

That would be enough

This has been issue 57 of *To Win Just Once*, published 10th August 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* and *Star Trader* to Mike Dommett by 26th August.

Orders for *Les Petites Bêtes Soyeuses* and *Easy Money* bids to Pevans by Friday 2nd September 2005.

(Remaining deadlines for 2005 are 30th Sept/7th Oct, 4th/11th Nov, 9th/16th Dec.)

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Games only	
Per issue/game turn	£0.50
11-issue/turn subscription	£5.00

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.

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 A new game has started – we can fit in another player or two, so let me or Mike know if you're interested. Full rules will be provided.

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To Win Just Once

(incorporating *Les Petites Bêtes Soyeuses*)



Spiel des Jahres 2005 – notes on the winner and others
Plus Turn 1 of the new *Star Trader* game and the races start in *Railway Rivals*

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Chatter

Yes thank you, Geraldine and I had a lovely restful holiday in the French countryside. The annual Pevans vs Geraldine *Mystery Rummy* tournament ended in a score draw (mainly because Geraldine refused to play my favourite of these games, *Jekyll & Hyde*, as “it’s bad for my blood pressure”).

Since when I’ve had a very enjoyable afternoon at this year’s Great British Beer Festival. There were queues to get hold of the 2005 Champion Beer of Britain: Brewer’s Gold from Crouch Vale – an Essex-based brewery. It wasn’t one that I got to drink, but I sampled plenty of others. I haven’t had time to write up my notes yet, so my report will have to wait for next issue.

Meanwhile, I have looked at my website stats for July. The most popular page was my review of the Ragnar Brothers’ *Viking Fury*, pushing *Puerto Rico* to second place. However, the search words most frequently used to find my site are still ‘Gothic game’ (or variations). The PDF edition of *TWJO* 56 was downloaded 172 times – which is nearly three times for each reader I know about. If other people are reading this, why not tell me who you are? You’ll get to join in the all-reader games!

I’ve been working my way through the back issues of *LPBS* reports that Mike Dommett has lent me. I thought I’d check how many current subscribers were on the list for issue 1: seven of you! Take a bow, Chris Baylis, Richard Clyne, Mike Dommett, Bill Hay, Graeme Morris, Bob Parkins and Fran Weal. And an extra bow from Mike, Bill and Fran as they have been playing in *LPBS* since it started.

Spiel des Jahres

The jury has announced the winner of this year’s prestigious German Game of the Year prize. It’s *Niagara*, designed by Thomas Liesching and published by Zoch (with an English language edition from Rio Grande in the USA). So much for me tipping *Around the World in Eighty Days*. Congratulations to the designer and publishers – this is Zoch’s second *Spiel des Jahres* (the first being for Bill Payne’s dexterity game **Villa Paletti** in 2002).

As the aim of the prize is to promote family games, *Niagara* is a good choice. Rather like *Amazonas* (see *TWJO* 54 – but note that it’s actually published by Kosmos, not Haba as I mistakenly wrote), it’s got a bit more to it than most games aimed at families, is very well produced and has an attractive theme. It also has an ingenious construction. A river channel is set into the board, which is laid on top of the game box. At one end the river divides into two and then ‘falls’ off the edge of the box to form the eponymous waterfall. Clear plastic discs

go into the river and, each turn, more discs are added, causing a flow along the river. And over the falls, of course.

Players have a couple of nice wooden ‘canoes’ that start at the head of the river. The aim is to collect different coloured gems from various points along the river – or pinch them from another player’s canoe! Then you have to get your gems back to base. The difficulty is that the canoes, naturally, move down the river on the discs. So getting downstream is easy. But you have to paddle hard to get upstream and getting to a pick-up point can be tricky.



How fast you move depends on which of your set of numbers you selected at the start of your turn – not knowing what other players were choosing. The choices also determine how slowly – or quickly – the river flows that turn. So, apart from the usual options of working out where you want to go to, it is perfectly possible to pick an unexpected number and watch other players’ canoes slide gracefully over the waterfall. Or plummet to their doom, if you prefer.

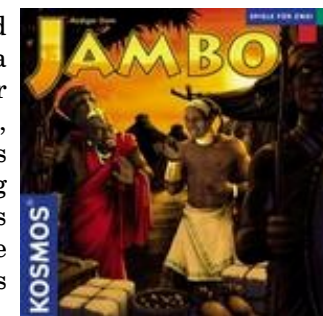
As always, every player starts with the same set of numbers available and nobody gets theirs back until they’ve used them all. Despite my first impressions of *Niagara* at Spiel ’04, there is a clever tactical game here as well as a good-looking gimmick. It is intended for ages 8 and above, which I think includes most gamers. And I think this game still offers a challenge to gamers, which makes it a worthy *Spiel des Jahres*.

Of the other four games on the jury’s recommended list, I have already written about *Around the World in 80 Days* (see TWJO 54 as well). Two more of the list are games that I haven’t played. *Himalaya* is a more complex strategy game that I know has some keen proponents (they keep playing it at Swiggers, but I haven’t got into a game yet). By contrast, *Verflixxt!* is a dice-rolling game that is mainly about luck. It, too, has a substantial fan base.

That leaves one more game that I can comment on. This is *Jambo*, which was designed by Rüdiger Dorn (who seems to be having a good couple of years with *Goa*, *Louis XIV* and others). It is another in Kosmos’s series of first-rate two-player games (inevitably, the English language edition comes from Rio Grande). *Jambo* is, surprisingly, a two-player trading game. The players are African market traders (“Jambo” is a Swahili greeting to foreigners) and aim to make money buying and selling various goods.

Players have five actions in each turn to draw and use cards. Cards allow players to buy or sell a specific collection of goods – adding them to or taking them from the player’s ‘market stall’ card, which limits how many goods are held. Other cards allow players to do other things, including discarding, swapping and taking goods and cards from the bank or their opponent. The key to the game is understanding the tactical opportunities your cards provide and taking advantage of them.

This makes it a more complicated game than you might think. *Jambo* is a clever tactical game, but I didn’t find it particularly appealing.



Science Fiction

Peter F Hamilton is back with another thick (nearly 1200 pages) book of space opera. *Pandora’s Star* is “Part One of the Commonwealth Saga”. Not, you will notice, a ‘trilogy’ – according to the note at the end of the book, the story concludes with the sequel, *Judas Unchained*. An ominous title if ever I heard one. And one that leads us to believe that humanity has still to face its worst threat in this story.

The Commonwealth of this book is rather different from the Confederation of the “Night’s Dawn trilogy” (*The Reality Dysfunction*, *The Neutronium Alchemist* and *The Naked God* – see TWJO issues 25, 34 and 35). Here humanity is expanding across the galaxy by connecting planets together with wormhole gateways. In effect, you can just step from one planet to another (rather reminiscent of one of my favourite Robert Heinlein juveniles, *Tunnel in the Sky*). The gateways provide mankind with unlimited room to expand. They allow separate factions to move apart onto different planets rather than fight each other. And they provide inexhaustible raw materials.

And humanity needs all of this to handle its expanding population. Expanding because rejuvenation is widely available in this future – some of the main characters in the story are over three hundred years old and going strong. The rejuvenation therapy is explicitly linked to Hamilton’s last book, *Misspent Youth*, the story of the first man to undergo it (see TWJO 53). This puts that book in a different light. I wonder if it’s actually a spin-off of this book. That, having come up with the idea of rejuvenation therapy, Hamilton wondered how it started and ended up writing *Misspent Youth* to explore the story of the first rejuvenation.

A third technology that underpins the story is that of digitising human memory. This allows memories to be stored ‘off-line’ and lets people free up room in their brains by editing memories out when they go through rejuvenation. What’s more,

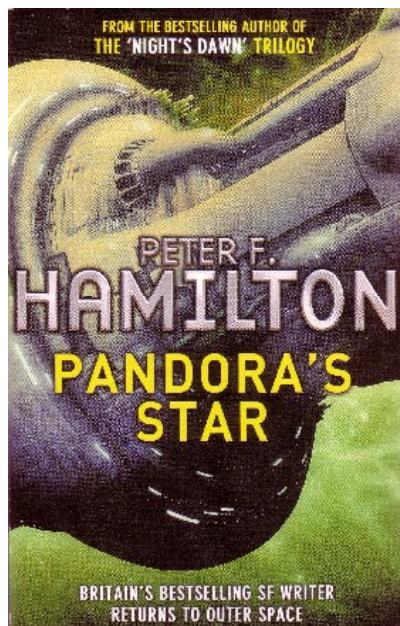
by using an implant to store memories in real time, anyone who dies can be re-incarnated. Using a force-grown clone for their new body gives effective immortality – though consciousness is not transferred of course.

The Commonwealth is thus something of a utopia (I was reminded of Iain M Banks's Culture, though the Commonwealth is less advanced, technologically and socially): individual immortality, unlimited space, no conflict, immense wealth... Hamilton does hint at an underclass. Rejuvenation is expensive; people have to save to afford it in the same way we save for a pension. There must be those who don't make it – what is their fate? And there are the isolated planets. Cultures too violent or too hostile to the Commonwealth, who have simply been disconnected from the wormhole network (a source of stand-alone stories?).

Anyway, the main plot starts with the observation of an unimportant, academic astronomer. A pair of stars that are just switched off. Long thought to be caused by the construction of Dyson spheres over decades, the stars actually disappear in an instant, discovers the astronomer. Someone has enclosed two entire star systems in force fields. Naturally, the Commonwealth wants to investigate. The systems in question are simply too far away for a wormhole to reach, so it has to re-invent space travel. Luckily, wormhole technology can be used to power a faster-than-light starship.

Cue one of our main characters, Wilson Kime, pilot of the first manned mission to Mars (the subject of the entertaining prologue) and one of the few surviving NASA astronauts. The story follows the construction of the starship (despite opposition), the expedition that it makes (ditto) and the consequences of what it finds. As the title of the book suggests, this may not have been such a good idea.

