – Whitsable); (H88) – G69 – Canterbury

(Canterbury) – F66 – C65

Points 20 + 6 for towns + 2 bonus for Ramsgate substation = 28

C – Steve Bunce, DOVER EASTBOURNE CHATHAM LINE (DECLINE), Yellow

Start Points 20

Builds: (Bexhill) – F17 – G18 – J16

(Bexhill) – Hastings – E21

(J16) – J15 – K15 – L14

Points: 20 + 6 for towns + 2 bonus for Bo-Peep J'n substation (E19) = 28

D – Edward Walkington, TOTALLY OUT OF ORDAH TRAINS (TOOT), Green

Start Points: 20

Builds: (Margate) – J71 – I71 – Whitstable

(Whitstable) – H67 – H65

(H65) – G65 – H64 – H61

Points: 20 + 6 for towns = 26

E – Gerald Udowiczenko, LEAVES ON THE LINE (LOL), Black

Start Points: 20

Builds: (Folkstone) – N30-N31; (Folkstone) – M29

(N31) – Dover

(M29) – N28 – A68; (N28) – N27

Points: 20 + 6 for towns = 26

F – Timothy Hunt, SPAMTRAK, Red

Start Points : 20

Builds: (Brighton) – D6 – E7; (Brighton) – D4

(E7) – E8

(E8) – Lewes – G8 –H7-I7- Haywards Heath

Points: 20 + 12 from towns = 32

GM Notes

Make sure you make clear your route when there are two possible routes between a hex. Remember my deadline is 7 days before the main deadline for the En Garde!. Dice rolls for round 2 are **6, 2, 4**

Orders to Mike Dommett, 119 Victoria Road, ALTON GU34 2DD
or by e-mail to mike_dommett@yahoo.co.uk
by Friday, 4th February 2005.

Les Petites Bêtes Soyeuses 178

Being a postal game of *En Garde!* run by Pevans since April 1986 and now published as part of *To Win Just Once*.

If you'd like to play, you'll need to subscribe to *TWJO* (see back page). You will also need a copy of the rules to *En Garde!* – or at least access to a copy.

**Orders for October 1658 to Pevans
at 180 Aylsham Drive, UXBRIDGE
UB10 8UF or**

lpbsorders@pevans.co.uk

by Friday, 11th March 2005



September 1658

As Paris welcomes the troops back after a nasty campaign, there is a little additional entertainment: executions. Jean Petit attempts to stave off the executioner a little longer by offering to fight his long held-over duel with Bud d'Wiser. Rejected, he addresses a few words to the crowd, tips the headsman and takes his place on the scaffold alongside Marc O'Polo. Ker-chunk ... hurrah! Leading the cheering is Gaston de St Marque.

After which it's business as usual, starting with various transfers around the regiments. New boy Denis d'Ertée doesn't join the Royal Foot Guards as Alfonse Qué Holique rejects him. The new men of the Dragoon Guards appear to be strangely attractive to officers in the Royal Marines. Lt-Colonel Euria Humble, Major Orson de Combat and Captain Jacque Wabbit all resign their commissions and sign up with the Dragoon Guards. Social standing means that de Combat gets seniority, taking over command of the regiment as senior Major. Humble has to make do with the junior Major's position, while Wabbit can only get another Captaincy. Feeling the need to redeem himself after his performance in the campaign, Humble volunteers his squadron for the frontiers.

Leo Nonmie and Thomas Tudo fail to make it into the Dragoon Guards. Then Henry Thierry Christian turns Tudo down for the Queen's Own Carabiniers, but he is successful in his application to the purged Archduke Leopold

Cuirassiers. He buys the rank of Subaltern. Nonmie goes for the Crown Prince Cuirassiers as his second choice and is accepted. He would like to be a Major, but doesn't have the funds needed for the rank and settles for a Captaincy. The Grand Duke Max's Dragoons are augmented by a new Major when Bud d'Wiser recruits Antoine Valois.

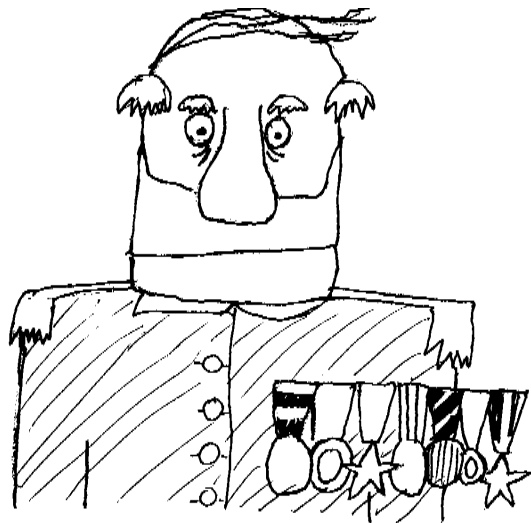
The renewed Picardy Musketeers are also attractive to a number of gentlemen. Gérard Vidocq, Jacque du Lac and Magnon des Sources sign up for the unit. Du

Lac and des Sources vie for the rank of Major. However, des Sources lacks the social standing for this status and has to make do with becoming a Captain. Major du Lac takes command of the regiment. Vidocq just wants to be a Subaltern. It's the 69th Arquebusiers that attract Drew B d'Oeu and Sebastian Flyght. Both applications succeed: d'Oeu purchases the Major's position and becomes acting commander; Flyght acquires a Captaincy.

