

That would be enough

This has been issue 59 of *To Win Just Once*, published 21st October 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 4th Nov.

Orders for *Les Petites Bêtes Soyeuses* and *Easy Money* bids to Pevans by Friday 11th November 2005.

(Remaining deadlines for 2005 are 9th/16th Dec. First deadlines for 2006 are provisionally 20th/27th January)

Subscriptions

TWJO is published on paper and online (PDF file) at www.pevans.co.uk/TWJO. You can buy or subscribe to the paper edition from Pevans – see below for details. The PDF edition is free.

If you want to play in any (or all) of the games in TWJO, you have two options. You can subscribe to the paper edition, the cost of which includes playing the games. Or you can take the PDF edition and pay the “games only” subscription.

Here are the subscription rates for the paper edition, including postage, depending on where you live. A start-up fee on some games covers sending out game materials. To subscribe, send a cheque or postal order (payable to Paul Evans) in pounds sterling to 180 Aylsham Drive, UXBRIDGE UB10 8UF, UK.

I also accept payment via PayPal. Please add 5% to cover Paypal's charges and send your payment to TWJO@pevans.co.uk. Don't forget to include your address.

For the games only subscription, send a cheque or PO, as above. Or pay through PayPal: add 10% to cover charges and send payment to TWJO@pevans.co.uk.

Paper edition	UK	Europe	World
Single issue	£2.00	£2.50	£3.00
Subscription (11 issues)	£20.00	£25.00	£30.00
Start-up fee	£2.00	£2.50	£3.00

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.

Printed and published by Pevans, 180 Aylsham Drive, Uxbridge UB10 8UF, UK.
Tel: 07771 535690 E-mail: TWJO@pevans.co.uk Web: www.pevans.co.uk/TWJO

To Win Just Once

(incorporating *Les Petites Bêtes Soyeuses*)



Is it a book? Is it a game? It's *Das Zepter von Savandor*, reviewed inside
Plus the latest turns in the all the games



CHAAAAAARGE!!

Issue 59: October/November 2005

(LPBS 185: April 1659)

£2.00 (Europe £2.50, Elsewhere £3.00)

Also available on-line at www.pevans.co.uk/TWJO

Contents

	Page
Contents.....	2
Chatter.....	3
Letters	3
Science Fiction.....	4
<i>Das Zepter von Zavandor</i>	5
Games Events.....	8
Credits.....	9
Mission of Gravity	10
Star Trader game 3 – Turn 3	10
Corporation Table	12
GM Notes	12
Press	12
Oh, Mr Porter!	14
Railway Rivals game 3 – Round 8	14
GM Notes	15
Turn 5	16
What's this about?	18
Les Petites Bêtes Soyeuses 185.....	19
April 1659	19
Press	25
Announcements	25
Matters of Honour	26
Social	26
Personal.....	27
Poetry Corner.....	28
Points Arising.....	28
Announcements.....	29
Duels	29
Trials.....	31
New Characters.....	31
Tables	31
Other Appointments.....	31
Battle Results	32
Army Organisation and Summer Deployment	32
Brigade Positions.....	32
Frontier Regiments.....	32
Regiments Organisation.....	33
Hell Hath no Furry... ..	33
The Greasy Pole.....	34
That would be enough	36

Chatter

I'm putting the finishing touches to this issue after visiting this year's Spiel games fair. As usual, there were lots of interesting games to be seen and I look forward to playing more of them. I haven't had time to write up my notes yet, but expect my report from Spiel '05 in the next *TWJO*.

I can report that the To Win Just Once team were medium performers in the EuropeMasters tournament: we came 16th out of the 30 teams (from 9 different countries). I don't have the full results yet, so I'll report more next issue.

Looking at the stats for my website in September, I discover that my review of *Viking Fury* has become the most popular page. Despite this, "Gothic game" remains the most popular search term for finding my site. I just find the whole thing amusing (or should that be bemusing?).

I also noted that the PDF version of *TWJO* 58 was downloaded 96 times in September. And issue 57 was picked up a further 27 times. If you've found this 'zine through the website, why not let me know who you are? And become part of the regular readers. Send an e-mail to TWJO@pevans.co.uk.

Meanwhile I'm looking ahead to "Once Upon a Time in Tombstone". Yep, this year's weekend-long freeform role-playing game is a Western. Yee-haa! (Just getting into character.) Unfortunately, it clashes with MidCon, so I can't make that. But I'll be having fun playing Cowboys and Indians all weekend.

Letters

Colin Parfitt writes:

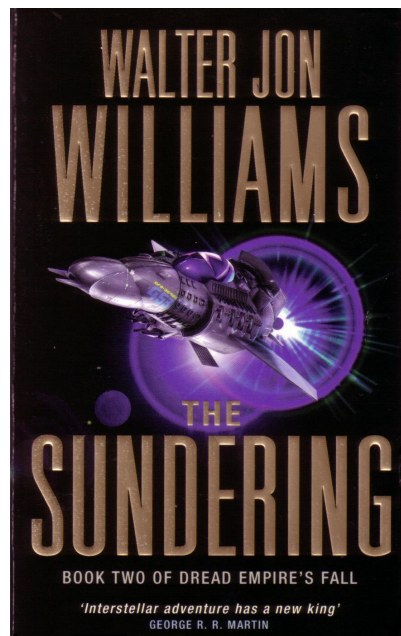
Great review of *Broken Angels*. Sadly, Morgan's latest, *Market Forces*, isn't up to standard. I'm so depressed by it, I'm incapable of expressing in words quite what's wrong with it. On the upside there is to be an *Altered Carbon* movie.

I'm intrigued by the idea of a film of *Altered Carbon*. After all, one of the premises of the story is that characters are transferred into different bodies. How many stars get to play the hero? Though it makes casting a sequel straightforward: you just get different stars to play the part!

As for *Market Forces*, that's bad news. I haven't got it yet, but I do have the latest (final?) Takeshi Kovacs story, *Woken Furies*, on my reading pile. Meanwhile, here's what I have been reading recently.

Science Fiction

Well, as I mentioned when reviewing *The Praxis* in TWJO 54, I decided to get the second book in the “Dread Empire’s Fall” series. *The Sundering* picks up the story directly from the end of *The Praxis*. To recap, the setting of Walter Jon Williams’s far-future story is the brutal and rigidly stratified galactic empire of the Shaa just after the death of the last of the Shaa. In a well-planned coup, the oldest surviving race, the Naxids, has claimed rule of the Empire. All the other races back the Convocation, a council established by the Shaa, but the Naxids



have the initiative and the military advantage. The story focuses on the Convocation side, following the story of two gifted young officers (humans, of course) in the space navy. First we have Lord Gareth Martinez, younger son, gifted tactician, stuffed shirt and pain in the arse. Second is Lady Caroline Sula, only survivor of an executed family, blonde, beautiful and tough. (Though anyone who’s read *The Praxis* will know her dark secret.)

As *The Sundering* starts, things are going badly for the Convocation side. They’ve lost the first big battle of the war. Martinez and Sula are returning to the capital in their respective spaceships. On the way they learn the lessons of their side’s defeats and propose new tactics for spaceship combat and a strategy for the war. Meanwhile Martinez’s elder brother, Roland, is politicking in the capital to advance the family. Apart from the

military/political plot, the main action of the book is the developing relationship between Martinez and Sula, which picks up once they’re in the capital (about halfway through). However, no sooner have they come together than they are separated again – presumably the sundering of the title.

By the end of the book things are rather different. One of our heroes is obliterating (almost) planets, the other fighting a guerrilla war against the occupying Naxids. *The Sundering* simply continues the story started in the first book, which makes me think this story was only split into separate volumes for publication. This volume is largely plot: on both the galactic and personal scales. What makes the book interesting is Williams’s writing, invention and the detail he portrays. Each spaceship has its own culture, which Williams introduces. We

learn more about the rituals and customs of the empire, too. Add in the politicking and intrigue between the aristocrats and there’s a lot of entertaining stuff. I rather enjoyed this and look forward to the third volume, but I recommend any new readers start with Book One, *The Praxis*.

Das Zepter von Zavandor

Gamers who’ve been around for a while will know of the legendary *Outpost*. This science fiction-based logistics game was published in 1991 by TimJim Games and has been out of print for nearly as long. You see dog-eared copies of the game still being played avidly at games conventions. And collectors will pay large sums for any secondhand copies that come up for sale.

But now we have *Das Zepter von Zavandor* (Zavandor’s Sceptre) from Lookout Games (a German publisher, despite the name). The credits explicitly thank *Outpost* designer Jim Hlavarti for permission to use the mechanisms from his game. From my hazy memories of *Outpost* (it’s been a few years), *Das Zepter von Zavandor* is much the same game. Albeit translated to a fantasy theme by designer Jens Drögemüller. More experienced *Outpost* players tell me that *Zepter* plays as a rather different game, while the rules remain broadly similar.

Be that as it may, the result is a terrific game, which I find quite addictive. The problem with writing a review is that it’s quite a complex game. I have the usual reviewer’s dilemma – of explaining enough of the game to get the flavour across without reproducing the rules – in spades. Still, let’s give it a go.