Alongside the main story line are several sub-plots. One features Paula Myo, genetically engineered to be the perfect detective. She always gets her man (or woman, or alien) – apart from one group of terrorists (the only fly in the ointment of the Commonwealth). These fanatics believe that humanity's development is being warped by the machinations of a powerful alien for its own nefarious purposes. And somehow they always escape Paula Myo's investigations. A second sub-plot is that of Ozzie Isaacs, co-inventor of the wormholes, and the Silfen.



These enigmatic aliens are said to have their own pathways between worlds and are explicitly likened to the Faery of human legend. Ozzie Isaacs hopes they have the answer to the conundrum of Pandora's Star.

I fully expect these various plots to coalesce towards the end of the story, but they show no sign of doing so at the end of *Pandora's Star*. The sheer size of the book provides the space for Hamilton to give his story real depth. Characters, cities and planets are all brought to life. There's room, for example, for a whole murder mystery story and courtroom drama. This serves to demonstrate who Paula Myo is, as well as introducing other characters who go on to become more important players in the main story. There is just so much in the book. Almost every chapter we are introduced to a new planet, each unique and with its own part to play in the story. There's even a Peter F Hamilton version of the meeting place between dimensions – somewhere entities on walkabout wash up. Though it's not as comfortable a place to visit as, say, the Floating Vagabond.

And then there's some **real** space opera – of the E E “Doc” Smith variety. Yes there are battles in space with spaceships and force fields, missiles and particle beam weapons, unimaginable numbers of this and indescribable power of that (I may exaggerate slightly). The words “coruscating” and “lambent” make an appearance (disappointingly not in an E E “Doc” Smith context, but you can't have everything). And it's good stuff. Interestingly, despite the warfare, it's not as nasty as *The Reality Dysfunction*, which got pretty horrible pretty quickly – on an individual level. There are some similarities to the “Night's Dawn” books: a terrible threat to humanity; enigmatic aliens; political factions; infighting within humanity; quests and so on. But the differences are greater (the word ‘counter-rotating’ is only used once!) – and the Commonwealth is somehow a **nicer** place than the Confederation.

Hamilton excels himself with this book. If you liked “Night's Dawn”, you must read this. If you didn't read “Night's Dawn”, you have to read this book. And the conclusion, which I am anxiously awaiting. As usual Hamilton's writing is a delight. Clear, understandable and English! (Though I did spot one ‘oriented’ amongst the ‘orientated’.) I suspect him of being a bit of an anorak, too. Trains are mentioned quite a lot (they are generally how people travel through the wormholes) and, each time, the class of the locomotive is given, together with a description of its characteristics. A nice touch, I think.

Games Events

Nothing much happens in August, apart from Consternation, the British Role-Playing Society's 2005 convention on 12-14th – pretty much now by the time you see this. More information on www.consternation.org.uk.

Oh, the 9th Mind Sports Olympiad takes place in Manchester in the week up to the August Bank Holiday. To be more precise, it's in the Renold Building of the Manchester Conference Centre (part of UMIST) from 19–29th August. It includes MSOcon, or what was previously called the Hobby Games Festival, featuring the kind of games gamers play (*Settlers*, *Puerto Rico* and *Age of Steam* all get name checks). This takes place on 26-29th. The MSO is effectively an umbrella for tournaments in all sorts of games, with the emphasis on the well-known classics (Chess, Backgammon, Bridge, Go etc). Also part of the MSO this year is The British Historical Games Society's Britcon, providing a major attraction for wargamers. There are fees for entry to the tournaments, which offer decent prizes in return. Full details on the website: www.msoworld.com.

This box concentrates on 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: 6-8th January 2006 at the Britannia Hotel in Stockport. 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.

Maycon: Mayday bank holiday weekend at a venue to be decided in 2006. 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. Keep an eye on the website – www.maycon.org – for the latest details.

Summer Stabcon: early July at Woolton Hall, Manchester University.

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

Credits

To Win Just Once issue 57 was written and edited by Pevans. The LPBS masthead (page 16) is by Lee Brimmicombe-Wood and the picture on page 32 is by Tim Wiseman. The *Niagara* photo is courtesy of Zoch Verlag and Pevans played with his scanner and Photoshop.

Mission of Gravity Star Trader game 3 – Turn 1

"This is a good time to be in shipbuilding."

"With all this extra work, you mean?"

"Yes ... and all the incidentals you can load onto the less wary beings..."

"Oh yes. Some of them are still slimy under the pseudopod!"

At Gamma Leporis, ZWILLINGE bought 6 Alloys for 6 HTs each, then CAESAR WHOLESALE INC. bought a further 10 at the same price and gained a Dealership. TRANSURANIC TRADE CORPORATION's bid of 4 was just too low to attract sellers.

Epsilon Eridani and Delta Toucanis markets were quiet, but at Tau Ceti, SOLAR WINDS' efforts to buy Alloys at 8 HTs were only defeated by a sudden surge in the price. SOLAR WINDS also lost out in Isotopes, despite bidding 6 to buy, ZWILLINGE bought 10 first for a Dealership and VOGON INDUSTRIES bought 6 more, leaving none for the last member of the trio of bidders.

Mu Herculis saw competition in Monopoles and Petroleum. ISNOTISTOO bought 10 Monopoles at 15 HTs apiece and gained a Dealership, leaving VOGON INDUSTRIES and ISKANDER FIRE & ACCIDENT – both bidding 14 to buy – empty handed. IFA bid 14 HTs, bought 12 Petroleum and gained a Dealership, leaving CAESAR WHOLESALE's bid of 12 behind.

Isotopes were popular at Sigma Draconis, four Corporations bidding, but only two gaining any product. ZWILLINGE bought 7 for 6 HTs each, and TRANSURANIC picked up a further 3 at the same price. TRADEWINDS and HONEST DARTH'S USED QUALITY SPACESHIPS both bid 5 to buy and found no takers. SSLM's Pevans van Rijn bid 13 HTs for Spice, and was disappointed when HONEST DARTH bid 14 and took 16 units of Spice and a Dealership away.

ISKANDER bought 5 Liquors at Alpha Centauri for 13 HTs each and ISNOTISTOO bought 2 Alloys at Beta Hydri at a price of 8 HTs.

The shipyards were very busy taking orders. Not all Corporations had decided on the pods and crews they would need to outfit their ships, but that will come before launching.

BOCO loaded some passengers.

SOLAR WINDS laid down a Corco Mu Hull at Tau Ceti and increased their Political Connections.

CAESAR WHOLESALE laid down a Flute Hull, Vespasian, and a Phoenix Hull, Titus, both at Alpha Centauri Shipyards. Agent Willy joined them at Gamma Leporis, and they increased their Political Connections. Their visit to sector banks was to raise a loan of 200 HTs over 8 turns.

TSTI went for the passenger carrying operation in bulk. 5 Phoenix Hulls were laid down – 2 at Beta Hydri, 2 at Tau Ceti and 1 at Epsilon Eridani – each being equipped with 3 passenger pods and C grade crew. Of course, the hotshot pilots employed will increase Hyperjump chances. A warehouse was bought at Sigma Draconis and Alpha Centauri and Business Connections were improved. All of this costs money and their loan was somewhat larger: 705 HTs for 8 turns.

SOLAR SPICE, LIQUOR AND MONOPOLES had an even bigger 720 HT loan for the same period and bought 5 Monopole Factories, increased their Criminal Connections and Reputation, hired agent Poum at Mu Herculis and laid down well-armed Phoenix hulls at Tau Ceti and Epsilon Eridani Shipyards. The ships replaced the ‘For Sale’, which was sold off at a small premium.

SEMPER DURUS took out a 100 HT loan for 4 turns, bought 2 warehouses from TRADEWINDS, hired agent Amy at Mu Herculis and increased Political Connections.

HONEST DARTH bought 2 Petroleum Factories at Delta Toucanis, 2 Isotope Factories at Sigma Draconis, a Warehouse at Delta Toucanis and were content.

TRADEWINDS sold their warehouses to SEMPER DURUS, increased Political Connections, hired agent Dragon, laid down two Corco Zeta hulls at Epsilon Eridani and Tau Ceti Shipyards and increased Reputation.

ISNOISTOO were happy with their trading and toyed with a press release.

SWISS MERCENARY FLEET bought 2 Monopole Factories at Mu Herculis, 2 Liquor Factories at Alpha Centauri, increased Reputation and Business Connections and took out a 640 HT loan over 4 turns.

ZWILLINGE bought 6 Petroleum Factories at Delta Toucanis and took out a loan for 180 HTs over 4 turns. They bought a new Warehouse at DT, laid down a Phoenix Hull at Tau Ceti, hired Captain Kidd at Epsilon Eridani, increased Reputation and brought the crew of ‘Doppleganger’ up to A class.

TRANSURANIC TRADE CORPORATION bought an Alloy factory at Gamma Leporis and a Warehouse at Tau Ceti. Reputation was increased slightly

VOGON INDUSTRIES bought Warehouses at Gamma Leporis and Sigma Draconis, hired agent JB at Tau Ceti, laid down Phoenix hulls at EE and TC and a Corco Gamma at BH. Reputation and Business Connections were improved.

Finally ISKANDER FIRE AND ACCIDENT laid down two more Corco Zeta Hulls, one at AC and one at TC. Two Warehouses were bought, and Political Connections were increased.

