

That would be enough

This has been issue 61 of *To Win Just Once*, published 28th December 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 *Les Petites Bêtes Soyeuses* and *Easy Money* bids to Pevans by Friday 27th January 2006.

Orders for *Railway Rivals* and *Star Trader* to Mike Dommett by 20th Jan.

(Deadlines for 2006 are 24th February/3rd March, 31st March/7th April, 5th/12th May, 9th/16th June, 14th/21st July, 18th/25th August, 22nd/29th September.)

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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: www.engarde.co.uk.

Railway Rivals The London Underground game is just starting. Mike will start a new game once game 3 has finished: who'd like to play? We provide rules and a working copy of the map. [start-up fee payable]

Star Trader A game is in progress and we have a couple of positions available if anyone wants to join in – 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*)



Caylus in play – one of my favourites from Spiel '05 reported inside

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Chatter

I ought to let you know that I've decided to transfer *TWJO* to my business. The only difference this makes is who you pay for your subscription – it's now Margam Evans Limited rather than Paul Evans.

Next thing is that the new edition of *En Garde!* is finally out – though it won't be in the shops until later in January. It took a bit longer than expected to get a proof I was happy with. Those who've already ordered a copy will be getting it soon. I've set up a new website to go with the new edition. I'd appreciate your comments, so take a look at www.engarde.co.uk and tell me what you think.

Looking at the stats for my existing website, I see the PDF of *TWJO* 59 has been read over two hundred times. That's rather more than the people I know read it – new readers can be added to my list for an e-mail notification when each issue is available. Just tell me who you are.

On to this issue now and here's one of the things I got up to in November.

A Wild West Weekend

Yee-haa! Spending a weekend playing 'Cowboys and Indians' was great fun. *Once Upon a Time in Tombstone* was the name of the game: a freeform role-playing game that took place in the West Retford Hotel in Retford, Notts in the middle of November. Some 60-odd people ran around in costume for the best part of 48 hours. Most of the things you'd expect in the Western genre took place and a great time was had by all.



So we had the railroad coming to town, with consequent effects on land prices. We had mines up in the hills that might be played out – unless some of those treasure maps were real. We had ranchers versus farmers. We had Injuns who wanted their ancestral land back. We had a Poker tournament. We had Confederate gold. We had a corrupt Mayor, a drunken Sheriff, Annie Oakley, Josey Wales, Maverick and lots of Earps.

Marshal Jones appeals to a referee as the cowboy gang raids the bank

I played Cheyenne, a half-Indian outlaw (though rather out-shadowed by the arrival of the 100-strong cowboy gang in town), partly based on Jason Robards' character in *Once Upon a Time in the West*. My big secret was that I had stolen a couple of Gatling guns, intended for the local cavalry. Much skulduggery later, I attempted to use one of these to deal with arch-villain Frank James (not realising I was at the end of a long list

out to get him). Bringing the gun into town hidden in a coffin (ahem!), I was bushwhacked – bushwhacked, I say – by a bunch of lawmen, who left me for dead (my henchmen were) and took the gun.

Still, the other gun came in very useful in seeing off the cavalry when they tried to attack the Injuns. It also dealt with the perfidious Buffalo Bill, who'd got on the wrong side of the natives! As you can tell, I ended up more involved with the reservation than the town. The game came to a head with a series of gunfights (at High Noon, when else?) after various characters got married. All in all, the game was a delight from start to end and my fellow players were terrific – especially the gunslingers. Many thanks to the team who wrote and refereed the game: Steve Hatherley, Heidi Kaye, Tony Mitton, AJ Smith and Paul Snow.



Poker games in the saloon

The game planned for November next year is *Here be Pirates*. Judging by the reception this got when it was announced, it will be very popular. Details are still being worked out. If you're interested, sign up with the UK freeforms group at Yahoo to keep track of things (and other games going on around the country): <http://groups.yahoo.com/group/uk-freeforms>.

