

## That would be enough

This has been issue 58 of *To Win Just Once*, published 14th September 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 Dommert by 30th Sept.

Orders for *Les Petites Bêtes Soyeuses* and *Easy Money* bids to Pevans by Friday 7th October 2005.

(Remaining deadlines for 2005 are 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.

**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*)



Amazonas (above) and Go West (below) in play and reviewed inside



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## Chatter

August seems to have passed very quietly – almost without me noticing – and here is Autumn creeping up on us. That means it's nearly time for another trip to Essen. Apparently we can expect around 200 new games at this year's Spiel games fair: I can't wait.

I've just received a note from Colin Parfitt. "September 19th is 'International Talk Like A Pirate Day' – see [www.talklikeapirate.com](http://www.talklikeapirate.com). I hope I can be counting on ye support, ha-harr shipmate." What can I say? How about "Yo ho ho and a bottle of rum!"

Talking of drink, it must be time for my report from the Beer Festival.

### Great British Beer Festival 2005

If it's the first week in August, it's time to head for Olympia and Camra's Great British Beer Festival. As usual, I joined *TWJO* subbers James Guiton and Neil Packer for a pleasant afternoon sampling some of the hundreds of beers available at the show.

I started my drinking with something familiar as a way to limber up the taste buds. This year I went for Bombardier (brewed by Charles Wells in Bedfordshire and 4.3% alcohol by volume). This is a beer I seem to find quite a lot of when I'm out on the canals. It's a good, decent pint of regulation brown bitter and a beer I'm happy to drink when the opportunity presents itself. On this occasion, I found it tasted slightly vinegary. It went down well with a 'Real' Cornish Pasty though. (James was beside himself at the idea of a Real Cornish Pasty and had to try one himself. His verdict was that it was okay, but not Real enough.)

Anyway, enough of the food notes and on with the beer. Dark Star is a West Sussex brewery, whose amazingly dry and black Espresso Stout I was very taken with at the Ealing Beer Festival (see *TWJO* 56). This time I wanted to try their bitter. Hophead (3.8% ABV) was a yellow beer with a dry and very fruity nose. In the mouth it was still dry and tasty and there was a bit of bite in the back of the throat as it went down. This was a very nice, refreshing pint. It also went well with James's pistachios.

My usual port of call at the Great British Beer Festival is the 'Bar Nouveau'. This bar is specifically for new brewers, so it's usually full of interesting beers. It was also one of the bigger bars at the Festival with a lot of beers on tap – presumably thanks to the sponsorship from Wetherspoon's. I couldn't resist a beer called Strikes Back (4% ABV) from the Empire brewery (West Yorkshire). Yes, that's right: the Empire Strikes Back! The beer was a pale yellow in the glass and

smelled of nothing very much. It was a bit thin to drink, but it was nice and dry and tasted hoppy and fruity. A decent beer, but not up to the standard of my previous tipple.

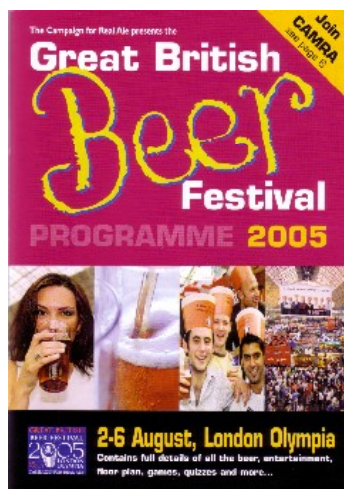
A Fistful of Hops (4.5%) comes from Derbyshire's Falstaff brewery. That's the right sort of name for a brewery and the name of the beer sounds promising too. The tasting notes in the programme were enthusiastic: "This beer is rich amber with an almost mouth-puckering dryness balanced with a subtle fruitiness." Hmm, well they got the amber colour right. However the beer also looked slightly murky. It was certainly dry – though hardly "mouth-puckering" stuff – and a bit fruity. However, the overwhelming taste I got was tea. And I don't like tea! Disappointing.

My next beer also had some interesting names attached: Bun in the Oven (3.8%) from Walsh's Bakehouse (Warwickshire). This was another amber beer and surprised me by having a big head. (Most beer at the Festival is served in the London/Southern style with virtually no head.) It had a rather fizzy nose with a definite smell of pepper. The taste was dry and fruity with a smooth aftertaste. Very nice stuff and a good summer beer – which is exactly what it is designed to be.

Next up was a move north, to Greater Manchester and the Millstone brewery to try Windy Miller (4.1%). This was a pale yellow beer with a nose-wrinklingly hoppy aroma. It was dry and tasted strongly of hops. So strongly that it was rather tart – definitely a mouth-puckering beer. Or, as the programme notes have it, "seriously bitter". Now I like a hoppy bitter with a bit of bite, but this was a bit much. I didn't mind half a pint – and would probably have one again – but it's not a beer I could drink in any quantity.

I rather like wheat beers, so Woolly Mammoth Weis (4.5%) from Newmans of Somerset was definitely on my list to try. As expected, it was a yellow beer and appropriately cloudy. However, it smelled strongly of vinegar and sulphur. It tasted quite tangy and very different from anything else I'd drunk that afternoon. I couldn't find any of the "bananas dominating a veritable fruit bowl" that the programme notes suggested. The only disappointing beer of the day.

Each year I go looking for my favourite beer of all time: Batham's Best. Each year it's listed in the programme. Each year it's not on when I visit the bar. Oh well. Instead I finished off with a favourite summer beer, Summer Lightning (5%) from Wiltshire's Hop Back brewery. This always seems to be available when I



visit a Wetherspoon's pub, so I've drunk quite a bit of it over the last few years. It's another amber, dry, hoppy beer with a bit of bite. Very refreshing and a beer I **can** drink in quantity. (Though not to excess, of course.)

This year's Champion Beer of Britain, announced at the Festival, was Brewers Gold from the Essex-based Crouch Vale brewery. Not a beer I've drunk regularly, but certainly one I enjoy. It's another golden bitter with plenty of hops – just what I like. Next year's Great British Beer Festival will be at Earl's Court, rather than Olympia, from 1st – 5th August. This simplifies the journey a bit and, apparently, there's more space there. I shall be there and hope to see some of you.

## A Couple of Short Games Reviews

### Amazonas

"Bright" and "colourful" are the two words that immediately spring to mind on seeing *Amazonas*. This starts with the parrot on the box and continues with the pieces inside. The board shows a stretch of the Amazon river and the forest on either side. The key features are the villages and the routes between them: through the forest or across the river. Each village shows a specimen of flora and fauna that can be found there – these specimens are worth points and collecting them is the main aim of the game. You need at least three of the same specimen to score anything – though there's also a bonus for getting one of each different specimen. Immediately you're pulled in two directions. My approach is to go for the bonus first and then decide which specimen/s to concentrate on.

Points can also be lost for failing to complete your 'Mission'. This is shown on a card dished out at the start of the game and involves connecting a set of villages. Your mission is another driver: as well as going to villages to collect specific specimens, you're aiming to complete all the villages in your set. Each player starts with a set of wooden tent pieces in their colour and puts one in a village as their starting position. Further tents are then placed in other villages, spreading out along the forest and river routes. However, each tent costs gold to place – the more tents already in a village the more expensive it gets.

At the start of each turn, players each play a card from their set of Bid cards – everybody starts with the same set. The bid is both the turn order and the player's income in silver pieces. Bonus income is gained by matching the card played against specimens collected. But at three silver to a gold, it can take a couple of turns to produce enough cash to buy a tent in the next village. This is particularly so later in the game, when you have to pay more to place your tents.

Add in event cards that provide hazards and rewards each turn and that's the game. It carries on until all the event cards have been used. Players tot up their points and whoever has the most wins. *Amazonas* is a game with a bit of



complexity in its rules, that requires some planning and has plenty of luck (or random elements, anyway). It is a pleasant game that offers a bit of challenge, is fun to play and finishes nicely in an hour. I rate it 8/10 on my highly subjective scale. *Amazonas* was designed by Stefan Dorra and is published by Kosmos (in Germany) and Mayfair games (in the USA).

## Go West

The chunky box shows a wagon train wending a dusty path past buttes in the American West. This nicely sets the scene for *Go West*. The board shows the continental USA, divided north-south into regions. The central regions have tracks to show players' influence in them. The nice wooden pieces representing 'prairie schooner' wagons start the game in "New England", the easternmost region, and will be moved west across the board.

The 3-4 players get 30 wooden discs in their colour, a scoring pawn and a 'double-turn' marker. Players also start with a set of scoring cards and a hand of action cards. Each turn they can play or discard an action card or play their next scoring card. Playing either type of card will cost some discs which go into the bank. Discarding an action card will get you some back and this becomes very necessary after a few turns. Playing a scoring card means that points are scored for the central regions. Scoring points is, of course, the way to win the game. The number of points available in each region is the number of wagons there. Starting with whoever has most influence, the points are shared out (there is the occasional opportunity for clever tactics here). So, to boost their score, players need to get their discs on the board as influence and move the wagons along. Which they do by playing an action card.

As everybody tends to get points when the regions are scored, players jockey for the best scoring position. A scoring round only happens when someone reckons they will score more points than anybody else. This is why the 'double-turn' pawn is important. Playing this allows you to take two turns in succession. So you can play an action card to gain a favourable position and then score those points. Once played, 'double-turn' pawns are set aside and don't come back until everybody has played theirs.