Corporation Table

Corporation letter & name	Conn'n Levels			Init Turn		Cash Rep		Player
	Bus	Crim	Pol	Bid	Order			
A LNER	0	4	3	0	11	510	20	John Boocock
B Solar Winds Trading Co	0	0	8	0	10	260	21	Steve Bunce
C Caesar Wholesale	1	7	1	0	7	232	23	Simon Burling
D Trans Solar Trading, Inc	1	0	7	0	14	257	22	Jerry Elsmore
E SSL & M	0	3	5	0	6	461	22	Paul Evans
F Semper Durus	0	7	1	0	12	511	21	Alex Everard
G HDQUS	4	2	1	6	2	324	20	Howard Goble
H Trade Wind	1	0	8	5+5	4	66	27	Michael Grazebrook
J ISNOTISTOO	5	0	3	0	8	336	22	William Hay
K Swiss Mercenary Fleet	1	0	9	0	13	743	26	Martin Jennings
L Zwillinge	2	0	7	11	1	88	25	Michael Martinkat
M Transuranic Trade Corp	4	0	3	0	3	440	21	Bob Parkins
N Vogon Industries	1	7	0	0	5	109	26	Nathan Richards
P Iskander Fire and Accident	1	7	1	0	9	77	23	Ian Whitchurch
‘N’ under Initiative Bid indicates No Move Received								

GM Notes

NEWS CHITS (new ones this turn in **Bold**):

Turn 3 **B9, C8**

Turn 4 **C2, C5**

The number of passengers travelling from one start system to the next is the sum of the Spaceports Classes; Therefore between Sigma Draconis and Mu Herculis, for instance, where Spaceport Classes are 1 and 0, there is 1 Passenger Unit available. (See the chart at the bottom of page 17 of the rules.) As there are limited numbers of passengers, the first player (decided in the Initiative phase) to take passengers gets as many as they want, leaving later players disappointed.

Spaceships can only be built in systems with Shipyards – as shown in the table at the bottom of page 17. That's EE, TC, AC & BH. Those who didn't specify shipyards have had their ships' locations chosen at random.

You must BID to sell and buy before the Hyperjump phase in the turn, and therefore before the Trading phase. The only exceptions to this are Corporations using their Contractor or Market Manager positions. You MAY chose to qualify your order in the Trading phase: “Buy only one unit if my ship doesn't arrive; if it does, buy up to 8 units”. You can also qualify your bid by “buy up to a maximum of ten units of Isotopes and Alloys” if

perhaps you have only 10 units of storage available on ships and warehouses.

Late Orders: If I haven't adjudicated the game, I will try to fit in late orders. If I have adjudicated, the orders will be ignored. TSTI and SMF, you have been warned.

Augmented Jump pods are factored into the hull value - you cannot use an augmented jump pod to take damage.

Agents hired this turn were:

Amy, Poum, Willy, JB, Captain Kidd and Dragon.

Jerry Elsmore renamed his Corporation (D) Trans Solar **Trading**, Inc (still TSTI).

Press

Beta Hydri Commercial Gazette, 4Q2522

"IFA have recently taken possession of certain assets belonging to the now-defunct Mu Herculis Development Company. We are interested in entertaining bids for these assets, as our current business plans are purely financial rather than industrial or commercial."

Mu Herculis News, 1Q2523

"IFA chairman resigns suddenly - Company refuses to comment."

Press Release

We wish to deny any interest in green slavery.

Beta Hydri Commercial Gazette, 1Q2523

"Mu Herculis' reputation as an interesting place to do business was reinforced again, following the sudden resignation of IFA chairman Lu Wazzman. Sources close to IFA have indicated that kickbacks were taken in certain contracts on Tau Ceti."

Mu Herculis New, 1Q2523

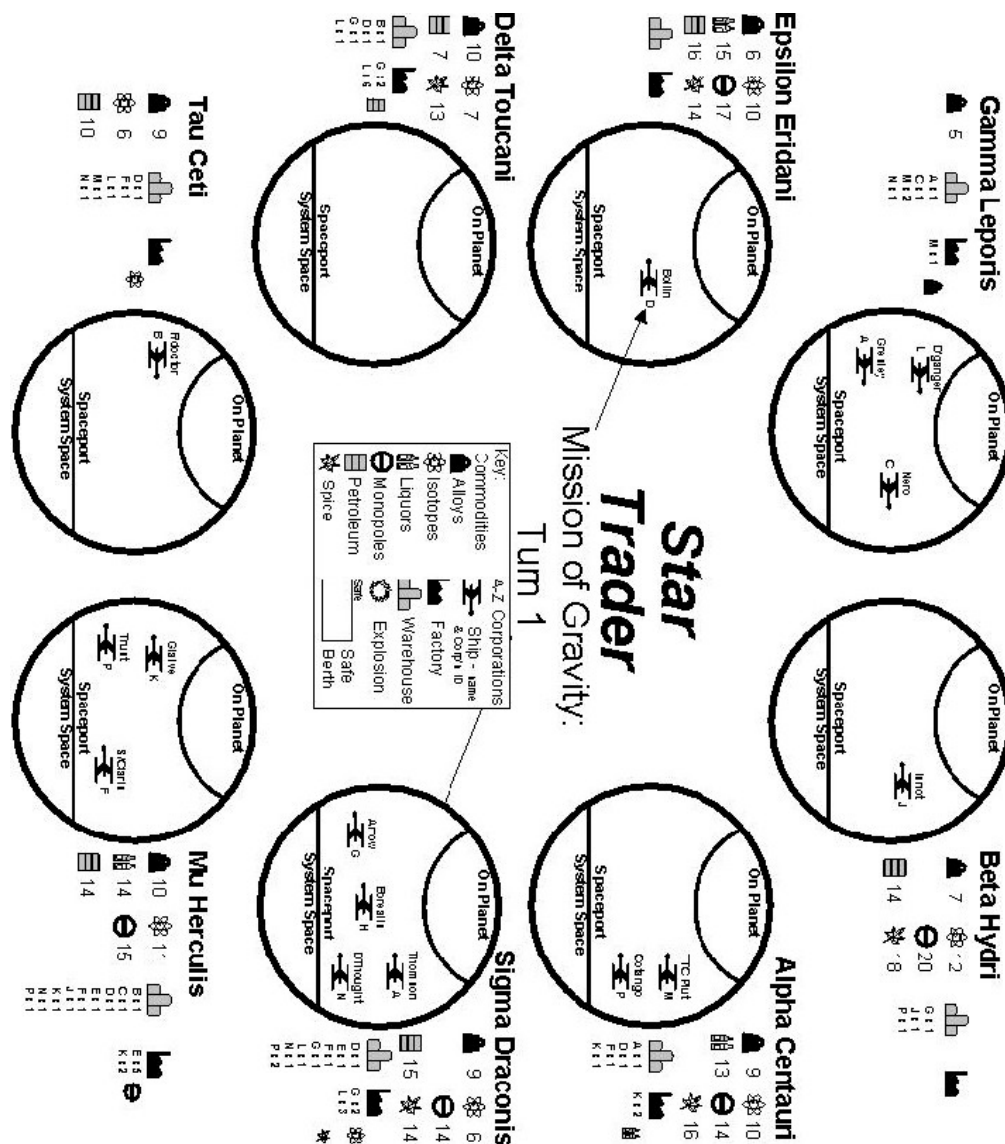
"IFA to go into shipping business, as new chairman Aldo Vaeqani declared his intentions to 'Grow Mu Herculis into the Twenty Sixth Century' and 'Ensure a better future for everybody'. He said, 'This planet, this planet I grew up on, and this planet I intend to die on, this planet has enough wealth for everyone and their bruvver'."

Press Release for Trans Solar Trading Inc

Drew the Fisk Vanderbilt-Scott, the 'hands-on' Chairman of TSTI, confirmed the recent rumours that TSTI are intending to greatly expand the opportunities to travel with the laying down of a fleet of passenger ships.

"We are leaving our options open with respect to cargo capacity of our new ships," he said. "Given the recent pirate activity, we are prepared to protect our investment if required, but, as always, we would prefer to negotiate non-interference agreements and invest the savings in increased capacity."

**Orders to Mike Dommett, 119 Victoria Road, ALTON GU34 2DD
or by e-mail to mike_dommett@yahoo.co.uk
by Friday, 26th August 2005.**



Oh, Mr Porter!

Railway Rivals game 3 – Round 6

The game enters the racing stage at the end of these builds. TTYF! linked various towns in the west, while SLOTH WORST TRAINS built closer to London, hugging the coast a little, and also connected to the ports. TOOT was connecting and laying short branches as well, and DECLINE finished the route across Romney Marsh to the east. SPAMTRAK connected to the last town, Newhaven, and to the west edge of the board, as well as an expensive track east from Tonbridge into the Vale of Kent. LOL tunnelled under the south Downs near Devil's Dyke, to connect to Brighton, and then built towards the western edge.

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

Start Points 40

(D14) – E15 – E17

(E17) – Bexhill: (J7) – G6: (M9) – M7
(Pay Spamtrak, LOL and TOOT 1 each)

(M7) – M6 – Three Bridges – N4 – M4
(Pay Spamtrak 1)

Points: 40 – 4 + 1 = 37

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

Start Points 40

Builds: (I55) – I52 (1 to DECLINE)

(I52) – J51-K51-L50-L49 (1 to Spamtrak 1 to TOOT)

(L49) – L48; (A72) – Dover; (H72)-I73-Margate (1 to DECLINE)

Points: 40 – 4 + 2 + 1 = 39

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

Start Points: 43

Builds: (L47) – L46; (I22) – I25 (1 to TOOT, 1 to Spamtrak)

(I25) – M27

(L46) – S London; (M27) – N26 (2 to TOOT, 1 to LOL)

Points: 43 -6+2+7 =46

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

Start Points: 56

Builds: (N7) – L8; (L46) – London South (1 to TTYF!)