Posts and Positions

After which it's time to sort out the more important jobs. None more so than the position of Minister of War. His Majesty has several candidates to choose from: General Viscount Gaston de St Marque, Lt-General Earl Stan Dandy Liver and Brigadier-General Count Zachary The Money Goes. The Viscount de St Marque isn't up to the standard of the other two and is quickly ruled out. The King weighs up the qualities of the other two. On one hand, the long-time commander of the King's Musketeers, Count The Money Goes. On the other, man about town Earl Liver, backed by a small chorus of support. Alfonse Qué Holique, Charlemagne le Gosse, Co W Ard Extrême and Rene Ouai all bend the King's ear in favour of Liver and he gets the job. Liver gains the title of Viscount as well.

Field Marshal Claude Byacat appoints General Sean Sondamour to command First Army and General Gaston de St Marque for Second Army. Sondamour rejects The Money Goes' offer to be his Quartermaster-General and leaves this post, the Adjutant's post and his Aide's position vacant. The Money Goes is luckier with de St Marque, who makes him Second Army QMG. De St Marque appoints Lokwot Isaw as his Aide, but does without an Army Adjutant.



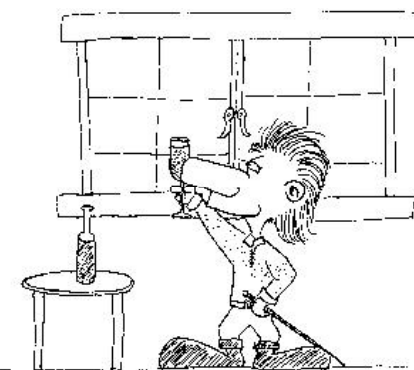
The job of Adjutant-General goes to Lt-General Gar de Lieu, courtesy of Field Marshal Byacat, who prefers him to Lt-Gen Rene Ouai. In his turn, de Lieu leaves the Division Commanders' posts empty – and doesn't take on an Aide either. Rene Ouai is also turned down as Inspector-General of Infantry by Minister of War Liver. Liver would like to appoint de Lieu, but he's already got a job, so the position is unfilled. Ouai finally gets his own job when Liver makes him Inspector-General of Cavalry. He doesn't hire an Aide. Liver's final appointment is of Jacque Wabbit as his Aide.

Lt-Colonel Joseph de Veevre retains his position of Second Division Adjutant. Similarly, Major Marc de Zorro is re-appointed Brigade Major of the Guards Brigade. Beau Romir uses a bit of influence to make sure that he continues to be Captain of the King's Escort. Jacque du Lac gets to be First Foot Brigade Major in the final (random) selection. New boy Drew B d'Oeu lucks out to become Brigade Major of Fourth Foot. Well, he is the only Major in the Brigade! Of course, both he and du Lac may prefer to remain in command of their regiments, rather than serve with their Brigades. Ced Deucer has command of the first battalion of the Cardinal's Guard. Finding himself strapped for cash, he takes his men into action.

A farewell to Paris

The pain down his left hand side has finally got the better of Marvin Leigh Rowbow! The veteran General retires this month, intending to live off the earnings of his Fleur Bonds. "I trust you will all have a drink in the Fleur," he said, "preferably every week!" Leaving with him will be Mlle Jane Lapotaire, who has accepted his proposal of marriage.

The big social event of September is Claude Byacat's party for all comers at the Fleur at the start of the month. It's probably easier to say who isn't there than who is: Co W Ard Extrême and Beppe de Marko are in the Fleur on their own memberships (accompanied by Bette Noire and Jacky Tinne, respectively); Harry Covert is in Bothwell's; Rene Ouai is visiting the Bawdyhouses; Gaston de St Marque is practising with his rapier; Charlemagne le Gosse is busy with his lady love; Gérard Vidocq is busy with a lady; and Henry Thierry Christian is ... well, ransacking Paris. The Commissioner of Public Safety is convinced that surviving traitor Jean de Florette is in the city and has his men scouring



the place for any sign of him. They find nothing. No, that's not right: they find all sorts of things, but no trace of de Florette.

But back to the party. As you'd expect with this many Parisians in one place, there are few arguments. In fact, there are a few punch-ups. And a brawl. The brawl is sparked off by the remaining members of the Royal Marines, Jacques Shitacks and Xavier 3sup. Toasting themselves boisterously, the pair spot Sebastian Flyght showing off his nice new Arquebusiers' uniform. So they shower him with what's left in their cups. What they hadn't counted on was the presence of Drew B d'Oeu, Flyght's colleague. He jumps in to back up his superior officer and fists fly. The foursome is prised apart before swords are drawn and they are sent to opposite sides of the club.

Meanwhile, two of the former Royal Marines are there in their pristine Dragoon Guards uniforms: Orson de Combat, who has Lucy Fur with him, and Jacque Wabbit. They notice QOC Subaltern Denis Bone and proceed to barrack him loudly on behalf of their new regiment. Similarly, Bud d'Wiser and Antoine Valois of the Grand Duke Max's Dragoons harangue Archduke Leopold Cuirassier Thomas Tudo. Their companions drag the Dragoons away before things get worse: that's Leia Orgasma and Ava Crisp, respectively.