The story of the game is that the players are students of magic competing to win Zavandor’s sceptre by having the most magical power and knowledge. For which read “having the most victory points”. Points are scored for various things players build up through the game. The most valuable items are mainly the various ‘sentinels’, which provide large bonuses (like the ‘large buildings’ in *Puerto Rico*). They also end the game, since everything is wrapped up once five or more sentinels have been acquired.

Like everything else in the game, sentinels must be paid for in magical energy. And they cost a lot of it. Thus the overall strategy of the game is to build up the amount of magical energy you generate to the point where you can afford a sentinel or two. (Three is just greedy!) Players get their magical energy from gems, which must be ‘enchanted’ by spending magical energy. So each turn you get a bit more magical energy, which you invest in victory points and in getting more magical energy for next turn.

There are five kinds of gem in the game. Opals are the ‘cheapest’ for players to enchant, but produce the least magical energy and are worth few victory points.

The cost, the yield and the victory points get bigger through Sapphires, Emeralds and Diamonds to Rubies. Players can only have a limited number of 'active' gems, which actually produce energy, so getting better gems is one way to produce more energy. However, players have to have the right artefact or knowledge before they can use the three better gems. Having more active gems is the other way of generating more income and, again, artefacts and a field of knowledge allow players to do this.

To complicate things further, magical energy comes in three forms. The first of these is 'Magic Dust'. It's generated by Opals and is what you get if you need change. It comes in 3 denominations and can be changed at any time. The other four gems produce energy in the form of cards – 1 for each gem you have. The value of the cards varies around an average, which is bigger, the better the gem. However, if a player has four of the same gem, they get a 'concentrated energy' card instead of four individual cards. These have the value of four average cards, but players also get 2 points in Magic Dust with each one. So a set of four gems will, on average, generate slightly more energy than four individual gems.

The amount of energy players can hold from one turn to another is strictly limited, depending on the form it's held in. Concentrated energy cards count 3 to the limit, while individual cards cost 1 – naturally – and Magic Dust varies according to the denominations it's held in. The effect is that concentrated energy cards are the most efficient way of holding energy, while Magic Dust is the least efficient. Again, the right magical artefacts or knowledge can change this. Managing your magical energy is an important part of the game.

The magical artefacts do all sorts of things: allowing players to enchant better gems, improving their position in a field of knowledge and more. In general, they boost the owner's position and, occasionally, damage others' positions. They are gained in auctions. One player puts an artefact up for auction and everybody can bid for it – in energy of course. If the player who started the auction doesn't get the artefact, s/he can auction another. One tactical note here is that the player who goes last in the turn can usually auction an artefact and get it at face value since everybody else will have spent their energy. The deck of artefact cards is carefully organised so that the cards gradually increase in cost (there's a minimum bid), power and victory point value. Another important part of the game is deciding which artefacts to buy and when. As there's only a limited number of each artefact, the bids can escalate rapidly if several players want the same thing.

This brings us to the six fields of magical knowledge. These are shown on a small board that is the central component of the game. Players place markers to show the level they've achieved in each field and get victory points for achieving 'mastery' – the top level. There's a large cost – in magical energy, of course – to

starting a new field, while the cost of improving starts low and gets more expensive. Again, each field of knowledge gives players an advantage. For example, "knowledge of gems" provides a discount on enchanting new gems. The better the knowledge, the bigger the discount.

Strategy (and tactics) in the game is mainly about the fields of knowledge and artefacts. Probably the most extreme example of this is the Ruby strategy. Rubies provide the most energy, so being able to enchant them is obviously a good idea. The only way to be able to do this is to achieve mastery of the 'Fire' field of knowledge. So first you have to go up the levels of this field, which takes turns and costs energy. Once you have the ability to enchant Rubies, you then need to spend energy to do so – and Rubies are expensive. So you need to be generating energy before you get any Rubies. Hence, your tactics need to be a balance between generating more energy in the short term and advancing your ultimate strategy. In practice, going for Rubies will produce a lot of energy towards the end of the game. But anyone following this strategy will have suffered in the early turns and will be significantly behind the other players. Whether they catch up depends on how quickly the game finishes.

The last element of the game is the set of characters: each player takes one at the start. This gives them an initial level in a specific field of knowledge and a certain amount of magical energy. Physically, it's a board with spaces for the player's various markers and gems and a table that summarises the benefits of the different fields of knowledge. In game terms, it gives each player a head start in a particular strategy. Draw the Druid as your character and you start with knowledge of Fire, making it cheaper and quicker to go for the Ruby strategy.



Phew! Let me step back from the mechanics of the game and talk about how it plays. The main point is that you are always trying to expand. This means buying better gems, buying artefacts and improving knowledge. At the start of the game you don't have enough energy to do all of these, so there are decisions to be made. The balance is between immediate returns and development for the future. Later on, you have much more energy, but it's still a question of seeing what you can afford. With discounts and surcharges from knowledge, artefacts and players' positions in the turn order, this can mean doing a few sums.

Other players may force the pace. Say you're building up your energy production to buy a particular artefact. Then someone else puts it up for auction. Either you're going to miss out (though there are at least two of each artefact) or you'll have to forego more energy production to get the artefact. When the end game arrives and players are buying sentinels, the same applies. The first player to put one up for auction can spark a stampede as everyone sees the end of the game in sight. An interesting tactical point that I keep forgetting is that players can disenchant their gems to produce energy. This can be a useful way of augmenting the energy on hand, but does mean they are trading victory points for energy.

I have to say that I have not mastered this game yet. I can usually stay in contention through the game, but then lose out on the final sprint. However, I find it a very enjoyable game. Most of the time, players work on their own, following their own strategy. The auctions provide the main way of interfering with others' plans. As always, though, the path to success seems to be doing something different from the other players.

The production of the game is good with nice, solid components. This is marred by a few typos, but a second printing is planned, which should iron those out. The game is only available in German, but the addition of a crib sheet for each player makes it eminently playable by non-German speakers. Highly recommended.

Games Events

Gen Con UK happens in November this year: 3rd-6th November at Butlin's, Bognor Regis. As you'd expect, there are lots of things going on: CCG tournaments, role-playing, board games competitions (including *Settlers*, *Carcassonne* and *Ticket to Ride*) and a lot more. Entrance is £75 for all four days and includes entry to any sixteen events you fancy. Accommodation is in the Butlin's chalets, of course, and can be self-catering or half-board. Full details on the website: www.genconuk.com.

MidCon is the following weekend: 11-13th November at the Birmingham City Thistle Hotel (formerly the Royal Angus) in the centre of Birmingham. As always, the event hosts the UK *Diplomacy* Championships, but plenty of other

things will be going on. Apart from anything else, it's a great opportunity to play the new games that appeared at Spiel. Booking is £15 until 31st October (£18 afterwards) and accommodation is available in the hotel, of course. Details and a booking form are on the website: www.midcon.org.uk.

I've also had advance notice of **MASTERCON XIII**. This will be at the Lee Valley Youth Hostel, Windmill Lane, Cheshunt, Herts from 3rd - 5th March 2006. This event is hosting EuroDipCon XIV, next year's European *Diplomacy* Championships. Find out more from the organiser, Shaun Derrick, by e-mailing him on sderrick@tiscali.co.uk.

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. 19th-22nd October 2006, 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 59 was written and edited by Pevans. The LPBS masthead (page 19) is by Lee Brimmicombe-Wood, as is the picture on page 23. The cover photo is courtesy of Lookout Games. Pevans took the other photo and played with his scanner and Photoshop.

Mission of Gravity

Star Trader game 3 – Turn 3

“What ship is that?”

“I’ve not seen anything like that before.”

“Some sort of gigantic hive. No, look, it’s a swarm of small ships.”

“But they seem to be working together.”

“There will be a big bonus for this.”

“Forget the bonus; we will be able to name our price.”

“We’ll be rich.”

“Lecture tours, Tri-Vids...”

And the crew of the Federation Light Cruiser Outreach fell to counting their future earnings as they made contact with the newest alien race found in the western spiral arm. However the results on the markets were less attractive, as prices for all goods dropped everywhere, leaving many Corporations unable to sell, and putting finances into crisis.

VOGON INDUSTRIES had made plans to sell the Despair if finances demanded it, but the ship chose this Quarter to fail its Hyperjump. It limped into the Spaceport well after markets had closed, with the principal of the loan increased, and several irate passengers requiring compensation. Add to the hammering to the Corporation’s Reputation after it sabotaged the SWISS MERCENARY Warehouses at Mu Herculis, blowing 5 units of Monopoles into interstellar space, and it is little surprise that all shore leave has cancelled. We confidently expect some poetry for next Quarter, though Wolf 359 has already banned its use on Public Transport.

ZWILLINGE increased their Reputation by 3 and found they couldn’t repay their loan. Expansion of their fleet had to wait, though they did manage to increase Political Connections and buy 2 cheap Petroleum Factories at Delta Toucanis,

SEMPER DURUS increased their Reputation by 2 and bought more Light Weapon pods at Tau Ceti before running out of funds.

TRANSURANIC TRADE CORPORATION increased their Reputation by 4 as they invested in Tau Ceti, buying a Warehouse and an Isotope Factory.

SWISS MERCENARY FLEET bought a Liquor factory at Alpha Centauri. Not only were they not allowed to buy more Monopole Factories at Mu Herculis due to their insufficient standing, they then lost last Quarter’s production when a sabotage attack hit their warehouses.