(I69) – E71 (2 to SWT)

(London South) – London North West; (E71) – D70 (1 to LOL)

Points 56 – 4 + 1 + 1 + 3 = 57

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

Start Points: 15

Builds: (G6) – F5

(F5)-E5 – Brighton; (D70)-D72

(D72) – Deal; (H5) – I5 – I3

Points 15 + 1 + 1 + 1 + 1 = 19

F – Timothy Hunt, SPAMTRAK, Red

Start Points: 82

Builds: (E8) – D8

(D8) – Newhaven; (Horsham) – L1; (Tonbridge) – C56 (7 to DECLINE, 1 to SWT, 6 for Town))

(C56) – C57 – B57-B59 (1 to LOL)

Points: 82 + 6 – 9 + 2 + 1 + 1 = 83

GM Notes

Races for next round:

- 1) 11 (Folkestone) – 35 (Maidstone)
- 2) 16 (Bexhill) – 61 (London South)
- 3) 22 (Canterbury) – 45 (Newhaven)
- 4) 25 (Ashford) – S1 (Seaside)
- 5) 33 (Rochester) – 53 (Tonbridge)
- 6) 42 (Lewes) – 56 (Reigate)
- 7) 66 (London NW) – S4 (Dover, Folkestone or Newhaven – Dover and Folkestone have two extra throws)

You may enter up to four races.

Next turn's builds – up to 10 points. (Building happens after the races. These points are not used for payments to others for junctions and parallel tracks, which will come from your account.)

Late orders will be fined a point for each day late in future

Orders without the Corporation name or colour will be fined 5 points in future.

If you are doing a joint run I need both players to send in the route, or 1 player to send it and the other player to write "as route by X".

If you are exchanging running powers I need to see this in both players' orders.

Any race not run will be added to the next turn's races.

**Orders to Mike Dommett, 119 Victoria Road, ALTON GU34 2DD
or by e-mail to mike_dommett@yahoo.co.uk by 26th August 2005.**

Games from Pevans

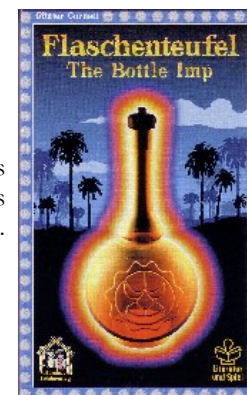
www.pevans.co.uk/Games

Latest additions are the current games from
Bambus Spieleverlag, including
The Bottle Imp (Flaschenteufel)

An ingenious card game by Günter Cornett that recounts Robert Louis Stevenson's short story (the story is included in the game). The aim is to avoid ending up with the bottle imp by not playing the lowest card. It sounds simple, but it's actually quite fiendish.

For 2-4 players, playing time 30-45 minutes, £9.00

Other titles are **Dr Jekyll and Mr Hyde**, **Nanuuk!** and the limited edition games **Capt'n W Kidd** and **Chinagold**.



Easy Money Turn 3

This table lists everyone who reads *To Win Just Once* – the people I know about anyway – and is thus able to play this game. It shows what they bid last turn, what they actually got and what they hold now.

Player	Bid			Actual			Holding					
	Buy /Sell	No	Colour	Buy /Sell	No	Colour	Red	Grn	Blue	Ylw	Blk	Money
Stephen Agar				B	1	Black	1	1	1	1	3	70
Guy Arnold	S	1	Yellow	S	1	Yellow	1	0	1	0	1	150
Mark Barrowcliffe				B	1	Black	1	1	1	1	3	70
Chris Baylis				B	1	Black	1	1	1	1	3	70
Michael Blasebalk				B	1	Black	1	1	1	1	3	70
John Boocock	B	1	Red	B	1	Red	3	1	1	1	1	30
Chris Boote	S	1	Blue	S	1	Blue	1	1	1	1	1	86
Ben Brown	S	3	Blue	S	3	Blue	1	1	0	0	0	162
Steve J Bunce				B	1	Black	1	1	1	1	3	70
Andy Burke				B	1	Black	1	1	1	1	3	70
Simon Burling	B	2	Red	B	2	Red	2	1	1	1	1	18
Charles Burrows							1	1	1	1	1	90
Pete Card				B	1	Black	1	1	1	1	3	70
Robert Carter	S	1	Yellow	S	1	Yellow	6	2	1	0	0	40
Ashley Casey				B	1	Black	1	1	1	1	3	70
Richard Clyne				B	1	Black	1	1	1	1	2	80
Terry Crook				B	1	Black	1	1	1	1	3	70
Peter Denison				B	1	Black	1	1	1	1	3	70
Mike Dommett	S	1	Yellow	S	1	Yellow	1	1	3	0	1	79
Neil Duncan				B	1	Black	1	1	1	1	3	70
Jerry Elsmore	S	1	Green	S	1	Green	0	0	1	0	0	178
Alex Everard				B	1	Black	1	1	1	1	3	70
Colin Forbes				B	1	Black	1	1	1	1	3	70
Howard Goble				B	1	Black	1	1	1	1	3	70
Michael Grazebrook				B	1	Black	1	1	1	1	3	70
James Guiton				B	1	Black	1	1	1	1	3	70
John Harrington				B	1	Black	1	1	1	1	3	70
William Hay	B	2	Red	B	1	Black	1	5	1	0	1	57
Pete Holland	B	5	Red	B	1	Black	0	1	1	0	1	151
Timothy Hunt	S	1	Red	S	1	Red	2	1	1	1	1	102
Francesca Huskinson	B	2	Red	B	1	Black	1	1	1	1	3	70
Richard Huzzey				B	1	Black	1	1	1	1	3	70
Martin Jennings				B	1	Black	1	1	1	1	3	70
Mark Jones				B	1	Black	1	1	1	1	3	70
Andrew Kendall	B	2	Red	B	2	Red	3	1	0	1	0	37

Player	Bid			Actual			Holding					
	Buy /Sell	No	Colour	Buy /Sell	No	Colour	Red	Grn	Blue	Ylw	Blk	Money
Benedikt Löwe				B	1	Black	1	1	1	1	3	70
David Lopez				B	1	Black	1	1	1	1	3	70
Nik Luker	S	1	Yellow	S	1	Yellow	1	1	4	0	1	62
Russell March				B	1	Black	1	1	1	1	3	70
Michael Martinkat	S	1	Yellow	S	1	Yellow	1	0	4	0	0	97
Bill Michell	S	1	Yellow	S	1	Yellow	1	4	2	0	0	52
Nigel Monaghan				B	1	Black	1	1	1	1	3	70
Mark Moores	B	8	Red	B	1	Black	1	1	1	0	2	127
Kevin Morgan				B	1	Black	1	1	1	1	3	70
Graeme Morris	S	1	Yellow	S	1	Yellow	1	4	1	0	1	50
Mark Mortimer				B	1	Black	1	1	1	1	3	70
Richard Newby							1	1	1	1	1	90
Brian Niemi				B	1	Black	1	1	1	1	3	70
Tym Norris				B	1	Black	1	1	1	1	3	70
David Olliver	S	2	Green	S	2	Green	1	2	1	1	1	49
Neil Packer	B	2	Red	B	1	Black	4	1	0	1	1	63
Colin Parfitt	S	1	Yellow	S	1	Yellow	1	0	3	0	0	109
Bob Parkins				B	1	Black	1	1	1	1	3	70
Nathan Richards				B	1	Black	1	1	1	1	3	70
Hajo Schlosser				B	1	Black	0	1	1	1	2	94
Bill Schmitt				B	1	Black	1	1	1	1	3	70
Matthew Shepherd				B	1	Black	1	1	1	1	3	70
Filipe Silva				B	1	Black	1	1	1	1	3	70
Jerry Spencer				B	1	Black	1	1	1	1	3	70
Dan Steel				B	1	Black	1	1	1	1	3	70
Gerry Sutcliff				B	1	Black	1	1	1	1	3	70
Alan Tabor	S	1	Yellow	S	1	Yellow	1	1	0	0	1	148
Catherine Thomson				B	1	Black	1	1	1	1	3	70
Barry Townsend	S	1	Yellow	S	1	Yellow	1	1	1	0	2	115
Gerald Udowiczzenko	S	1	Yellow	S	1	Yellow	0	1	1	0	1	141
Pam Udowiczzenko	S	1	Yellow	S	1	Yellow	0	1	1	0	1	141
Matthew Wale	S	5	Green	S	5	Green	1	0	1	0	0	152
Edward Walkington				B	1	Black	1	1	1	1	3	70
Francesca Weal				B	1	Black	1	1	1	1	3	70
Ian Whitchurch				B	1	Black	1	1	1	1	3	70
Graeme Wilson	B	2	Red	B	2	Red	4	1	1	1	0	0
Paul Wilson	B	3	Red	B	1	Black	1	1	3	1	1	50

Share prices

Red	Green	Blue	Yellow
44	17	19	35

More people cashed in by selling Yellow this turn, but what sparked the rush to buy Red? Lots of people lost out as the price soared. Well done Timothy Hunt for bucking the trend and selling a Red share to earn a few p. Shame he didn't sell all of them. Jerry Elsmore remains top of the heap after selling another share.

We have two new subscribers to add into the game: Charles Burrows and Richard Newby. As a handicap, they start with only 90p in cash and a Black share as well as one in each tradable colour.

For next turn just send me your bid:
"Buy/Sell n shares of Red/Green/Blue/Yellow."

**Bids for Turn 4 to Pevans at 180 Aylsham Drive, UXBRIDGE
UB10 8UF or TWJO@pevans.co.uk by Friday, 2nd September 2005.**

What's this about?

Devised by Chris Boote, *Easy Money* is a game for all readers of *To Win Just Once* – **if your name isn't in the list above, let me know and I'll add you in.** The game takes 12 turns, the winner being whoever has the most money (not including the value of shares) at the end of the game.

There are four tradable stocks (red, blue, green, yellow) plus black, which never changes price. All stocks start at a price of 10p per share. Players start with 100p money and one of each tradable stock.