Claude manages to get sufficient quiet to make sure that everyone hears his announcement. He is retiring from public life to establish the Count Byacat Military Nursing Academy for Wayward Young Ladies. Ahem. The list of the non-argumentative, unaccompanied guests is: Colin Maillard, Denis d'Ertée, D'en Percent, Gar de Lieu, Horatio d'Escargot, Jacque du Lac, Lucien d'Escaillehuitaillements, Leo Nonmie, Magnon des Sources, Pierre de Mont-Réal and Revaulvin d'Or. The couples are Alfonse Qué Holique and Ella Fant, Beau Romir and Frances Forrin, Joseph de Veevre and May Banquot l'Idée, Lokwot Isaw and Angelina di Griz, Marc de Zorro and Guinevere d'Arthur, Omi Palone and Katy Did, Stan Dandy Liver and Fifi and Sean Sondamour and Lotte Bottle.

Now the partying is over...

It's interesting to see what happens in the weeks following the party. To start with, a group disappears into the gyms to practise their swordplay. Antoine Valois takes up his sabre, Omi Palone his rapier and Xavier 3sup his cutlass for the rest of September. Horatio d'Escargot practices with his two-handed sword, Orson de Combat with his cutlass and Thomas Tudo with his sabre for

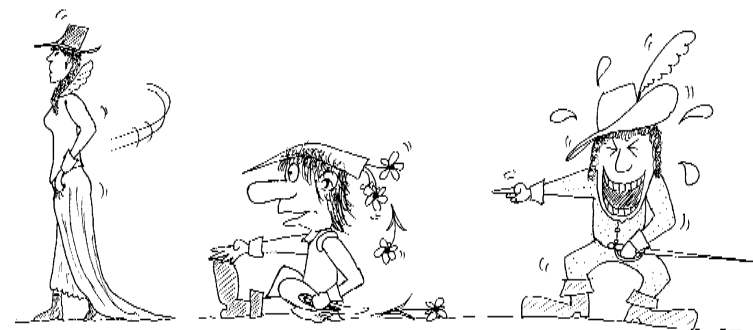


two weeks (having been let off his regimental duties). Orson then has another party to go to while the other two head for the Bawdyhouses. Thomas attracts the attention of the footpads, but has spent his cash.

Conversely, another group visits the red light district after the Fleur, led by Claude Byacat himself. They are: Colin Maillard, Drew B d'Oeu, Denis d'Ertée, D'en Percent, Gar de Lieu and Jacque du Lac. The footpads take the opportunity to pounce on Jacque and Denis, but only the latter has any cash in his pockets. Then they practise with their swords for the last two weeks of the month: Colin with sabre, Drew, Denis, D'en and Gar with rapier and Jacque with a two-hander. Meanwhile Claude remains at the Bawdyhouses right the way through September. He's saying his farewells, apparently – and recruiting for his Academy.

The third group is made up of the toffs who simply stay in the Fleur de Lys. These are Alfonse Qué Holique, Stand Dandy Liver and Sean Sondamour, together with their respective companions. Co W Ard Extrême and Beppe de Marko also bring their ladies back to the club. In week 3 Henry Thierry Christian tires of his hunt and arrives at the Fleur with Edna Bouquet. This keeps the numbers up as Stan puts in a single week's practice with a cutlass. It's also amusing as Edna's departure from her home is the cue for Rene Ouai and Gaston de St Marque to turn up in their best courting outfits. Oh well! At least Rene's put in a week with his rapier.

The final week sees several people turn up to Toady to Alfonse. Beppe, Co and Henry are again in the Fleur with their escorts. Most of Alfonse's guests are members of the Royal Foot Guards: Beau Romir, who brings Frances with him; Lokwot Isaw, with Angelina; and Marc de Zorro, accompanied by Guinevere. The other Toadies are Ministers: Minister without Portfolio Orson de Combat, together with Lucy; and Minister of War Stan Dandy Liver, who is joined by Fifi. As a Dragoon Guard, Orson is amused to bump into the QOC commander, Henry Thierry Christian, in the club. The two exchange challenges. Sean has left the club and can be found wielding a sabre.



I will love you till I find someone else

Lokwot's intervening two weeks are spent in Bothwell's with Angelina, who's getting a lot of attention this month. Harry Covert is still in the same club, but he disappears at the end of the month to get his oats at the Bawdyhouses. On his way home, he is a target for the footpads. He has nothing of value left on his person. After Claude's bash, Bud d'Wiser repairs to Bothwell's with Leia for the remainder of September. Joseph de Veevre also visits Bothwell's, leaving May behind. Then he disappears for a week, returning at the end of the month with Bess Ottede on his arm!

Lucien d'Escailliehuittaillements rolls up at Blue Gables for a couple of weeks and goes to the Bawdyhouses to wrap things up. Jacque Wabbit hits the Frog & Peach, practises cutlass for a week and then makes it to the Bawdyhouses. Leo Nonmie is in the Frog & Peach for the second half of September. Where he's been in the intervening week is explained by the presence of Ulla Leight on his arm. The same routine is followed by Magnon de Sources. Except that the club is Red Phillips and the woman is Betty Kant.