TRANS SOLAR TRADING INC. loaded their passengers into their liners and continued their business. Increasing Business Reputation on the reliability of their service was a good selling point, and a Reputation increase came as well.

ISNOT-ISTOO bought a Warehouse at Epsilon Eridani, but lacked funds to do anything more. They also found no passengers left for their liner.

HONEST DARTH’s USED SPACESHIPS launched the Boris this Quarter, with a mix of Passenger Pods and Light Weapon pods. The Corporation used the occasion to run a publicity campaign, improving Reputation by 3.

CAESAR WHOLESALE sent Vespasian on Planet at Mu Herculis, and took OP11.

And VOGON INDUSTRIES? They did buy a cargo Pod for Pestilence, but otherwise it was not a good Quarter for them.

Alloys sold well at Gamma Leporis, CAESAR WHOLESALE buying 6 units for 6 HTs each – upgrading their Dealership to a Contractorship – and VOGON buying 10 units for a better price of 4 and a Dealership.

ZWILLINGE tried to sell Isotopes at a price of 9 at Epsilon Eridani, losing out as the price fell, but ISNOT-ISTOO bought 10 Spice for 16 HTs apiece and gained a Dealership.

ZWILLINGE fared no better at Delta Toucanis: its bid of 9 to sell was ignored. No one wanted VOGON INDUSTRIES’ Alloys at a price of 9 either, but VOGON did buy a single Petroleum for 8 HTs.

Tau Ceti was where TRANSURANIC TRADE CORPORATION sold 5 Alloys for 7 HTs each. SEMPER DURUS then bought 10 Isotopes at 7 HTs, VOGON bought 1 for 6 HTs, THE SOLAR WINDS TRADING COMPANY bought 4 at the price of 5 HTs and TRANSURANIC picked up 5 for 4 HTs, much to their surprise!

Bids to sell Alloys at 9 HTs and Isotopes at 13 HTs at Mu Herculis proved futile for VOGON INDUSTRIES, but SOLAR SPICE LIQUORS & MONOPOLES sold 5 Monopoles on Contract.

Sigma Draconis saw VOGON INDUSTRIES buying 10 Isotopes for 7 HTs each to gain a Dealership, but they were unable to buy Alloys at 15 as their money had run out and the price had dropped

Alpha Centauri was quiet, and at Beta Hydri VOGON INDUSTRIES couldn’t find buyers for their Isotopes at 10 HTs, nor sellers for Petroleum at 11 HTs, and they didn’t have the funds to buy Alloys for 5 HTs.

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 Boocock
B Solar Winds Trading Co	1	0	8	0	3	9	23	Steve Bunce
C Caesar Wholesale	2	7	2	0	11	191	30	Simon Burling
D Trans Solar Trading, Inc	3	0	7	0	7	192	28	Jerry Elsmore
E SSL&M	2	3	5	0	8	22	28	Paul Evans
F Semper Durus	1	7	1	0	2	20	25	Alex Everard
G HDQUS	5	2	1	0	10	33	28	Howard Goble
H Trade Wind	1	0	8	N	12	41	27	Michael Grazebrook
J ISNOTISTOO	6	0	3	0	9	34	24	William Hay
K Swiss Mercenary Fleet	2	0	9	0	5	142	30	Martin Jennings
L Zwillinge	2	0	7	7	1	20	31	Michael Martinkat
M Transuranic Trade Corp	4	0	3	2	4	320	26	Bob Parkins
N Vogon Industries	4	7	0	0	6	4	23	Nathan Richards
P Iskander Fire and Accident	1	7	1	N	OUT	37	23	Ian Whitchurch

'N' under Initiative Bid indicates No Move Received

GM Notes

CORPORATION P has had to reluctantly drop out owing to pressures of work. Thanks for playing Ian, and hope you may play again some time in the future.

EV2 took place this turn, and Corporation C took Opportunity 11.

Turn 2 you lay down the new ship in the Investment Phase. Turn 3, you launch the new ship in the Investment Phase. Turn 4, you can finally Hyperjump the new ship in the Hyperjump Phase. You CAN take on Passengers in the Opportunity Phase of turn 3 for

Hyperjumping on turn 4.

You can only have as many factories as you have Business and Political Connections combined, unless you have starting factories which do not count against this limit

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

Turn 4 C2

Turn 5 C2, B3

Turn 6 P8, B1, P7

Turn 7 B6

Press

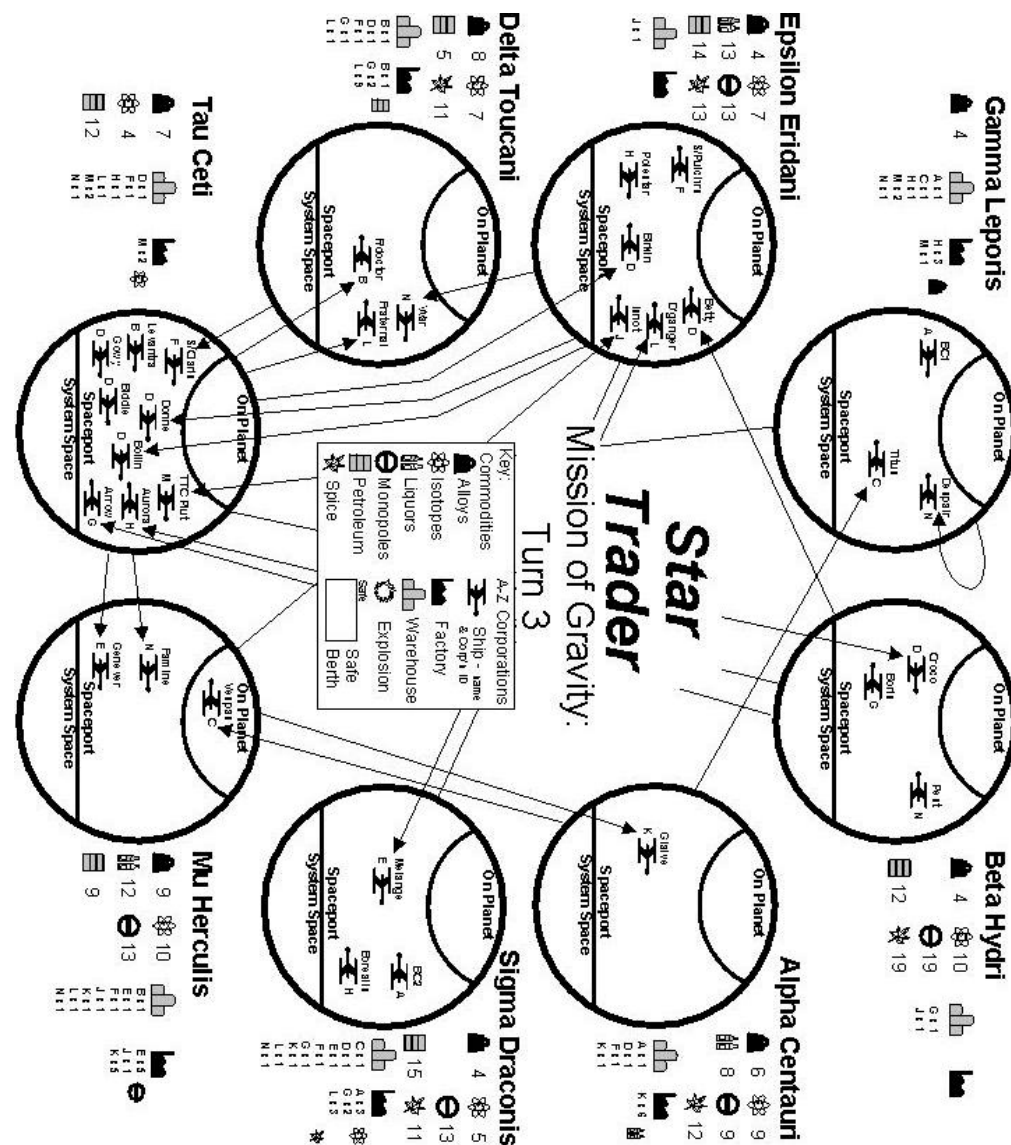
IFA Chairman Indicted, Company stops trading

Officers of the Federation today arrested Mr Aldo Guzaretti, chairman of IFA on various fraud, conspiracy

and criminal misfeasance charges.

The company has been ordered to cease trading, and administrators are expected to be appointed.

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



Oh, Mr Porter!

Railway Rivals game 3 – Round 8

Two races found no takers and the points from the others were spread between the four companies running trains. SLOTH WORST TRAINS built into North East London, at great expense, and a shortening line to Rochester. DECLINE connected west into Lewes. TTYF! finally built a London extension from the North Downs

DECLINE and SPAMTRAK didn't run any trains, but there's still not a lot between the six Railway Companies nevertheless.