Spiel '05 (part 2)

Angelo Porazzi Games has a new game, *Tatata*, designed by the eponymous Angelo Porazzi. As the game is about First World War-style warplanes, the name reflects what happens if your plane ends up in front of one of your opponent's. The game is actually a race; a race with machine guns. It's a fairly simple card game and looks like good fun.

The new game from Bambus was the amusingly titled *Socks in the City*. This is a light, two-player game about all those socks that disappear in the wash leaving an estranged partner behind. Designer Günter Cornett's game aims to help people come to terms with 'lost sock syndrome'. Two pairs of socks are separated and placed at random on a representation of the Berlin Metro system. It's then up to the players to re-connect the socks of their colour. The game is undemanding, but you need some spatial awareness.

BeWitched and Andrea Meyer had *Wordwild* for us. This is a "word association game". The mechanics defy easy explanation, but players have to find words that begin and end with certain letters, scoring points for speed and being on-topic. That's a 'red' round. Then you play a 'yellow' round, against the clock. Except the clock is one of the

players sorting cards into alphabetical order. ... No, you've got to play this game yourself to make sense of it! This is a clever game, but I think it needs players who like word games and want something more challenging.

König Salomons Schatzkammer (King Solomon's Treasure Chamber) was the title of an interesting looking game on the Clementoni stand. Designed by Alessandro Saragoza, the game is about an archaeological dig stumbling on the eponymous chamber. This is represented by the 'board' – a grid of squares holding tiles. Turning over the tiles will reveal treasures – or curses. Some of the items found will help players excavate or protect them from curses. As you'd expect, the most treasure at the end will win the game. This seems to be a family game, but has some interesting tactical elements (you score points for having the most curses at the end, for example) that make it potentially interesting for gamers. And the original design placed second in the 'Premio Archimede' game design competition. One to try.

Cwali had two new games from main man Corné van Moorsel. *Ahoy* is a card game where players race across the sea with the help of various creatures. There is a strong memory element and it appears to be very much aimed at children. *Aloha* looks a more challenging game on the theme of island exploration. It's a tile-laying game in which players try to find prime locations for holiday resorts and has some significant tactical elements. I didn't have time to try either, but they both looked good.

Korean publisher Dagoy Games had a couple of new games for us. *Lexio* is a version of a traditional Chinese game using Mah-Jongg style blocks (in a very classy black) rather than cards. *Lineage II: the board game* is a simple wargame in a fantasy setting. The five races (Humans, Elves, Dwarves, Orcs and Dark Elves) fight it out for domination of the land. Presumably this is a tie-in with the online game (which I know nothing about). I didn't have time to investigate further.

New publisher Dice Boxx was on PMS Games (otherwise known by the name of their terrific motor racing game, *Das Motorsportspiel*) with their first game, *Taxi and the City*. This seems to be along the lines of most taxi games: earn money collecting and delivering fares around a city. Wiesbaden in this case, with different cities in the pipeline. It looked to have similar mechanics for moving the cars as *Das Motorsportspiel*, so it's likely to be a tactical game with a large luck element. It looks good, but it probably won't travel well.

Kris Burm's Don & Co had the latest and final part of his *GIPF* series of two-player abstract strategy games. *PÜNCT* is a connection game played on a hexagonal board with overlapping tiles and there will be an English language edition from Rio Grande Games. Not the kind of thing I like, but those of you who do can find out more at www.gipf.com.

It's been a while since I've noticed anything from Franjos Spieleverlag, but they definitely had a couple of new games this year. *Friesen-Törn* is a dinghy sailing game (designed by Herbert Schützdeller) in which players score points for ramming each other. I don't know what the Yacht Club would say, but it makes for a fun game – more

dodgems than Cowes Week. The trick is to make the most of your movement cards. The game is fairly abstract, played on a small board, but has rather nice playing pieces. *Zoodiak* is even more abstract, being played with cylindrical pawns on a pattern of dots. It's a two-player game designed by Torsten Marold. The aim is to use the pawns to create the layout of the constellations on your cards. The pawns are double-ended so you need to get them the right way up! Nice enough, but not my sort of thing.