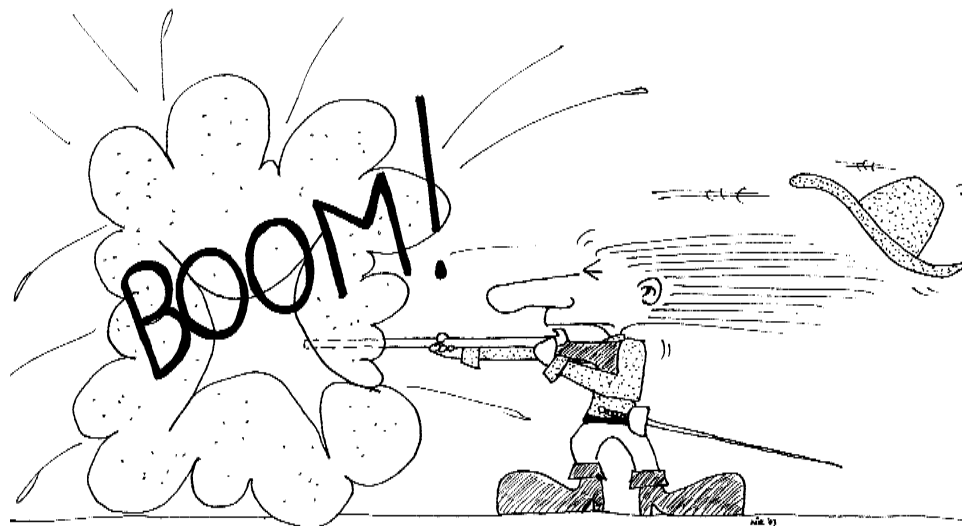
Who does that leave? Well, Gérard Vidocq for one. Unlucky in love at the start of September, he deals with his regimental duties as a Subaltern in the Picardy Musketeers, visits Red Phillips for a week and then hits the red light district. Denis Bone leaves his courting until after Claude's party and is more successful. Then it's a week's practice with his sabre before completing his regimental duties. Pierre de Mont-Réal fails in both his attempts to woo Parisian ladies this month and has to make do with a visit to the Bawdyhouses to maintain his equilibrium. Revaulvin d'Or is also unlucky in love. Not least because he arrives to court Frances Forrin when Beau Romir is with her! Guess where Revaulvin finishes the month? Yes, in the Bawdyhouses.

Charlemagne le Gosse puts in three weeks' practice with his rapier. This will probably stand him in good stead as Sebastian Flyght steals Ada's affections away from him as soon as his back's turned. Sebastian spends two weeks with his own rapier following that. Marc de Zorro is to be found at home with Guinevere when they're not at parties. Jacques Shitacks spends two weeks waiting for a certain lady to come home, but is then at the Bawdyhouses to complete his month.

Spanish skirmishing

Spanish forces continue probing the French borders, even though the main campaigning season is over. Major Euria Humble and his Dragoon Guards squadron are assigned to Frontier Regiment 2. The elite cavalry sees off an infantry attack, bringing Humble a Mention in Despatches – just what he needs to rehabilitate his military record.

Lt-Colonel Ced Deucer's Cardinal's Guard Battalion bolsters Frontier Regiment 4, which comes under a stiff attack by Spanish troops supported by heavy artillery. A Mention in Despatches brings Deucer a Knighthood, but he's more interested in the 300 crowns he makes selling cannonballs (slightly used, only one owner). ❖



Press

Announcements

Most gracious Majesty

As a most loyal officer in your army, I would like to be able to further demonstrate my loyalty to you by applying for Major in the Dragoon Guards.

My actions as an officer in the Royal Marines I would hope demonstrate that I can act with initiative – even where my superior officers choose to do otherwise.

However, I cannot see a future for me in the RM due to lack of opportunity to aspire to greater

Rank. I therefore would like to move over to the Dragoon Guards as part of the restructuring of the Regiment.

In order to show my loyalty, I would like to set up a fund for the Widows and Orphans of loyal soldiers. To this end, I donate 500 crowns. If your Majesty permits, I would like to encourage fellow officers to make some contribution, however small.

Your most humble servant,

† Orson de Combat

*Another 500 crowns for
L'Orphanage du Roi. † Le Roi*

My Lords, Ladies and Gentlemen
My name is Pierre de Mont Réal and I come from our glorious French territories beyond the sea. I have just arrived in Paris. I have travelled a long way in order to serve le Roi. Please direct me to a loyal regiment, where I can best show my loyalty to our King.

Yours, etc,

† Pierre de Mont Réal

Matters of Honour

D'en Percent is available as a reliable second for all gentlemen of Paris.

To all of France's finest

I have recently arrived in 'la cité plus magnifique' and seek gainful employment.

I hope to improve my current 'sois distante' position by enlisting in one of the finest 'organisations militaires' that will accept my service.

I am told that, should there arise any 'contretemps miscordiale', I will need a second – and of course offer my services in such a capacity to any who find themselves 'sans amis' in such an unfortunate situation.

I leave you 'en courant la fortune',

† Leo Nennie

Social

Loyal Parisians welcome at My Party in week 2 of next month; Costs paid for ladies. † Omi Palone

AQH would like to announce a "Champagne Stakes" horse race. This will take place in week 4 of September with a stake of 2000 Cr.

Due to the limitations of the size of the racecourse this has to be restricted to those of SL 17 or higher. Yours, † Alfonse Qué Holique

Bit late, now!

