

That would be enough

This has been issue 53 of *To Win Just Once*, published 23rd March 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 8th April 2005.

Orders for *Les Petites Bêtes Soyeuses* and Fictionary Dictionary votes to Pevans by Friday 15th April 2005.

(Deadlines for 2005 are 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 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*)



Neuland in play – and reviewed inside
Plus the latest developments in LPBS

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Chatter

A quick cold snap to remind us what Winter should be like (it's been a while since I've seen more than a scattering of snow in London) and now it's a balmy Spring. The daffodils are nodding in the breeze and there's the smell of the first mown grass of the year. In like a lion and out like a lamb... or is it the other way round?

Since last issue I've had a fun weekend at Consummation Too? – alias Jerry Elsmore's 50th birthday party. Great idea and a great weekend, but I'm going to be keeping my 50th very, very quiet!

We're being threatened with a Consummation Three. This will be in celebration of Sue Lee and Mike Snowden's 20th anniversary and is scheduled for 7th-9th July 2006 in Stafford. Unfortunately, that sounds like a clash with next year's Summer Stabcon...

Only three more needed for a game of *Star Trader*!

I've included an edited version of my Toy Fair report this time. Anyone who wants the full thing can find it on my website at: www.pevans.co.uk/Reviews/ToyFair2005.html – there's a PDF version there, too. And my belated Spiel '04 report is also on the website: www.pevans.co.uk/Reviews/Spiel2004.html

London Toy Fair 2005

The Toy Fair is the industry's annual showcase where manufacturers try to second-guess what's going to be in vogue for next Christmas. It's organised by the British Toy and Hobby Association and held at ExCeL late each January. I go along to winkle out the new games from the array of exciting new toys (this year there seemed to be a lot of Scalextric look-alikes, but I didn't waste any time on them). I tend not to pay too much attention to the bigger companies at the Toy Fair, since what they are producing is pretty predictable. So this article concentrates on the smaller and newer publishers.

Bored No Longer is a fairly small, fairly new company which has a range of toys and games. Two games caught my attention. The first is *Blanko*, a word game along standard board-and-tiles lines that incorporates forfeits/tasks. The second is an abstract game called *Disx*. This uses rings dropped over pegs on a square board. Adding the fourth ring to a peg scores the player a point. S/he then has to re-distribute those rings to the four pegs next to them. Which may trigger further scoring and re-distribution and so on. The game clearly has some tactical options and looks rather good.

Britannia Games had more board game versions of television shows: *The Vault* and *I'm a Celebrity, Get me Out of Here* were launched at the end of last year. The first is a quiz game where all the contestants can earn money (by selling answers to whoever's in the hot seat) and potentially win the game. The latter has players using their action points each turn to travel round the board and collect things to earn the votes that could win them the game. There are, of course, hazards around the board and players have to remember to eat from time to time or they'll run out of energy. This is quite a clever game with some interesting tactical options. Coming up this year are *Count-down* and *Concludo*, an original word game. No details are available yet.

Another attractive abstract game is *Cubi-Cup* from Hungarian publisher CubiTeam. The game is somewhat reminiscent of *Pylos*, in that players build up a three dimensional shape – a tetrahedron in this case – and win by placing the last piece on top. The key tactic is setting up a three-cube 'cup', which forces the next player (2-3 can play) to play twice and lose the initiative. The game is simple, plays well and comes in an attractive wooden version and a colourful plastic version.

It was good to see Drumond Park back at the Toy Fair again. This year they are re-launching their verbal challenge game (originally called *Spit It Out*) as *Don't Panic*. You take a card, read out the subject and then name things that fit the subject. Against a timer. Succeed and next time you have to name more things – and there are different levels of difficulty, too. *Butt Out!* is a new game featuring a clockwork mountain goat. Players move their people round the edge of the board, trying to get to the top of the mountain. But that goat keeps butting people off! Very silly, good fun.

Flying the flag for 'hobby' games and in line with their status as a distributor for Hasbro, Esdevium Games had a smart stand next to their big partner. The display cases at the front were full of CCGs and other fantasy stuff, but there were plenty of board games at the back of the stand – including *Settlers*, *Ticket to Ride*, *War of the Ring* and others. However, I couldn't find anything there that was actually new.

There aren't many games amidst Feva's range of toys, but they do have *CSI: Crime Scene Investigation – the board game*. Yes, it's a TV tie-in, but it looks more interesting than most. This is a deduction game with some eight cases included. Players have to emulate the characters in the television series in working out who carried out a crime from the forensic evidence. The game sounds pretty challenging and I, for one, would like to give it a go.

Blag! is, quite simply, Fictionary Dictionary (or *Call My Bluff*) with pictures. One player shows a picture to the others, who write captions for it. All the

captions, including the original, are read out and players vote on their favourites. Players score votes for their caption as points. The first game from Futurus Games, this is a nice variation on an old favourite.

Nowadays the venerable Gibson's is more about jigsaw puzzles than games. They did have one new arrival for 2005: a travel version of *Pass the Bomb*. This has the timer mechanism in just half the 'bomb' so that the other half can hold the cards. My only worry is just how well this will go down with airport security!



Knowall Games is a new publisher with its first game, *Knowwhere*. This is a good-looking Memory game with an educational slant. Instead of finding identical pictures, players have to match countries and their capitals. Each card shows the country's national flag and highlights it on a map, helping players who don't already know the capitals. The first version, of European countries, appeared last year and has been a big hit in classrooms. Coming up is an Americas edition, featuring the countries and capitals of North, South and Central America. The game is nicely produced and its educational content is sufficiently well disguised not to put off its potential audience.

I spotted an English language version of the new edition of *Expedition* on the Ravensburger stand. This is better known as the classic *Wildlife Adventure*. Apart from having a National Geographic logo on it, the game did not seem to have changed significantly from its earlier incarnations. But it's heartening to see Ravensburger UK giving it some attention – normally they concentrate on the parent company's jigsaws and children's games.

I expect to see a lot of different games on re:creation's stand, as the company handles marketing for quite a few small publishers. Only two games were new. *Lifestyle* is a "trivia game based on exclusive brands and knowledge of the finer things in life." Hence the questions are pretty eclectic, but all have a common theme of celebrity lifestyles. Gameplay is pretty straightforward, but players have the option of gambling on getting the answer right to win extra points. Not a game I'd do well at, but *World of Wines* sounds more my kind of thing. The topic of the game is pretty obvious and cards have three levels of difficulty to give everybody a chance of competing. Now if only it contained a few bottles to sample...

RTL Games already has a success on its hands as *Destination London!* did well over Christmas. This is a family board game in which players are cabbies

delivering fares around London to earn money. While the topic is the same, it is a different game from the earlier games I know: *Taxi!* and *The London Cabby Game*. *Destination* has several little wrinkles, such as the need to re-fuel and random event cards. It's bright, fun and makes a good family game.

Shannon Boardgames made their first appearance at last year's Toy Fair with a couple of games. This year they're back with a range of around a dozen. Designer Ewan Shannon has come up with lots of new games, which he's packaged in the same size of box to make an attractive display. Taking them in alphabetical order, we start with *Antonine*. This is a dice and pawns two-player game of Picts vs Romans over the Antonine Wall. It's a game of tactical manoeuvring, though with a substantial luck element. *Crazy Golf* has the players competing over a series of hazard-strewn mini-golf challenges. Dice rolls provide the impetus, but players have to use them to avoid the hazards. *Dribble!* is a clever football game using four- and six-sided dice to dribble and pass the ball and to tackle other players.

Moving to the countryside, *Sheepdog Trials* pits one player's sheep against the other player's attempts to round them up – and the timer. Swapping sides, the players try again to see who does better. Again, the game uses dice to control movement, but the time element adds another dimension. Similar, but different, is *Showjumping Trials*. Here players have to use their dice rolls to get across the various obstacles, while attempting to complete the course in the shortest time. Do you slow down to get a clear round or accept some 'faults' and get a fast time? In *Yachting* the dice show the actual movement directions as players try to manoeuvre their boats around the board. This looks rather neat and provides an interesting challenge. As if these weren't enough, the range also includes a version of Hnefatafl, the Viking board game, and several children's games.

Not Tonight Josephine is a good-looking trivia game from Australian company Toss Ink. The subject matter here is history, with players looking to correctly answer questions on half a dozen different aspects of history. The questions and answers provide all sorts of fascinating and entertaining trivia and the whole thing is very well produced.