My problem is how long turns take. Each turn I tot up the points everybody would score and evaluate my cards to see how each of them could change the scores. Then I can decide whether it's worth using my double turn and scoring some points. If it isn't, then I have to decide which card will best improve my position. Or whether to get discs back from the bank. All of which takes time and means the game moves pretty slowly. A game takes more than the 45 minutes shown on the box – and feels even longer. Either I've missed something or there's something missing from this game. While *Go West* has some clever tactical

nuances, I just don't find it fun. I rate it 6/10 on my highly subjective scale. *Go West* was designed by Leo Colovini and is published by Phalanx Games.

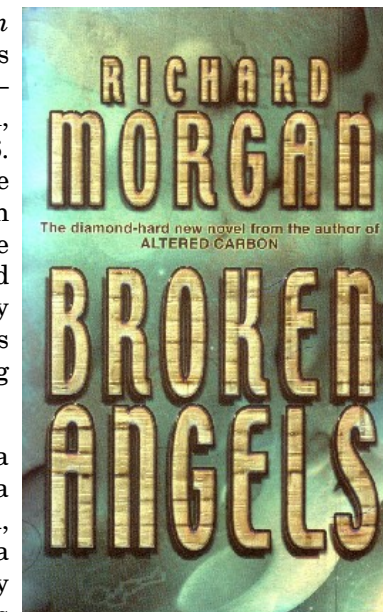
(These are shorter versions of reviews that have been or will be published in *Games International*: [www.gamesinternational.biz](http://www.gamesinternational.biz).)

## Science Fiction

No sooner do I review SF magazine *Interzone* (in *TWJO* 56), than it undergoes a re-vamp. Apparently, the publisher's aim is to present the magazine in a way that will attract attention. I'm not sure putting an unrealistically large-breasted woman on the cover will bring in the sort of reader *Interzone* wants, but it certainly catches the eye! Leaving the cover aside, the new look is very smart – reminiscent, to my eyes, of Future Publishing titles like *SFX* and *.net*. It extends past the cover to the layout and presentation of the pages. The overall effect is excellent and reinforces how old-fashioned the magazine had got. The other thing to note is that the September/October issue is number 200 – a major milestone. More details from the publisher's website: [www.ttapress.com](http://www.ttapress.com).

But on to this issue's book. This is *Broken Angels* by Richard Morgan. Otherwise known as the return of Takeshi Kovacs. He is the hero – if that's the right word – of Morgan's first novel, *Altered Carbon*, which I reviewed in *TWJO* 46. *Broken Angels* is a very different story, but the setting remains the same. To recap, it's the 26th century and human consciousness can be digitised and stored. Recorded on an implanted device, you can be reincarnated in a new body (or "sleeve" in the books). In particular, this is how people travel between the stars: by being transmitted and reincarnated at the far end.

In *Altered Carbon*, Kovacs is reprieved from a disembodied prison sentence for a job as a private eye. Given his Special Ops background, it shouldn't surprise anyone that he cuts a bloody swathe through the suspects on his way to solving the case. The book lives up to its description of "noir thriller crossed with cyberpunk". *Broken Angels* is a more, umm, conventional military SF setting. Kovacs is employing his talents in a mercenary force in a bloody civil war on the planet Sanction IV. I was a bit surprised that he would be serving as a junior officer in a regular military unit, but we discover a bit more about this later on.



As the book starts, Kovacs is in an orbital hospital, recovering from being on the losing side in a recent attack. Here he meets Jan Schneider, a pilot who has a proposition for a man like Kovacs – though Kovacs isn't, in fact, the kind of man Schneider thinks he is. Schneider's recent job was for a group of archaeologists and he knows they found some alien technology. And not just any technology, but a starship. Again, I was a bit surprised that a hard-nosed cynic like Kovacs would go for a treasure map maguffin. But he apparently swallows this tale.

The meat of the book covers the treasure hunting expedition that Kovacs sets up – in his own style. He starts by rescuing the surviving archaeologist (this is a war zone, remember), Tanya Wardani. Then they get the attention of an ambitious and ruthless corporate executive (is there any other kind? Not in this book). Not many people die before Kovacs, Schneider and Wardani have the backing and resources they need and the expedition can get started. The final section of the book covers the aftermath of what they find. Let me just say that if *Altered Carbon* is *The Big Sleep*, then *Broken Angels* is *The Treasure of the Sierra Madre*.

*Broken Angels* combines high tech warfare, corporate machination, corruption, greed, politics and a complete disregard for human life to give a very dark background. Kovacs fits in to this environment: he is designed for it. And he's generally sharper than most of his fellows. But not all – which is the basis of the twist in the tale. Interestingly, this makes the story feel closer to the 'whodunnit' model of *Altered Carbon*.

Perhaps it is unfair to expect *Broken Angels* to be as innovative and fresh as *Altered Carbon*. While it is a cracking read, I thought it didn't have the pace of the first book. The setting and the story are more conventional – in SF terms at least. Not that this makes it bad – far from it – just more ... ordinary. It's also less gory than *Altered Carbon*, apart from a few set pieces. Morgan produces a terrific plot and invents some excellent aliens. I expect to see more of them in later books – along with more of Takeshi Kovacs (that'll be *Woken Furies*). In the meantime, I heartily recommend this book, but suggest you read *Altered Carbon* first, if you have not already done so and provided you are of a strong disposition.

## Games Events

The only event I know of in September is Castlecon. This is a two-week self-catering holiday for up to 16 people a week at Roch Castle in Pembrokeshire. This year it's the last week in September and the first week in October. I expect it's fully booked by now, but details can be had from Steve Jones: 59 Sudeley Walk, Putnoe, Bedford MK41 8JH or call 01234 405878.

Coming up in October is, of course, Spiel. I shall be there, trying out as many of the new games as I can get my hands on. This is also the venue for the European

board games championship, EuropeMasters. The *TWJO* team has unexpectedly gained a place, so we'll be there trying to live up to our name.

The following weekend, 21st-23rd October, is Psychocon, the event organised by and for readers of *Psychopath* online games 'zine (it includes an *En Garde!* game, so it's well worth a look if you haven't seen it). In fact it draws its participants more widely than that and includes lots of games playing and organised tournaments (*Settlers*, *Formula Dé*, *Puerto Rico* et al). It's at the Crown Hotel in Harrogate, Yorkshire. Entrance is £20 for the weekend and there are more details on the website: [www.psychozine.co.uk/psychocon](http://www.psychozine.co.uk/psychocon).

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](http://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](http://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](http://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](http://www.merz-verlag.com/spiel/e000.php4).

## Credits

*To Win Just Once* issue 58 was written and edited by Pevans. The LPBS masthead (page 19) is by Lee Brimmicombe-Wood. The illustration on page 20 is by Tim Wiseman and the one on page 24 by Nik Luker. The picture on page 22 is attributed to Bryan Lea, but this may be wrong. Pevans took the photos, and played with his scanner and Photoshop.

## Mission of Gravity Star Trader game 3 – Turn 2

*“Well, what set this off?”*

*“It’s hard to tell, chief. The explosive blew out the external seals and scattered the warehouse all over the dock.”*

*“Recovery?”*

*“About 100% – there wasn’t anything in the warehouse.”*

*“They were lucky then. Well, let me know when you find anything.”*

*The Mu Herculis security staff conferred outside the ISNOT ISTOO warehouse after the series of explosions had rippled through the dockside of the Space Station. The culprits could not be identified.*

On more legitimate paths, ISNOTISTOO sold 2 Alloys for 9 HTs each at Mu Herculis. SOLAR SPICE, LIQUORS & MONOPOLES bought 12 Monopoles at a price of 17 HTs and gained a Contractorship, leaving SOLAR WINDS bid of 13 empty handed. ZWILLINGE sold 6 Alloys efficiently at Sigma Draconis for 7 HTs apiece, while SSL&M bought 10 Spice at 16 HTs, gained a Dealership and shut out ZWILLINGE’s bid of 9 to buy as the price rose rather than fell.

Only a single trade at Alpha Centauri: CAESAR WHOLESALE selling 6 Alloys for 7 HTs each and gaining a Dealership. At Beta Hydri, HONEST DARTH’s bid of 6 to buy Alloys was ignored. TRANSURANIC TRADE CORPORATION bought 4 Isotopes at 6 HTs on Tau Ceti as ZWILLINGE tried to sell for the same price and failed.

Petroleum was popular at Delta Toucanis: HONEST DARTH bought 6 units for 6 HTs each to gain a Dealership after SOLAR WINDS TRADING COMPANY had bought 6 for 10 HTs each, also gaining a Dealership. SEMPER DURUS picked up one at 6 HTs but had nowhere to put it. ZWILLINGE ‘s bid of 6 was ignored. SEMPER DURUS bought a Spice for 14 HTs but lack of storage space was again a problem. Finally, at Gamma Leporis, TRANSURANIC bought 4 Alloys for 6 HTs each, VOGON INDUSTRIES bought 7 at 6 HTs and nothing was left for Caesar’s bid of 6.

SOLAR WINDS bought a Petroleum Factory at Delta Toucanis and equipped their Corco Mu Hull with a mix of Passenger and Cargo pods and hired a B crew.

CAESAR WHOLESALE increased Reputation and Political Connections at the same time as they equipped their new ships with Cargo and Light Weapon pods, while selling the Nero at Alpha Centauri for a good deal less than its book value.