Each turn, each player must bid to buy or sell a number of shares in one colour of stock (except Black). A Buy bid is limited to the highest number of shares the player can afford at the current price. The price of the stock rises by 1p for each share in bids to buy and falls by 1p for each share in bids to sell. Players' sales and purchases take place after making these adjustments. The price of a stock cannot fall below 1p.

If a player can't afford to buy their shares at the new price or fails to make any bid or tries to sell shares they don't have (or anything else that invalidates their bid), then they buy a black share. Should a player not be able to afford a black share, they buy one for all their remaining money. Players are out of the game if they own four black stocks. They are also out if they have no money and no tradable stocks.

Les Petites Bêtes Soyeuses 183

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 March 1659 to
Pevans at 180 Aylsham Drive,
UXBRIDGE UB10 8UF or
lpbsorders@pevans.co.uk
by Friday, 2nd September 2005**



February 1659

Certainly the greyest month of the year, and usually the coldest. This February is a bit warmer than normal, but still very grey. Gentlemen scurrying to settle matters of honour do so under waterproof cloaks. First up are Cardinal's man Lucien d'Escaillehuitaillements and King's Musketeer Omi Palone. Palone has support from two of his colleagues, Zachary The Money Goes and Fernand Louis Adelmo de Gaulle, but d'Escaillehuitaillements is alone. Both men use the rapier – their regimental weapon – though Palone is far more skilful than his opponent. Otherwise there's little between the two of them. Palone makes a defensive start, cunningly parrying and blocking d'Escaillehuitaillements' rests. Then he jumps and evades his adversary's first attack: a lunge that just meets thin air. The Musketeer responds with a slash just as d'Escaillehuitaillements lunges again. First blood is scored by both men, though Palone's slash means the lunge is less effective than it might have been. Palone lunges, d'Escaillehuitaillements slashes and Palone lunges again, taking advantage of his greater expertise. Both men gather their breath, then attack together. It's a lunge from d'Escaillehuitaillements, but a slash from Palone. Four blows are too many for d'Escaillehuitaillements and he puts up his sword in surrender. However, Palone is attacking with a furious lunge and the lunge strikes home before he can acknowledge his opponent's concession. So that's five injuries to d'Escaillehuitaillements.

Elsewhere, Dragoon Antoine Valois meets Cuirassier Horatio d'Escargot. Valois has the advantage of a bigger build, but the disadvantage of less expertise. He

also has to face the two-handed sword that d'Escargot is wielding. Both men opt for a furious slash, but the slowness of the two-hander means that Valois's blows land first. The two men trade slashes, but d'Escargot concedes the fight when Valois's cut hits him.

Valois cleans his blade and awaits the arrival of d'Escargot's regimental colleague, Thomas Tudo. Valois's injury gives Tudo something of an advantage. He's also more skilled than Valois – though not to the same extent as d'Escargot – in the use of a sabre. Neither man has a second. Valois follows the same strategy: furious slash. Tudo goes for a slash followed by a furious slash. So Valois strikes first, his slash hitting home just before Tudo's. Valois's cut thumps Tudo before Tudo smacks Valois with his second slash. Then Tudo's cut lands while Valois is still recovering from his furious attack. The Dragoon has had enough and surrenders. So that's 1 to the GDMD and 1 to the ALC this month.

Sporting several fresh bandages, d'Escargot re-appears to second Jacque du Lac (of the Picardy Musketeers). Du Lac's medium build is matched against the heftier stature of Arquebusier Pierre de Mont-Réal. Both men have rapiers and Colin Maillard seconds de Mont-Réal. Du Lac opens his attack with a slash, partially deflecting de Mont-Réal's lunge. But both men have drawn blood, so honour is even. Du Lac's stroke is the first part of a furious slash and his follow-up cut is the next blow to land. De Mont-Réal responds with a slash before launching into a furious lunge and hitting again with the lunge. Du Lac tries a slash of his own, but this coincides with de Mont-Réal's cut. Having been thumped hard four times, du Lac throws in the towel.

Leo Nonmie waits in vain for Joseph de Veevre to turn up for their duel. And Henry Thierry Christian doesn't show for his engagement with Orson de Combat.

Minister? What Minister?

The big question this month is which of the three candidates will be appointed Minister of State. Marquis Omi Palone is quickly ruled out of the running as he simply doesn't have the credentials for the job. This doesn't stop Joseph de Veevre lobbying on Palone's behalf though! Palone gives his support to Zachary The Money Goes. With an additional favour called in by Sean Sondamour, this is just enough to give The Money Goes some leverage with the King. The Money Goes puts his own case to His Majesty, only to find Charlemagne le Gosse arguing against him! The King's initial preference is for the General who successfully defended the realm against the rebels last year: Gaston de St Marque. Orson de Combat supports de St Marque, but Alfonse Qué Holique and Jacques Shitacks oppose his application. (So does Felix de Carabas, but he doesn't have the ear of the King.) His Majesty weighs up the pros and cons of both candidates and appoints ... no-one! The post remains up for grabs.

The Brigadiers of the Horse Guards and the Dragoons resign their positions after Rene Ouai leans on them. As Cavalry Inspector-General, Ouai can appoint someone to fill the vacancies, but declines to do so. He even turns down Henry Thierry Christian's application to be Horse Guards Brigadier. Ouai's fellow Inspector-General, Gar de Lieu, offers to appoint Revaulvin d'Or Brigadier of Second Foot. But d'Or is hoping for a Government post and turns him down. Magnon de Sources doesn't have any such aspirations, but still rejects Sean Sondamour's offer to serve as his Aide. Mainly because he doesn't have the necessary social standing. D'en Percent would be happy for Sondamour to make him Quartermaster-General to First Army, but he doesn't meet the requirements for the job either.

Revaulvin d'Or and Krasne Homme join forces to remove the second Captain from the King's Musketeers. The poor man has no answer to this onslaught and quits with alacrity. The senior Captain is only leaned on by Zachary The Money Goes to resign. But when your regimental commander suggests you quit, you quit. This leaves Felix de Carabas as the senior (and only) Captain in the King's Musketeers. He promptly resigns from the regiment in disgust at his CO's lack of confidence in his Captains. The Money Goes signs up Walter Butts and donates him some cash. His hope that Butts will fill the completely empty Captains' positions comes to naught. Butts doesn't have the social standing to be a Captain and has to make do with the rank of Subaltern. Krasne Homme is also the recipient of The Money Goes' largesse – in fact he gets rather more than Butts. But he doesn't join any regiment, so The Money Goes would like his money back. Antoine Valois would like to be a King's Musketeer, but The Money Goes turns down his application.

Instead, Valois applies to the Dragoon Guards. Orson de Combat rejects him. No regiment for Valois this month. Having quit the King's Musketeers, de Carabas joins ... the Cardinal's Guard! And Charlemagne le Gosse welcomes him warmly! De Carabas quickly buys his way back to the rank of Captain. Just in time to pack his new uniform into his kitbag and march off to the front as le Gosse mobilises the regiment. Major Lucien d'Escaillehuitaillements is expecting this: he's already packed. Ced Deucer's Battalion is thus re-united with the rest of the regiment. Also getting their marching orders are the Crown Prince Cuirassiers and the Fourth Arquebusiers. These come from Leo Nonmie and Pierre de Mont-Réal, respectively

New boy Dan de Lyon successfully applies to the Queen's Own Carabiniers and takes up the rank of trooper. Jacques Shitacks admits another newby, Phresh Face, to the Royal Marines. He buys a Captaincy. And a gentleman known only as 'Sans Nom' enlists with the Princess Louisa Light Dragoons, courtesy of D'en Percent. Percent also provides some funds – as do Euria Humble and Marc de Zorro for some reason – but 'Sans Nom' is content to be a trooper. RFG Major

Marc de Zorro volunteers to serve as a Battalion commander with the Royal North Highlanders. The hardened troops of the Borderers welcome the opportunity to teach a soft Guards officer all about soldiering at the sharp end.

Wine, women and ... ice sculptures?

The doormen at the Fleur de Lys are bemused by the things that arrive at the club at the start of February. First is a fountain with its own supply of white wine. "Delivery for Sir Revaulvin d'Or," intones the driver.

"I'm afraid Sir Revaulvin isn't a member," responds the head doorman.

"Not my problem – where do you want this?"

"I can't accept that for someone who isn't even a member!"

"So what do you expect me to do? Dump it here?"

Shortly afterwards the wine fountain outside the Fleur is joined by several ice sculptures. They are cocooned in straw, but are already beginning to melt. The troupe of dancing girls are intrigued by the sculptures, but their skimpy clothing means they don't get too close. The clowns, on the other hand, prefer the cooler air around the ice. As do the jugglers. The players engaged to perform the Mysteries sit around on their props and practice their lines. All are waiting for Revaulvin to arrive. This does little to resolve matters as he is still not a member of the Fleur and so can't get through the door. Nor can his would-be guests Fernand Louis Adelmo de Gaulle (dressed as a Venetian harlequin in a rather fetching gold and white ensemble), Joseph de Veevre (masquerading as a ship's captain) and Zachary The Money Goes. Revaulvin spends the week sitting on a slowly-subsiding ice sculpture with the various entertainers he's hired, watching his 200 crowns melt away. His would-be guests go home.

This whole scene provides much entertainment for those who are members of the Fleur de Lys. These include Stan Dandy Liver, who has brought Edna Bucquette with him, and Orson de Combat, who is accompanied by Lucy Fur. Orson has a number of guests toadying to him and they also enjoy d'Or's spectacle. Maggie Nifisent and Gar de Lieu are first to arrive. Jacques Shitacks is close behind and is already in his Mardi Gras costume: pink leggings, yellow banana codpiece, green pineapple halter top and a bay leaf head-dress. Omi Palone brings Katy Did with him and Rene Ouai is arm in arm with Kathy Pacific. Den Ouveau also arrives, but clearly hasn't read Orson's invitations properly: he and his toga are left on ice. Literally, in this case.