Races

Race	TTYF!	SWT	DECLINE	TOOT	LOL	SPAMTRAK
8 14-54	20-2					+2
9 12-23		20		5 JR	5 JR	
10 21-31		10-4		20+4		
11 52-63						
12 34-55		+11-3		20-7+6	10-7	
13 43-65						
14 46-52	10-4-1				20+4	+1
TOTAL	23	34	0	48	32	3

Builds and Points

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

Start Points 47

Builds: G47 – J45 – K46 – London (South)

Points: 47 -5 builds +23 races = 65

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

Start Points 56

Builds: (L48) – L47 – M47 – London NE: (I57) – Rochester (11 to DECLINE)

Points: 56 -11 -8 builds +34 races = 71

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

Start Points: 63

Builds: (F10) - Lewes

Points: 63-4 + 11 builds + 0 races = 70

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

Start Points: 73

Builds: No Builds

Points 73 + 48 races = 121

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

Start Points: 74

Builds: None

Points 74 + 32 races = 107

F – Timothy Hunt, SPAMTRAK, Red

Start Points: 100

Builds: NONE

Points: 100 + 3 races = 103

GM Notes

Races for next round:

11) 52 (Three Bridges) – 63 (London NE)

13) 43 (Brighton) – 65 (London NW)

15) 15 (Hastings) – S3 (the West)

16) 26 (Deal) – 62 (London South)

17) 36 (Sheerness) – 44 (Brighton)

18) 51 (Dorking) – S6 (Cross Channel)

19) 32 (Sevenoaks) – 64 (London NE)

20) 24 (Ramsgate) – 55 (Tunbridge Wells)

21) 13 (Dover) – 41 (Shoreham)

You may enter up to four races **and** both of 11 and 13 in addition (for a possible maximum of 6 races).

Next turn's builds – up to 6 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 by 4th November 2005.

Games from Pevans

www.pevans.co.uk/Games

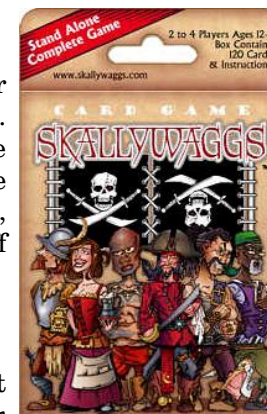
Latest arrival is **Skallywaggs**

Build yourself a crew of rascally rogues before your opponents can complete their own collection of misfits. But beware! For this is **Skallywaggs** and every pirate worth his parrot knows the tide is quick to turn. There are Scurvy, Hurricanes and Cursed Sailors afoot. So, batten down your hatches or you're sure to be hauled off in irons or, worse, consigned to Davy Jones's locker.

For 2-4 players, aged 12+, 1 hour to play: £11.50

Full catalogue (and shop) online at 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 5

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	5	OUT
Guy Arnold	S	1	Red	S	1	Red	0	5	1	0	1	56
Mark Barrowcliffe				B	1	Black	1	1	1	1	5	OUT
Chris Baylis				B	1	Black	1	1	1	1	5	OUT
Michael Blasebalk				B	1	Black	1	1	1	1	5	OUT
John Boocock	B	1	Green	B	1	Black	3	1	1	1	3	10
Chris Boote	S	1	Green	S	1	Green	2	0	1	1	1	76
Ben Brown	S	1	Green	S	1	Green	0	0	0	0	0	220
Steve J Bunce				B	1	Black	1	1	1	1	5	OUT
Andy Burke				B	1	Black	1	1	1	1	5	OUT
Simon Burling	B	1	Red	B	1	Red	3	0	1	1	1	12
Charles Burrows	S	1	Red	S	1	Red	0	1	3	1	1	53
Pete Card				B	1	Black	1	1	1	1	5	OUT
Robert Carter	S	1	Blue	S	1	Blue	6	3	0	0	0	43
Ashley Casey				B	1	Black	1	1	1	1	5	OUT
Richard Clyne				B	1	Black	1	1	1	1	4	OUT
Terry Crook				B	1	Black	1	1	1	1	5	OUT
Peter Denison				B	1	Black	1	1	1	1	5	OUT
Mike Dommett	S	2	Blue	S	2	Blue	1	3	1	0	1	85
Neil Duncan				B	1	Black	1	1	1	1	5	OUT
Jerry Elsmore	B	1	Yellow	B	1	Yellow	0	0	0	1	0	177
Alex Everard				B	1	Black	1	1	1	1	5	OUT
Colin Forbes				B	1	Black	1	1	1	1	5	OUT
Howard Goble				B	1	Black	1	1	1	1	5	OUT
Michael Grazebrook				B	1	Black	1	1	1	1	5	OUT
James Guiton				B	1	Black	1	1	1	1	5	OUT
John Harrington				B	1	Black	1	1	1	1	5	OUT
William Hay	B	1	Green	B	1	Green	1	6	1	0	2	23
Pete Holland	S	1	Green	S	1	Green	0	0	4	0	1	73
Timothy Hunt				B	1	Black	2	1	1	1	3	82
Francesca Huskinson	B	1	Blue	B	1	Blue	0	1	2	1	3	76
Richard Huzzey				B	1	Black	1	1	1	1	5	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	5	OUT
Mark Jones				B	1	Black	1	1	1	1	5	OUT
Andrew Kendall	S	2	Red	S	2	Red	1	2	0	1	0	74
Benedikt Loewe				B	1	Black	1	1	1	1	5	OUT
David Lopez				B	1	Black	1	1	1	1	5	OUT
Nik Luker	S	3	Blue	S	3	Blue	0	1	1	0	1	180
Russell March				B	1	Black	1	1	1	1	5	OUT
Michael Martinkat				B	1	Black	1	0	4	0	2	77
Bill Michell	S	2	Blue	S	2	Blue	0	4	0	0	0	142
Nigel Monaghan				B	1	Black	1	1	1	1	5	OUT
Mark Moores				B	1	Black	1	1	1	0	4	OUT
Kevin Morgan				B	1	Black	1	1	1	1	5	OUT
Graeme Morris	S	1	Yellow				1	6	1	0	1	0
Mark Mortimer				B	1	Black	1	1	1	1	5	OUT
Richard Newby				B	1	Black	1	1	1	1	3	70
Brian Niemi				B	1	Black	1	1	1	1	5	OUT
Tym Norris				B	1	Black	1	1	1	1	5	OUT
David Olliver	S	1	Green	S	1	Green	1	1	2	1	1	39
Neil Packer				B	1	Black	0	1	0	1	2	189
Colin Parfitt	S	3	Blue	S	3	Blue	1	0	0	0	1	183
Bob Parkins				B	1	Black	1	1	1	1	5	OUT
Nathan Richards				B	1	Black	1	1	1	1	5	OUT
Hajo Schlosser				B	1	Black	0	1	1	1	4	OUT
Bill Schmitt				B	1	Black	1	1	1	1	5	OUT
Matthew Shepherd				B	1	Black	1	1	1	1	5	OUT
Filipe Silva				B	1	Black	1	1	1	1	5	OUT
Jerry Spencer				B	1	Black	1	1	1	1	5	OUT
Dan Steel				B	1	Black	1	1	1	1	5	OUT
Gerry Sutcliffe				B	1	Black	1	1	1	1	5	OUT
Alan Tabor	B	1	Red	B	1	Red	2	1	3	0	1	15
Catherine Thomson				B	1	Black	1	1	1	1	5	OUT
Barry Townsend	S	1	Red	S	1	Red	0	1	4	0	2	44
Gerald Udowiczenco	B	2	Blue	B	2	Blue	0	0	3	0	1	110
Pam Udowiczenco	B	2	Blue	B	2	Blue	0	0	3	0	1	110
Matthew Wale	B	1	Green	B	1	Green	0	1	1	0	0	162
Edward Walkington				B	1	Black	1	1	1	1	5	OUT
Francesca Weal				B	1	Black	1	1	1	1	5	OUT
Ian Whitchurch				B	1	Black	1	1	1	1	5	OUT
Graeme Wilson				B	1	Black	2	1	1	1	1	58
Paul Wilson				B	1	Black	1	1	2	1	2	74

Share prices			
Red	Green	Blue	Yellow
31	24	28	35

Both buying and selling in each colour this time as some people cash in their shares and other make further investments. Ben Brown takes the lead as he completes liquidating his portfolio. Neil Packer isn't too far behind and still has some shares...

John Boocock bid to buy a share he couldn't afford and ends up with a Black share. Graeme Morris bid to sell a share he didn't have, doesn't have the money to buy a Black and gets away with it.

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

**Bids for Turn 6 to Pevans at 180 Aylsham Drive, UXBRIDGE
UB10 8UF or TWJO@pevans.co.uk by Friday, 11th November 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 185

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 May 1659 to
Pevans at 180 Aylsham Drive,
UXBRIDGE UB10 8UF or
lpbsorders@pevans.co.uk
by Friday, 11th November 2005**



April 1659

"April brings the sweet Spring showers – on and on for hours and hours!" Yes, it's wet in Paris this April. The Minister of War, Stan Dandy Liver, watches the raindrops collecting on the blade of his cutlass as he waits for Lokwot Isaw to turn up for their duel. He points out to his second, Sean Sondamour, that he's collecting far more than Isaw will be able to do on his rapier blade. As befits a man of his status, Minister of State Isaw arrives under cover – several lackeys hold umbrellas over him. In his immaculate Royal Foot Guard uniform, Isaw squares up to Liver. Physically, Liver has a small advantage over Isaw, but is disadvantaged by Isaw's superior expertise. The odds are pretty even, then, as Liver launches into his first slash. Predicting the blow accurately, Isaw jumps aside as the cutlass slices through half a dozen raindrops. Isaw strikes with a slash of his own and then launches straight into a (furious) lunge. To his surprise, Liver has regained his balance and parries, stopping Isaw's attack. Liver then ripostes, but the blunt end of the cutlass doesn't hurt his opponent (though it does make a bit of a mark on his uniform). Liver dodges Isaw's cut – the end of the furious lunge. Now it's Liver's turn to hit as he slashes again. Isaw responds with a lunge. Both men recover their ground and strike together: a lunge from Isaw; a slash from Liver. The two have taken as much damage as they can take and surrender simultaneously. With honours even, they withdraw to their respective Ministries.