TRANS SOLAR TRADING INC. loaded up their 5 Passenger liners with passengers ready to jump next Quarter and laid down a 6th such ship to take advantage of the market. They also increased their Business Connections as they laid out the increased routes that regular flights were now promised on.

SOLAR SPICE, LIQUORS & MONOPOLES bought the contract of agent Red Choir and increased their Reputation. They then ran out of money and the balance of their orders were ignored by local business who wanted to see hard HectoTrans. SEMPER DURUS had a mixed Quarter – failing to hire an Agent, they landed on Planet at Delta Toucanis and took OP 26, buying a Battlecom Pod it is believed. A Monarch Hull was laid down with cargo and weapon pods. Federal Banks were visited by Corporation staff repaying the original loan early and taking out a new 280 HT loan over 8 turns.

HONEST DARTH’S USED SPACESHIPS laid down a Phoenix Hull, re-equipped the Arrow at Beta Hydri with better crew and more cargo pods and improved their Reputation. ISNOTISTOO improved their ship’s crew quality to A and bought 3 Monopole Factories at Mu Herculis. SWISS MERCENARY FLEET bought 3 Liquor Factories at Alpha Centauri and 3 Monopole Factories at Mu Herculis and then increased their Business Connections and improved their Reputation, though not by much.

ZWILLINGE crewed their new ship, Fraternal, with A class crew, increased their Reputation, bought a Warehouse at Delta Toucanis and, before the money ran out, a single Petroleum Factory at Delta Toucanis to add to their stock. TRANSURANIC TRADE CORPORATION built an Isotope Factory at Tau Ceti and made a small increase in Reputation.

Finally, VOGON INDUSTRIES grappled with the Banks, took out a large loan of 487 HTs over 8 turns, paid to increase their Reputation, equipped their three new ships with Cargo and Passenger Pods and then increased their Business Connections.

### Corporation Table

Corporation letter & name	Conn’n Levels			Init Bid	Turn Order	Cash Rep		Player
	Bus	Crim	Pol					
A LNER	0	4	3	N	12	510	20	John Boockock
B Solar Winds Trading Co	1	0	8	0	6	34	23	Steve Bunce
C Caesar Wholesale	2	7	2	0	10	237	30	Simon Burling
D Trans Solar Trading, Inc	2	0	7	0	2	160	24	Jerry Elsmore
E SSL&M	2	3	5	0	7	27	28	Paul Evans
F Semper Durus	0	7	1	2	4	204	21	Alex Everard
G HDQUS	5	2	1	0	3	179	25	Howard Goble
H Trade Wind	1	0	8	N	12	41	27	Michael Grazebrook
J ISNOTISTOO	5	0	3	0	5	219	22	William Hay
K Swiss Mercenary Fleet	2	0	9	0	11	213	30	Martin Jennings
L Zwillinge	2	0	7	7	8	105	27	Michael Martinkat
M Transuranic Trade Corp	4	0	3	5	1	357	22	Bob Parkins
N Vogon Industries	2	7	0	0	9	157	31	Nathan Richards
P Iskander Fire and Accident	1	7	1	N	12	37	23	Ian Whitchurch
‘N’ under Initiative Bid indicates No Move Received								

## GM Notes

Illegal Hulls and Pods are bought On Planet. A ship adding an illegal pod lands On Planet. You can only transfer pods between ships On Planet or in a Spaceport. You can only hire crew On Planet or in a Spaceport.

Players take actions in the Opportunity Phase in Initiative order. That is, the player who had the highest Initiative roll, including any money spent, has the first chance to take any Opportunity chits, for instance. That is NOT necessarily the first player to Hyperjump in a turn, as the player with the highest Initiative may have decided to move last for some reason (let some other Corporation run the gauntlet of ships in System Space somewhere first, perhaps).

A news chit would be reported on your player sheet as (example):

### Turn 6 OP 36 (P4)

from which you know what the chit is, the turn when it expires or takes effect and what level of connections you used to see it (and thus who else could possibly see it as well).

We are paying crew bounties, not salaries in this game.

A Spaceport's class is deducted from the total of three dice when finding the cost of selling ships – only at Mu Herculis will you make a profit on average dice rolls.

3 NMRs this turn, but it's early days yet.

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

Turn 3 B9, C8

Turn 4 C2, P1

Turn 6 P8

## Press

Swiss Monopoles, by hokey?! Damn me, but they must be full of holes! And Swiss Liquor? What is this, my little chocolate cuckoo, do you not understand why my Corporation is called Solar Spice, Liquors and Monopoles? Still, a little competition never did me any harm.

I can't speak for anyone else...

Pevans Van Rijn

The transmission, it would subsequently be discovered, had originated from a commercial spaceport terminal in Sigma Draconis which was available to rent by the hour. Unfortunately, the security recordings of the provider seemed to have disappeared by the time investigators enquired and the proprietor was the sort of man who tried very hard not to remember the names of his customers.

The transmission itself seemed, at first sight, to be nothing more than a 'spam'

advertisement, similar to billions of others transmitted every day.

But in the light of the fact that the message was received by all the prominent interstellar commercial organisations in the Galaxy 100 Stock Exchange before the unfortunate warehouse fire in Mu Herculis it took on a more ominous overtone:

"It's a big Universe out there and accidents happen every day. They can happen to you. You need protection. Our comprehensive 'No Sabotage' policy ensures that accidents like the one in Mu Herculis happen to someone else.

"It's a steal at only 5 HTs per month and tax-deductible as insurance too!

"You've worked hard to establish your company's reputation. Don't let a fire or three wipe out your profits or, worse still, allow repeated disasters to provoke a government enquiry into allegations of malfeasance, thereby dragging your

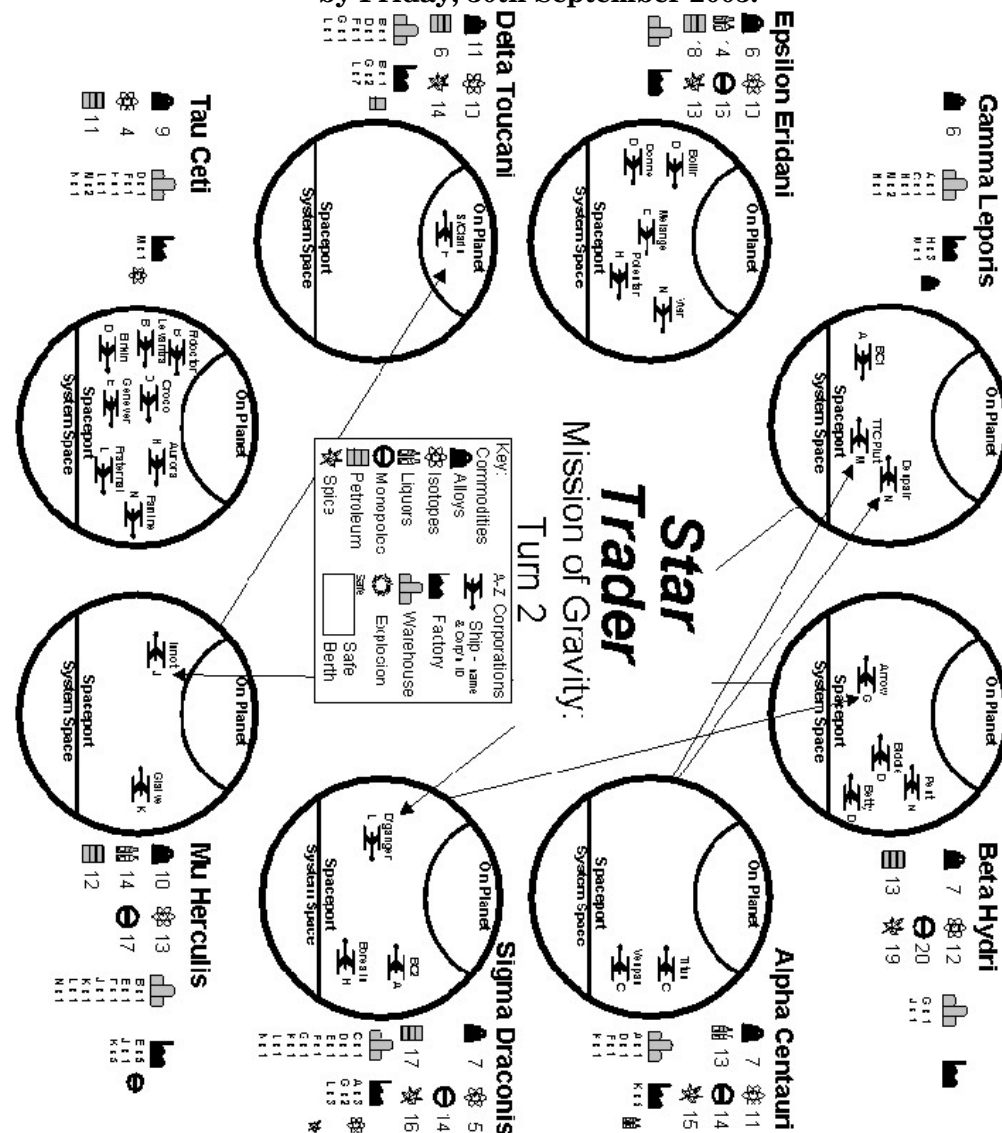
corporate name through the mud.