As Lent looms on the calendar, Orson throws his Mardi Gras party. The invitation to this is much wider: anyone in costume. So this time Den Ouveau and his Roman Emperor outfit are admitted. Quite why Den has a long, feathery scarf round his neck is anybody's guess. Angelina di Griz nominally accompanies him, but she's gone for the mid-seventeenth century party frock look and tries

hard not to stand too close to Den. Antoine Valois and Leia Orgasma appear as winter (that is, sad) harlequins. The prize for best costume goes to Colin Maillard and Pet Ulante. Colin is dressed as a priest with Pet in a very scanty nun's, umm, habit. Denis Bone tries to get Marie Antoinette to go one better by appearing as 'Lady Godiva'. The long blonde wig is fine, but she refuses to compromise on the party frock, which makes Denis's costume as 'Peeping Tom' largely redundant. What's worse, Denis is Orson's regimental enemy and so is greeted by his host with a slap across the cheek. Denis responds in kind. Then Dan de Lyon arrives in his Mardi Gras costume to exchange challenges with Orson. D'en Percent is masked and admitted before anyone's realised who he is. Fernand Louis Adelmo de Gaulle is dressed in a plain black suit adorned with a tall, black top hat – apparently, this is 'Baron Samedi'. Gar and Maggie turn up again, festooned in lots of feathers this time. Well, it's generally held to be Gar and Maggie underneath the feathers. Gregoire Nouille's idea of a Mardi Gras costume is lots of beads and not a lot else. Luckily for everybody, Di Lemmere has insisted that he wear some clothing under his beads, while she uses the beads to accessorise her outfit. Joseph de Veevre and Bess Ottede roll in next, costumed as Oberon and Titania – King and Queen of Faerie. Joseph is challenged by the noble Gregoire, affronted that he's gained access in to this august establishment. Jacques Shitacks colourfully toadies to Orson again and picks a fight with Gregoire, who's his regimental enemy. Also returning are Rene and Kathy, now masked and with large feathers in their hats. Thomas Tудо reckons that a Mardi Gras costume has to be a grass skirt. It doesn't really go with a Cuirassier's uniform, but at least he's made an effort. After his failure to gain a Ministerial post this month, Zachary The Money Goes is in mourning. He and Anna Rexique are both in black clown's outfits with very long faces. Stan and Edna watch the assembly from their own table, a safe distance away. Revaulvin is still sitting outside the club. Only Omi Palone tries to Toady to him this week and he returns home disappointed.

Prizegiving

The following week sees Sean Sondamour hold court, taking the opportunity to award Stan his 500 Crown prize – the Sondamour Award for Services to the Ladies of Paris. Stan and Edna are thus foremost amongst the guests – though what Edna thinks of the award is not public knowledge. Most of those attending were here for Orson's party the week before: Antoine and Leia, Colin (though without Pet this time), Den and Angelina, Fernand, Gar and Maggie, Gregoire and Di, Jacques, Rene and Kathy, Thomas, Zack and Anna. The new arrivals start with Horatio d'Escargot, who has Henrietta Carrotte on his arm. Omi Palone brings Katy with him. Revaulvin d'Or finally makes it into the Fleur by coming as Sean's guest and has Polly Hydronne on his arm. New boy Walter Butts rounds things off. This is rather entertaining as Walter and Sean have spent the two preceding weeks arguing with each other on Mary Huana's

doorstep! What's more, news of their contretemps got to Violet Bott and she dumped Sean with alacrity, so he has no female company this month. Particularly as all he does to complete the month is practise his sabre. Walter also misses out on female company as he has to complete his regimental duties at the end of February.

The Fleur is much quieter at the end of February. Stan and Edna are back in their usual corner. Zack brings Anna along again and Gaston de St Marque turns up with his latest conquest, Bette Noire. He actually won Bette's affections (from Co W Ard Extrême) at the start of the month, but has spent the intervening two weeks practising his thrusts. With his rapier. Revaulvin d'Or maintains his lonely vigil outside the club. Meanwhile, Bothwell's gets its only visitors of the month in this week. These are two couples who have run out of parties to go to. The first pair are Gar and Maggie, the second pair Rene and Kathy. Antoine and Leia visit Hunter's before their party-going, just to be different. Antoine completes his month by practising sabre. Also in Hunter's is new member Krasne Homme. He doesn't seem to think much of his surroundings as he promptly saunters off to the gyms for a couple of weeks' work-out with his two-hander. His month ends in the bawdyhouses with a young woman.

Horatio d'Escargot and Henrietta drop in and out of the Blue Gables either side of Revaulvin's party, but Horatio uses the first week to improve his two-handed sword expertise. This is when Gregoire Nouille and Jacque du Lac visit the club, bringing Di and Deb with them, respectively. While Gregoire and Di go on to party the next two weeks away, Jacque closets himself in the gym with a two-handed sword. He's still there at the end of the month when Gregoire practises rapier. Colin Maillard takes Pet to the Frog & Peach before they go partying and then takes up his sabre. Denis Bone and Marie spend the latter half of February in the Frog & Peach. D'en Percent joins them in the last week. He's paid a visit to the bawdyhouses for some female company after they were all at Orson's Mardi Gras bash. Both men started the month with their swords: sabre for Denis and rapier for D'en.

Red Phillips is empty for the first half of the month, but then Phresh Face turns up. Interestingly he is unaccompanied, despite his success with a certain young lady at the start of February. The club is a little more used in the last week with Den Ouveau and Angelina present – this is a quiet week after their partying.

As well as the argument outside Mary Huana's place, there is a public disagreement on the doorstep of Marie Antoinette. Neither Pauvre Guillaume nor Dan de Lyon will give way to the other. Dan then goes off to a party before attending to his regimental duties. Pauvre keeps on trying, but has to resort to the bawdyhouses for some solace in the end. Donations from Euria Humble and Marc de Zorro keep his finances buoyant. The footpads decide he's a likely lad

and tap him behind the ear with a blackjack. Unluckily for them, Pauvre has spent all his money on wine, women and... well, wine and women basically. Several other gentlemen conclude their month at the bawdyhouses. Apart from those already mentioned, Euria Humble, Fernand Louis Adelmo de Gaulle and Jacques Shitacks can all be found there. However, only Fernand and Jacques bother with any female company. Presumably Euria is exhausted from spending three weeks waving a cutlass about. He is not alone in visiting the bawdyhouses for just a drink. 'Sans Nom' did the same a couple of weeks' earlier. This month is a bit of a loss for him. Apart from the lack of female company, he has to spend two weeks carrying out his regimental duties. Still, at least he got into a regiment. Thomas Tudo was the first visitor to the red light district this month, getting his oats before partying (a week with his sabre completes his month).

Watch the wall, my Guardsman

There's still plenty of snow in the Pyrenees. This makes it easier for the Royal Foot Guard patrols to spot smugglers trying to cross the border, but harder to actually catch them. The regiment has a fairly indifferent month, but there are still opportunities for the senior officers to show off (and line their pockets). Brigadier-General Alfonse Qué Holique, the regimental commander, personally leads several patrols, which gets his name into the Despatches twice. He finds three hundred crowns of spare cash. Lt-Colonel Harry Covert doesn't like slogging through the snow, so he stays in the command tent, writing the Despatches. He is, of course, Mentioned in Despatches. Major Lokwot Isaw takes the night shift. He is Mentioned in Despatches as well and acquires a couple of hundred crowns into the bargain. Captain Averell de Alton is more active, leading regular patrols. This enables him to earn a round five hundred Crowns as well as gaining a Mention in Despatches. However, the star performer this month is Captain Beau Romir. He is Mentioned twice in Despatches and his haul comes to some six hundred Crowns.

The Cardinal's Guard has marched to the foothills of the Alps to back up the Picardy Musketeers and 53rd Fusiliers. They try to emulate the Royal Foot Guards' deeds by joining this siege, but without much success. They do intercept a supply train, however, which brings in some earnings for the regiment. Bdr-General Charlemagne le Gosse is out taking a leak when he is almost run down by the lead supply wagon. His shouts alert the rest of the regiment. Lt-Colonel Ced Deucer quickly deploys his battalion and attacks, seizing several wagons in the face of enemy fire. His prompt and courageous action earns him two Mentions in Despatches. His share of what's in the wagons comes to 800 Crowns. Major Lucien d'Escaillehuittaillements follows Deucer's example and earns himself the same amount. No MiDs for him, though. Bdr-Gen. Holique grabs 700 Crowns from the booty. Captain Felix de Carabas doesn't want to be there, spends the month sulking in his tent and gets nothing as a result.

The Crown Prince Cuirassiers have been assigned with the Cardinal's Guard, but their horses find it very heavy going in the snow. They have no real impact on the month's proceedings, but Colonel Leo Nenmie is brevetted to Brigadier-General anyway. The Picardies and 53rd continue to suffer in the cold and snow. Acting PM CO, Major Magnon de Sources, pulls his men back and gets no reward. Bdr-General Denis d'Ertée, commanding the 53rd Fusiliers, has no choice as his regiment runs away from an enemy sortie. He is still Mentioned in Despatches twice. Luckily the RNHB regiment is on hand to see off the attackers. RFG Major Marc de Zorro (who's detached from his regiment as he's also Guards Brigade Major) is leading a battalion of the Borderers. He joins in the plundering that follows the attack, amassing over a thousand Crowns for himself.