Backpacker is a new card game from Wildcard Games and reminded me a bit of *Grass*. Players score points by playing cards for different countries, with a hefty bonus for visiting five continents in one trip. However, you don't score anything until you get home. Which is where everybody else gets in the way, playing cards to stop you or reduce your score. There are, of course, cards to clear obstructions and get you home quicker. The game's pretty



chaotic, but it generates the right atmosphere and is quite fun. It doesn't take long to play a single hand either, so this makes a good filler.

I didn't spot any noticeable trends at this year's Toy Fair. Apart from a move to using DVDs to deliver quiz games. It was interesting, too, to see more companies opting for closed stands this year. Some years ago, it was the norm for all stands to be walled off and access controlled via a reception desk (or uniformed commissionaires in the case of Hasbro). Then companies moved to having open stands so that everybody could see all the exciting new stuff. Now we seem to be moving back to controlling who can see things.

Neuland reviewed

Neuland provoked a lot of interest at Spiel last October, so I have been keen to try it. It comes in a large, but shallow, square box. The bits inside take a little sorting out. The most obvious are the fine, chunky, wooden blocks and pawns for the players. Then there are the card tiles that make up the board, showing the different terrain of *Neuland* (fields, woods and mountains). And then there are the diamond-shaped cards that represent the various buildings that go on the board – colour coded for the terrain they go on. It all looks – and feels – pretty good.

The idea of the game is that the players are developing their joint civilisation. They set up farms, factories and other buildings (those diamond-shaped pieces). Some of these represent cultural advances, such as the Library, Theatre or Town Hall. Players score points when they provide the materials the cultural advances need, usually at the end of a chain of production. The first player to score all their points (the number depends on how many are playing) wins the game.

The production chain is key to *Neuland* – it's the first thing players need to understand or they'll struggle to see what they're doing. Everybody starts with a Hunting Lodge and a Lumberjack, which demonstrate the start of the chain. The Hunting Lodge produces food from nothing. The Lumberjack takes the food and produces wood. Wood is the basic requirement to set up some new buildings and can be the raw material for other production (the Paper Mill takes wood and produces paper, for example). Other buildings can take food and produce something. The Quarry provides stone, which is needed to build the more advanced buildings. Mines use food to produce coal, iron ore or silver ore (you decide when you put a Mine on the board), themselves the raw materials for other things.

At the end of the chain are the various cultural advances. Stone is required to place them on the board, but players need more complex input to claim the victory points. Gaining the points for the Cathedral, for example, requires paper plus coins (produced by the Mint from silver produced by the Smelter from silver ore and coal produced from two Mines). From this you can see the path the game takes. Players start with the simple buildings and produce wood and stone to add more buildings to make more advanced stuff. Then they use the chain they have set up to produce what's needed to score a cultural advance. Phew! Get your head round that and you have the game cracked.



Interestingly, the markers for products are the large wooden blocks in each player's colour. The actual product is indicated by the building the block is standing on – a block on a Lumberjack is wood, for example. (There are extra markers to show whether the product of a Mine is coal, iron ore or silver ore.) The activity of the production chain is shown by taking markers on and off the board. So if the wood is used to create paper through the Paper Mill, the marker is removed from the Lumberjack and placed on the Paper Mill. Or, more likely, the player moves the marker from one to the other.

The only restriction on this is that players can't produce from a building that already has a marker on it. This is an interesting point. There is no ownership of buildings, but players do own the products. So I can spend several turns setting up a chain of buildings only for someone else to use them! A clever

tactic on their part, not so clever on mine. So players try to leave product markers on key buildings. This stops anyone else using them and makes sure that the product is available on their next turn. However, players have to use products they have at the start of the turn or they'll lose them.

Which reminds me that I haven't described what happens in a turn yet. This uses a rather clever mechanism that provides some tactical opportunities itself. The turn is controlled by a short, circular track plus pawns for each player and one for the passage of time. A player takes their turn and moves their pawn one space forward for each action they take. However, they cannot land on or pass the time pawn, giving them a maximum of 10 actions. Once they've finished, the time pawn is moved on to the next player's pawn and it's their turn. So, by taking just a few actions, a player moves his pawn just a few spaces and can get another turn immediately. In effect, this means players can get anything from 12 to 17 actions at once – though it will then be a little while before they get another turn after that.

Actions are used in producing things: at least one action every time a player uses a building. The further the raw materials have to come, the more actions it costs. So it makes sense to use buildings that are close to each other. But, if a player can afford the actions, there's nothing to stop them moving stuff right across the board. So if someone wants to use the silver mine you've built in front of you, the only thing stopping them is running out of actions. Unless you've parked your own silver on it, of course.

Putting buildings on the board can cost actions. If the wood or stone used to construct the building comes from an adjacent area, there's no cost. It costs one action for each additional area the product has to cross. Players also have to consider where they can put the building: it has to go on the appropriate terrain and no more than three buildings can go on an area. In a clever bit of design, the diamond shape of the buildings means three of them make a smaller hexagon within a hexagonal area. An element of planning ahead can help here: putting buildings in a production chain close together to keep down the costs (in terms of actions) of building and producing.

Consequently, the first thing that happens in a player's turn is that they spend some time working out what their options are. They have so many actions, certain products on the board and certain buildings available. What can they make of it? There is plenty to think about and the danger is that analysis paralysis sets in. My tip is not to take too long or the game will bog down. As a rule, spending more and more time does not produce an increased payback. The key thing is to look for opportunities to score the cultural advances. Failing that, build towards them – but try not to leave anything useful for the other players.

Don't forget that empty buildings can be used by anyone, so look all over the board for opportunities. Players need to keep an eye on what everybody else is up to, as well. There's not much point in planning a three-turn effort to grab the Cathedral, say, if someone else takes it next turn! Apart from this and the ability to use buildings other players have built, there is no real player interaction in the game. Players are essentially following their own development paths, but do compete for the same things and can block what their opponents are up to.

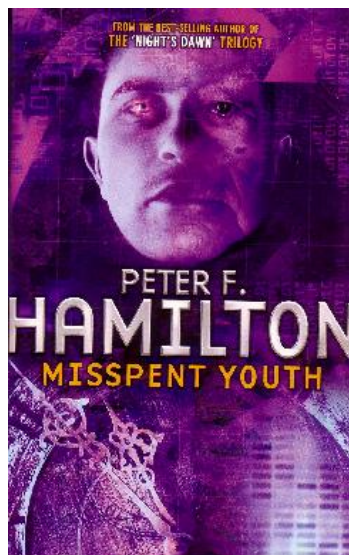
Neuland is a game that has many tactical possibilities. But, to take advantage of these, players must understand the central workings of the game – the production chain and the way actions are taken. Then they can plan what they want to do and put together a sequence of actions that will often span more than one turn. The result is a challenging but rewarding game – if rather slow at times.

Science Fiction

Peter F Hamilton's 2002 novel, *Misspent Youth*, is billed as "from the best-selling author of the 'Night's Dawn' trilogy. Anybody expecting a galaxy-spanning saga of spaceships, technology and fundamental questions about the universe will be hugely disappointed. This book is essentially domestic in its situation and concerns.

Like Hamilton's Greg Mandel stories, this novel is set in the near future when the consequences of global warming are all too evident. (In Britain, at least, since the action hardly strays from this country – in fact most of it happens in Hamilton's cherished Rutland.) However, this is a different future from Greg Mandel's. The sea levels have not (yet?) risen to inundate East Anglia and the wars Mandel fought in haven't happened. There is still an element of dystopia in the background. In this case it's the corruptness of politicians alongside a British terrorist movement that wants Britain out of the ever-closer embrace of the European Union. It's kind of UKIP with guns and bombs. Nearly as terrifying as Kilroy-Silk.

Anyway, that's just the background. Our main protagonists are Jeff Baker and his son, Tim. Jeff is a physicist who invented a storage device that transformed the Internet into something bigger and better. He gave it to the



world rather than profit from it. Despite this he is filthy rich. That's my reading of how much money he throws around. The book describes this as "very comfortably off". Be that as it may, Jeff Baker is 68 and at the end of what modern techniques can do to stave off ageing. He married late, to a much younger ex-supermodel, and Tim Baker is just 18.

Having met the characters, we then discover that European scientists have come up with a real rejuvenation therapy. It's hideously expensive, but they can rejuvenate one person. Jeff Baker is that person. As the book starts, he is in a Swiss clinic. After eighteen months – mostly spent unconscious – of treatment he is about to be sent home. He is now, to all intents and purposes, about the same age as his son – and rather younger than his wife, despite her best efforts to maintain her looks.