"Premiums should be made to the account of Mr G. M. Laundry in Mu Herculis where they will be suitably laundered and distributed as charitable relief to keep former

offenders off the streets".

SSL&M to the Vogon: Like a kipper! When will I learn?!

**Orders to Mike Dommett, 119 Victoria Road, ALTON GU34 2DD  
or by e-mail to [mike\\_dommett@yahoo.co.uk](mailto:mike_dommett@yahoo.co.uk)  
by Friday, 30th September 2005.**





## Oh, Mr Porter!

### Railway Rivals game 3 – Round 7

TOOT built into Haywards Heath, while DECLINE connected west into Eastbourne and LOL connected to the west side of the map. SPAMTRAK who built into Ashford at great expense. No trains were run by SWT or TTYF!, but not a lot between the 6 Railway Companies nevertheless.

#### Races

Race	TTYF!	SWT	DECLINE	TOOT	LOL	SPAM-TRAK
1 11-35					20	
2 16-61			20			
3 22-45		+3		+1	20-1-3-5	+5
4 25-51					20	
5 33-53			15-4	15+4		
6 42-56						20
7 66-54		+7	-4	10-7	+4	20
<b>TOTAL</b>	<b>0</b>	<b>+10</b>	<b>+27</b>	<b>+23</b>	<b>+55</b>	<b>+45</b>

#### Builds and Points

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

Start Points: 37

No Builds

Points: 37 +1 +9 builds = 47

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

Start Points: 39

No Builds

Points: 39 +7 builds +10 races = 56

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

Start Points: 46

Builds: (F17) – F12 – Eastbourne; (F12) – F10 (1 to TTYF!)

Points: 46 -10 builds +27 races = 63

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

Start Points: 57

Builds: (M8) – L7 – K6 – Haywards Heath

Points 57 -7 builds +23 races = 73

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

Start Points: 19

Builds: (I3) – I2 – J1

Points 19 +2 -2 builds +55 races = 74

F – Timothy Hunt, SPAMTRAK, Red

Start Points: 83

Builds: (I7) – I10 – J10 (1 to LOL) (B59 – B61 – A62 – Ashford (9 to TTYF!, 7 to SWT)

(A62 – N21) (1 to LOL)

Points: 83 -28 builds +45 races = 100

## GM Notes

Races for next round:

- 8) 14 (Eastbourne) – 54 (Horsham)
- 9) 12 (Dover) – 23 (Margate)
- 10) 21 (Whitsable) – 31 (Gravesend)
- 11) 52 (Three Bridges) – 63 (London NE)
- 12) 34 (Chatham) -S5 (Cross channel)
- 13) 43 (Brighton) – 65 (London NW)
- 14) 46 (Haywards Heath) – S2 (Seaside – any costal town)

You may enter up to four races.

Next turn's builds – up to 8 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.)

**Orders to Mike Dommett, 119 Victoria Road, ALTON GU34 2DD  
or by e-mail to [mike\\_dommett@yahoo.co.uk](mailto:mike_dommett@yahoo.co.uk) by 30th Sept 2005.**

# Games from Pevans

## [www.pevans.co.uk/Games](http://www.pevans.co.uk/Games)

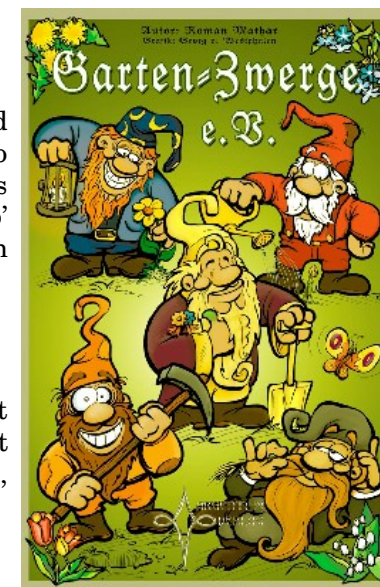
Now available is the range of games from Argentum, including

### The Garden Gnomes Society (Garten-Zwerge eV)

A strategy game on the theme of breeding and showing ... garden gnomes!? The aim is to succeed to the Presidency of the Breeder's Society by being the first to get a 'Gold Cap' gnome. (NB: This is a German language edition – English rules are provided.)

For 2-6 players, aged 12+, 60 mins to play, £11.00

Full catalogue (and shop) online at [www.pevans.co.uk/Games](http://www.pevans.co.uk/Games) – or drop me a line at Games from Pevans, 180 Aylsham Drive, UXBRIDGE UB10 8UF or call 07771 535690.



Games from Pevans is a trading name of Margam Evans Limited



## Easy Money Turn 4

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	4	OUT
Guy Arnold	B	5	Green	B	5	Green	1	5	1	0	1	25
Mark Barrowcliffe				B	1	Black	1	1	1	1	4	OUT
Chris Baylis				B	1	Black	1	1	1	1	4	OUT
Michael Blasebalk				B	1	Black	1	1	1	1	4	OUT
John Boocock	Invalid			B	1	Black	3	1	1	1	2	20
Chris Boote	B	1	Red	B	1	Red	2	1	1	1	1	52
Ben Brown	S	1	Red	S	1	Red	0	1	0	0	0	196
Steve J Bunce				B	1	Black	1	1	1	1	4	OUT
Andy Burke				B	1	Black	1	1	1	1	4	OUT
Simon Burling	S	1	Green	S	1	Green	2	0	1	1	1	43
Charles Burrows	B	2	Blue	B	2	Blue	1	1	3	1	1	22
Pete Card				B	1	Black	1	1	1	1	4	OUT
Robert Carter	B	1	Green	B	1	Green	6	3	1	0	0	15
Ashley Casey				B	1	Black	1	1	1	1	4	OUT
Richard Clyne				B	1	Black	1	1	1	1	3	70
Terry Crook				B	1	Black	1	1	1	1	4	OUT
Peter Denison				B	1	Black	1	1	1	1	4	OUT
Mike Dommett	B	2	Green	B	2	Green	1	3	3	0	1	29
Neil Duncan				B	1	Black	1	1	1	1	4	OUT
Jerry Elsmore	S	1	Blue	S	1	Blue	0	0	0	0	0	212
Alex Everard				B	1	Black	1	1	1	1	4	OUT
Colin Forbes				B	1	Black	1	1	1	1	4	OUT
Howard Goble				B	1	Black	1	1	1	1	4	OUT
Michael Grazebrook				B	1	Black	1	1	1	1	4	OUT
James Guiton				B	1	Black	1	1	1	1	4	OUT
John Harrington				B	1	Black	1	1	1	1	4	OUT
William Hay				B	1	Black	1	5	1	0	2	47
Pete Holland	B	3	Blue	B	3	Blue	0	1	4	0	1	49
Timothy Hunt				B	1	Black	2	1	1	1	2	92
Francesca Huskinson	S	1	Red	S	1	Red	0	1	1	1	3	104
Richard Huzzey				B	1	Black	1	1	1	1	4	OUT

Player	Bid			Actual			Holding					
	Buy /Sell	No	Colour	Buy /Sell	No	Colour	Red	Grn	Blue	Ylw	Blk	Money
Martin Jennings				B	1	Black	1	1	1	1	4	OUT
Mark Jones				B	1	Black	1	1	1	1	4	OUT
Andrew Kendall	B	1	Green	B	1	Green	3	2	0	1	0	12
Benedikt Loewe				B	1	Black	1	1	1	1	4	OUT
David Lopez				B	1	Black	1	1	1	1	4	OUT
Nik Luker	S	1	Red	S	1	Red	0	1	4	0	1	96
Russell March				B	1	Black	1	1	1	1	4	OUT
Michael Martinkat				B	1	Black	1	0	4	0	1	87
Bill Michell	S	1	Red	S	1	Red	0	4	2	0	0	86
Nigel Monaghan				B	1	Black	1	1	1	1	4	OUT
Mark Moores				B	1	Black	1	1	1	0	3	117
Kevin Morgan				B	1	Black	1	1	1	1	4	OUT
Graeme Morris	B	2	Green	B	2	Green	1	6	1	0	1	0
Mark Mortimer				B	1	Black	1	1	1	1	4	OUT
Richard Newby				B	1	Black	1	1	1	1	2	80
Brian Niemi				B	1	Black	1	1	1	1	4	OUT
Tym Norris				B	1	Black	1	1	1	1	4	OUT
David Olliver	B	1	Blue	B	1	Blue	1	2	2	1	1	15
Neil Packer	S	4	Red	S	4	Red	0	1	0	1	1	199
Colin Parfitt	B	5	Blue	B	1	Black	1	0	3	0	1	99
Bob Parkins				B	1	Black	1	1	1	1	4	OUT
Nathan Richards				B	1	Black	1	1	1	1	4	OUT
HaJo Schlosser				B	1	Black	0	1	1	1	3	84
Bill Schmitt				B	1	Black	1	1	1	1	4	OUT
Matthew Shepherd				B	1	Black	1	1	1	1	4	OUT
Filipe Silva				B	1	Black	1	1	1	1	4	OUT
Jerry Spencer				B	1	Black	1	1	1	1	4	OUT
Dan Steel				B	1	Black	1	1	1	1	4	OUT
Gerry Sutcliffe				B	1	Black	1	1	1	1	4	OUT
Alan Tabor	B	3	Blue	B	3	Blue	1	1	3	0	1	46
Catherine Thomson				B	1	Black	1	1	1	1	4	OUT
Barry Townsend	B	3	Blue	B	3	Blue	1	1	4	0	2	13
Gerald Udowiczenco	S	1	Green	S	1	Green	0	0	1	0	1	166
Pam Udowiczenco	S	1	Green	S	1	Green	0	0	1	0	1	166
Matthew Wale	S	1	Red	S	1	Red	0	0	1	0	0	186
Edward Walkington				B	1	Black	1	1	1	1	4	OUT
Francesca Weal				B	1	Black	1	1	1	1	4	OUT
Ian Whitchurch				B	1	Black	1	1	1	1	4	OUT
Graeme Wilson	S	2	Red	S	2	Red	2	1	1	1	0	68
Paul Wilson	S	1	Blue	S	1	Blue	1	1	2	1	1	84

Share prices			
Red	Green	Blue	Yellow
34	25	34	35

Lots of bids to buy Blue this time. This worked out very nicely for the two who sold Blue. Less well for Colin Parfitt, who was priced out of his bid. There was similar action – on a smaller scale – in Green. Red was mainly sold, but Chris Boote picked up a share more cheaply than he expected.