The Fourth Arquebusiers head for north-east France and spend their month in the rain. Colonel Pierre de Mont-Réal gets nothing for his trouble. There is a similar lack of result for 27th Musketeer Captain Louis Beaulieu, who is assigned to Frontier Regiment 3. Bdr-General Bud d'Wiser shows him how it's done by cashing in on the plundering opportunities. That's 600 Crowns for him. General Co W Ard Extrême is with the Fourth Frontier Regiment: another unit that has an inconclusive month. Extrême still collects 400 Crowns' worth of booty though. ✦

Press

Despatches from the Front

Maman et Mon Pere
Greetings from Mother France! I hope life in the colonies is treating you well and that the English settlers to the south are not causing trouble. <Bah! English dogs!>
Since I last wrote, I have had the honour of promotion in my Regiment – His Majesty has put me in charge! To demonstrate my loyalty to the King and to France, I am taking the regiment to the Front, so that we may fight for glory and be richly rewarded for our efforts. Vive la France!!

Your loving son,
† Pierre de Mont-Real

Announcements

Good men sought to command Infantry Brigades.
Also Aide to Lt. General.
Apply to GdLi.

By requesting the resignation of their captains, the Musketeers show themselves to be no regiment for gentlemen.
Felix de Carabas therefore announces his resignation and his intention to enlist in a regiment that treats the sons of nobility as more than hirelings.

Ahem! † Le Roi

† FdC

Enterprising young fellow of independent means requires a suitable Cavalry regiment to serve his Country. War is a dirty business, but that shouldn't mean one should spend the campaign months looking like one has just rolled around a pigsty. Keeping one's boots shiny is always a must in these circumstances. The extra height of a horse affords one an excellent view of the enemy and looking down on one's more pedestrian soldier cousins (saying nothing of the watery ones) is a definite bonus. So it's definitely the Cavalry for me. † CM

To All Loyal Men of Paris,
Come and join the country's premier regiment, the King's Musketeers, and ensure that Frances enemies are hunted down and dispatched. Places are still available, but please apply early to avoid any disappointment. Generous bonuses available and help with purchasing your commission.

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

Matters of Honour

To DeP
My dear sir,
I would be most honoured – 'effusé' if you will – should you consent to be my second in all matters of honour.

Yrs, † Leo Nenmie

Baron Alfonse
A gentleman never tells tales on a lady even if she is not the woman of his dreams. Besides, I hear tell that the habits you disparage were undertaken in her efforts to please you by

matching your own habits.
I challenge you to a duel, sir.

† Omi Palone
Oh no you don't! † Le Roi

Marquis Palone,
Ah, the jesting tone was lost in the writing I fear. However, surely Paris will benefit from one so honourable in high office! Meanwhile, as LN will doubtless challenge me again within a matter of hours, I will attend to a spot of practice.

Regards, † JdV

Social

Well, as my little party in January was so successful, I thought I'd have another one. So please join me at my club for a month long party. Everyone in Paris is welcome, even the scum of the Cardinal's Guard. Tickets will only cost 30 crowns per week you attend. But you can buy the whole month for only 100 crowns.

† ZTMG

Personal

One hesitates to correct a Minister of the Crown, but Lent starts in the first week of February in 1659.

Your Majesty,
I have several gateau de chocolate for your delectation.

† Omi Palone
That'll be gateaux, but we are most appreciative of the sentiment. Deliver 'em to the tradesman's entrance of the Louvre.
† Le Roi

Dan de Lyon,

Sir, it is with great pleasure that I welcome you into the Royal Marines. My officers will answer any questions you may have and make you feel at home. Soon we will go to the front and rob, steal and plunder from the enemies of France. If we are lucky, there might even be some fighting!

Yours, † Bdr Jacques Shitacks

Sir Sean Sondamour,

Whilst it is true that a 'Late Burst' is more satisfying to all concerned than an 'Early Burst', I must attribute my poor showing to the impediment of the Civil War; darned inconsiderate!

Should you run a similar book this year I am confident that my past performance can be markedly improved upon; at least, whilst my muses continue to inspire me.

† Viscount Stan Dandy Liver,
Minister of ~~Love~~ War

To the two impoverished gentlemen
Sirs,

I'm afraid I didn't catch your names, but the two small amounts I have sent to you should be enough to help you survive the first few months in Paris. Good luck and I hope we meet again, soon.

Your friend, † Marc de Zorro

Points Arising

First off, let me offer my congratulations to Barry Townsend and Francesca Huskinson, who got married a few weeks ago. Not only that, they married each other! Best wishes for the future to the pair of you.

Lord Percy Percy says: as fashion is tending towards the exaggerated Cod Piece, it has to be said that Maggie is rather disappointed with her current man about Paris.

To All in Paris

Ah, the gay city lights. Welcome Paris to Walter Butts. I come as a bon vivant keen to experience the highs and lows of Parisian life. Take me to your bosom, and you will not be disappointed (as the actress said to the bishop!).

Your happy servant,
† Walter Butts

Poetry Corner

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

If I compare an English girl to Maggie:
Their breasts – they are far too saggy,
Their mouths – they are far too
naggie,
Their faces – they should wear a
baggie,
For they can't compare to darlin'
Maggie

† GdLi, Lover of his Country
*But a stranger to Poetry, it
seems.* † Le Roi

Remember that press items have no effect on the game (unless you're very, very rude to somebody and give cause for a duel). So if you want something to happen (like challenging someone to a duel), put it in your orders as well.

You will notice (below) that Felix de Carabas has challenged He'sa Hasbian. As HH is dead, there's no-one to fight. Unless anyone wishes to act as champion for the late M Hasbian... (If the duel is voted cause **and** someone steps up, the duel will be held over to April so that FdC knows who he's fighting.)

I've been looking at the longevity of the characters in the game and spotted that next month ZTMG will have taken part in half the game's 184 turns. The character is over 7½ game years old (and has been going for some 10 real life years).

Think that's impressive? Zack is beaten by Co W Ard Extrême, who arrived in Paris in July 1648. That's the best part of 11 game years (and 13 real ones). No-one else comes close. Well done, Benedikt and Gerald, for the impressive feat of surviving the game so long. (The rest of you now have your targets!)

Talking of age, players who've come to the game in recent years may be wondering about the references to chocolate cake this month. It has long been a tradition of my *En Garde!* games that donating a chocolate cake to His Majesty the GM is worth a class 9 Favour. In the interests of fairness (and my waistline), it's not something I allow in this game, but some people remember this kind of thing.

Next turn is the start of a new season.
All characters start the month in Paris and all duels *must* be fought.

Any vacant appointments not taken by player characters will be filled by NPCs – unless a player character appoints them, when he may order that they are left vacant (if you have a post or rank that allows you to appoint other characters to posts, don't forget to give some orders).

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

CWAE Co W. Ard Extrême (Benedikt Löwe) has NMR'd. Total now 2 and is sent to a Frontier regiment
FR Ferro Roche (Andy Burke) has NMR'd. Total now 1
HC Harry Covert (James Guiton) has NMR'd. Total now 1
HTC Henry Thierry Christian (Matthew Shepherd) has NMR'd. Total now 1
JW Jacque Wabbit (Terry Crook) has NMR'd. Total now 1

BdM (Mark Moores) was floated at Mark's request as he's away in Yorkshire and out of contact.

Solicitors Saisir et Courir have charge of the trust fund established by the late Charles à Tanne and supported by the late D Arth Vader. The fund, of 6,000 crowns, will be paid out to whoever kills 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

Alfonse Qué Holique applies for Commnr. of Public Safety
 Alfonse Qué Holique applies for Chancellor of Exchequer
 Alfonse Qué Holique applies for Minister of Justice
 D'en Percent applies for Army Quarter Master Gen. of First Army
 Gar de Lieu asks NPC Brigadier of Guards Brigade to resign
 Gaston de St Marque applies for Commnr. of Public Safety
 Gaston de St Marque applies for Minister of Justice

Gaston de St Marque applies for Minister of State
 Lokwot Isaw applies for Minister of State
 Pierre de Mont Réal applies for Commnr. of Public Safety
 Zachary The Money Goes asks NPC Captains 1, 2, 3 and 4 of King's Musketeers to resign
 Zachary The Money Goes applies for Commnr. of Public Safety
 Zachary The Money Goes applies for Chancellor of Exchequer
 Zachary The Money Goes applies for Minister of Justice

Duels

Results of this month's duels:

Omi Palone (with ZTMG & FLAG, gains 1 Exp) beat his enemy Lucien d'Escaillehuitaillement.
 Antoine Valois (gains 1 Exp) beat his enemy Horatio d'Escargot.
 Thomas Tudo (gains 1 Exp) beat his enemy Antoine Valois.
 Pierre de Mont Réal (with CM, gains 1 Exp) beat his enemy Jacques du Lac (with HdE).
 Joseph de Veevre didn't turn up to fight Leo Nennie and lost SPs.

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

Grudges to be settled next month:

Ced Deucer (Rapier, Seconds ClG, 4 rests) has cause with Horatio d'Escargot (2-Hand, adv.) for pinching Henrietta.
 Lokwot Isaw (Rapier, adv.) has cause with Den Ouveau (Foil, 2 rests) for pinching Angelina.
 Dan de Lyon (Sabre, 3 rests) and Pauvre Guillaume (Foil, adv.) have mutual cause over Marie.

Sean Sondamour (Sabre, Seconds ClG, adv.) and Walter Butts (Rapier, 4 rests) have mutual cause as neither stood down over Mary.

Co W. Ard Extrême (Rapier, 2 rests) has cause with Gaston de St Marque (Rapier, Seconds OdC & ZTMG, adv.) for pinching Bette.

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

Dan de Lyon (Sabre, 1 rests) and Orson de Combat (Sabre, Seconds EH, adv.) have mutual cause for being in enemy regiments.

Gregoire Nouille (Rapier) has cause with Joseph de Veevre (Rapier, Seconds OP & RdO, adv.) as he's not Noble but higher SL.