This is what the rest of the book is about. How a 68-year old copes with being 20 again. How his son copes with a father who's now a contemporary after years of having a father who's too old to do anything. How the father copes with his son's reaction. And how the son copes with the father's coping... Yes, it's all about the father-son relationship, which I always feel is a very American (Hollywood?) concern. Even though the setting is resolutely British.

The women in the book are, in the main, only there to throw their beautiful, big-breasted bodies at one or other (or both!) of our heroes. Well, that's the kind of thing that happens when you're 20(-ish), rich and really, really famous. Or 20-ish, rich and have a really, really famous dad. Apparently.

I am at a loss to understand what Hamilton was up to with this story. Ostensibly it's about the after-effects of rejuvenation. What is it really like to be made young again? How does that effect your loved ones? But neither Jeff nor Tim Baker is anywhere close to being an everyman from whose example we can learn. And I don't see the point if we're not meant to draw some general conclusions from what happens to them.

The only thing of real interest is the background: this particular vision of the future. And it's not very pleasant. Seedy, venal and corrupt with flashes of nastiness. No, all in all, this is a book I wish I'd avoided.

Games Events

Wassail Games is a games shop in Frome in Somerset and is holding their second GamesCon on 10th July – as part of the Frome Festival. There will be "talks, demonstrations and plenty of games (ranging from CCGs, board games, RPG's, Chess, Scrabble, Puzzles, Competitions, in fact anything at all that is games related". There will also be some stalls and a bring and buy. Wassail

Games is looking for people to help out – by demonstrating or explaining games or anything else. Contact Paul Minall – info@wassailgames.com.

Battlemasters is taking place on the weekend of 9-10th April at Leicester University. This is largely a role-playing event, but there are usually some board games in evidence. The website is rather confused, but see what you can find at www.eurolog.org.

And then it's time for Maycon at the end of the month. Three days of games and fun at the Rutland Square Hotel in Nottingham, including SpielChamps – the UK Board and Card Game Championship. A TWJO team will be participating in SpielChamps again, so wish us luck! There's a reduced rate on bookings until the end of March: see www.maycon.org for details.

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: 29th April-2nd May 2005 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 53 was written and edited by Pevans. The LPBS masthead (page 17) is by Lee Brimmicombe-Wood, as is the illustration on page 32. Nik Luker drew the pictures on pages 18, 22 and 25. The *Blag!* picture is courtesy of Futurus Games; the *Backpacker* artwork courtesy of Wild Card Games. Pevans took the other photos and played with Photoshop.

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 9

Here are the meanings of the words in round 9.

Sainfoin (n): a Eurasian red or pink-flowered plant (*Onobrychis viciifolia*) of the pea family widely grown for hay and pasture on chalk and dry soils because it has long strong roots that can penetrate considerable depths in search of water.

Votes on Round 8

Voter	S	T
Mike Dommett		4
Pevans	2	3
Pete Holland	2	2
Nik Luker	7	4
Graeme Morris	5	2
Colin Parfitt	1	2
Mark Moores	3	3

Telpher (n): a container or light passenger car suspended from and running on aerial cables and working by electricity. So there you are. The table on the left shows which definitions people voted for last round. Mike Dommett attempted to vote for one of his own definitions! Do try to keep track of what you've done before, Mike.

Players' Scores

Name	This round	Total
Guy Arnold	0	1
Mike Dommett	3	9
Pevans	3	19
Bill Hay	0	2
Pete Holland	3	25
Nik Luker	1	16
Bill Michell	0	6
Mark Moores	0	2
Graeme Morris	1	18
Neil Packer	0	1
Colin Parfitt	2	22
Al Tabor	0	4
Gerald Udowiczenko	0	11
Pam Udowiczenko	0	9

The table on the right gives the scores of those who have provided definitions. Pete Holland does better than his nearest rival – Colin Parfitt – while Pevans overtakes Graeme Morris in the battle for third place. Just one more round of scoring and it's pretty close.

Everybody vote on the last round (see below)!
Votes to TWJO, 180 Aylsham Drive, UXBRIDGE UB10 8UF or
TWJO@pevans.co.uk by Friday 15th April 2005.

Round 10 Definitions

Venatic

1 A person who is obsessively venal and small minded.

2 Someone who is passionate about the planet Venus.

3 One who is fanatical about mathematics, particularly at Cambridge University. According to legend, the term was first used to describe keen students of John Venn, the Cambridge philosopher and mathematician who came up with Venn diagrams.

4 (adj) Term describing the kind of word which, when defined by several people unaware of its true meaning, yields a number of remarkably similar results (e.g. telpher, whangee).

5 A person who is driven mad by the influence of Venus (which is particularly strong around dusk and dawn). WARNING: sleeping with a venatic is not advised – the night might be great, but the morning after could seriously damage your health!

6 Infuriatingly cheerful during a crisis.

For the next (and final) deadline, I need you to:

- vote for your favourite definition of each word above.

**Votes to TWJO, 180 Aylsham Drive, UXBRIDGE UB10 8UF or
TWJO@pevans.co.uk by Friday 15th April 2005.**

Whangee

1 A British comic published during the 1930s. With the outbreak of World War 2, the pro-fascist creator was imprisoned and all known issues pulped. Sadly, characters such as Good Ol' Uncle Adolf, The Jew Bashing Boys and Gertie the Goose-Steeping Goose have been lost to history.

2 Jumping off a bridge WITHOUT a rubber band tied to your ankles.

3 Primitive precursor of the modern bungee jump. A young, tall tree would be bent double and pegged to the ground. The whangee jumper would then be tied by his/her ankles to the top of the tree and the pegs knocked free. The word whangee is probably derived from the sound produced at the "launch".

4 A technical term within the Bungee jumping fraternity for a Bungee that has lost its elasticity.

5 The extreme sport of having yourself launched from a gigantic catapult, or whangee.

6 One who is whanged by a whanger (see the verb "To whang").

Oh, Mr Porter! Railway Rivals game 3 – Round 2

SLOTH WORST TRAINS built into Ashford and then towards Maidstone and Tonbridge. DECLINE built to Tunbridge Wells, arriving there just after TTYF!, then built through Tonbridge towards Sevenoaks. TOOT built a branch onto the Isle of Sheppey and continued towards London, crossing the Medway. LOL built south of Ashford and across the Vale of Kent. TTYF! slipped aside into Tunbridge Wells then continued north with a side track towards Sevenoaks. SPAMTRAK continued towards London, building through the Dorking Gap.

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

Start Points: 20

Buils: (N10) – Tunbridge Wells; (B48) – E48 (+6)
(E48) – E50
(K48) – F47; (E50) – E51

Points: 26

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

Start Points 28

Buils: (C65) – B64 – Ashford –A63-A62; (Ashford) – B63 – C63 (+6)
(A62) – A61-A60
(A60) – A59-A58; (C63) – D62-D61

Points 28 +6 +1 from LOL = 35

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

Start Points 28

Buils: (L14) - Tunbridge Wells –B54
(B54) – Tonbridge – D53 (+6+2)
(Tonbridge) – C56 – E57

Points: 28 +6 for towns +2 bonus for
Tonbridge substation = 36

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

Start Points: 26

Buils: (H61) – J62-Sheerness (H61) – I61 (+6)
(I61) – Chatham (+2+6)
(Chatham) – Rochester – J57 (+6)

Points: 26 +18 for towns +2 for
Chatham substation = 46

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

Start Points: 26

Buils: (N27) – N24-M24
(M24) – M22

(M22) – N21 – N19 – A59 (1 to SWT)
Points: 26 -1 to SWT = 25

F – Timothy Hunt, SPAMTRAK, Red

Start Points : 32

Buils: (Haywards Heath) – M5-M3 – N2
(N2) – A42 – B42
(B42) – C43 – Dorking – E42 – F42
(+6)

Points: 32 + 6 from towns = 38

GM Notes

The substations are 7 locations where I am working on substations for the Southern Region Power Supply Upgrade. The first player to build through each gains +2 points.

There are three scoring hexes for London in the building phase. The races from London start from each of the relevant three hexes – a race from 66 starts from the NW hex of London, and not south of the river. Do not forget the River Thames.

Building alongside each other in towns does cost less than building alongside each other in the open.

Various hex sides are estuaries – Newhaven/C10, H22/H23, H22/I23, F72/G72 – and CANNOT be built over.