John Boocock's bid to buy 1 Yellow was invalid as he didn't have the funds to do this at its starting price.

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, 7th October 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 184

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 April 1659 to  
 Pevans at 180 Aylsham Drive,  
 UXBRIDGE UB10 8UF or  
 lpborders@pevans.co.uk  
 by Friday, 7th October 2005**



## March 1659

It's a breezy March in Paris so gentlemen with clandestine meetings have more trouble hiding under their cloaks than usual. Though there are rather fewer about in the early hours than expected. Horatio d'Escargot, for example, is conspicuously absent from his meeting with Ced Deucer. Den Ouveau and Lokwot Isaw turn up for their appointment, though. Ouveau is armed with a foil and doesn't seem to have much idea of what he's up to. His lack of skill gives Isaw and his rapier a small advantage. Amazingly, first blood goes to Ouveau, whose lunge gets in just before Isaw's slash. "Ow," exclaims Ouveau, "that hurt!" As an experienced duellist, Isaw takes his wound in his stride and launches into a furious lunge even as his opponent concedes the fight. The lunge hits Ouveau as he's surrendering, but Isaw promptly puts up his sword.

The lowliest recruit to the Queen's Own Carabiniers, Trooper Dan de Lyon, has an engagement with the top man of the Dragoon Guards, Colonel Orson de Combat. De Combat is not a small man, but he is not of de Lyon's stature. Worse, he is still suffering the effects of previous months' wounds. Everybody's money is on de Lyon to win this one. Euria Humble seconds de Combat and the two combatants use their regimental sabres. Both are on the defensive: de Combat blocks while de Lyon jumps aside. Then de Combat jumps only to be caught by a slash as he recovers his footing. He returns the compliment, but runs into a cut coming the other way as de Lyon completes his furious slash. This is too much damage for de Combat and he concedes the fight to his regimental enemy. He is

due to fight Denis Bone as well, but Captain Bone does not show up. Neither does Pauvre Guillaume, who has a grievance to settle with de Lyon.

Sean Sondamour is scheduled to meet Walter Butts and has Charlemagne le Gosse along as his second. As the more experienced swordsman, Sondamour clearly has the advantage. He also has a sabre to Butts' rapier. Expecting a slash, Butts blocks. Sondamour's lunge goes straight past this, but doesn't do too much damage. Deciding it's time to attack, Butts drops his guard. He is promptly hit by the slash he was waiting for. As he gasps out his capitulation, he is pierced by the opening attack of a furious lunge. Sondamour honours his opponent's surrender, however, and the fight is over.



Of his two duelling adversaries this month, Gregoire Nouille chooses to take on Jacques Shitacks first. This could be entertaining as the stocky Shitacks has a cutlass strapped to his side and is more proficient with this than Nouille has with his rapier. Still the two men cross swords and the fight begins. Shitacks opens with a furious slash. The slash is blocked and Nouille

dances out of the way of the cut. He uses the pause as Shitacks regains his balance to lunge and score first blood. Shitacks looks surprised and attacks again. His slash is blocked, but Nouille is clearly expecting a cut as he continues to dodge. A further slash from the cutlass is blocked. Nouille displays more footwork and then attacks with another lunge. This runs into a slash as Shitacks finally gets his timing right. The hefty blow is more than enough for Nouille and he throws in the towel. Nouille is in no state to meet Joseph de Veevre now and declines this duel.

There's no opponent for Gaston de St Marque as Co W Ard Extrême lives up to expectations and doesn't show up for their meeting. Felix de Carabas's challenge to the late He'sa Hasbian is voted down – and nobody had stepped up to champion Hasbian anyway. Still, it's a definite loss of status for de Carabas.

#### From Aide to Minister

After last month's shenanigans, all of Paris is waiting to see what happens in the race to be Minister of State this month. Gaston de St Marque is miffed that his Aide, Lokwot Isaw, is running against him for the post. He is even more miffed when his application is thrown out as he's already applied for the job this year. So the only question is whether Count Isaw will gain His Majesty's approval. Apart from his own influence, Isaw is supported by favours called in by Alfonse

Qué Holique, Jacques Shitacks and Stan Dandy Liver. Liver is particularly generous with his support and, not surprisingly, the King appoints Isaw to the job. Revelling in his new high position, Isaw surveys the applicants for the Ministerial posts beneath him. And ignores them all. Holique, de St Marque and Zachary The Money Goes are all refused as Minister of Justice, the job going to a non-entity. Holique, The Money Goes and Omi Palone miss out on Chancellor of the Exchequer as another nobody takes it. Henri Thierry Christian's term as Commissioner of Public Safety expires and Holique, de St Marque, The Money Goes and Pierre de Mont-Réal want the job. Isaw takes no notice of their applications and the post stays vacant.

Sean Sondamour gives his blessing to D'en Percent's request to be Quartermaster-General of First Army, but Percent doesn't have the rank required for the position. It stays vacant. The Brigadier positions in the Horse Guards and Dragoons are kept open by Rene Ouai. Ouai tries to get rid of the Guards Brigadier, but fails to move him. Orson de Combat admits Antoine Valois to the Dragoon Guards, but turns down Colin Maillard. Maillard submits his application to the Queen's Own Carabiniers, but they certainly don't want a Dragoon Guards reject. Archduke Leopold's Cuirassiers sign him up and he buys the rank of Captain. Valois purchases himself a Majority in the DGs.

Leo Nonmie decides to take the Crown Prince Cuirassiers back into action. The close attentions of the debt collectors may have something to do with this. D'en Percent volunteers the Princess Louisa Light Dragoons as well, including Trooper George d'Ors (previously 'Sans Nom'). The 53rd Fusiliers are mobilised by Denis d'Ertée (another man the Shylocks would urgently like to talk to) and Pierre de Mont-Réal gives the 4th Arquebusiers their marching orders. Not to be outdone, DG Major Jacque Wabbit and 27M Captain Louis Beaulieu volunteer for hazardous duty with frontier regiments.

There are still plenty of socialites in Paris and most of them are attracted to Zachary The Money Goes' month-long party in the Fleur de Lys. The only requirement for entry is to pay Zack 30 crowns each week – or 100 for the whole month. For some reason Orson de Combat fails to do this. He spends March outside the Fleur, wondering why he can't get in. He is joined, for just one week, by Phresh Face, who just doesn't seem to understand what is going on.

#### Everybody comes to Zack's

So Zack holds court with Anna Rexique at his side and counts the cash as most of Paris pays a visit. Let's start with those who come along for the whole month. Zack's colleagues in the King's Musketeers, Fernand Louis Adelmo de Gaulle and Omi Palone (accompanied by Katy Did), are the first. Zack picks up their bar bills, which makes it pretty much a free month for them. The only other person

to get this treatment is Alfonse Qué Holique, Colonel of the Royal Foot Guards – Zack’s regimental friends. Antoine Valois and Leia Orgasma are next on the list. Then Beau Romir brings Frances Forrin along. Gaston de St Marque arrives with Bette Noire. Gregoire Nouille has the company of Di Lemmere. Horatio d’Escargot escorts Henrietta Carrotte. Jacque du Lac and Deb Estaround turn up next. Revaulvin d’Or has Polly Hydronne on his arm. Last of the all month brigade is Rene Ouai, who arrives with Kathy Pacific.

The fun really starts when some of the short stay guests arrive. Averell de Alton has Mary Huana with him. They stay for two weeks, but ruffle no feathers. Colin Maillard brings Pet Ulante, also for two weeks, also without causing a stir – even when he pays Zack double the going rate. Dan de Lyon comes along just for the first week. He is greeted by Zack and Anna, but then pounced on by Antoine, who recognises the uniform of his enemy regiment. Challenges are exchanged. Gar de Lieu and Maggie Nifisent slip in and stay for three weeks. Joseph de Veevre arrives with Bess Otte. Gregoire Nouille is furious that Zack is receiving them. Declaring that Joseph is base-born and not fit to mix in such company, Gregoire issues a sharp challenge. Then he has to do it again as his regimental enemy, Jacques Shitacks, appears. Jacques returns the favour. After which Marc de Zorro’s entrance with Guinevere d’Arthur is something of an anti-climax.