Friesen-Törn

Fun Factory Games come from Singapore and had brought two games with them, both designed by Nikki Lim. *Dividends* is a share dealing game with five companies. The aim is to maximise your wealth through dividends and share value. As fluctuations are governed by rolling dice, you have to gamble rather than plan. *Giza* is a card game, also aimed at a family audience and based around the great pyramids. The aim is to get three pyramids finished – and interfere with what the other players are up to. It's a fairly simple game, but has a strong fun element in stitching up your opponents.

Gigantoskop brought us a Russian Roulette last year in the shape of *Kablamo*. This year they have *Badaboom*, a card game of bomb-making. Players are goblins testing bombs for "The High Necromancer". They tinker with each bomb in turn until it goes off. The survivors (!) earn gold – and enough gold will win the game (by bribing the guards so that you can escape!). With lots of tactical options and opportunities to put a spoke in other players' wheels this looks to be a fast-moving, fun game and I look forward to trying it.

I've already seen Goldsieber's strategy game for this year, *Kreta* (from Stefan Dorra), but their card game was new to me. *Pecunia Non Olet* (Money Doesn't Stink) has the players as proprietors of public toilets in Ancient Rome. Each has a queue of customers (cards), who will take varying amounts of time to 'do their business' and pay varying amounts of money. Clearly a customer who occupies a seat for 1 turn and pays 4 gold is preferable to one who's there for 4 turns and pays 1 gold. However, the only way to manipulate the queue is by playing action cards. Action cards also let you move cards to, from or around other players' queues – or even their toilet. And you can play several cards a turn, so chaos is the name of the game. First player to the target amount of money wins the game. The theme may be a bit of poo (sorry), but this is quite a fun game – fans of *Family Business* and *Guillotine* will certainly appreciate it.

An extended stay at the Queen stand gave me the chance to play several of their new games. Traditionally, one of these is a Dirk Henn-designed game, re-worked from the original version published by db-spiele. This year, the game was *Timbuktu*. This is a clever game of transporting laden camels across the desert. It's actually a deduction

game. The camels travel across a number of board sections. Thieves strike in each section, picking camels in specific positions and stealing specific goods.

The thieving is determined by cards and, each turn, each player gets to see another set of the cards for this section of the board. From this information, and from what the other players are doing, players decide which of their camels to move where. However, the value of the different goods at the end of the game depends on how many have been stolen. The more that have been taken, the rarer it is and the more it's worth. So the ideal situation is to keep all of a good while all the other players have theirs stolen. Naturally, this is not going to happen!

Playing the game, I had the feeling that I should have been able to work things out and avoid all but a few losses. In practice it's rather harder. And it's surprisingly easy to get it wrong! This is a clever game that repays a bit of thinking and a bit of 'headology'. It's good stuff, and fairly entertaining too.



Camels advance towards Timbuktu

At first glance, *Aqua Romana* (designed by Martin Schlegel) looks like *Metro* played with Roman aqueducts. In fact it's a rather different game. Each player starts with the beginnings of four aqueducts and scores points according to their length when they reach an end. Each turn, they place a square tile on the board to extend one of their aqueducts. However, a player can only place a tile where the end of their aqueduct is on the same line (up, down, left, right) as one of the wooden blocks round the edge of the board. What's more, the block defines the piece of aqueduct that can be laid (straight, curve, crossover etc).

What really makes the game is that, once a player's placed a tile, s/he moves the block involved further round the board. So, players are trying to manoeuvre the blocks to get them into the right positions to extend their aqueducts in the right way. This adds a whole other dimension to the game and gives players a lot to think about. Having said that, a lot of the time the choices are fairly obvious. This means the game doesn't bog down as the next player works through all the ramifications of the next few turns. Another good game.