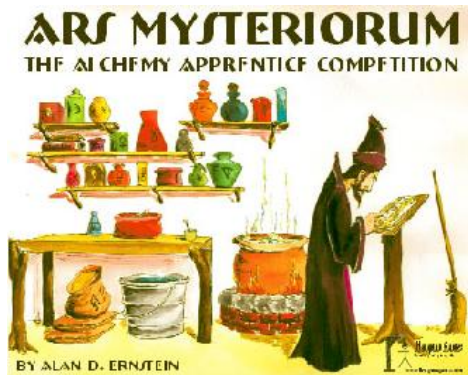
Please remember my deadline is 7 days before the main deadline for the En Garde! – thank you all for getting orders in promptly.

Dice rolls for round 3 are **5, 3 & 5**

**Orders to Mike Dommett, 119 Victoria Road, ALTON GU34 2DD
or by e-mail to mike_dommett@yahoo.co.uk
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Les Petites Bêtes Soyeuses 179

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

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October 1658

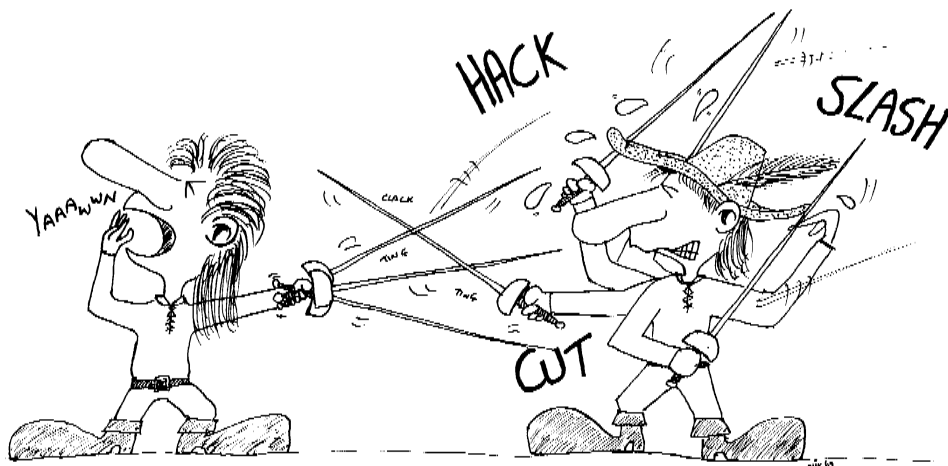
Autumn begins to bite and the nights are fair drawing in (as they say in Paris). Dawn may not be as early as it was, but it remains a busy part of the day for some members of Parisian society. They scurry around to fulfil obligations of honour. Dragoon Major Antoine Valois has an appointment with Cuirassier Subaltern Thomas Tudo. Both men bring a sabre, but neither a second. It's a pretty even fight, with Tudo having a slight advantage (in weight and skill). Valois goes on the defensive with a parry and block. Neither has any effect and he drops his guard just as Tudo attacks with a slash. First blood to the Cuirassier. Valois drops back to examine the damage and is hit again by another slash as Tudo ups the tempo. Valois finally attacks with a slash of his own, only to run into Tudo's cut coming the other way. This is enough for Valois. He throws in the towel and seeks medical attention.

Tudo bandages his wound and prepares to face another Dragoon, Brigadier-General Bud d'Wiser. This time Tudo has a distinct advantage – he's much beefier than d'Wiser – even though d'Wiser has by far the greater expertise. This shows as he starts with the unexpected (furious) lunge, scoring first blood with a scratch. Tudo comes back with a (furious) slash. This means that both cuts come at the same time. The protagonists sit down heavily and offer their surrender to each other. This is considered an honourable draw. Tudo heaves himself to his feet and departs, while d'Wiser staunches his bleeding.

Elsewhere Fusilier Lt-Colonel Joseph de Veevre meets Cuirassier Captain Leo Nonmie. Nonmie's slightly greater expertise with his sabre than de Veevre's with his rapier is the only significant difference between the two. Oh, apart from the two seconds on de Veevre's shoulders: Omi Palone and Revaulvin d'Or. Nonmie pulls a fast one by starting with a (furious) lunge. This goes straight through de Veevre's pointless block, but doesn't do much damage. De Veevre strikes back with a (furious) lunge of his own. Both men swing round for their cuts, which evens the hits and damage between them. There is a pause as the two gather their breath. Then they attack again with a slash each. The advantage is still with Nonmie. De Veevre returns the blow, but is then hit again. De Veevre concedes the duel.

Having applied some bandages, Nonmie sets off to meet his next opponent, Bud d'Wiser. He finds the heavily bandaged Dragoon leaning against a tree for support. Now Nonmie's injuries would make this an even fight, if d'Wiser was at full strength. As it is, d'Wiser looks like a single blow will finish him off. Nonmie is very surprised to hear d'Wiser call "En Garde!" and wave his sabre. Batting it aside, Nonmie strikes with a (furious) lunge and impales his adversary as he calls out "I surrender!" The impaling doesn't kill d'Wiser, but it's a close call.

Dragon Guard Major Orson de Combat has a rendezvous with Cuirassier Subaltern Denis Bone. Despite de Combat's seniority, Bone has the advantages of weight and skill. He also has a cutlass to pit against de Combat's sabre. However, he does not appear to know how to use it. As he swings it round in a slash, it takes far longer than he expects. De Combat, on the other hand, is well aware of the cutlass's limitations. A neat little jump



THE BENEFITS OF SUPERIOR EXPERTISE

takes him out of harm's way. He attacks with his own slash as Bone struggles to stop the momentum of his heavy blade. Both men spring apart. Bone's superior skill makes a difference as his attack is next. His satisfaction is short-lived as de Combat retaliates with both parts of a furious slash while his guard is down. Bone jumps aside to inspect the damage and then slashes again. Again de Combat expects it and jumps out of the way. The combatants must be tiring as there is a lengthy pause punctuated with the odd little hop before Bone clobbers de Combat again. De Combat hits him straight back with another slash and the Cuirassier has had enough. Leaning on his cutlass, Bone limps home, declining his second appointment (with Jacque Wabbit – who's a no show anyway). De Combat hobbles away to find a doctor and is in no fit state to meet Henry Thierry Christian.

Jacques Shitacks is another cutlass wielder. This is not surprising as he commands the Royal Marines. His opponent this October is Arquebusier Major Drew B d'Oeu, whose medium build makes him slighter than Shitacks. He has much less expertise with his rapier, too. For some reason d'Oeu starts the fight with a parry. His next move is good, though: he blocks Shitacks' slash. Then he jumps out of the way of a cut. As Shitacks recovers his balance, d'Oeu draws first blood with a lunge. Bizarrely, Shitacks lunges himself, prodding d'Oeu with the blunt end of his cutlass. His expertise now pays off as he completes the furious lunge with a cut. Of course, with a cutlass, this just means he smacks d'Oeu with the blunt back edge of the weapon and doesn't even break the skin. Apparently unaware that this is completely ineffective, Shitacks goes into another furious lunge. D'Oeu jumps back from the lunge and lunges against the cut. The cutlass may not hurt him, but it disrupts his attack and the lunge does less damage than the first one. A further lengthy pause follows. Noting the lunges, d'Oeu parries. This time Shitacks slashes and finally strikes home. Heavily wounded by this single blow, d'Oeu surrenders. He turns down the opportunity to duel Xavier 3sup. Shitacks is raring to fight Sebastian Flyght, but this Arquebusier doesn't show up. Nor does he meet Charlemagne le Gosse or 3sup (who doesn't bother turning up to this one).

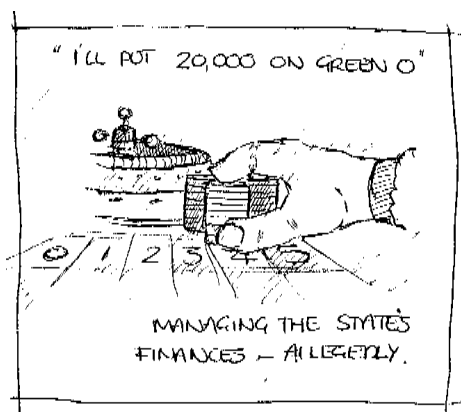
Despite being a member of the Royal Foot Guards, Captain Beau Romir has a duel to face. He takes his superior officer, Major Lokwot Isaw, along as his second. His opponent is Revaulvin d'Or, commander of the 13th Fusiliers. Accompanying him are his number 2, Lt-Colonel Joseph de Veevre, and General Omi Palone. D'Or has a rapier, with which he has more expertise than Romir with his sabre. Romir has the more significant disadvantage of being the smaller of the two. He starts by jumping out of the way of d'Or's threatening parry and block. But it's first blood to d'Or as he lunges. Romir comes back at once with a slash. This is the first part of a furious slash and

his cut partly deflects d'Or's second lunge. Despite wounding his opponent heavily, Romir has had enough and concedes the duel.