A cavalry squabble sees Antoine Valois and Dan de Lyon meet each other with their sabres. Valois is no wimp, but he is rather overshadowed by the beefy de Lyon. Previous injuries make the physical difference even more marked. The two men cross swords. They draw back. Valois blocks; de Lyon prepares. De Lyon strikes with a slash and draws first blood as Valois waits. This is enough for Valois and he concedes the fight.

Charlemagne le Gosse's duels are postponed, so Fernand Louis Adelmo de Gaulle meets Felix de Carabas first. This is something of a grudge match as de Carabas has deserted the King's Musketeers, de Gaulle's regiment, to join their enemy, the Cardinal's Guard. The freshly bandaged Stan Dandy Liver seconds de Carabas. A fellow Musketeer, Omi Palone, is with de Gaulle, who has a definite physical advantage. De Carabas opens the fight by noting that the Musketeers "have taken to advertising themselves in the press. Along with cobblers, tailors and milliners. Perhaps the regiment will soon be taking in laundry? In which case, Sir Fernand is most welcome to have a go at my hose. Though I shall not be entrusting my lace to him."

Having attempted to take the moral high ground, de Carabas promptly loses it by closing on his opponent and planting his boot in de Gaulle's midriff. At the same time de Gaulle lunges, so his rapier runs the length of de Carabas's thigh. This leaves one man gasping for breath and the other hopping around with blood pouring down his leg. De Gaulle recovers first and lunges again. He catches de Carabas with another solid blow. De Carabas parries, blocks and then drops his guard. De Gaulle lunges and hits him again. Bloodied, de Carabas surrenders and is helped off for medical attention. He is unable to fight the other Musketeers: Omi Palone and Zachary The Money Goes.

Because of this, The Money Goes meets Lucien d'Escaillehuitaillements – another member of the Cardinal's Guard – for his first duel. The two men are well matched, physically, but d'Escaillehuitaillements is far less expert with his rapier. The Money Goes lunges and d'Escaillehuitaillements surrenders. He is then too injured to fight de Gaulle or Walter Butts – the most junior of the King's Musketeers.

Gregoire Nouille doesn't show up for his duels with Joseph de Veevre, Jacques Shitacks and Bud d'Wiser. This leaves de Veevre with just one opponent: Walter Butts. This is another rapier fight. De Veevre has two seconds: Omi Palone and Revaulvin d'Or. Butts has none. De Veevre is a solidly built Fusilier. Butts is a slight Musketeer. De Veevre is fairly skilled with his rapier. Butts just about knows which end to hold. De Veevre lunges and prepares to cut. Butts surrenders.

Bud d'Wiser expects to duel Horatio d'Escargot, but the latter doesn't appear. So d'Wiser moves on to cross sabres with Thomas Tudo. Tudo is as big a man as de Veevre. D'Wiser as slight as Butts. However it is Tudo who is substantially more skilled with his weapon. Neither man has a second. They take guard together, they slash together and they cut together. From his recumbent position, d'Wiser offers his surrender. Tudo accepts and both seek some medical help.

The Commissioner's lot is not a happy one

Daniel d'Ertée and Revaulvin d'Or join forces to remove the current Brigadier of 2nd Foot Brigade. The Inspector-General of Infantry, Gar de Lieu, turns down d'Ertée's subsequent application for the now vacant post. Some may feel that a more creative solution might not have seen de Lieu heading for the frontiers to escape the attentions of the Shylocks' boys. Fernand Louis Adelmo de Gaulle and Jacques du Lac have the money to pay off their loans, but don't bother to do so until the bailiffs come knocking. This costs them extra, of course. Gaston de St Marque re-finances his affairs, giving

himself the cash to put up for his horse race. Shame he didn't manage to pay the builders the final balance...

Rene Ouai gets rid of the current Adjutant-General and then announces his own application for the job. Two people have applied to be the Commissioner of Public Safety: Gaston de St Marque and Omi Palone. The Minister of State, Lokwot Isaw, turns them both down and appoints Bud d'Wiser instead. D'Wiser assumes office quickly and is soon writing out arrest warrants. Isaw adds Alfonse Qué Holique to the Ministers he inherited from the previous administration, making him a Minister without Portfolio. The new Ministers are honoured with titles from the King. Holique becomes a Marquis and d'Wiser is Knighted. The only other appointment is Magnon de Sources, who becomes Aide to (brevet) General Sean Sondamour. However, there may well be more vacancies in Government next month as the new CPS's first arrests are of the Chancellor of the Exchequer and Minister of Justice.

In the King's Musketeers, Walter Butts buys himself a Captaincy. His rival in the Cardinal's Guard, Felix de Carabas, acquires the rank of Major. In the Queen's Own Carabiniers Dan de Lyon becomes a Captain and is joined in the regiment by an unnamed person. 'Sans Nom' jumps ahead of de Lyon by buying the vacant Major's position. Pauvre Guillaumme joins the ranks of the military by signing up for the 27th Musketeers as a Private.

French troops on the frontiers are augmented by further volunteers. Jacques Shitacks give the Royal Marines their marching orders, dragging Major Phresh Face from the parties in Paris. Major Jacques Wabbit mobilises his squadron of the Dragoon Guards and Omi Palone volunteers his battalion of the King's Musketeers. Colin Maillard would like to take some other Archduke Leopold Cuirassiers into action with him. As a Captain, he has no command, so he goes on his own and is assigned to a Frontier regiment. Jacques du Lac specifically volunteers for a Frontier regiment.

Nice horses, shame about the bar

The social event of the month is quite definitely Gaston de St Marque's horse race, billed as the King Pevans Stakes. Coachloads of excited Parisian socialites make their way to an unaccustomed quarter of the city for the inaugural race at the Prix d'Or, de St Marque's brand new racetrack. Arriving at the substantial main grandstand, they are surprised to find their way barred. Work on the interior is not yet complete and de St Marque has had to make other arrangements. Race-goers are ushered around the building to a space alongside the track where tents have been set up. The wet weather means the ground is fairly muddy and everybody is damp. Hospitality is provided by staff from the Fleur de Lys and everybody cheers up once they've got a drink or two inside them. However, these circumstances mean there's no chance that His Majesty will turn up and the Crown Prince prefers to stay at the Fleur itself. Gaston suffers some loss of face over the whole affair.

However, the race attracts a decent number of entrants. The only two men who look anything like jockeys are the slightly built Bud d'Wiser and Felix de Carabas. D'Wiser clearly has the better horse and is clear favourite for the race. De Carabas is not

mentioning his duelling wounds, but keeps adjusting his bandages. Euria Humble has a fine horse, but is handicapped by his weight (high) and skill (low). Joint second favourites are Zachary the Money Goes and race sponsor Gaston, both of whom have a good eye for a horse. Revaulvin d'Or is the last of the favoured runners, just ahead of Euria and Felix – he may have skill and little weight, but his horse is no racer. The light relief is provided by Marc de Zorro. Here we have a large man perched precariously on what can only be described as a nag. He has no expectation of winning the race, but is game to give it a go anyway. Antoine Valois and Lucien d'Escaillieuhuit-ailllements' horses look just as poor, but neither man has the bulk of Marc and Lucien even has some skill. Just ahead of them is Magnon de Sources, whose better horse has to carry rather more weight.

The spectators wave off the riders as they trot off to the start line. Royal Foot Guards Averell de Alton and Beau Romir are with their ladies, Mary Huana and Frances Forrin. They do not have great expectations of their RFG colleague, Marc de Zorro, but cheer him on anyway. Joseph de Veevre and Bess Ottede have no partisan sentiments, but Joseph tries to place a bet on the race anyway. The Fleur staff are somewhat bemused by this and, after some discussion, turn down the bet as it doesn't reach the house minimum. This leaves Rene Ouai and Kathy Pacific, who enjoy the spectacle without getting too involved.

The going is officially described as "soft" and informally as "bloody muddy". As the race starts, the spectators can identify their preferred riders from the colours of their uniforms. By the first corner, the riders are largely a uniform brown. Except for Bud d'Wiser, who's taken an early lead, as expected. Gaston de St Marque and Zachary the Money Goes are a couple of lengths behind the leader. The next rider can just be identified as Revaulvin d'Or. Behind him, two muddy figures (Euria Humble and Felix de Carabas) jostle each other. The brown lumps behind them are Lucien d'Escaillieuhuit-ailllements and Magnon de Sources. Next is apparently Antoine Valois with Marc de Zorro bringing up the rear.

At the halfway mark, Bud is still in the lead, but a grinning Gaston is closing on him. Revaulvin holds his position behind Gaston, but has passed Zack, who just can't get any pace out of his horse. The duo of Euria and Felix has caught him and look in better form. Felix even finds breath to shout some insults at his erstwhile comrade. Lucien is chasing this trio and making ground. At the back, Marc has somehow caught Antoine and the pair of them are almost level with a floundering Magnon. As the horses enter the final straight, Gaston draws level with Bud. The pair of them spur their horses on, thundering towards the finishing line, but it is Gaston who pulls ahead to win. Revaulvin chases the pair, but finishes a length down in third. Lucien catches Euria and Felix on the straight and the three of them finish neck and neck. Zack continues to drop back, but isn't caught by anyone else and finishes seventh. There's a short gap to the also-rans, but Marc leads the trio home. Antoine and Magnon tie for last place.