Gregoire Nouille (Rapier, 2 rests) and Jacques Shitacks (Cutlass, adv.)

have mutual cause for being in enemy regiments.

Felix de Carabas (Rapier, Seconds SDL challenges He'sa Hasbian.

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

Challenges to be voted on:

Felix de Carabas challenges He'sa Hasbian "now I've finished with my tailor."

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.

New Characters

Charles Burrows gets the Second son of a well-to-do Gentleman: Init SL 4; Cash 250; MA 3; EC 3 (PF).

Richard Newby gets the Second son of a wealthy Baron: Init SL 7; Cash 500; MA 3; EC 3 (WB).

Tables

Other Appointments

King's Escort: Ensign N	Captain BR	Shows who holds appointments outside military units: ID for Characters, N for NPC, __ for vacant, CPS for additional posts held by the CPS.
Cardinal's Escort: Ensign N	Captain N	
Aides: to Crown Prince FdC	to Field Marshal EH	
Provincial Military Governors: N/N/N/N/N		
City Military Governor N	Adjutant-General N	
Inspectors-General: of Cavalry RO	of Infantry GdLi	
Commissioner of Public Safety __		
Chancellor of the Exchequer __	Minister of Justice __	
Minister of War SDL	Minister of State __	

Battle Results

Royal Foot Guards: 4
 Cardinal's Guard: 3
 Crown Prince Cuirassiers: 3
 Picardy Musketeers: 5
 53rd Fusiliers: 6
 4th Arquebusiers: 3

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



Army Organisation and Summer Deployment

First Army (Siege) SS/_/_/LN/_/_
 Cavalry Division (Field Ops) _/_/_/_
 Horse Guards Brigade (Field Ops) – DG QOC
 Heavy Brigade (Field Ops) – ALC CPC
 Frontier Division (Siege) N4/N/N5
 Frontier Regiments (Siege)
 Second Army (Defence) GdSM/LI/N4/ZTMG
 First Division (Defence) N1/N/N4
 1st Foot Brigade (Defence) – RM PM
 RNHB Regiment (Defence)
 Second Division (Defence) N2/N/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

Brigade Positions

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

Entries as Army Organisation Table

Frontier Regiments

(Field Ops for Mar-May)

	F1	F2	F3	F4	RNHB
Colonel	N6	N1	N1	N4	N9

Attached

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	GdSM
64	Edna Bucquette	18	W	SDL
3	Kathy Pacific	17	B	RO
35	Katy Did	16	I	OP
42	Maggie Nifisent	16	B	GdLi
55	Jacky Tinne	16		
60	Polly Hydronne	16	W	RdO
52	Guinevere d'Arthur	15	B/W	
10	Frances Forrin	14	B	
48	Fifi	14	B/W	
16	Ophelia Derriere	13		
26	Ella Fant	13	B	
27	Lucy Fur	13	B	OdC
30	Leia Orgasma	13	B	AV
45	Cath de Thousands	13		
8	Lotte Bottle	12	B	
12	Charlotte de Gaulle	12		
17	Henrietta Carrotte	12	I/W	HdE
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	JdL
40	Sheila Kiwi	11		
63	Carole Singeurs	11		
20	Emma Roides	10	I	
33	Anna Rexique	10	I	ZTMG
38	Pet Ulante	10	W	CM
43	Di Lemmere	10	I	GN
53	Angelina de Griz	10	B	DO
56	Ingrid la Suede	10		
6	Viv Ayschus	9		
57	Ava Crisp	9	I	
59	May Banquot l'Idee	9		
2	Betty Kant	8	I	
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	
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

The Greasy Pole

ID	Name	SL	SPs	Cash	Rank, Regiment/Appointment	MA Last seen	Club	EC	Player
CWAE	Count Co W. Ard Extrême	25	F	Rich	General	5	Flr	3	Benedikt Löwe
ZTMG	Count Zachary The Money Goes	24	55	Comfy	B.Bdr-General KM/2nd Army QMG	11	Anna	4	Gerald Udowiczanko
HTC	Count Henry Thierry Christian	24	27	Fthy	B.Bdr-General QOC/CPS	14	Flr	3	Matthew Shepherd
AQH	Baron Alfonso Qué Holique	24	F	Fthy	B.Bdr-General RFG	7	Flr	5	Tym Norris
SDL	Viscount Stan Dandy Liver	23	49	Wthy	Lt-General/Wvar Minister	11	Edna	4	Guy Arnold
CIG	Baron Charlemagne le Gosse	22	F	Rich	B.Bdr-General CG/Min w/o Port	8	Flr	2	Neil Packer
GdSM	Viscount Gaston de St Marque	21	58	Comfy	General/2nd Army Commndr	9	Bette	3	Nathan Richards
BdM	Viscount Beppe de Marko	20	40	Fthy	Bdr-General	17	Flr	2	Mark Moores
SS	Sir Sean Sondamour	20	28	Wthy	B.General//1st Army Commndr	5	Flr	2	Pete Holland
OdC	Baron Orson de Combat	18	36	Comfy	Colonel DG/Min w/o Port	4	Lucy	5	Francesca Weal
HC	Viscount Harry Covert	18	F	Wthy	Lt.Colonel RFG	16	Both	2	James Guiton
RdO	Sir Revaulvin d'Or	17	20	Rich	B.Bdr-General 13F	8	Polly	4	Jerry Spencer
BR	Baron Beau Romir	17	F	Wthy	Captain RFG/Capt.K's Esc	5	Both	3	Graeme Morris
LO	Count Lokwot Isaw	17	F	Rich	Major RFG/Gen's Aide (2nd Army)	17	Both	3	Barry Townsend
RO	Rene Ouai	17+	52	Comfy	B.Lt-General/Insp.Gen.Cav	1	Kathy	5	Peter Denison
GdLi	Sir Gar de Lieu	17+	51	Poor	B.Lt-General/Insp.Gen.Inf	3	Maggie	4	Bill Hay
OP	Marquis Omi Palone	16	34	OK	Major KM	4	Katy	4	Mike Dommett
MdZ	Sir Marc de Zorro	16	F	Comfy	Major RFG/Gds Brigade Maj.	3	Both	5	Colin Parfitt
JS	Sir Jacques Shitacks	16+	51	OK	B.Bdr-General RM/Min w/o Port	3	Flr	4	David Oliver
EH	Baron Euria Humble	14	43	Poor	Lt.Colonel DG/FMshl's Aide	11	Both	5	Matthew Wale
JdV	Joseph de Veevre	13	14	Comfy	Lt.Colonel 13F/2nd Div Adjutant	3	Bess	5	Andrew Kendall
BdW	Bud d'Wiser	12	F	Comfy	B.Bdr-General GDM	11	Both	2	Francesca Huskinson
LdE	Lucien d'Escallehuittaillement	11	F	Comfy	Major CG	3	Hunt	4	Nik Luker
FLAG	Sir Fernand Louis Adelmo de G'ille	11+	34	Comfy	Lt.Colonel KM	5	Hunt	4	Hajo 'Red' Schlosser
HdE	Horatio d'Escargot	10	20	OK	Major ALC	4	Henrietta	3	Graeme Wilson
LN	Leo Nennie	10	F	Poor	B.Bdr-General CPC/1st Army Adjunt	4	F&P	5	Chris Boote

ID	Name	SL	SPs	Cash	Rank, Regiment/Appointment	MA Last seen	Club	EC	Player
AdA	Averell de Alton	10	F	OK	Captain RFG	2	Hunt	4	Martin Jennings
FdC	Felix de Carabas	10	F	Poor	Captain CG/C.Prnce Aide	1	BG	2	Mark Barrowcliffe
CD	Sir Ced Deucer	10	F	Comfy	Lt.Colonel CG	10	Hunt	3	Nigel Monaghan
DdE	Denis d'Ertée	10	F	OK	B.Bdr-General 53F	1	Hunt	3	Pete Card
AV	Antoine Valois	10+	34	Comfy		1	Leia	4	Simon Burling
KH	Krasne Homme	9-	9	OK		2	Hunt	2	Mark Mortimer
JdL	Jacque du Lac	9	18	OK	Colonel PM// F Brigade Maj.	5	Deb	4	Paul Wilson
JW	Jacque Wabbit	9	17	Wthy	Major DG/LtGen's Aide (SDL)	6	F&P	2	Terry Crook
TT	Thomas Tudo	9+	37	OK	Captain ALC	2	BG	5	Ben Brown
DeP	D'en Percent	8	19	OK	Lt.Colonel PLLD	1	F&P	4	Gerry Sutcliff
GN	Gregoire Nouille	8+	40	OK	Colonel 69A/4 F Brigade Maj.	1	Di	3	Bill Michell
WB	Walter Butts	7	19	Poor	Subaltern KM	3	F&P	3	Richard Newby
PdMR	Pierre de Mont Réal	7	F	Poor	Colonel 4A	6	F&P	5	Pam Udowiczanko
CM	Colin Maillard	7+	35	OK		2	Pet	2	David Lopez
DB	Denis Bone	7+	27	OK	Captain QOC	3	Marie	5	Timothy Hunt
MdS	Magnon de Sources	5	F	Poor	Major PM	4	F&P	5	Robert Carter
DO	Den Ouveau	5+	40	Poor		1	Angelina	4	Richard Clyne
DdL	Dan de Lyon	5+	19	Poor	Private QOC	1	RP	6	Ashley Casey
PF	Phresh Face	5+	15	Poor	Captain RM	3	RP	3	Charles Burrows
PG	Pauvre Guillaume	3	4	Poor		3	RP	4	Filipe Silva
LB	Louis Beaulieu	3	F	Poor	Captain 27M	5		4	Bill Schmitt
FR	Ferro Roche	2-	2	Poor		1		3	Andy Burke
X3	Sans Nom	1	0	OK	Private PLLD	3		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+