At a more senior level we have Lieutenant-General Rene Ouai facing General Gaston de St Marque. Ouai is heftily built while de St Marque is noticeably slighter, making him a definite underdog. He does have the support of two seconds: Orson de Combat and Zachary The Money Goes. The combatants square up with their rapiers. Expecting a quick attack, Ouai parries. De St Marque isn't that quick, but his lunge strikes home before Ouai jumps aside. A lunge from Ouai meets a slash coming the other way and de St Marque seems to have the upper hand. Another lunge hits Ouai before he can do some real damage with a cut. However, this exertion leaves him recovering his balance and de St Marque hits him again with a slash. This is too much for the big man and he surrenders.

Funding crisis

There is some sort of panic in the Treasury and the Justice ministry this month. It is quashed by the Minister of Justice, Revaulvin d'Or, who rules in favour of the Chancellor of the Exchequer, Alfonse Qué Holique. In return, the Chancellor makes clear his support for the Justice Minister. This takes the form of a couple of rather heavy strong boxes delivered from the Treasury...



Meanwhile various people are jockeying for position in the regiments. Jacques du Lac cements his position as commander of the Picardy Musketeers by buying the rank of Colonel. Orson de Combat does the same in the Dragoon Guards, leaving Euria Humble to buy his way to Lieutenant-Colonel. Fernand Louis Adelmo de Gaulle takes up the slack in the King's Musketeers by buying Lt-Colonel there and handing over care of the regimental mascot to the junior captain. Resigning his rank as a General (presumably because he won't get command of an Army), Omi Palone joins the KM, courtesy of Zachary The Money Goes, and becomes a Major in de Gaulle's wake. Thomas Tudo elevates himself to Captain in the Archduke Leopold Cuirassiers. He is overtaken by Horatio d'Escargot, who signs up with the ALC and purchases a Majority, using the money Jacques du Lac has given him. Rejected for the Picardy Musketeers by Jacques du Lac, Denis d'Ertée joins the 53rd Fusiliers with a pile of cash from Xavier 3sup. He becomes a Major and takes command of the regiment as the senior Major is serving as Brigade Major.

Henry Thierry Christian asks Denis Bone to be his Aide, but Subaltern Bone completely ignores this. Captain Leo Nonmie eagerly accepts Alfonse Qué Holique's offer to become his Aide, but doesn't meet the requirements of the position. Stan Dandy Liver puts some heavyweight backing behind Euria Humble's application to be Aide to the Field Marshal. With some reluctance, the retired General who has assumed the rank of Field Marshal duly appoints Humble as his Aide.

The death of one of his seniors in action last month means that Captain Jacques Wabbit is transferred to the First Squadron of the Dragoon Guards. He promptly gets his marching orders from Squadron commander Euria Humble to join the unit in action. By contrast Major Drew B d'Oeu wants to get into action. Unfortunately he doesn't seem to have noticed that he has to a staff position (Fourth Foot Brigade Major) and thus doesn't have a command. He is assigned to Frontier Regiment 2 alongside the DG Squadron.

In Paris: week 1

How to follow what happens in this month of October in the year of our Lord sixteen hundred and fifty-eight? Well, let's go for it week by week. The Fleur de Lys sees the cream of Parisian society through its doors. In this case, the full fat cream comprises the Baron Alfonse Qué Holique and Ella Fant, the Viscount Beppe de Marko and Jacky Tinne, Count Co W Ard Extrême and Bette Noire, Count Henry Thierry Christian and Edna Bucquette, Sir Sean Sondamour and Lotte Bottle and Count Zachary The Money Goes and Kathy Pacific. The under-cream, if we can characterise them thus, gravitate to Bothwell's. Here we find the Baron Beau Romir and Frances Forrin, Sir Gar de Lieu, the Earl Harry Covert, Sir Marc de Zorro and Guinevere d'Arthur and the Baron Orson de Combat and Lucy Fur.

Hunter's gets the best of the rest. In this case it's Bud d'Wiser, accompanied by Leia Orgasma, and Joseph de Veevre, escorting Bess Ottede. Plus Fernand Louis Adelmo de Gaulle, who is host to Gérard Vidocq. The Horse Guards remains resolutely empty. Xavier 3sup takes Ophelia Derriere to Blue Gables. Leo Nonmie escorts Ulla Leight to the Frog & Peach. And Red Phillips is graced with the presence of Magnon de Sources and Betty Kant (skimmed milk, to push our analogy to the limit).

Assorted members of society are to be found wooing various ladies. We hear about Denis d'Ertée's success with Sue Briquet as she addresses a "Dear John" letter to Euria Humble at the front – and Euria responds with a challenge to Denis. Colin Maillard and D'en Percent's whereabouts become public knowledge as the two engage in a public argument on the doorstep of Mary Huana. The need for female companionship drives Charlemagne le

Gosse, Lucien d'Escaillehuitaillements, Rene Ouai and Thomas Tudo to the Bawdyhouses. That deals with that!

Denis Bone carries out his regimental duties. Lokwot Isaw and Omi Palone practise their rapier skills. Antoine Valois swings his sabre around. Jacques Shitacks exercises with a cutlass. And it's the two-handed sword for Horatio d'Escargot – it may be slow and cumbersome, but there's not much left of the practice dummy by the time he's finished.



In Paris: week 2

It's Gérard Vidocq's turn to complete his regimental duties. Weapons practice is reduced to Xavier 3sup (cutlass) and Zachary The Money Goes (rapier). And the Bawdyhouses are deserted. Of male presence, anyway. Zack pays the price of abandoning Kathy when she succumbs to the attentions of Rene Ouai. Other courting attempts are less successful.

Leo Nonmie and Ulla are in the Frog & Peach again. The Fleur is busier. Alfonse, Ella, Beppe, Jacky, Co, Bette, Henry and Edna return. Charlemagne le Gosse pops in as well. And Stan Dandy Liver arrives with Di Lemmere on his arm. This clears up what he was up to the week before. The new couple have a number of guests. Top Toady is Bud d'Wiser, escorting Leia. Lokwot Isaw Toadies with Angelina di Griz on his arm. Stan and Di's last guests are Sean Sondamour and Lotte.

This brings us to the big event this week: Omi Palone's Bothwell's bash for "loyal Parisians". It turns out that Omi's definition of 'loyal' only extends to those who were members of the armed forces during the civil war. Bad news

particularly for those who've arrived in Paris more recently. The list of those refused entry reads: Antoine Valois, Colin Maillard, Denis d'Ertée, D'en Percent, Horatio d'Escargot, Jacque du Lac, Magnon des Sources, Pierre de Mont-Réal and Thomas Tudo. Omi is joined by Katy Did and welcomes his regimental colleague, Fernand Louis Adelmo de Gaulle. This gives him some support when their regimental enemy, Lucien d'Escaillehuitaillements, turns up. Jacques Shitacks and Revaulvin d'Or arrive without any fuss. So does Joseph de Veevre, accompanied by Bess. Denis Bone has Marie on his arm, but this doesn't stop him taking issue with the presence of Orson de Combat. As a regimental enemy, Orson gives as good as he gets, while shielding Lucy. Magnon heads for the gaming tables. He makes a series of wagers, but cuts two of them. This saves him from losing any cash, but doesn't do his reputation any good.

Finally, Beau Romir – with Frances – and Harry Covert are in Bothwell's on their own memberships.

In Paris: week 3

After the excitement of the previous week, things quieten down. Except at the Bawdyhouses, which have their busiest week – as do the footpads. D'en Percent, Horatio d'Escargot and Jacques Shitacks slake their lusts and get home safely. Pierre de Mont-Réal leaves the Bawdyhouses feeling groggy and finds himself in the gutter feeling even groggier. However the muggers are empty-handed as he's spent all his money. Fernand Louis Adelmo de Gaulle makes the mistake of having some change in his pockets. The footpads relieve him of it. Revaulvin d'Or leaves the Bawdyhouses and steps over the recumbent bodies in front of him, tutting at the stupidity of those who fall victim to the footpads' ruses. A shout from across the street gets d'Or's attention and his gaze follows an outstretched arm to the rooftops. A figure steps out of the shadows behind him and clips d'Or smartly round the back of his head. He hits the deck. The footpads cannot believe the amount of money d'Or has about his person. Let's just say it's enough for the pair of them to retire (as what the Greasy Pole would classify as "Comfy").