There were two more games from Queen. Rüdiger Dorn's *Raub Ritter* is a tile-laying game. Players build up a landscape by placing tiles. They then lay claim to the territory by placing and moving their 'knights'. The final owner of a tile is the player whose knight is on top and they score points according to what the tile is. It sounds interesting and, given Herr Dorn's track record, I will certainly give it a try. And, finally, there is *Gold der Inka*. This is a labyrinth game in the style of *The Amaze-ing Labyrinth*. Here the challenge is to move pawns around the board and/or move bits of the board around.

The aim is to gather the pieces in your colour. This will probably appeal to anyone who likes *Ricochet Robot*, but it left me cold.

Repos Production is a new (to me, anyway) French outfit and their game is *Cash 'n Guns*. Think *Reservoir Dogs*. The players are robbers sharing out the loot from a job. The question is whether (and when) to shoot one of the others – so that they don't get a share – or not. So, everybody plays a card and points their gun (a foam rubber silhouette) at their target. The targets have the opportunity to duck, which puts them out of the divvy-up. Then the cards are revealed to see who's actually fired a shot (each player only has a few shots). This is just a very silly game that is huge fun! Add in special powers for each player and the option of including an undercover cop (which gets us to *Reservoir Dogs*) and this is a terrific game. My favourite silly game of Spiel '05.



Look what's in the box!

Australian publisher Sagacity Games had a new game from proprietor Don Bone. *Freya's Folly* has its roots in Norse legend. The title refers to the Brisingamen, the necklace of amber and gold that Freya had wrought by the Dwarven smiths, paying them with her favours. In this game the players are those Dwarven smiths. Each player has a team of Dwarves, who dig precious gems from the mines (collect cubes of different colours from the board) and make jewellery from them (match sets of cubes to cards). Ordinary jewellery is worth points at the end of the game. Unless it's incomplete, when the owner pays a penalty. (Taking a jewellery card to prevent someone else completing it is a useful tactic, but backfires if you can't complete it.)

As well as the ordinary gems and jewellery, players may collect pieces of amber and use them to complete sections of the Brisingamen. This brings the player rewards from Freya: tokens that can be traded in to take extra actions each turn. They are also worth points at the end of the game – and twice as much if the Brisingamen is complete. The game ends either when the Brisingamen is finished or if one player has made jewellery with all his Dwarves (they take the jewellery to market and don't come back – probably because they're in the pub). This makes the end of the game unpredictable. But, at the same time, something players can influence.

This is a fascinating tactical game. Just moving your Dwarves through the mines is a little game in its own right. And players have to choose whether to go for the smaller, shallower stashes, make cheaper jewellery quickly and hope to end the game before the others notice. Or to go deep, pick up lots of gems and amber and either go for expensive jewellery or parts of the Brisingamen – should they appear. Much of the game is controlled by the appearance of cards, so you also have to ride your luck. An excellent, challenging game that only misses being one of my favourites at the show because I didn't play it until I was back home.

Strangely we continue the theme of digging gems out of mines with *Diamant* by Alan Moon and Bruno Faidutti. Published by Schmidt, this is a fun game along *Can't Stop* lines as players decide how far to push their luck – as mentioned in *TWJO 54*. *Angkor* was new to me, though. Designed by Knud Happel, this looks like another in the *Tikal* family. However, this is a game about building temples, not digging them up. Though the distinction may be moot as the players have to stop the jungle encroaching on their buildings during construction. The tactics of this don't seem to be too deep. You play tiles onto the board or other tiles to expand your temple complex or diminish your opponents'. Worth trying out.

Sphinx Spieleverlag is the vehicle for Henning Pöhl's neat little games. This year we have *Spinnentwist* (Spidertwist), a two-player mating game. But not with each other. Each player has a team of male spiders that they are trying to manoeuvre towards the (larger) female spider in the middle of the web. However, each time a male spider moves, the female moves towards him. If she lands on a male spider, she just eats him (-1 point). The male spider has to land on the female to mate successfully (+2 points). Most points wins, of course. This is a neat little game, if a bit abstract for me. The board is double-sided, showing the web in winter (harder) and summer (easier).