As the party is just getting under way, everybody is brought to their feet by the arrival of the Crown Prince. Prinny breezes past to his usual station in the Fleur without taking any particular notice of anybody. Trailing behind him is Crown Prince’s Aide, Felix de Carabas, and his guest, Magnon de Sources. The appearance of de Carabas in his new uniform as a Cardinal’s Guard is a red rag to the bulls of the King’s Musketeers. Zack, Fernand and Omi corner Felix and issue some blood-curdling challenges. Luckily for Felix he



gets some support when his new CO, Charlemagne le Gosse, comes along and joins in the mutual challenges with the KMs, making loud comments about Zack being a skinflint for charging people to attend his party. Charlemagne has brought Lois de Low with him and settles in to the club for the month. As does Co W Ard Extrême, who is very wary of attracting the Crown Prince’s attention. Something to do with a “run-in with his father”. Marc tries to reclaim some attention by laying a few hundreds crowns on

the gaming tables. He wins the bet, but is outshone by Charlemagne, who gambles ten times as much. And wins. Dark muttering can be heard from the bondholders’ section as the pain in (General, ret’d) Marvin Leigh Rowbow’s left side takes a turn for the worse.

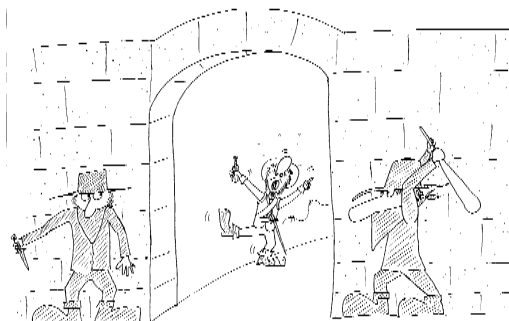
### Toadying to the enemy

Week 2 is just as raucous as the party hits its peak. For a start, Lucien d’Escaillehuitaillements turns up at the party – and stays there for the rest of the month. This is entertaining as Lucien is another member of the Cardinal’s Guard. Zack has plans for this contingency and Lucien is carefully steered to the worst seat in the club. As the waiters rush in and out of the kitchen they keep bumping into Lucien and depositing all sorts of things over his uniform. Lucien ignores all this: “I, like, believe we should all be cool with each other and make up and be friendly, man.” Despite trying to remain cool, he is forced to exchange challenges with his host, Zack, and Fernand. Then Walter Butts arrives. He is another King’s Musketeer and pops in to the party for a week to swap glove-slapping with Lucien and, of course, Charlemagne. Other fresh arrivals are Euria Humble, just there for the week, and Thomas Tudo, who stops for two.

In the third week numbers begin to fall. There are still a couple of new arrivals. Bud d’Wiser and Magnon de Sources put in an appearance for the week. Battered by two weeks’ rejection by the fairer sex, Bud doesn’t like his welcome: it’s delivered by two members of his enemy regiment. Horatio and Thomas challenge him from both sides. Magnon is still smarting over an early visit by the Shylocks’ ‘boys’. It was fortunate that he had the cash to pay them off, really. The Fleur also has the presence of Sean Sondamour. The question of his whereabouts for the last two weeks is explained by the presence of Sheila Kiwi on his arm. Numbers at Zack’s party tail off at the end of the month. There’s just the hard core of the partygoers. Plus Lucien, still taking the abuse: “cos, look, uh, we really can make this work, guys – just, like, lighten up”.

With so many socialites partying in the Fleur, the other attractions of Paris are largely deserted. Especially in the first few weeks of the month. Red Phillips is the exception: the club is occupied all month by Den Ouveau. The Frog and Peach starts off with a visit from Phresh Face and Ava Crisp, but that’s it for the month. It’s Felix de Carabas who pops up in the Blue Gables. In week 3 he comes in, loses 50 crowns on the gaming tables and leaves again. The third week also sees some visitors to Bothwell’s. One of them is Euria Humble; the other the new Minister of State, Lokwot Isaw. Lokwot escorts Sue Briquet, whose affections he won earlier in the month. This followed an altercation on the doorstep of Lotte Bottle’s place with his main supporter, Stan Dandy Liver. Lokwot concludes his March in Bothwell’s with Sue while Stan spends the time with a certain young lady, we understand.





### Of tarts and footpads

The interesting month of Lucien d'Escaillehuitaillements starts with an early visit to the Bawdyhouses. Having coughed up for the compulsory drink, he is approached by one of the young ladies. Emptying his purse on the table, Lucien experiences a sinking feeling: there's not enough there to buy her company! At the opposite end of the month, Felix de Carabas is in the red light district for a drink. Just a drink, mind. In between, Walter Butts is one of several visitors. He arrives in week 3 and attracts the attentions of the footpads as he leaves. A blackjack is expertly applied to the base of his skull and the few crowns remaining in his purse removed. Lucky he picked up some cash from Sean Sondamour earlier in the month, really.

After just one week at Zack's party, Omi Palone heads for the gymnasium. He spends three weeks practising his rapier skills. While several other characters put in a week's practice, only a few go for two. They are Averell de Alton and Joseph de Veevre, with their rapiers; Colin Maillard and his cutlass; and Phresh Face swinging a cutlass. Dan de Lyon is in a quandary about how to complete his month. He's completed his regimental duties – down to one week now he's bought himself up to Subaltern. He's spent a week at Zack's party. And his courting attempt was a non-starter. So, a visit to the Bawdyhouses? Ah, but after being seen in illustrious company in the Fleur, is there any need to do anything else this month? Obviously not, as Dan does just that.

Is anybody wondering where Ced Deucer is? Well, the only people likely to encounter him are his fellow members of the Cardinal's Guard. In full service uniform, with his kit bag packed, Ced is waiting for the order to march. He waits all month, but the order never comes.

### Run away!

As the weather begins to clear and Spring approaches, the Frontier regiments and volunteers are deployed on Field Operations around the borders of France. Unfortunately most of the volunteers take their roving brief too far and tangle with superior forces, mainly Spanish.

In the north-east the Crown Prince Cuirassiers stretch their horses' legs across the flat terrain. The commander, Brigadier-General Leo Nonmie is taken by surprise when a musketball pings off his breastplate. He wheels his horse round, applies his spurs and heads for French territory. The rest of the regiment follows him – though several of them don't make it. Nonmie is Mentioned a couple of times in the Despatches ("fastest I've ever seen a Cuirassier move!").

The 4th Arquebusiers, led by Colonel Pierre de Mont-Réal, react when the Cuirassiers retreat past them. Forming up in good order, the Arquebusiers see off the pursuing force with a couple of well-aimed volleys. Colonel de Mont-Réal's name also appears in the Despatches.

In southern France, Princess Louisa's Light Dragoons are as unfortunate as the Cuirassiers. With the support of the 53rd Fusiliers they chase off a Spanish patrol only to find themselves under the muzzles of several batteries of guns. The Dragoons run for it and most of them are successful in getting away from the cannonballs. Trooper George d'Ors is one of those who isn't. RIP. Lt-Colonel D'en Percent, commanding the regiment, is promoted to Colonel and acquires a few crowns by selling some (slightly used) cannonballs.

This is no fun for the 53rd Fusiliers. Marching placidly after the Dragoons, they suddenly find the Dragoons coming the other way – straight through them. And right behind are some heavy cannonballs moving even faster. The Fusiliers scatter all over the place, despite the best efforts of Bdr-General Denis d'Ertée to rally his men. D'Ertée receives a Mention in Despatches for his efforts, but a fair proportion of his men never comes back.

The Frontier regiments are generally more cautious and most of them have a relatively quiet month. Frontier regiment 1 is the exception, recoiling from a larger Spanish force. RFG Lt-Colonel Harry Covert, assigned to the regiment, survives fine. QOC Colonel Henry Thierry Christian is with Frontier regiment 2. Leading a patrol, he utters the immortal words, "Don't worry, men, the enemy is miles aw-urk!" A volley of musketry cuts him down. RIP. The patrol makes a fighting retreat and Private Ferro Roche is promoted to Subaltern as the man who retrieves Christian's body. He also finds a couple of hundred crowns somewhere.

Things are quiet for Frontier regiment 4. DG Major Jacque Wabbit still gets a Mention in Despatches, though nobody seems to know why. 27M Captain Louis Beaulieu is promoted to Major, giving him command of a Battalion. Perhaps he'll bring his new command to join him next month. In the meantime he is able to buy one of the extra horses he needs for his new rank and has three months to get the other one. ❖

## Press

### Despatches from the Front

To all those kind gentlemen who took pity on my poor self: I thank you most graciously and hope to repay the favour someday.

Yours,

† George d'Ors

*Oh well...*

† *Le Roi*

### Announcements

#### Having Trouble Getting the 'Right Job' for you?

Do you need to get your message across to 'Top' people? Could you use a word in the 'right' ear delivered by somebody right at the CENTRE of things?

Well, Beau Romir Public Relations plc could be the answer to all your needs. Influence really IS my business!

If you need a helping hand, let's talk...

† Beau Romir (c/o King's Escort Press Office)

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 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

Applicants for Brigade commands should submit a brief resumé to RO – though, to be honest, I probably won't

understand most of the military jargon – it's all a bit confusing. Still, you may as well try to impress me. † RO

### Matters of Honour

LN, Sorry to have missed you last month. I'm sure you'll find some excuse to be aggrieved at me again soon. Now, who's this GN chappie? Cheers! † JdV

To the Officers of the Queen's Own Carabiniers

Sirs,

As a Subaltern in the QOC I seem to already be involved in a duel for the regiment's honour, yet I do not have a suitable second. Would one of you be prepared to act as my second in any affairs of honour?