† Le Roi

The Abel Ringeur Chase

Gentlemen, I propose the running of an annual horse race to commemorate the utter defeat and overthrow of the Pretender, Abel Ringeur, and to celebrate the anniversary of the King's triumph over his enemies. All loyal citizens are welcome to participate (and the names of those who don't will be noted!). The race will consist of a horse and rider in Ringeur's colours to be given a head start and for him to be chased along the course as he was chased from battlefield to battlefield!

Big prizes!!

All nags and their riders will be entered!!

The race will take place in October, the specific timing to be graciously decided by Le Roi. † RdO

His Majesty suggests the last week in October, so that Abel Ringeur is associated with the other horrors of Halloween.

† Le Roi

Anyone up for a horse race? My new filly seems quite the thing! † DB

Personal

Your Majesty, is it not a cause for wonder that Ringeur is being called the James Dean of our time, "Rebel without a cause!"?

Rumours are growing that rebel leaders have been tortured by members of the Cardinal's Guard. Etchings circulating in private are reputed to show men held down in a large comfy chair and being interrogated with soft cushions by leading members of his Eminence's guardians...

JP addresses the crowd before the headsman:

"Clean against my frivolous nature, rightly or wrongly, I stayed the course. I can only hope that His Majesty is well served by those who blew first one way, then the other."

† JP

Why isn't D Arth Vader's head up on a spike too? If traitors fall out, they remain traitors. And there's only one language that they understand.

Thank God, and the loyal citizens of our beloved France, for the safe keeping of our noble King and the destruction of the rebel alliance!

Yours, † Jacques Shitacks

One hesitates to say it, but Darth Vader is dead, Luke. Now you can never be reconciled to him.

Lord Percy Percy says, as having a high view over the city is becoming very fashionable, the traitor Ringeur would be very fashionable were he still alive.

If the rebellion has been crushed, are we now going to get a vote?

"Isn't it ironic, my dear Liver, that the traitor would relieve me of a duel?"

"Sir?"

"Well, I am just happy that Vader never returned from the front. Serves him right: after all he supported that criminal trust fund at Saisir et Courir. Any news about that? Did Sir d'Or find any legal means of incarcerating them?"

"Not yet, but we're working on it."

"Recently, there are just too many people who want me dead, like this crazy sabre guy..."

"Du Lac."

"Whatever. Do something against them, Liver!"

To D'en;

First dividends significant for names, but lighter than predicted by reason of mortality rate and pick-up deficit. To be issued to 3rd party as agreed.

The Fund

Now that the roar of battle has died down, perhaps it is time for a more considered approach as to what to do with those who misguidedly followed the Traitor, whose name I will not sully the air by mentioning. I propose that we strip those miscreants of all their property, money and titles and award these to the loyal men who steadfastly supported their monarch. Then we strip the deluded fools of their skins. † Baron AQH

AQH: Please will you furnish a list of disloyal ministers to the CPS.

† Da Boyz

ClG – **strapping young** men wanted for the Cardinal's Guard? A bit obvious, aren't we? What is it about your Regiment and its repeated tendency to become a hotbed of unnatural acts? At least the QOC stick to their horses.

Report from the office of the CPS
I became suspicious when I first heard that the King's brother was laying claim to the crown of France. Having known him, both professionally and personally, he was more interested in going to parties and the theatre than attending court. This, and the fact that he had many years ago signed papers forgoing any claim he may have had to the throne, led me to my investigation. After many weeks I discovered this. The man claiming to be the King's brother was nothing more than an impostor under the employ of the Spanish in an attempt to weaken France's defence and capture it without much resistance. I had hoped to capture this man and find out what has happened to the real King's brother, but alas was too late.

While defending the French borders from this assault I did manage to capture many of the impostor's men and, after much questioning, discovered that the King's brother and Abel Ringeur had been replaced by look-alikes many months beforehand. From this questioning I have found out that the King's brother is still alive imprisoned some where in Spain and that Lord Abel Ringeur may still be alive –

although, given the mixed responses from the prisoners upon Abel Ringeur's whereabouts, I hold little hope that he still lives.

Once I find out the location the King's brother is held and, if Lord Abel Ringeur is still alive, his location too, I will be taking a volunteer force to rescue them. If you wish to volunteer for this please post you name to the CPS's office and keep yourself prepared as departure upon discovery of the location is a must to prevent any security leaks.

† HTC

I trust that the CPS will be extremely active in rooting out supporters of the traitors, both the overt and the closet varieties. If he flags, then let him resign and another take his place. Paris expects no less.

† Omi Palone

Dear Maggie. I trust you will not fret for me more than a day or two. You were made for happier pursuits.

† Little Jean

It cannot be denied that the Cardinal's Guard have led a stressful life over this last three months – why, some were even seen rising from their beds before noon.

JP tips the headsman the usual amount. Twenty crowns should do it.

Your Majesty, please will you execute the vile traitorous scum at once?

La Soleil

It is to be hoped that the full weight of the law will fall upon all those who rose in insurrection against the King.

Le Telegraphic

KILL THEM ALL!

L'Express

Three in a bed scandal – we bring you the etchings! See P3, 4, 6, 7, 8, 12 and 13.

Le Sportif

Points Arising

The following didn't get any orders in on time ("No Move Received") and suffered the consequences.