Dutch publisher Splotter Spellen is well-known for its big, gamers' games and this year's title is no exception. The chunky box for *Indonesia* suggests it will take 3-4 hours to play. Inside is a large board, showing the islands and other territories of Indonesia. Despite being largely in shades of brown, this looks terrific. The game, designed by Joris Wiersinga and Jeroen Doumen, is about the economic development of the region – and the player's businesses. As I expect from these guys, gameplay is complex as players establish plantations and markets and connect them with shipping. A must for anyone who likes big games – like me. However, I don't know enough about the game to be able to say more than that. Yet.



A big board and lots of bits for *Indonesia*

Sunriver Games is a new US publisher and they have one game: *Havoc: the Hundred Years War*. This is a bidding card game with some interesting features. The game is played over a series of battles (from the appropriate period, so Agincourt features) and players score points according to the best bid for each battle. Some battles will give points to first, second and third, for others it's winner takes all. Players bid to win the battle by playing cards from their hand. Play goes round with players adding more cards to their bid (to a maximum of six) or dropping out. Once only one player is left in the bidding, the hands are evaluated.

Hands are ranked Poker style. As a player may have six cards, there is some extension to this – six of a kind, two threes, three pairs and so on. Players discard all cards played and pick up the appropriate number of points. The next battle is now the focus of play. Players draft cards in turn to expand their hands until someone decides to start the fight. And there is a penalty if the battle doesn't start quickly enough. Once all the battles have been resolved, the game is over and the player with the most points wins.

Not a very deep game, but there are some nice tactical ploys in the battles. Not to mention the 'Dogs of War'. These cards are worth zero, but may be used after a battle to retrieve cards back into your hand. A good, solid little game.

Somehow I contrived to miss Tilsit Editions, despite them being in Hall 12. They had a new edition of Emanuele Ornella's *Fantasy Pub*, previously published by Mind the Move, and an expansion (up to six players) for *Himalaya*. Of more interest was *Key Largo*, originally devised by the late Paul "Pirate's Cove" Randles and completed by Bruno Faidutti and Mike Selinker. This is a family game of deep sea divers searching for treasure in sunken wrecks. A kind of sequel to *Pirate's Cove*. Worth a look. Tilsit also had *Caramba!* from Michael Schacht. The setting is early 20th century Mexico where the players compete to gather gold, guns and dynamite. This is a bidding and bluffing card game that also sounds worth a look.

Veteran designer Francis Tresham had his usual corner of the Mayfair Games stand to show the latest from Tresham Games. This was *1829 Mainline*, which comes in a fetching powder blue box. As you can tell from the name, this is an 18xx game, which means a combination of railway-building and stock markets. Since Francis designed it, the emphasis is more on railway-building than manipulating stock. The board is a cunningly skewed map of (most of) the British mainland that allows London to be at one end and Glasgow at the other. The game is intended to encourage players to build big networks and run fast trains along long routes. This means some of the tactical details have been taken out. And, to mix things up, each player is dealt a hand of share certificates at the start. Initially, these are the only shares they can buy. This should make it rather different from other 18xx games and I look forward to trying it out.

The name may sound Dutch, but Van der Veer Games come from Singapore. They had a set of four games on show at Spiel, all aimed at family play and all designed by Jacques Deul. *Blackmail* is a roll-the-dice-and-move-the-dobber board game. There is a twist in that you set up surveillance cameras to get the opportunity to 'blackmail' the other players. *Hollywood Players* is a card game in which players draw or 'poach' cards. The aim is to build up the best hand of Actor, Actress and Director and win awards. It seems simple stuff. *Trading Routes* is also a card game. Here players build up a map of jungle paths, ruins and tribal villages. The player whose route connects the most of these will win.