The spectators cheer wildly as the horses cross the finishing line, but no-one is quite sure who's won. As the riders walk their horses back, the rain begins to wash off the mud and their colours become clearer. There is much amusement that Gaston has won

his own race, restoring the status he lost due to the unfinished amenities. A damp and muddy Gaston awards himself the top prize of 500 Crowns from his own purse, with a broad grin across his face and Bette Noire hanging on his arm. Bud gets 250 Crowns for second place. And Revaulvin picks up 100 crowns and Polly Hydronne. Antoine is comforted by Leia Orgasma. He and Euria exchange challenges with their regimental enemy, Dan de Lyon, who draws attention to the state of their uniforms compared to his pristine outfit. As Zack rejoins Anna Rexique, he is challenged by the two Cardinal's Guards, Lucien and Felix. Magnon is sponged down by Betty Kant.

Seen in Paris

Apart from that excitement, nothing much happens this month. Apart from CPS d'Wiser arresting the commanders of the First, Second and Cavalry Divisions. The clubs get plenty of business as everybody discusses the arrests – and a reported sighting of exiled rebel Brigadier, Jean de Florette. Apparently someone looking rather like him was seen around Paris visiting Divisional HQs. In the Fleur de Lys proper we find Orson de Combat and Lucy Fur all month. Stan Dandy Liver is there with Lotte Bottle for most of the month. The exception is a week he spends practising with his cutlass. He also has a couple

of guests in the first week: Antoine Valois and Dan de Lyon. Felix de Carabas turns up, too, but Stan isn't expecting him until the end of the month and Felix is left to cool his heels in the foyer. As his two guests are regimental enemies, Stan has great fun egging them on to insult each other. What he doesn't reckon with is Orson joining in. He's Antoine's

commanding officer and enjoys the opportunity to challenge Dan. Several of those in the club pause to ask Stan what he has against Lt-Colonels (see Announcements). Sean Sondamour follows Stan's example in his itinerary. He's in the Fleur with Sheila Kiwi for three weeks and practises sabre for one. Gaston de St Marque and Bette are also there – except for the race – and the same is true of Zachary The Money Goes and Anna. Zack is noticeably edgy at the start of April. He keeps getting Anna to check that nothing's been stuck to his back. And every time someone orders fish, he demands to know who they're calling "a poisson!" Felix finally gets into the club at the end of the month when he Toadies to the Crown Prince (whose Aide he is). This allows Zack and him to swap insults and challenges. Felix then lays a wager, which he wins. He has been unlucky in love, however.

Bothwell's is home to Beau Romir and Frances, Marc de Zorro and Edna and Revaulvin d'Or and Polly. Apart from their participation in the horse race, they're there all month. At the start of the month Marc throws some money on the table, but loses his bet. A



couple of other people are amongst the audience for this. Joseph de Veevre starts his April here with Bess. And Lokwot Isaw brings Sue Briquet along. They are the only people in Bothwell's in week 2. Then it's time for Lokwot to put in a couple of weeks' practice with his rapier.

Averell de Alton and Mary start at Hunter's and then head for the races. Then it's two weeks with rapier for Averell. Their place in Hunter's is taken by Fernand Louis Adelmo de Gaulle and Charlotte de Gaulle. Yes, Fernand has spent the first week wooing his distant cousin and childhood friend. (Apparently he's from the Dordogne branch of the clan, while Charlotte hails from Nîmes.) They stop at Hunter's for the rest of the month. Antoine Valois (in a clean uniform) and Leia arrive in the third week for a couple of weeks' carousing. Then Ced Deucer brings his new conquest, Jacky Tinne, to the club at the end of the month. It's taken him three weeks to persuade her affections away from Beppe de Marko. He and Fernand are proud of their new companions and proud of their regiments. Shame they're enemies, really. Challenges are exchanged, crockery is hurled and the ladies are not amused.

In Blue Gables we find Horatio d'Escargot and Henrietta right up until the end of the month. Then Horatio feels the need to wave his two-handed sword. Magnon de Sources and Betty spend their time – apart from the race – at the Frog & Peach. Which leaves just Red Phillips without any business. The Bawdyhouses are visited by several people. Thomas Tudo drops in before heading for the gym with his sabre and staying there for three weeks. Lucien d'Escaille huitaillements pays a call before going racing and then retires for two weeks with his rapier. Walter Butts breaks into his three weeks' rapier practice to pay for some female company. Having completed his regimental duties, Pauvre Guillaume also visits the Bawdyhouses only to then win the hand of a certain young lady. Bud d'Wiser rather publicly fails to court Fifi when he meets Alfonse Qué Holique on her doorstep. After the race Bud hits the red light district and then practises his sabre technique. Alfonse perseveres and then repairs to the gym for a couple of weeks with his rapier.

'Sans Nom' does a little bit of everything this month. He pays court to a young lady, works out with his sabre and completes his regimental duties. The bad news is that, in deserting his mistress immediately after wooing her, he allows someone else to step in. Enter Dan de Lyon, fresh from his parties, only to abandon her again for a week's sabre practice. However, there's no good news for Euria Humble. He spends three weeks wooing the same woman and gets nowhere. The others to be found in the gyms are Joseph de Veevre, who spends two weeks with his rapier, and Rene Ouai, who fits in a week with rapier between visits to his mistress.

Bombardments and cavalry charges

On France's borders, the Crown Prince Cuirassiers continue their bad season. Taking his men on a "wet weather exercise", Commander Leo Nonmie mis-reads his map and the cavalry stray into boggy terrain. A shamefaced Nonmie rapidly heads for home, leaving his men straggling back behind him. Brigadier-General Nonmie is rapped over the knuckles for this lily-livered behaviour. Sitting out the wet weather in their tents,

the Fourth Arquebusiers watch the Cuirassiers with amusement. Colonel Pierre de Mont-Réal wins the best part of 500 crowns from his senior officers as they gamble their time away.

The Royal Marines have marched off to southern France to bolster Princess Louisa's Light Dragoons and the 53rd Fusiliers. The two battered regiments are bivouacked together only to be attacked by the same Spanish force they encountered last month. The commanders' tents are targeted by the Spanish artillery. The bombardment catches both Colonel D'en Percent (PLLD) and Bdr-General Denis d'Ertée (53F) in their tents. RIP. The rather fresher Royal Marines hold the line and stop the attack becoming a rout. Bdr-General Jacques Shitacks picks up a couple of hundred crowns. Major Phresh Face collects rather more booty and is brevetted to Lieutenant-Colonel.

Frontier regiment 1 stands firm, despite further attacks from a Spanish force. Private Krasne Homme sees his tent flattened by a cannonball. He survives as it was his turn to get the water and he earns a few crowns recounting the story to his comrades. QOC Captain Denis Bone is just bruised when a musketball dents his breastplate. But RFG Lt-Colonel Harry Covert's luck runs out. He is rallying a squad of Frontier troops when the Spanish muskets let fly another volley. A ball takes him in the back and he's dead before he hits the ground. RIP.

There is sustained pressure on Frontier regiment 2, which eventually crumbles under the assault. Subaltern Ferro Roche is in the front row and is one of the first to fall. RIP. ALC Captain Colin Maillard is assigned to the regiment, but isn't used to serving with the infantry. He, too, falls under the attack. RIP. Lt-General Gar de Lieu uses his rank and personality to rally Frontier soldiers around his position. He is Mentioned in Despatches. Major Jacque Wabbit's squadron of the Dragoon Guards is assigned to the regiment and counter-attacks. The Spanish troops are not expecting a cavalry charge and recoil. There are two Mentions in Despatches for Major Wabbit, who is then Knighted by His Majesty.

The other Frontier regiments have a more peaceful month. Assigned to the third regiment, PM Colonel Jacque du Lac acts as mentor to the regiment's commander and finds himself brevetted to Brigadier-General. Major Omi Palone's King's Musketeers are attached and assist with marksmanship training for the Frontier troops. Major Palone wins a couple of hundred crowns in the ensuing competition. ❖

Press

Announcements

To the Gentlemen of Paris:

The orphans of Paris are counting on you to survive! Please leave your donations with me, the secretary of the Abbot of St Genevieve, at Rue de Bourdel 21.

Sincerely,

† PG

To all members of the RFG

My wine cellar is empty again, so we will be off to the Front in July to restock. If anyone has a problem with this just drop me a line. † Col AQH

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

Matters of Honour

To Viscount Harry Covert & Count Lokwot Isaw

Gentlemen, might I impose upon you to act as my seconds should the matter arise?

Your CO, † Col AQH

General Gaston de St Marque
Should you need a second in taking on Major Isaw, may I offer my services?

† Omi Palone

To the Noblemen and Gentlemen of Paris, I am in need of a second or two...will anyone do me the honour of standing at my side?

† Captain Dan de Lyon, QOC

Social

Dear Sir
Can it be that Paris has lost the urge to party? For shame!