FLAG Fernand Louis Adelmo de Gaulle (HaJo 'Red' Schlosser) has NMR'd. Total now 1

Brian Niemi (X5) got the benefit of the doubt and was floated. Richard Huzzey (X7) was floated at his own request. Gerald Udowiczenko (ZTMG) was away over the deadline and was floated.

Stockbrokers Filthy, Rich and Loaded have one last Fleur Bond for sale. Bids in excess of 1400 Crowns are invited.

Solicitors Saisir et Courir have charge of the trust fund established by Charles à Tanne and supported by D Arth Vader. The fund, of 6,000 crowns, will be paid out on the death of Co W Ard Extrême.

This turn we say farewell to Michael Blasebalk and William Stevens. Michael's just started a new job and

has decided he needs a break. William is pleased to bow out as Field Marshal. My thanks to both for their input to the game and I hope we'll see you again in the future.

Reminders: It is worth sending orders in even if they're a day or two late: I may be able to action the orders and will probably be able to use any press. It also reassures me that you're still there.

You are welcome to submit orders and press by e-mail. Getting your press this way is particularly helpful. Send your orders to lpbsorders@pevans.co.uk and you'll get an automated reply when your message arrives in my mailbox. Please give your name and your character's name and specify actions in full (since it's without your character sheet). Attached files should have your character ID and the month in the name. If you want queries answered before the deadline, e-mail LPBS@pevans.co.uk.

◇ P

Announcements

Beppe de Marko applies for Brigadier of Heavy Brigade

Euria Humble applies for Aide to Field Marshal

Omi Palone asks NPC Army Commander of First Army to resign

Omi Palone asks NPC Army Commander of Second Army to resign

Omi Palone applies for Army Commander of First Army

Omi Palone applies for Army Commander of Second Army

Omi Palone applies for Minister of War

Sean Sondamour applies for Division Commander of First Division

Sean Sondamour applies for Division Commander of Second Division

Sean Sondamour applies for Division Commander of Cavalry Division

Sean Sondamour applies for Division Commander of Frontier Division

Sean Sondamour applies for Inspector General Cavalry

Sean Sondamour applies for Inspector General Infantry

Sean Sondamour applies for Army Commander of First Army

Sean Sondamour applies for Army Commander of Second Army

New Characters

Martin Jennings gets the Second son of an Impoverished Viscount: Init SL 10; Cash 40; MA 2; EC 4 (X1).

Duels

Results of this month's duels:

Jacque du Lac's challenge to Co W. Ard Extrême was voted down 4:8.

Grudges to be settled next month:

Antoine Valois (Sabre, 1 rests) and Thomas Tudo (Sabre, adv.) have mutual cause for being in enemy regiments.

Leo Nonmie (Sabre, 3 rests) has cause with Bud d'Wiser (Sabre, adv.) as he's not Noble but higher SL.

Bud d'Wiser (Sabre, adv.) and Thomas Tudo (Sabre, 4 rests) have mutual cause for being in enemy regiments.

Denis Bone (Cutlass) and Jacque Wabbit (Cutlass, adv.) have

mutual cause for being in enemy regiments.

Denis Bone (Cutlass, adv.) and Orson de Combat (Sabre, 2 rests) have mutual cause for being in enemy regiments.

Drew B d'Oeu (Rapier, 3 rests) and Jacques Shitacks (Cutlass, adv.) have mutual cause for being in enemy regiments.

Drew B d'Oeu (Rapier, 4 rests) and Xavier 3sup (Cutlass, Seconds CBy, adv.) have mutual cause for being in enemy regiments.

Leo Nonmie (Sabre, adv.) has cause with Joseph de Veevre (Rapier, Seconds OP & RdO, 1 rests) as he's not Noble but higher SL.

Jacques Shitacks (Cutlass, adv.) and Sebastian Flyght (Rapier, 1 rests)

have mutual cause for being in enemy regiments.

Sebastian Flyght (Rapier, 3 rests) and Xavier 3sup (Cutlass, Seconds CBy, adv.) have mutual cause for being in enemy regiments.

Charlemagne le Gosse (Rapier, Seconds SS, adv.) has cause with Sebastian Flyght (Rapier, 3 rests) for pinching Ada.

Beau Romir (Sabre, Seconds MdZ & LI, 3 rests) has cause with Revaulvin d'Or (Rapier, Seconds OP & JdV, adv.) as he tried to court Frances.

Gaston de St Marque (Rapier, Seconds OdC & ZTMG) and Rene

Ouai (Rapier, adv.) have mutual cause as neither stood down over Edna.

Henry Thierry Christian (Sabre, adv.) and Orson de Combat (Sabre, 5 rests) have mutual cause for being in enemy regiments.

"Adv." Indicates player with the advantage in Expertise: his first duelling sequence need only contain six Actions.

All duels (including any to be voted on) must be fought next month unless held over due to one or other duellist being at the Front. Orders conditional on a challenge being voted cause are acceptable.