The fourth game is *Mob City*. In this, the players are mobsters trying to take over the family as the new Don. It appears to be significantly more complex than Van der Veer's other games and thus provides more of a challenge. Players have to build up a crew – but they cost money – and use this to take over businesses. And rub out their

opponents. Not having played it, I don't know the quality of the game, but it certainly sounds appealing.

Warfrog was in their usual position and had several things for us. First up was expansion number four for *Age of Steam*: France/Italy. The two boards can be laid in a rectangle to give a map of France or in line (the other way up) for Italy. Additional rules for the two boards give them both a different flavour. And then there was the new Martin Wallace design, *Byzantium*. This puts the players in the position of the factions defending the last remnant of the Roman Empire – the city of Byzantium – from the barbarian hordes. At the same time, players also have control of some of the hostile forces – an opportunity to do down the other factions in Byzantium. This looks like another clever game and another that I'm looking forward to playing.

Wassertal Games had a revised version of *Railroad Dice* for us. Called *Railroad Dice 2*, the game has been modified sufficiently by designer Jens Kappe to make it a different game. I didn't get to try it, but removing the stock market element makes for a faster, simpler game, focussed on railroad building. I rather liked the original, so I'll have to be convinced this is better. Certainly worth trying, though.



Railroad Dice 2

I missed the Winning Moves stand this year – I recoiled when I saw their *Sudoku – the board game* game. The only thing I seem to have missed is *Trans Europa*. This is a new version of *Trans America* with a map of Europe for the board, rather than the USA. I understand designer Franz-Benno Delonge has tweaked the rules a bit, making the game more tactical and less lucky. Rio Grande is publishing it in English.

The small selection available from Winsome Games (if you'd ordered them before the show) included a set of *Age of Steam* expansions. These are the Winsome style of cardstock rather than the mounted boards from Warfrog, but they play just the same. The small Austria map is a two-player version, which means some big changes to the rules. The slightly larger Netherlands map comes with a "Demand Display". This shows the cubes demanded in the various cities, rather than the colours of the cities on the board. With substantial additional rules, this looks like another different variant. The Switzerland map is more the usual size and had minimal changes to the rules, making it pretty standard.

The new game from Winsome was *Robber Barons*, designed by Dieter Danziger. This is a fast and rather different railway game and comes with maps of Germany and the USA. Players get points for grabbing routes and placing pawns. The big points come from linking things together in networks, however. And the bigger the network, the more points scored. This is clearly different from other railways games, so it's difficult to make comparisons. I look forward to trying it out.

Ystari Games had a hit last year with *Ys*. This year designer Cyril Demaegd gives us an expansion for the game, *Ys+*. This allows the game to be played with five, rather than the original 3-4. Ystari has also produced *Caylus*, designed by William Attia. This is a 2-5 player, 2-hour game of developing a medieval town. At first glance, it reminded me a bit of *Keydom*. In the same way, players place pawns to bring in the raw materials to do the other actions with the ultimate aim being building the castle. However, *Caylus* offers far more options than that. An important one being constructing buildings to expand the town and provide more options for next turn.

Each turn, players place their pawns ('workers') on the various buildings in the town – or the castle. Then each building's action is resolved, giving the players raw materials, cash, discounts or other benefits and letting them use their raw materials, cash and so on. A neat little mechanism means that as soon as players start dropping out of the turn, it gets more expensive for the remainder to do anything else. This tends to bring each turn to a rapid conclusion. Except that control of one building allows a player to continue paying the minimum cost, which can be very useful. Then players with workers in the castle can add further bits to the castle, which brings in some useful rewards itself.

Another clever mechanism controls the expansion of the town and the end of the game. Players can influence this – if they can afford it – either to speed things up, slow them down or deprive other players of some actions (often a popular choice!). All the way through, there are opportunities to gain 'prestige' (score victory points). Players have to weigh up when to take points (and how many) versus continuing to build up their position. As is often the case, taking advantage of things other people aren't doing (building the castle, for example) can bring in big rewards. This is a cracking game, which I enjoyed a lot and is one of my favourite games from this year's show. Look out for the English language edition from Rio Grande.