Yours, † Beau Romir

Count ZTMG,
Outstanding party, with such wonderful entertainment as well. And also affording the opportunities to practice swordsmanship for so many, due to the select guest list. I can only aspire to such things.

† JdV

Colonel's Ball

All Regimental Commanders currently in Paris are invited to dine with The Minister of War at The Fleur de Lys during the 4th wk of May to discuss the upcoming campaign. Needless to say, given the subject matter, this will be a Gentlemen's only affair. However, I shall not look favourably upon tardiness. The bill is mine. † Lt.General Liver, MoW

Government or State Business

Anybody wishing to talk to me about Government or State business can visit me at my club in weeks 2 and 3. Drinks will, of course, be provided and why not bring the ladies along? I'm sure they can add some interesting insight of how to run the Government.

† Count Lokwot Isaw, Minister of State

Party:

Well that was fun!! I think I'll hold another little gathering. So come and join me at my club for the month of May. As before everyone in Paris is welcome, even scum (that's the Cardinals Guard to you and me). Tickets will only cost 30 crowns per week you attend. But you can buy the whole month for only 100 crowns.

† ZTMG

General Sir Sean Sondamour, 1st Army
General Viscount Gaston de St. Marque, 2nd Army
My Lord, Sir,

Would you (each) please do me the kindness of joining me at my, pithily named, "Colonel's Ball". Your input to the proceedings will be most valuable and illuminating. You will, of course, understand why "The Ladies" must be protected from our deliberations. I look forward to the evening.

† Lt.General Liver, MoW

So you think that I am a card shark, well come and see me at my club and you will see!
† BdW

Personal

One wouldn't like to lend credibility to rumours about Bud d'Wiser.

Dear Sean

Many thanks for your little gift to aid my lady matters – unfortunately, some ruffian bopped my bonce (after I had "bopped the bonce" in another manner) and ran off with the goodies. Anyway, all was not lost and I had a most illuminating evening (as well as seeing stars!).

This month I shall take up the recommendation of my good colleague, Omi Palone, and visit Mrs Miggins' Ladies and Escargot of Questionable Virtues Emporium (I think that's right). Whatever it is, I'm sure to be in for an interesting evening!

All the best,

† your friend Walter Butts

Lord Percy Percy says, as fashion is tending towards the partly-open zip, it is generally agreed that the Ladies of Paris are fashionably short sighted.

OP,

No problem at all for such an honourable man. After all, you put yourself out on a fairly regular basis for the monthly rapier practice.
† JdV

Primus: Sean Sondamour wishes to avoid clashing over the same woman as Walter Butts.

Secundus: Why? Does Monsieur Butts also prefer them unwashed and smelling of the dung of animals?

Primus: One would hope not.

Dear Lucien,
Hope you enjoyed the party!

† Zack

HTC! Forgotten, but not gone. Except that he is, now.

Dear Minister of State Isaw,
May I enquire why you refused my applications last month, and left the positions either open or gave the job to a non-entity?

Yours, † The Money Goes

General Gaston de St Marque,
I, too, thought that there were socially superior people (you being one of them) that would be better suited for the job of Minister of State, but not military – there is none better than my self. I did see your application for the job as you suggested, but knew that it would be thrown out due to your previous applications – along with General The Money Goes's – and I knew there were no other applicants. So what was I to do, leave France without a Minister of State? Who knows what would have happened? No, I spoke to a few friends and they agreed that France couldn't be left without a Minister of State, but none of those friends wanted the job. So I did sneak my application in under yours, knowing full well what would happen. But don't blame me; blame those socially superior people that you talked about for not wanting the job. I never would have applied if any of them wanted it. But it appears that France wanted a person that is a military superior to lead the country and that I will do. And look at it from a different perspective; you couldn't have the job yourself, so instead you get the next best thing: someone from your office who owes you a favour or two.

† Count Lokwot Isaw, Minister of State

Dear Omi Palone,
Thanks for the tip, I shall report on the
Escargot sliming upon my return!

† Walter Butts

Rene Ouai, our noble Inspector-General
of Cavalry, is not knowledgeable about
military terms, a fact he freely admits.
Rumour says that large chinking bags of
Crowns is the method used by this
gentleman to decide appointments.
Should this be allowed?

† Le Bladder Noir

To Orson de Combat,
As you seemed to have “forgotten” your
purse last month. Please pop along any
time in May to see what you missed and
you won't be charged.

† Zack

Dan de Lyon
No one will be too worried that you joined
the QOC rather than the Royal Marines,
there being little to chose between them

Points Arising

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

BdM Beppe de Marko (Mark Moores) has
NMR'd. Total now 1

CWAE Co W. Ard Extrême (Benedikt
Löwe) has NMR'd. Total now 1

DB Denis Bone (Timothy Hunt) has
NMR'd. Total now 2 and is sent to a
Frontier regiment

DeP D'en Percent (Gerry Sutcliff) has
NMR'd. Total now 1

FR Ferro Roche (Andy Burke) has
NMR'd. Total now 3 and is sent to a
Frontier regiment

GN Gregoire Nouille (Bill Michell) has
NMR'd. Total now 1

HC Harry Covert (James Guiton) has
NMR'd. Total now 3 and is sent to a

in terms of diseases you can collect.
However, to say that you wished to join
one of France's Premier Regiments, and
then to apply for either of them, suggests
that your knowledge of Paris and
Regimental standings is both slight and
incorrect. When you decide that you truly
wish to join a Premier Regiment, you will
need to hope that the commanding
officers have short memories.

† Le Premier Cru

Poetry Corner

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

Ced Deucer – War Hero!
Your star rises even when
You hide from view.
How Paris shouts your name:
Vive Ced Deucer! Vive Ced Deucer!

Anon

Frontier regiment
KH Krasne Homme (Mark Mortimer) has
NMR'd. Total now 2 and is sent to a
Frontier regiment

ClG (Neil Packer) was floated as Neil was
“stuck in Winchester”. Well, it could be
worse.

DO (Richard Clyne) was floated at his
own request.

GdLi (Bill Hay) was floated as Bill clearly
tried to send me orders, but all I got was
a blank e-mail.

Matt Shepherd has decided to take the
opportunity of the death of HTC (last
month) to retire from the game. Bill

Schmitt has also decided to quite that
game as he feels he's just going through
the motions. So our farewells and thanks
to both – and maybe we'll see you back
here one day.

We also welcome Olaf Schmidt to our
ranks: “Lucien de la Rue is back!!!! with a
vengeance!”

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 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

Leo Nenmie asks NPC Brigadier of Heavy
Brigade to resign

Leo Nenmie applies for Commnr. of
Public Safety

Omi Palone applies for Commnr. of Public
Safety

Rene Ouai asks NPC Division
Commander of First Division to resign

Rene Ouai asks NPC Division
Commander of Second Division to resign

Rene Ouai asks NPC Division
Commander of Cavalry Division to resign
Rene Ouai asks NPC Division
Commander of Frontier Division to resign
Rene Ouai applies for Adjutant General
Stan Dandy Liver asks NPC Lt.Colonel of
Queen's Own Carabiniers to resign
Stan Dandy Liver asks NPC Lt.Colonel of
Archduke Leopold Cuirassiers to resign
Stan Dandy Liver asks NPC Lt.Colonel of
27th Musketeers to resign

Duels

Results of this month's duels:

Lokwot Isaw (no Expertise) drew with
Stan Dandy Liver (with SS, no
Expertise).

Dan de Lyon (gains 1 Exp) beat his
enemy Antoine Valois.

Fernand Louis Adelmo de Gaulle (with
OP, gains 1 Exp) beat his enemy Felix

de Carabas (with SDL).

Felix de Carabas declined to meet Omi
Palone as he was under half
Endurance.

Felix de Carabas declined to meet
Zachary The Money Goes as he was
under half Endurance.

Gregoire Nouille didn't turn up to fight Joseph de Veevre and lost SPs.

Gregoire Nouille didn't turn up to fight Jacques Shitacks and lost SPs.

Lucien d'Escaillehuitaillement declined to meet Fernand Louis Adelmo de Gaulle as he was under half Endurance.

Joseph de Veevre (with OP & RdO, gains 1 Exp) beat Walter Butts.

Lucien d'Escaillehuitaillement declined to meet Walter Butts as he was under half Endurance.

Zachary The Money Goes (with FLAG, gains 1 Exp) beat his enemy Lucien d'Escaillehuitaillement.

Gregoire Nouille didn't turn up to fight Bud d'Wiser and lost SPs.

Horatio d'Escargot didn't turn up to fight Bud d'Wiser and lost SPs.

Thomas Tudo (gains 1 Exp) beat his enemy Bud d'Wiser.

Grudges to be settled next month:

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

Charlemagne le Gosse (Rapier, Seconds SS, 3 rests) and Zachary The Money Goes (Rapier, Seconds FLAG, adv.) have mutual cause as enemies.

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

Alfonse Qué Holique (Rapier, Seconds LI, 3 rests) and Bud d'Wiser (Sabre, adv.) have mutual cause as neither stood down over Fifi.

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

Dan de Lyon (Sabre) and Orson de Combat (Sabre, Seconds EH, adv.) have mutual cause as enemies.

Dan de Lyon (Sabre, 4 rests) and Euria Humble (Cutlass, Seconds SDL, adv.) have mutual cause as enemies.