The gymnasiums are also at their busiest. Zack is back for the second week in a row with his rapier, as are Xavier and his cutlass. Lokwot puts in a second week with his rapier. Denis d'Ertée practises his rapier skills. Bud d'Wiser, Denis Bone, Orson de Combat and Thomas Tudo take out their sabres. And a two-handed sword exercises Jacque du Lac. Omi Palone and Gar de Lieu draw attention to themselves by turning up on Kathy's doorstep at the same time. Neither will give way and a duel is required. Other courting attempts are unsuccessful, with one exception.

Magnon des Sources is back in Red Phillips with Betty. The Frog & Peach sees Leo Nonmie and Ulla again, as well as Antoine Valois and Ava Crisp. Joseph de Veevre returns to Hunter's with Bess. Beau Romir, Frances, Harry Covert, Marc de Zorro and Guinevere continue their visits to Bothwell's. Marc doesn't place any bets this time. Sean Sondamour returns to the Fleur to Toady to Stan Dandy Liver. He brings Lotte with him. Stan, with Di at his side, also welcomes Rene Ouai as his guest. Stan plonks a large bet on the tables and wins it. He is outdone by Alfonse Qué Holique, whose wager is nearly three times Stan's. He wins too, making it a bad week for the house (not to mention the bond holders – now including Sean Sondamour who out-bid Stan for the last bond on offer from Filthy, Rich and Loaded). Ella is with Alfonse as usual. Others in the club are: Beppe de Marko and Jacky, Charlemagne le Gosse, Co W Ard Extrême and Bette and Henry Thierry Christian and Edna.

In Paris: week 4

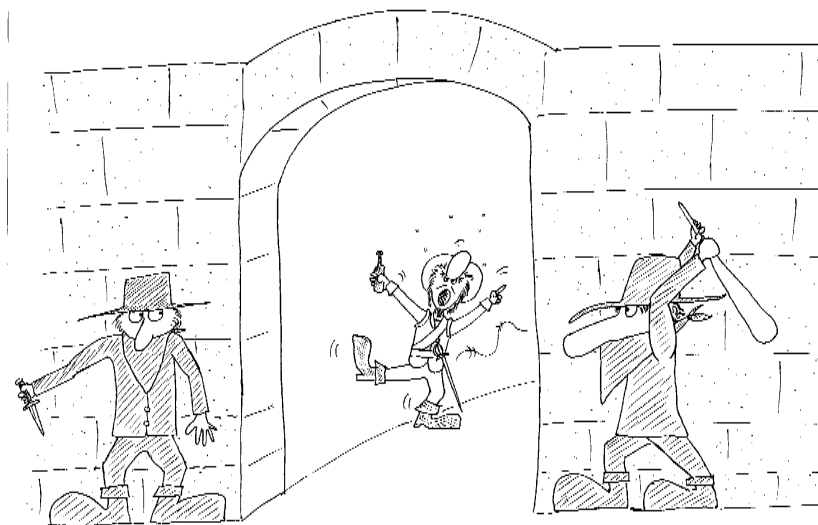
October is concluded by the big event: the inaugural Abel Ringeur Chase, sponsored by Revaulvin d'Or. Eighteen runners have entered the race, including d'Or himself. The makeshift racetrack is a bit cramped and it is some time before the race is able to start. This allows Henry Thierry Christian and Denis Bone to swap horse-born challenges with their regimental enemy, Orson de Combat. Gaston de St Marque points out that his purpose-built racetrack will be ready soon – he's just invested a further tidy sum to get it finished (though the builders have got a couple of other jobs on the go...). When the race gets under way Bud d'Wiser takes an early lead, reaching the first corner some two lengths ahead. Behind him, the pack is led by Beppe de Marko (on his best horse, Zephyr), Henry Thierry Christian and Lokwot Isaw with Gaston de St Marque and Zachary The Money Goes on their tails. Antoine Valois makes a poor start and is in last place chasing Beau Romir (who's only entered for a laugh), Denis Bone, Lucien d'Escaillehuitaillements, Magnon des Sources and Orson de Combat.

The field has begun to stretch out by the half-way point, but Bud is still the clear leader. Beppe has come up half a length into second place with Henry Thierry on his shoulder. A length down on him, Lokwot has been caught by Denis d'Ertée and Stan Dandy Liver, just ahead of Gaston and Revaulvin. The pace has been too hot for Zack, who's slipped back two lengths further to lead the back half of the field. Magnon is floundering at the very back, just behind Antoine who's now chasing down Denis. Lucien is just ahead of him, losing ground to Orson and Alfonse Qué Holique. They're trying to catch the group behind Zack: Beau, Colin Maillard (who's new to this whole horse thing – he had to buy one specially) and Omi Palone.

The final sprint to the line sees Magnon continue to flounder and finish last. He's two lengths down on Antoine, who's behind Denis. Colin catches Zack to cross the line with him. Lucien has lost more ground and completes the race alongside Alfonse. The pair are right behind Orson and Omi, who's made up some ground. Beau has done better and is ahead of both, but still behind Revaulvin, Gaston and Lokwot. Henry Thierry just misses out on a place despite being over a length ahead of this trio. Beppe retains his second place, but in a dead heat with Denis and Stan. However it is Bud who crosses the finishing line first, a length ahead of his nearest competitor and punching the air as he goes.

The spectators (Leo Nonmie and Ulla, Marc de Zorro and Guinevere, Pierre de Mont-Réal and Xavier 3sup and Ophelia) join the riders to adjourn to the Fleur where the prizes are awarded. The second and third prizes are split between the joint second place finishers. Denis accepts his with his new conquest, Sue Briquet, on his arm. However, this means that Leo realises that they're regimental enemies and the two swap acrimonious challenges. Zack and Omi (rejoined by Katy) commiserate and spot Lucien, their regimental enemy. They descend on him only to find Charlemagne le Gosse standing with him (he's in the Fleur on his own and has made the house's day by losing several thousand crowns on the tables. Not that he cares, he's upset at his lack of a mistress). Marc de Zorro is taken aback to find that the house minimum at the Fleur is 200 Crowns. He decides to bet anyway: two wins, two losses and a cut leaves him a hundred crowns down and even on status.

Co W Ard Extrême is also in the Fleur and has Bette with him. Bothwell's is left to Jacques Shitacks. Fernand Louis Adelmo de Gaulle is in Hunter's, as



are Joseph de Veevre and Bess. D'en Percent has repaired to the Frog & Peach. Jacque du Lac turns up there escorting Deb Onairre. Rene Ouai visits the new woman in his life. Harry Covert falls victim to the footpads after visiting the Bawdyhouses, allowing another bandit to retire on his ill-gotten gains. This lets Gar de Lieu and Gérard Vidocq get home unmolested after enjoying some female company. Thomas Tudo puts in his second week in a row with his sabre while Horatio d'Escargot returns for a second week with a two-handed sword. Sean Sondamour practises sabre.

Probe on the frontier

Spanish forces probe the frontiers of France again. The Frontier regiments acquit themselves well. Frontier Regiment 2 holds off an attack. 69th Arquebusiers Major Drew B d'Oeu is attached and is Mentioned in Despatches. He collects 150 Crowns that some careless Spaniard drops. Euria Humble's Dragoon Guards squadron sees off the attackers. There are two Mentions in Despatches for Humble, who is made a Baron as a result – hopefully this will cheer him up for missing the horse race. 250 Crowns make their way into his coffers as well. DG Captain Jacque Wabbit mopes around and makes no impression on the fighting. Lt-Colonel Ced Deucer's Cardinal's Guard Battalion supports Frontier regiment 4. His bravery brings Deucer a Mention in Despatches. ❖

Press

Announcements

To all members of the RFG

With all the recent unpleasantness going on, our borders have not been as heavily patrolled as they should have been and our enemies have been getting far too eager. To rectify this and to gain ourselves some valuable booze ... err, loot ... sorry, experience! ... I will be taking the regiment to the Front for both January AND February. If anyone has a really good party ... err, reason, to stay in Paris, they should talk to me and I will see if I can exempt their battalion.

† Col AHQ

It's been a strange year, but I have now had a chance to check with the staff of the Sondamour Trust about how things are going with the award I previously announced. To remind you, the award will go to the gentleman seen with the most different mistresses throughout the year. It looks like civil war is not good for l'amour – I believe the highest score so far is only two, shared by CWAE, CD, JdV and MdZ. The departed DAV had beaten this with three, but I don't think he will complain about being excluded, what with being dead and all. That leaves the competition wide open.