Yours in honour,

† Subaltern Dan de Lyon

Omi Palone adds his encouragement to ZTMG's call to join the King's Musketeers and challenges FdC for insulting a fine Regiment who serve His Majesty with distinction.

### Social

I invite you, one and all, to attend and compete in the inaugural race at Le Prix D'Or, my new race track, in the second week of April. In honour of the glorious victory over the rebels and the continuing reign of His Majesty Good King Pevans, the race shall be named the King Pevans Stakes and shall henceforth be the first event of the racing calendar each spring. I have

personally set aside 1000 crowns as prize money for the race and I hope that we shall see many contenders (and perhaps even the Crown Prince) seek to prove themselves and claim what will surely be the greatest prize in racing!

† General Gaston de St Marque

### Personal

JdV, thanks for the help, and I'm sorry that I have nothing to show for it.

† Omi Palone

To Col. ZTMG

Many thanks for the invite to your bash. I hope that I can uphold the Regimental Honour over my small scuffle with Sean Sondamour and if you need any help sorting the riff-raff of the Cardinal when they make a mess at the Fleur, don't hesitate to ask.

Your Servant,

† Walter Butts

To Walter Butts

Welcome to Paris

I applaud you for wasting little time in turning your attentions to the fine ladies of Paris, though I might have hoped you would have started somewhere else (or thought to stand down to your social betters). I regret that honour dictates we must cross swords. I realise you are new in town, and just finding your way, so please accept a small gesture (50 Cr) to show I bear no grudges. Please feel free to spend it on the woman of your choice (so long as she is not also MY choice!).

† Sir Sean Sondamour

Lord Percy Percy says, as fashion is tending towards the well endowed mistress, Horatio d'Escargot is not particularly fashionable.

Is there any truth in the suggestions that Bud d'Wiser is a card sharp and this is why he regularly turns up with large sums in cash?

I confess that Maggie has confirmed I have far less scope for exaggeration in the Codpiece department than Lord Percy Percy. I must bow to his superior fashionability. † GdLi

Lord Percy Percy says that, though a 'Late Burst' may be fashionable, poor Edna is still waiting for any sign of any sort of 'burst' at all.

Major Isaw,

I appointed you as my Aide without recourse to your references because I thought you to be an honourable and upstanding soldier. Now I find that you are running against me for the appointment as Minister of State. Did you, perhaps, go through my personal correspondence and, with a slip of the pen, just add your own name to my application? Does honour mean nothing to you?

If you retain any sense of respect for your social betters and military superiors then retain your dignity and remove your name from the list of applicants. In fact, as your immediate commanding officer, I order you to do so. If you persist with your application then I demand satisfaction and challenge you to a duel.

† General Gaston de St Marque

Dear de Carabas... Hope you die,  
scum!!! † Zack

Your Majesty,  
Please receive my gracious gift of Cr  
15,000 for the honour of being your  
subject.

† General Extrême  
*All contributions to the public  
purse are welcome, even when  
given as churlishly as this.*  
† Le Roi

Cher Walter Butts. I am more than a  
little concerned about your missive in  
last months publication. "Take me to  
your bosom, and you will not be  
disappointed (as the actress said to the  
bishop!)" I am not sure about your  
past history and upbringing, but  
bishops, as a rule, do not tend to have  
Bosoms to take actresses to. If you  
need to be shown the difference in  
body types, can I suggest a visit to Mrs  
Miggins' Pie, Escargot and Ladies of  
negotiable virtue Shop? As a  
regimental comrade, I will give you  
sufficient funds, if needed, to ensure  
that you can fill in an obvious gap in  
your experience.

† Major Omi Palone

To the churlish Anon.  
My Mardi Gras party in Lent? How  
was that worked out? Did you use the  
Julian calendar rather than the  
fantastical one which mad natural  
philosophers are proposing – which  
will take ten days off our life?

† OdC

To Bdr-General Jacques Shitacks,  
It was my hope to join one of the  
premier regiments in France and I had  
my application to the Queen's Own  
Carabiniers minutes before my  
interview for the Royal Marines was  
due to take place. Happy that I had a  
commission, I was forced to withdraw  
my application to the Royal Marines. I  
hope you will not think less of me for  
accepting a commission in another  
regiment and I wish you all the very  
best,

Yours in honour,  
† Subaltern Dan de Lyon

To Sir Gar de Lieu, Inspector General  
Infantry.  
Sir, I am currently commanding the  
Royal Marines as Brevet Bdr-General  
and would like the opportunity to  
command the First Foot Brigade and  
lead them into battle to show France  
and my King what I am made of, and  
what a well commanded Brigade can  
achieve. I have sent my particulars to  
your office, and remain in faith,

Yours,  
† Sir Jacques Shitacks.

## Poetry Corner

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

Why should I settle  
For a buquette of whine,  
When there's Rum French  
Spirit to hand?  
It takes a lotte corking  
And a finely wrought screw  
To handle a Bottle  
Like you!

† SDL

## Points Arising

Gaston de St Marque has invested in  
building a horse racing track in Paris,  
which should open next month.  
Characters may spend a week at the  
track, where they may carouse and/or  
gamble (usual rules). As it's in a  
somewhat disreputable part of the  
city, there is a risk of the footpads  
striking (just as when characters visit  
the bawdyhouses), so you should state  
how much money you're carrying.

The track will be the venue for any  
horse races that characters sponsor.  
The rules for this stay the same and  
anyone Toadying to the sponsor will  
gain SPs as if they are at his club. The  
footpads are less likely to strike when  
there's a large party visiting the track.

I will tweak these rules a bit when I've  
had the opportunity to do some  
programming. (Don't hold your  
breath.)

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

DB Denis Bone (Timothy Hunt) has  
NMR'd. Total now 1

FR Ferro Roche (Andy Burke) has  
NMR'd. Total now 2 and is sent to  
a Frontier regiment

HC Harry Covert (James Guiton) has  
NMR'd. Total now 2 and is sent to  
a Frontier regiment

HTC Henry Thierry Christian  
(Matthew Shepherd) has NMR'd.  
Total now 2 and is sent to a  
Frontier regiment

KH Krasne Homme (Mark Mortimer)  
has NMR'd. Total now 1  
PG Pauvre Guillaume (Filipe Silva)  
has NMR'd. Total now 1

BdM (Mark Moores) was floated at his  
request.

Omi Palone and Zachary The Money  
Goes issued challenges to Felix de  
Carabas. However there's nothing to  
vote on as they met him this month  
and automatically have cause as  
they're now in enemy regiments.

Stockbrokers Filthy, Rich and Loaded  
are pleased to announce that they  
have one Fleur Bond available. Bids in  
excess of 1500 Crowns are invited.

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](mailto: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

Denis d'Ertée asks NPC Brigadier of 2nd Foot Brigade to resign

Denis d'Ertée applies for Brigadier of 2nd Foot Brigade

Gaston de St Marque applies for Commnr. of Public Safety

Omi Palone applies for Commnr. of Public Safety

Revaulvin d'Or asks NPC Brigadier of 2nd Foot Brigade to resign

Rene Ouai asks NPC Adjutant General to resign

## Duels

### Results of this month's duels:

Horatio d'Escargot didn't turn up to fight Ced Deucer and lost SPs.

Lokwot Isaw (gains 1 Exp) beat Den Ouveau.

Pauvre Guillaume didn't turn up to fight Dan de Lyon and lost SPs.

Sean Sondamour (with ClG, gains 1 Exp) beat Walter Butts.

Co W. Ard Extrême didn't turn up to fight Gaston de St Marque and lost SPs.

Denis Bone didn't turn up to fight Orson de Combat and lost SPs.

Dan de Lyon (gains 1 Exp) beat his enemy Orson de Combat (with EH).

Gregoire Nouille declined to meet Joseph de Veevre as he was under half Endurance.

Jacques Shitacks (gains 1 Exp) beat his enemy Gregoire Nouille.

Felix de Carabas's challenge to an unknown was voted down 2:2.

### Grudges to be settled next month:

Lokwot Isaw (Rapier, adv.) and Stan Dandy Liver (Cutlass, Seconds OdC & SS, 1 rests) have mutual cause as

neither stood down over Lotte.

Antoine Valois (Sabre, adv.) and Dan de Lyon (Sabre) have mutual cause for being in enemy regiments.

Charlemagne le Gosse (Rapier, Seconds SS, adv.) and Fernand Louis Adelmo de Gaulle (Rapier, Seconds OP, 2 rests) have mutual cause for being in enemy regiments.

Charlemagne le Gosse (Rapier, Seconds SS, 1 rests) and Omi Palone (Rapier, Seconds ZTMG & FLAG, adv.) have mutual cause for enemy regiments.

Charlemagne le Gosse (Rapier, Seconds SS, 3 rests) and Zachary The Money Goes (Rapier, Seconds FLAG, adv.) have cause for enemy regiments.

Felix de Carabas (Rapier, Seconds SDL, adv.) and Fernand Louis Adelmo de Gaulle (Rapier, Seconds OP) have mutual cause for enemy regiments.

Felix de Carabas (Rapier, Seconds SDL, 3 rests) and Omi Palone (Rapier, Seconds ZTMG & FLAG, adv.) have mutual cause for enemy regiments.