Other Appointments

King's Escort: Ensign N	Captain BR
Cardinal's Escort: Ensign N	Captain N
Aides: to Crown Prince N	to Field Marshal N
Provincial Military Governors: N/N/N/N/N	
City Military Governor N	Adjutant-General GdLi
Inspectors-General: of Cavalry RO	of Infantry __
Commissioner of Public Safety HTC	
Chancellor of the Exchequer AQH	Minister of Justice RdO
Minister of War SDL	Minister of State CWAE

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



Army Organisation and Summer Deployment

First Army (Siege)	SS/___/___/___
Cavalry Division (Field Ops)	___/___/___N3
Horse Guards Brigade (Field Ops) – DG QOC	
Heavy Brigade (Field Ops) – ALC CPC	
Frontier Division (Siege)	___/___/___N5
Frontier Regiments (Siege)	
Second Army (Defence)	GdSM/LI/___/___ZTMG
First Division (Defence)	___/___/___N4
1st Foot Brigade (Defence) – RM PM	
RNHb Regiment (Defence)	
Second Division (Defence)	___/___/___JdV
3rd Foot Brigade (Defence) – 27M 4A	
4th Foot Brigade (Defence) – 69A Gscn	
Organisation and Deployment for the Campaign Season plus Army and Division posts (CO/Aide/Adj't/QMG): ID for chars, N (+ MA for CO and Adj't) for NPC. for vacant	

Battle Results

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

Brigade Positions

Guards Brigade	N5/N/MdZ
Horse Guards Brigade	N4/N/N4
Heavy Brigade	N5/N/N2
Dragoon Brigade	N6/N/N6
First Foot Brigade	N3/N/JdL
Second Foot Brigade	N6/N/N5
Third Foot Brigade	N1/N/N6
Fourth Foot Brigade	N6/N/DBdO

Entries as Army Organisation Table

Frontier Regiments

(Defence for Sept-Nov)

	F1	F2	F3	F4	RNHB
Colonel	N5	N4	N4	N1	N9

Attached	I Sqn DG	I Bn CG
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Also at the Front

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



Hell Hath no Furry...

No	Name	SL	Attr	Last
61	Bette Noire	19	W	CWAE
64	Edna Bucquette	18	W	HTC
3	Kathy Pacific	17	B	
35	Katy Did	16	I	OP
42	Maggie Nifisent	16	B	
55	Jacky Tinne	16		BdM
60	Polly Hydronne	16	W	
52	Guinevere d'Arthur	15	B/W	MdZ
10	Frances Forrin	14	B	BR
48	Fifi	14	B/W	SDL
16	Ophelia Derriere	13		
26	Ella Fant	13	B	AQH
27	Lucy Fur	13	B	OdC
30	Leia Orgasma	13	B	BdW
45	Cath de Thousands	13		
8	Lotte Bottle	12	B	SS
12	Charlotte de Gaulle	12		
17	Henrietta Carrotte	12	I/W	
28	Vera Cruz	12		
31	Bess Ottede	12	I/W	JdV
1	Sue Briquet	11	B	
4	Anne Tique	11	W	
9	Deb Onairre	11	I	
40	Sheila Kiwi	11		
63	Carole Singeurs	11		
20	Emma Roides	10	I	
33	Anna Rexique	10	I	
38	Pet Ulante	10	W	
43	Di Lemmere	10	I	
53	Angelina de Griz	10	B	LI
56	Ingrid la Suede	10		
6	Viv Ayschus	9		
57	Ava Crisp	9	I	AV
59	May Banquot l'Idee	9		JdV
2	Betty Kant	8	I	MdS
19	Jenny Russe	8	W	
32	Sal Munella	8	W	
41	Marie Antoinette	8	B/I	
47	Eve Ningalle	8	I/W	
49	Mary Huana	8	B/I/W	
34	Freda de Ath	7	W	
39	Thomasina Tancenjin	7	I	
50	Ulla Leight	7	I	LN
5	Belle Epoque	6	B/I	
13	Josephine Buonoparte	6	I/W	
24	Violet Bott	6	I/W	
15	Ada Andabettoir	5	B/I	
25	Lois de Low	5	B	

This table shows the mistresses in Paris.
B=Beautiful, I=Influential, W=Wealthy,
Last = Last lover seen with this month

Regiments Organisation

[illegible]

Entries are Character abbreviations, N (+ Military Ability) for NPC, blank for vacant, * shows the regiment adjutant. + shows ranks held by characters with a brevet rank or an appointment elsewhere.