† Sir Sean Sondamour

To All Loyal Men of Paris,
Come and join the country's premier regiment, the King's Musketeers, and ensure that France's enemies are hunted down and despatched. Generous bonuses available and help with purchasing your commission.

† B.Bdr-General The Money
Goes, King's Musketeers

Suitably qualified staff required for various vacant positions with First Army. Apologies to Zachary The Money Goes who I would have made QMG last month if I had been organised enough. (If only I had an Aide.)

† Sir Sean Sondamour, First Army
Commander

Social

Abel Ringeur Chase Honoured!
Glorious news for all aficionados of the chase! Our noble Chancellor, Al Qué Holique, will donate a magnificent purse of 1000cr to the winner of the first inaugural Abel Ringeur Chase to be run this month, October 1568, in honour of the victory of His Most Christian Majesty over the usurper! This most generous of offers will surely tempt all honourable gentlemen to ride and their ladies to gallantly cheer them on.

An event not to be missed!

† Sir Revaulvin d'Or, A Humble
Servant of The Crown
(In The Crown, more like, on his off-days!)

Viscount Stan Dandy Liver Requests the pleasure of the company of his friends (at his club) for at least two weeks in November.

Others of sufficient Social Standing may formally request to attend these gatherings. Dates and times will be arranged by private correspondence.

† SDL

Matters of Honour

Gentlemen of Paris

May I offer my services to you as second in a reciprocal arrangement?

Yours etc, † PdMR

Personal

I know the first rule in crime-solving is "cherchez la femme". The bunch of old women in the higher echelons of Paris's Government seems a good place for the CPS to start looking.

Mon Cher M. Percent

I accept your offer 'le plus charmant' and will take 'les escaliers nécessaires' to ensure that I do not disappoint.

Toujours vos compatriot, † Leo

Who appointed the leading rebels to their posts? Which person, currently a senior member of the Cardinal's Guard, whose troops hid in Paris rather than go forth and fight on behalf of his Majesty?

A Concerned Citizen

Why are you tipping the headsman? You tip your hat! 20 sous are usually enough.

† Omi Palone

Dear Stan Dandy Liver, MoW,
I'd like to take this opportunely to
wish you all the best in your new
position at the Ministry of War. If I
can be of any help, please don't
hesitate to contact me.

Regards,

† B.Bdr-General The Money
Goes, King' Musketeers, Second
Army QMG

Lord Percy Percy says, as turning
your coat is fashionable, HTC is
proving very fashionable.

Dear Count Brigadier Commissioner
Naturally, as a loyal Frenchman and
supporter of 'Le Luminance' the
King, I volunteer 'sans attendant en
souffle' for the rescue force
I will return to 'mon petit billet' and
make preparations...

† Captain Leo Nenmie

Jacque Wabbit, the man with a fluffy
white tail. But now how can we hunt
him?

CIG

A clarification: the QOC have a
patent tool to unstick themselves
from their horses. It involves a great
deal of alcohol. † OP

Poetry Corner

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

1 I shall jam
And cream
A crumpet
For tea.
Which of

The names
In my book
Shall it be?
2 Oh, what a
Sweet choice,
What a Di
Lemmere;
For a man
Such as I
Who's been
'Sur La Mere!'

† SDL

*"On his mother?!" Is this some
sly, anachronistic Gilbert and
Sullivan reference? † Le Roi*

Pretty ponies prancing,
Whinnying white the waves,
It's just a change of scenery,
To plains instead of bays,
From ranks upon the sea,
To ranks upon the land,
Arrayed for every eye to see,
Friends to either hand,
In a crashing, clashing charge,
An assault upon the land,
Guards that were Marines,
Stride up the sandy strand,
With a walk, trot, canter and
CHARGE!

Above the waves they scream,
For to do their Sovereign's bidding,
And best those who serve his Queen,
A worthy goal, 'tis sure,
Now they have left the seas,
The pungent smell of dung,
Replacing the ocean's breeze,
For they who've always ridden,
On undulating mounts,
Have always strove and striven,
-- Courageous where it Counts.

† SDL

Points Arising

An awful lot of entries for the horse
race – which means the sponsor
(RdO) did well out of it. Despite the
number of entrants, we had a clear
winner. The rules seem to work quite
nicely, but I welcome any comments
you have.

A couple of people are confusing
Conspicuous Consumption and
Carousing. 'Con Con' you may do
once a month for an extra SP;
Carousing you may do any week
you're at a club (or the Bawdyhouses)
for an extra SP.

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

JW Jacque Wabbit (Terry Crook) has
NMR'd. Total now 1

SF Sebastian Flyght (Kevin Morgan)
has NMR'd. Total now 1

X6 (Brian Niemi) has NMR'd. Total
now 1

X7 (Richard Huzzey) has NMR'd.
Total now 1

X1 (Martin Jennings) was floated at
his request – due to pressure of work.

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.

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

D'en Percent asks NPC Captain 1 of
Archduke Leopold Cuirassiers to
resign

D'en Percent asks NPC Captain 2 of
Archduke Leopold Cuirassiers to
resign

D'en Percent asks NPC Captain 3 of
Archduke Leopold Cuirassiers to
resign

D'en Percent asks NPC Captain 4 of
Archduke Leopold Cuirassiers to
resign

Gar de Lieu asks NPC Division Adjutant of Cavalry Division to resign

Magnon de Sources asks NPC Regiment Adjutant of Picardy Musketeers to resign

Magnon de Sources applies for Regiment Adjutant of PM

Stan Dandy Liver asks NPC Regiment Adjutant of Royal Foot Guards to resign

Stan Dandy Liver asks NPC Division Adjutant of Cavalry Division to resign

Xavier 3sup applies for Division Adjutant of Cavalry Division

Zachary The Money Goes asks NPC Aide to Brigadier (ZTMG) to resign

Duels

Results of this month's duels:

Thomas Tudo (gains 1 Exp) beat his enemy Antoine Valois.

Leo Nonmie (gains 1 Exp) beat Bud d'Wiser (under half Endurance).

Bud d'Wiser (no Expertise) drew with Thomas Tudo (no Expertise).

Denis Bone declined to meet Jacque Wabbit as he was under half Endurance.

Orson de Combat (gains 1 Exp) beat his enemy Denis Bone.

Drew B d'Oeu declined to meet Jacques Shitacks as he was under half Endurance.

Xavier 3sup drew with his enemy Drew B d'Oeu.

Leo Nonmie (gains 1 Exp) beat Joseph de Veevre (with OP & RdO).

Sebastian Flyght didn't turn up to fight Jacques Shitacks and lost SPs.

Neither Sebastian Flyght nor Xavier 3sup turned up for their duel and both lost SPs.

Sebastian Flyght didn't turn up to fight Charlemagne le Gosse and lost SPs.

Revaulvin d'Or (with OP & JdV, gains 1 Exp) beat Beau Romir (with LI).

Gaston de St Marque (with OdC & ZTMG, gains 1 Exp) beat Rene Ouai.

Orson de Combat didn't turn up to fight Henry Thierry Christian and lost SPs.

Grudges to be settled next month:

Colin Maillard (Sabre) and D'en Percent (Foil, Seconds LN, adv.) have mutual cause as neither stood down over Mary.

Zachary The Money Goes (Rapier, Seconds FLAG, adv.) has cause with Rene Ouai (Rapier, 3 rests) for pinching Kathy.

Denis Bone (Cutlass, adv.) and Orson de Combat (Sabre, 1 rests) have mutual cause for being in enemy regiments.

Fernand Louis Adelmo de Gaulle (Rapier, adv.) and Lucien d'Escaillehuitaillement (Rapier) have mutual cause for being in enemy regiments.

Lucien d'Escaillehuitaillement (Rapier, 3 rests) and Omi Palone (Rapier, adv.) have mutual cause for being in enemy regiments.

Gar de Lieu (Rapier, Seconds SDL, 2 rests) and Omi Palone (Rapier, adv.) have mutual cause as neither stood down over Kathy.

Leo Nonmie (Sabre, 2 rests) has cause with Bud d'Wiser (Sabre, adv.) as he's not Noble but higher SL.

Charlemagne le Gosse (Rapier, Seconds SS, adv.) and Omi Palone (Rapier) have mutual cause for being in enemy regiments.

Charlemagne le Gosse (Rapier, Seconds SS, 2 rests) and Zachary The Money Goes (Rapier, Seconds FLAG, adv.) have mutual cause for being in enemy regiments.