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

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

Sans Nom (Sabre, adv.) has cause with Dan de Lyon (Sabre) for pinching Emma.

Beppe de Marko (Sabre, Seconds ZTMG, adv.) has cause with Ced Deucer (Rapier, Seconds ClG, 3 rests) for pinching Jacky.

Ced Deucer (Rapier, Seconds ClG, 1 rests) and Fernand Louis Adelmo de Gaulle (Rapier, adv.) have mutual cause for being in enemy regiments.

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

Duels held over until June:

Charlemagne le Gosse versus Omi Palone.

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.

Trials

Five Non-Player Characters will be on trial at the start of next month:

- Minister of Justice for forging signatures;
- Chancellor of the Exchequer for conspiracy to embezzle;
- Commanders of the First and Second Divisions for supporting Revolutionary Sympathisers and
- Cavalry Division Commander for selling horses illegally.

Their fates will be decided by Minister of State Lokwot Isaw. Players are welcome to chip in, but I doubt it'll have much influence on Count Isaw.

New Characters

David Lopez gets the Second son of a well-to-do Baron: Init SL 7; Cash 250; MA 1; EC 3 (X2).

Pete Card gets the Bastard son of a Merchant: Init SL 2; Cash 135; MA 6; EC 3 (X3).

Gerry Sutcliffe gets the Second son of a wealthy Marquis: Init SL 8; Cash 500; MA 4; EC 4 (X4).

Andy Burke gets the Second son of a very wealthy Merchant: Init SL 3; Cash 500; MA 3; EC 3 (X5).

James Guiton gets the Second son of a wealthy Merchant: Init SL 3; Cash 250; MA 5; EC 2 (X6).

Olaf Schmidt gets the Bastard son of a Merchant: Init SL 2; Cash 135; MA 5; EC 6 (LdlR Lucien de la Rue).

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 __	
Inspectors-General: of Cavalry RO	of Infantry GdLi	
Commissioner of Public Safety BdW		
Chancellor of the Exchequer N	Minister of Justice N	
Minister of War SDL	Minister of State LI	

Battle Results

Crown Prince Cuirassiers: 5
 Royal Marines: 3
 Princess Louisa Lt Dragoons: 6
 53rd Fusiliers: 6

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

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 _/_/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	N2	N3	N4

	DB	2 Sqn DG	2 Bn KM
Attached	KH	GdLi	JdL

Also at the Front

Crown Prince Cuirassiers
 Royal Marines
 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	MdZ
	3 Kathy Pacific	17	B	RO
35	Katy Did	16	I	
42	Maggie Nifisent	16	B	
55	Jacky Tinne	16		CD
60	Polly Hydronne	16	W	RdO
52	Guinevere d'Arthur	15	B/W	
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	OdC
30	Leia Orgasma	13	B	AV
45	Cath de Thousands	13		
	8 Lotte Bottle	12	B	SDL
12	Charlotte de Gaulle	12		FLAG
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	
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	
43	Di Lemmere	10	I	
53	Angelina de Griz	10	B	
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	MdS
19	Jenny Russe	8	W	
32	Sal Munella	8	W	
41	Marie Antoinette	8	B/I	
47	Eve Ningalle	8	I/W	
49	Mary Huana	8	B/I/W	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	

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
AQH	Marquis Alfonso Qué Holique	24	69	Fifty	Colonel RFG/Min w/o Port	7		Flr	5	Tym Norris
CWAE	Count Co W. Ard Extrême	24	34	Poor	General	5		Flr	3	Benedikt Löwe
ZTMG	Count Zachary The Money Goes	23	62	Comfy	B.Bdr-General KM/2nd Army QMG	11	Anna	Flr	4	Gerald Udowiczko
SDL	Viscount Stan Dandy Liver	23	45	Wlthy	Lt-General/War Minister	11	Lotte	Flr	4	Guy Arnold
CIG	Baron Charlemagne le Gosse	22	50	Rich	B.Bdr-General CG/Min w/o Port	8	Bette	Flr	2	Neil Packer
GdSM	Viscount Gaston de St. Marque	22	40	Comfy	General/2nd Army Commndr	9	Shella	Flr	3	Nathan Richards
SS	Sir Sean Sondamour	20	51	Wlthy	B.General/1st Army Commndr	5		Flr	2	Pete Holland
BdM	Viscount Beppe de Marko	20	38	Fifty	Bdr-General	17		Flr	2	Mark Moores
LI	Count Lokwot Isaw	19+	57	Comfy	Major RFG/State Min.	17	Sue	Both	3	Barry Townsend
OdC	Baron Orson de Combat	18	50	Comfy	Colonel DG/Min w/o Port	4	Lucy	Flr	5	Francesca Weal
BR	Baron Beau Romir	18	49	Wlthy	Captain RFG/CaptK's Esc	5	Frances	Both	3	Graeme Morris
RO	Rene Ouai	18	45	Comfy	B.Lt-General/Insp.Gen.Cav	1	Kathy	Flr	5	Peter Denison
HC	Viscount Harry Covert	18	RIP							James Guiton
GdLi	Sir Gar de Lieu	18	F	Poor	B.Lt-General/Insp.Gen.Inf	3		Both	4	Bill Hay
MdZ	Sir Marc de Zorro	17	41	Comfy	Major RFG/Gds Brigade Maj.	3	Edna	Both	5	Colin Parfitt
RdO	Sir Revaulvin d'Or	17	32	Rich	B.Bdr-General 13F	8	Polly	Both	4	Jerry Spencer
JS	Sir Jacques Shitacks	17	F	OK	B.Bdr-General RM/Min w/o Port	3		Flr	4	David Oliver
OP	Marquis Omi Palone	16	F	OK	Major KM	4		Both	4	Mike Dommett
EH	Baron Euria Humble	15	40	OK	Lt.Colonel DG/FMshl's Aide	11		Both	5	Matthew Wale
JdV	Joseph de Veevre	13	33	Comfy	Lt.Colonel 13F/2nd Div Adjutant	11	Bess	Both	5	Andrew Kendall
BdW	Sir Bud d'Wiser	13+	47	Comfy	B.Bdr-General GDM/D/CPS	11		Both	2	Francesca Huskinson
FLAG	Sir Fernand Louis Adelmo de G'l	12	23	OK	Lt.Colonel KM	5	Charlotte	Hunt	4	Hajo 'Red' Schlosser
LdE	Lucien d'Escallehuillement	12	19	Comfy	Major CG	3		Hunt	4	Nik Luker
CD	Sir Ced Deucer	12+	52	Poor	Lt.Colonel CG	10	Jacky	Hunt	3	Nigel Monaghan
AV	Antoine Valois	11	35	OK	Major DG	1	Leia	Hunt	4	Simon Burling
AdA	Averell de Alton	11	29	Poor	Captain RFG	2	Mary	Hunt	4	Martin Jennings

ID	Name	SL	SPs	Cash	Rank, Regiment/Appointment	MA	Last seen	Club	EC	Player
HdE	Horatio d'Escargot	10-	4	Poor	Major ALC	4	Henrietta	BG	3	Graeme Wilson
FdC	Felix de Carabas	10	32	OK	Major CG/C.Prnce Aide	1		BG	2	Mark Barrowcliffe
TT	Thomas Tudo	10	18	OK	Captain ALC	2		Hunt	5	Ben Brown
LN	Leo Nennie	10	F	Poor	B.Bdr-General CPC/1st Army Adjut't	4		F&P	5	Chris Boote
JdL	Jacque du Lac	10	F	Poor	B.Bdr-General PM/1 F Brigade Maj.	5		BG	4	Paul Wilson
DdE	Denis d'Ertée	10	RIP							Pete Card
JW	Sir Jacque Wabbit	10+	F	Wlthy	Major DG/LtGen's Aide (SDL)	7		F&P	2	Terry Crook
GN	Gregoire Nouille	8-	16	OK	Colonel 69A/4 F Brigade Maj.	1		BG	3	Bill Michell
WB	Walter Butts	8	11	Poor	Captain KM	3		F&P	3	Richard Newby
DeP	D'en Percent	8	RIP							Gerry Sutcliff
KH	Krasne Homme	8	F	OK		2			2	Mark Mortimer
CM	Colin Maillard	8	RIP							David Lopez
XI	Sans Nom	7	14	OK	Major QOC	2		BG	2	Kevin Morgan
PdMR	Pierre de Mont Réal	7	F	OK	Colonel 4A	6				Pam Udowiczko
DdL	Dan de Lyon	7+	45	Poor	Captain QOC	1		HGds	6	Ashley Casey
MdS	Magnon de Sources	7+	34	Poor	Major PM/Gen's Aide (1st Army)	4	Betty	F&P	5	Robert Carter
DB	Denis Bone	6	F	OK	Captain QOC	3		F&P	5	Timothy Hunt
DO	Den Ouveau	5	9	Poor		1		RP	4	Richard Clyne
PF	Phresh Face	5	F	OK	B.Lt.Colonel RM	3		F&P	3	Charles Burrows
LB	Louis Beaulieu	3	RIP							Bill Schmitt
PG	Pauvre Guillaume	2	7	Poor	Private 27M	3			4	Filipe Silva
FR	Ferro Roche	2	RIP							Andy Burke
X2		1	RIP							Matthew Shepherd

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, Wlthy = 5000-10000, Rich = 10000-25000, Fithy = 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+