The Greasy Pole

ID	Name	SL	SPs	Cash	Rank, Regiment/Appointment	MA Last seen	Club	EC	Player
CWAE	Count Co W. Ard Extrême	25	65	Rich	General/State Min.	5 Bette	Flr	3	Benedikt Löwe
ZTMG	Count Zachary The Money Goes	24	61	OK	B.Bdr-General KM/2nd Army QMG	11	Flr	4	Gerald Udowiczenko
CBY	Count Claude Byacat	24	39	Rich	Fld Marshal	9	Flr	4	William Steven
MLR	Count Marvin Leigh Rowbow	24			Retired				Martin Jennings
AQH	Baron Alfonso Qué Holique	22	64	Fthy	B.Bdr-General RFG/Chancellor	7 Ella	Flr	5	Tym Norris
HTC	Count Henry Tierry Christian	22+	66	Fthy	B.Bdr-General QOC/CPS	14 Edna	Flr	3	Matthew Shepherd
CIG	Baron Charlemagne le Gosse	21	37	Rich	B.Bdr-General CG/Min w/o Port	8	Flr	2	Neil Packer
SDL	Viscount Stan Dandy Liver	21+	74	Wthy	Lt-General//War Minister	11 Fifi	Flr	4	Guy Arnold
BdM	Viscount Beppe de Marko	20	36	Fthy	Bdr-General	17 Jacky	Flr	2	Mark Moores
SS	Sir Sean Sondamour	19+	63	Wthy	B.General//1st Army Commndr	5 Lotte	Flr	2	Pete Holland
GdSM	Viscount Gaston de St Marque	18+	88	Comfy	General/2nd Army Commndr	9	Flr	3	Nathan Richards
LI	Viscount Lokwot Isaw	17	53	Rich	Major RFG/Gen's Aide (2nd Army)	15 Angelina	Both	3	Barry Townsend
BR	Baron Beau Romir	16	47	Wthy	Captain RFG/Capt.K's Esc	4 Frances	Both	3	Graeme Morris
OP	Marquis Omi Palone	16	43	Comfy	B.General	4 Katy	Both	4	Mike Dommett
HC	Earl Harry Covert	16+	57	Rich	Lt.Colonel RFG	14	Both	2	James Guiton
MdZ	Sir Marc de Zorro	15+	74	Comfy	Major RFG/Gds Brigade Maj.	3 Guinevere	Both	5	Colin Parfitt
RdO	Sir Revaulvin d'Or	15+	66	Comfy	B.Bdr-General 13F/Justice Min.	8	Flr	4	Jerry Spencer
OdC	Baron Orson de Combat	14+	72	Comfy	Major DG/Min w/o Port	4 Lucy	Both	5	Francesca Weal
RO	Rene Ouai	14+	46	Wthy	B.Lt-General//Insp.Gen.Cav	1	Both	5	Peter Denison
JP	Sir Jean Petit	13	RIP						Pete Card
X3	Sir Xavier 3sup	13+	40	Comfy	Major RM	4	BG	5	Mark Mortimer
BdW	Bud d'Wiser	12	38	Comfy	B.Bdr-General GDMD	11 Leia	Hunt	2	Francesca Huskinson
EH	Sir Euria Humble	12	F	OK	Major DG	9		5	Matthew Wale
JdF	Jean de Florette	12			Fled to England				Robert Carter
JS	Sir Jacques Shittacks	12+	54	OK	B.Bdr-General RM	3	Hunt	4	David Olliver
GdLi	Sir Gar de Lieu	12+	51	Poor	B.Lt-General/Adjutant Gen	3	Hunt	4	Bill Hay

ID	Name	SL	SPs	Cash	Rank, Regiment/Appointment	MA Last seen	Club	EC	Player
JdV	Joseph de Veevre	11+	42	Comfy	Lt.Colonel 13F/2nd Div Adjutant	3 Bess	Hunt	5	Andrew Kendall
FLAG	Sir Fernand Louis Adelmo de G.	10	28	OK	B.Subaltern KM	5		4	Hajo 'Red' Schlosser
CD	Sir Ced Deucer	10	F	Poor	Lt.Colonel CG	6	Hunt	3	Nigel Monaghan
LdE	Lucien d'Escaillehuittaillement	10+	30	Comfy	Major CG	3	BG	4	Nik Luker
DdE	Denis d'Ertée	9	19	OK		1	Hunt	3	Pete Card
MOP	Marc O'Polo	9	RIP						Kevin Morgan
HdE	Horatio d'Escargot	8	17	OK		4	F&P	3	Graeme Wilson
JW	Jacque Wabbit	8+	38	Wthy	Captain DG/LtGen's Aide (SDL)	6	F&P	2	Terry Crook
LN	Leo Nonmie	7+	28	Poor	Captain CPC	4 Ulla	F&P	5	Chris Boote
AV	Antoine Valois	6+	30	Comfy	Major GDMD	1 Ava	F&P	4	Simon Burling
JdL	Jacque du Lac	6+	29	Comfy	Major PM/1 F Brigade Maj.	5	F&P	4	Paul Wilson
TT	Thomas Tudo	6+	25	OK	Subaltern ALC	2	F&P	5	Ben Brown
DeP	D'en Percent	6+	21	Comfy		1	F&P	4	Gerry Sutcliff
DB	Denis Bone	5+	29	OK	Subaltern QOC	3		5	Timothy Hunt
DBdO	Drew B d'Oeu	5+	25	Poor	Major 69A/4 F Brigade Maj.	6	RP	3	Bill Michell
GV	Gérard Vidocq	4	7	Poor	Subaltern PM	4	RP	3	Filipe Silva
X7		4	0	Poor		5		3	Richard Huzzey
MdS	Magnon de Sources	4+	32	Poor	Captain PM	4 Betty	RP	5	Robert Carter
X6		3	0	Poor		5		2	Brian Niemi
SF	Sebastian Flight	3+	24	Poor	Captain 69A	2		4	Kevin Morgan
CM	Colin Maillard	3+	21	OK		2		2	David Lopez
PdMR	Pierre de Mont Réal	3+	20	Poor		6		5	Pam Udowiczenko
X5		2	RIP						Michael Blasebalk

An F under SPs means that the character was at the Front, RIP means that he died. + against SL means it went up this month, - means it went down. Cash: Poor = <500, OK = 500-1500, Comfy = 1500-5000, Wthy = 5000-10000, Rich = 10000-25000, Fthy = 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+