Felix de Carabas (Rapier, Seconds SDL, 4 rests) and Zachary The Money Goes (Rapier, Seconds FLAG, adv.) have

mutual cause for 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, 3 rests) and Jacques Shitacks (Cutlass, adv.) have mutual cause for enemy regiments.

Charlemagne le Gosse (Rapier, Seconds SS, adv.) and Walter Butts (Rapier, 4 rests) have mutual cause for being in enemy regiments.

Fernand Louis Adelmo de Gaulle (Rapier, Seconds OP, adv.) and Lucien d'Escaillehuitaillement (Rapier, 1 rests) have mutual cause for being in enemy regiments.

Walter Butts (Rapier, 3 rests) has cause with Joseph de Veevre (Rapier, Seconds OP & RdO, adv.) as he's not Noble but higher SL.

Lucien d'Escaillehuitaillement (Rapier, adv.) and Walter Butts (Rapier, 1 rests) have mutual cause for being in enemy regiments.

Lucien d'Escaillehuitaillement (Rapier, 5 rests) and Zachary The Money Goes (Rapier, Seconds FLAG, adv.) have mutual cause for enemy regiments.

Gregoire Nouille (Rapier, 4 rests) has cause with Bud d'Wiser (Sabre, adv.) as he's not Noble but higher SL.

Bud d'Wiser (Sabre, adv.) and Horatio d'Escargot (2-Hand, 1 rests) have mutual cause for enemy regiments.

Bud d'Wiser (Sabre, adv.) and Thomas Tudo (Sabre, 3 rests) have mutual cause for being in enemy regiments.

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

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

## New Characters

Kevin Morgan gets the Second son of a very wealthy Baron: Init SL 7; Cash 750; MA 2; EC 2 (X1).

Matthew Shepherd gets the Bastard son of a Peasant: Init SL 1; Cash 9; MA 5; EC 3 (X2).

## 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 N	Minister of Justice N	
Minister of War SDL	Minister of State LI	



## Battle Results

Crown Prince Cuirassiers: 5  
Princess Louisa Lt Dragoons: 5  
53rd Fusiliers: 6  
4th Arquebusiers: 1

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

### Army Organisation and Summer Deployment

First Army (Siege) SS/\_/LN/\_  
Cavalry Division (Field Ops) N2/N/N1  
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/\_/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	N5	N3	N1	N3	N4
Attached	HC	FR		JW	LB

Also at the Front

Crown Prince Cuirassiers  
Princess Louisa Lt Dragoons  
53rd Fusiliers  
4th Arquebusiers

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	
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	MdZ
10	Frances Forrin	14	B	BR
48	Fifi	14	B/W	
16	Ophelia Derriere	13		
26	Ella Fant	13	B	
27	Lucy Fur	13	B	
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	LI
4	Anne Tique	11	W	
9	Deb Onairre	11	I	JdL
40	Sheila Kiwi	11		SS
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	
56	Ingrid la Suede	10		
6	Viv Ayschus	9		
57	Ava Crisp	9	I	PF
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	
47	Eve Ningalle	8	I/W	
49	Mary Huana	8	B/I/W	AdA
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	CIG

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	24-	16	Poor	General	5		Flr	3	Benedikt Löwe
AQH	Baron Alfonso Qué Holique	24	56	Fthly	Colonel RFG	7		Flr	5	Tym Norris
HTC	Count Henry Thierry Christian	24	RIP							Matthew Shepherd
ZTMG	Count Zachary The Money Goes	23-	59	Comfy	B.Bdr-General KM/2nd Army QMG	11	Anna	Flr	4	Gerald Udowiczenko
SDL	Viscount Stan Dandy Liver	23	50	Wthly	Lt-General/War Minister	11		Flr	4	Guy Arnold
CIG	Baron Charlemagne le Gosse	22	68	Rich	B.Bdr-General CG/Min w/o Port	8	Lois	Flr	2	Neil Packer
GdSM	Viscount Gaston de St Marque	22+	71	Comfy	General/2nd Army Commndr	9	Bette	Flr	3	Nathan Richards
SS	Sir Sean Sondamour	20	51	Wthly	B.General/1st Army Commndr	17	Sheila	Flr	2	Pete Holland
BdM	Viscount Beppe de Marcko	20	40	Fthly	Bdr-General	17		Flr	2	Mark Moores
OdC	Baron Orson de Combat	18	45	Comfy	Colonel DG/Min w/o Port	4		Flr	5	Francesca Weal
HC	Viscount Harry Covert	18	F	Wthly	Lt.Colonel RFG	16		Both	2	James Guiton
LI	Count Lokwot Isaw	18+	79	Comfy	Major RFG/State Min.	17	Sue	Both	3	Barry Townsend
BR	Baron Beau Romir	18+	68	Wthly	Captain RFG/Capt.K's Esc	5	Frances	Both	3	Graeme Morris
RO	Rene Ouai	18+	64	Comfy	B.Lt-General/Insp.Gen.Cav	1	Kathy	Both	5	Peter Denison
GdLi	Sir Gar de Lieu	18+	57	Poor	B.Lt-General/Insp.Gen.Inf	3	Maggie	Both	4	Bill Hay
RdO	Sir Revaulvin d'Or	17	48	Rich	B.Bdr-General 13F	8	Polly	Both	4	Jerry Spencer
JS	Sir Jacques Shitacks	17+	61	Poor	B.Bdr-General RM/Min w/o Port	3		Flr	4	David Olliver
MdZ	Sir Marc de Zorro	17+	57	Comfy	Major RFG/Gds Brigade Maj.	3	Guinevere	Both	5	Colin Parfitt
OP	Marquis Omi Palone	16	27	OK	Major KM	4	Katy	Both	4	Mike Dommatt
EH	Baron Euria Humble	15+	45	Poor	Lt.Colonel DG/PMshl's Aide	11		Both	5	Matthew Wale
JdV	Joseph de Veevre	13	39	Comfy	Lt.Colonel 13F/2nd Div Adjutant	3	Bess	Both	5	Andrew Kendall
BdW	Bud d'Wiser	12	23	Comfy	B.Bdr-General GDM	11		Both	2	Francesca Huskinson
FLAG	Sir Fernand Louis Adelmo de G'le	12+	55	Comfy	Lt.Colonel KM	5		Hunt	4	Hajo 'Red' Schlosser
LdE	Lucien d'Escaillehuitallement	12+	38	Comfy	Major CG	3		Hunt	4	Nik Luker
AV	Antoine Valois	11+	58	OK	Major DG	1	Leia	Hunt	4	Simon Burling
CD	Sir Ced Deucer	11+	56	OK	Lt.Colonel CG	10		Hunt	3	Nigel Monaghan

ID	Name	SL	SPs	Cash	Rank, Regiment/Appointment	MA	Last seen	Club	EC	Player
HdE	Horatio d'Escargot	11+	43	Poor	Major ALC	4	Henrietta	BG	3	Graeme Wilson
AdA	Averell de Alton	11+	39	Poor	Captain RFG	2	Mary	Hunt	4	Martin Jennings
FdC	Felix de Carabas	10	22	Poor	Captain CG/C.Prnce Aide	1		BG	2	Mark Barrowcliffe
LN	Leo Nennie	10	F	Poor	B.Bdr-General CPC/1st Army Adjunt	4		F&P	5	Chris Boote
DdE	Denis d'Errée	10	F	OK	B.Bdr-General 53F	1		Hunt	3	Pete Card
JdL	Jacque du Lac	10+	63	OK	Colonel PM/1 F Brigade Maj.	5	Deb	BG	4	Paul Wilson
TT	Thomas Tudo	10+	35	OK	Captain ALC	2		Hunt	5	Ben Brown
JW	Jacque Wabbit	9	F	Wthly	Major DG/LtGen's Aide (SDL)	6		F&P	2	Terry Crook
GN	Gregoire Nouille	9+	65	OK	Colonel 69A/4 F Brigade Maj.	1	Di	BG	3	Bill Michell
KH	Krasne Homme	8-	4	OK	Colonel PLLD	2		F&P	2	Mark Mortimer
DeP	D'en Percent	8	F	OK	Captain ALC	1		F&P	4	Gerry Sutcliff
CM	Colin Maillard	8+	40	Poor	Subaltern KM	2	Pet	F&P	2	David Lopez
WB	Walter Butts	8+	24	Poor	Colonel 4A	3		F&P	3	Richard Newby
PdMR	Pierre de Mont Réal	7	F	Poor	Captain QOC	6		F&P	5	Pam Udowiczenko
DB	Denis Bone	6-	4	OK	Major PM	3		F&P	5	Timothy Hunt
MdS	Magnon de Sources	6+	40	Poor	Subaltern QOC	4		F&P	5	Robert Carter
DdL	Dan de Lyon	6+	25	Poor	Major RM	1		F&P	6	Ashley Casey
PF	Phresh Face	5	14	Poor	Major 27M	3	Ava	F&P	3	Charles Burrows
DO	Den Ouveau	5	11	Poor	Subaltern	1		RP	4	Richard Clyne
LB	Louis Beaulieu	3	F	Poor	Subaltern	5			4	Bill Schmitt
PG	Pauvre Guillaume	2-	3	Poor	Subaltern	3			4	Filipe Silva
FR	Ferro Roche	2	F	Poor	Subaltern	1			3	Andy Burke
GdO	George d'Ors	1	RIP							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, Wthly = 5000-10000, Rich = 10000-25000, Fthly = 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+