Almost at the end of the alphabet comes Zoch, a publisher of some renown. Not least for their dexterity games. This year they had *San Ta Si*, in which players have to obscure a wooden rod by stacking up metal cylinders of varying sizes and colours. Less a dexterity game than a spatial awareness game. I'll be intrigued to try it. *Heckmeck am Bratwurmeck* is an interesting little Reiner Knizia game. It's a bit of a Shut-the-Box variant with Mah-Jongg-like tiles as the prizes. Apart from clearing them off the table, you can snaffle them from other players. As you'd expect from a Knizia game, it's clever, quick and clean. The more accessible title for Rio Grande's English language version is *Pickomino*.

I've already talked about *Manila* (in TWJO 54), which is a Franz-Benno Delonge design and Zoch's board game this year. *Frische Luft für die Gruft* is an expansion ("Fresh Air") for *Dicke Luft in der Gruft* (Dawn Under in the English version, but there's no sign Rio Grande is picking up the expansion). *Diamond Joe* is an expansion for the prize-winning *Niagara*. This is a neutral boat that adds further mayhem to the game. Designer Thomas Liesching's new game for Zoch is *Dschamál*. This has player simultaneously trying to pull the wooden piece they need out of an opaque bag. Sounds like a recipe for mayhem to me! And more of a strength game than dexterity.

The very last publisher (alphabetically) on the list is Zugames, who made their first appearance at Spiel last year with *Feudo*. This year's game, *Siena*, was also designed by Mario Papini. It's not about horse racing; it's a game of social climbing. Players start as peasants, tilling the ground and selling their crops. The aim is to better oneself, climbing, perhaps, to the giddy heights of the town's ruling council. Unless tempted by the many distractions available to those with money. It sounds a fascinating game, but I wasn't particularly taken with *Feudo*, so this is one I shall approach circumspectly. Z-Man Games is due to produce an English language version, which may be more accessible (non parlo l'italiano!).

Cards from *Siena*

So my selection of the games I played at the show is: *Antike* and *Caylus* for substantial strategy board games; *Fiese Freunde Fette Feten* for the experience; *Cash 'n Guns* for sheer fun and *Lucca Città* as an intriguing card game. And finally, I ought to mention *Sudoku – the board game*. There were 5 or 6 games with this title from various publishers at Spiel. And I've seen another, different one since I returned. I wonder how many of them will still be around next year? My advice is: Sudoku – just say no!

The full version of this report is available on my website and can be read as a PDF at www.pevans.co.uk/Reviews/Spiel2005.html.

Science Fiction

The Algebraist is the latest space opera from Iain M Banks. This one, however, is not a "Culture" novel. Instead, the setting is a far future galaxy that is dominated by one civilisation that includes all sorts of alien races as well as humanity. A key distinction from the Culture is that this civilisation has outlawed artificial intelligence and hunts down machine intelligences with religious fervour (the term "Butlerian Jihad" comes to mind, but let's not go there). What knits this civilisation together is the linking of star systems through a network of artificially created wormholes. This provides a fast means of transport between planets – no faster-than-light technology here.

The corollary of this is that if a wormhole link is destroyed, a section of the galaxy is cut off from the rest of civilisation. *The Algebraist* is set in just such an isolated star system, Ulubis. A new wormhole has been created, but one end must be brought to the system by a slower-than-light spaceship. Which takes hundreds of years. In the meantime, of course, the isolated system will continue to develop and may well flourish despite being deprived of contact with the rest of the galaxy.

Our hero – a human of course – is Fassin Taak, who is a Seer. That is, he is part of an order that interacts with the various 'Slow' races who inhabit gas giants. They are

known as slow because they live at a slower pace and live far longer than the 'quick' races (like humanity). Their sheer age makes them repositories of knowledge and history. But their sheer alien-ness makes them difficult to deal with. Hence the need for the Seers.