Denis d'Ertée (Rapier) and Leo Nonmie (Sabre, adv.) have mutual cause for being in enemy regiments.

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

Lucien d'Escaillehuitaillement (Rapier, 4 rests) and Zachary The Money Goes (Rapier, Seconds FLAG, adv.) 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.

Duels held over until December:

Euria Humble versus Denis d'Ertée.

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.

Tables

Other Appointments

King's Escort: Ensign N	Captain BR
Cardinal's Escort: Ensign N	Captain N
Aides: to Crown Prince N	to Field Marshal EH
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) _/_/_/JW/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: 2
 Frontier regiment 2: 4
 Frontier regiment 3: 2
 Frontier regiment 4: 4
 RNHB regiment: 1

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	N6	N4	N1	N9
Attached	I Sqn DG DBdO		I Bn CG		
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	ZTMG
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	
16	Ophelia Derriere	13		X3
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 Otte	12	I/W	JdV
1	Sue Briquet	11	B	DdE
4	Anne Tique	11	W	
9	Deb Onairre	11	I	JdL
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	SDL
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		
2	Betty Kant	8	I	MdS
19	Jenny Russe	8	W	
32	Sal Munella	8	W	
41	Marie Antoinette	8	B/I	DB
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	

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.

Regiments Organisation

	RFG	CG	KM	DG	QOC	ALC	CPC	RM	GDMD	PM	I3F	PLLD	53F	27M	4A	69A	Gscn
Col	AQH	CIG	ZTMG	OdC	HTC	N6	N3	JS	BdW	JdL+	RdO	JdV	N5+	N3	N6	N4	N2
LCol	HC	CD	FLAG	EH	N4+	N2+	N3	X3	N6	N6	N5	N5+	N5+	N1	N6	N4	N4
Maj	LI	LdE	N4	OP	N4	N4	N2	N2	AV	N2	N3	N3	N3	N1	N6	N6	N6+DBdO+
Maj	MdZ+	N1	OP		N5	N4	N2	N2		N2	N1	N1	N1	N2	N6	N4	N2
Capt	BR	N5	N4	N4*	N2	N2	N2	N3	N2	N5	N1	N4	N4	N1	N6	N6	N3
Capt	N1	N5	N5	JW	N5	N5	N2*	N2*	N1	N5	N6	N5	N5	N4	N6	N1	N2
Capt	N5	N1*	N2*	N5	N5*	N5*	N2*	N2*	N2*	N5*	N5*	N4*	N6*	N5*	N5*	N5*	N4*
Capt	N2*			N5	TT	TT	LN			MdS							
Capt																	

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

The Greasy Pole

ID	Name	SL	SPs	Cash	Rank, Regiment/Appointment	MA Last seen	Club	EC	Player
CWAE	Count Co W. Ard Extrême	25	61	Rich	General/State Min.	5 Bette	Flr	3	Benedikt Löwe
ZTMG	Count Zachary The Money Goes	24	55	OK	B.Bdr-General KM/2nd Army QM Gen.	11	Kathy Flr	4	Gerald Udowiczenko
CBY	Count Claude Byacot	24	RIP						William Steven
AQH	Baron Alfonse Qué Holique	23+	70	Fthy	B.Bdr-General RFG/Chancellor	7 Ella	Flr	5	Tym Norris
HTC	Count Henry Tierry Christian	22	64	Fthy	B.Bdr-General QOC/CPS	14 Edna	Flr	3	Matthew Shepherd
SDL	Viscount Stan Dandy Liver	22+	82	Wthy	Lt-General/War Minister	11 Di	Flr	4	Guy Arnold
CIG	Baron Charlemagne le Gosse	22+	68	Rich	B.Bdr-General CG/Min w/o Port	8	Flr	2	Neil Packer
BdM	Viscount Beppe de Marko	20	55	Fthy	Bdr-General	17 Jacky	Flr	2	Mark Moores
SS	Sir Sean Sondamour	20+	62	Wthy	B.General/1st Army Commndr	5 Lotte	Flr	2	Pete Holland
GdSM	Viscount Gaston de St. Marque	19+	66	Comfy	General/2nd Army Commndr	9	Flr	3	Nathan Richards
LI	Viscount Lokwot Isaw	17	45	Rich	Major RFG/Gen's Aide (2nd Army)	15 Angelina	Both	3	Barry Townsend
HC	Earl Harry Covert	17+	57	Wthy	Lt.Colonel RFG	14	Both	2	James Guiton
BR	Baron Beau Romir	16	39	Wthy	Captain RFG/Capt.K's Esc	4 Frances	Both	3	Graeme Morris
OP	Marquis Omi Palone	16	22	OK	Major KM	4 Katy	Both	4	Mike Dommert
MdZ	Sir Marc de Zorro	16+	53	Comfy	Major RFG/Gds Brigade Maj.	3 Guinevere	Both	5	Colin Parfitt
RdO	Sir Revaulvin d'Or	15	64	Rich	B.Bdr-General 13F/Justice Min.	8	Flr	4	Jerry Spencer
OdC	Baron Orson de Combat	15+	60	Comfy	Colonel DG/Min w/o Port	4 Lucy	Both	5	Francesca Weal
RO	Rene Ouai	15+	55	Wthy	B.Lt-General/Insp.Gen.Cav	1	Both	5	Peter Denison
X3	Sir Xavier 3sup	13	14	Comfy	Major RM	4 Ophelia	BG	5	Mark Mortimer
BdW	Bud d'Wiser	13+	59	Comfy	B.Bdr-General GDM	11 Leia	Hunt	2	Francesca Huskinson
JS	Sir Jacques Shitacks	13+	47	Poor	B.Bdr-General RM	3	Both	4	David Oliver
GdLi	Sir Gar de Lieu	13+	39	Poor	B.Lt-General/Adjutant Gen	3	Both	4	Bill Hay
EH	Baron Euria Humble	12	F	OK	Lt.Colonel DG/FMshl's Aide	10		5	Matthew Wale
JdV	Joseph de Veevre	12+	36	Comfy	Lt.Colonel 13F/2nd Div Adjutant	3 Bess	Hunt	5	Andrew Kendall

ID	Name	SL	SPs	Cash	Rank, Regiment/Appointment	MA Last seen	Club	EC	Player
FLAG	Sir Fernand Louis Adelmo de G'i	10	32	OK	B.Lt.Colonel KM	5	Hunt	4	Hajo 'Red' Schlosser
LdE	Lucien d'Escaillehuillement	10	27	Comfy	Major CG	3	Hunt	4	Nik Luker
X1		10	0	Poor		2		4	Martin Jennings
CD	Sir Ced Deucer	10	F	Poor	Lt.Colonel CG	6	Hunt	3	Nigel Monaghan
DdE	Denis d'Értée	9	21	OK	Major 53F	1 Sue	Hunt	3	Pete Card
HdE	Horatio d'Escargot	8	10	Poor	Major ALC	4	F&P	3	Graeme Wilson
JW	Jacque Wabbit	8	F	Wthy	Captain DG/LtGen's Aide (SDL)	6	F&P	2	Terry Crook
LN	Leo Nonmie	8+	26	Poor	Captain CPC	4 Ulla	F&P	5	Chris Boote
AV	Antoine Valois	7+	22	Comfy	Major GDM	1 Ava	F&P	4	Simon Burling
JdL	Jacque du Lac	7+	22	OK	Colonel PM/I F Brigade Maj.	5 Deb	F&P	4	Paul Wilson
TT	Thomas Tudo	6	12	OK	Captain ALC	2		5	Ben Brown
DeP	D'en Percent	6	6	Comfy		1	F&P	4	Gerry Sutcliff
DB	Denis Bone	6+	37	OK	Subaltern QOC	3 Marie	F&P	5	Timothy Hunt
DBdO	Drew B d'Oeu	5	F	Poor	Major 69A/4 F Brigade Maj.	6	RP	3	Bill Michell
MdS	Magnon de Sources	5+	25	Poor	Captain PM	4 Betty	RP	5	Robert Carter
GV	Gérard Vidocq	5+	18	Poor	Subaltern PM	4	RP	3	Filipe Silva
PdMR	Pierre de Mont Réal	4+	15	Poor		6	RP	5	Pam Udowiczenko
CM	Colin Maillard	4+	14	Poor		2	RP	2	David Lopez
X7		3-	2	Poor		5		3	Richard Huzzey
X6		2-	2	Poor		5		2	Brian Niemi
SF	Sebastian Flight	2-	7	Poor	Captain 69A	2		4	Kevin Morgan

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+