The plot quickly kicks into gear. The inhabitants of the Ulubis system discover that the disconnection of their wormhole was deliberate. And a prelude to invasion. Help is on its way, but will take some time to arrive. However, the cause of all this is the discovery of clues to an ancient network of wormholes set up by the Slow – and held to be a myth by the Seers. As it was an expedition of his that unearthed these clues, Fassin Taak is conscripted into the military and despatched to hunt for this Maguffin.

The bulk of the story is thus about Taak's visit to the Slow species on Nasqueron, the Ulubis system's gas giant planet. In this he's rather like many of Banks's other SF heroes: a fish out of water, floundering in an alien culture and subject to threats (and help) that he's not even aware of. We also get flashbacks that tell us how Taak came to be the man he is: rich kid, playboy, wannabe rebel and respected academic.

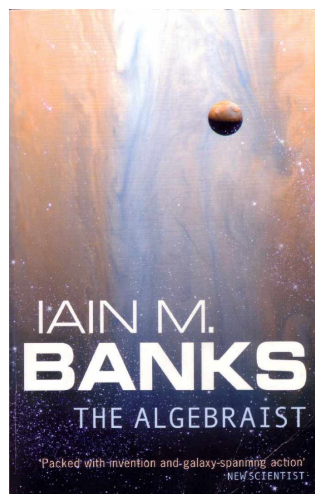
This book is a delight. The Slow society Banks portrays is wonderfully bizarre and huge fun. In some ways it reminds me of the Culture, but it is much more alien. There are shocks and surprises and Taak's quest takes him to places even he knew nothing about. At the same time, the plot wraps up the loose ends from his past. For the reader the whole thing is a gripping ride on Banks's roller-coaster.

Nowadays Banks is not the only person writing this kind of large-canvas, far-future space opera. Peter F Hamilton, Alastair Reynolds and Vernor Vinge spring to mind – and I found resonances with their work in this story. But there is far more that is particular to Iain M Banks. Though his trademark nastiness is limited to the early introduction of the bad guys. It establishes that they are thoroughly nasty. Interestingly, he also makes it clear that the good guys have their nasty side – just not so obviously.

All in all, a terrific book and highly recommended.

Games Events

Last call for Winter Stabcon: 6-8th January at the Britannia Hotel in Stockport. I won't be along this year, but this is a fun event that combines board games, wargames, CCGs and role-playing. Sign up with the stabconinfo Yahoo group to find out more: groups.yahoo.com/group/stabconinfo.



Then there's the 10th anniversary Ramsdencon: 16th-19th February 2006 at Ramsden Hall School, Billericay, Essex. Organised by the ineffable Annie Shillabeer, this event is always fun. Lots of board games, some role-playing (usually a freeform) and occasional complete lunacy. You can find the website at www.ramsdencon.co.uk, but it hasn't been updated yet.

March sees Mastercon XIII, which is hosting EuroDipCon XIV (the European *Diplomacy* Championships) this year. It's 3rd-5th March 2006 at the Lee Valley Youth Hostel (Windmill Lane, Cheshunt, Herts). The focus of this event is *Diplomacy*, but plenty of other things go on. Accommodation is available in the Hostel or in nearby hotels. For details see: myweb.tiscali.co.uk/edc2006.

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: late May bank holiday weekend (26th-29th May 2006) at the Ramada Hotel at Heathrow. 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 61 was written and edited by Pevans. The LPBS masthead (page 24) is by Lee Brimmicombe-Wood as is the illustration on page 17. The pictures on pages 26 and 28 are by Nik Luker. The *Siena* cards are courtesy of Mario Papini. Pevans took the photos and played with his scanner and Photoshop.

Oh, Mr Porter!

Railway Rivals game 3 – Round 10

Several longer races, but still without an all-players race. Some races didn't end up going to the player with the shortest route and SPAMTRAK can feel annoyed. SLOTH WORST TRAINS managed to go backwards and is definitely the back marker. TOOT built a short extension towards the South Downs, crossing other tracks, and is just in front of SPAMTRAK, with the pack about 35 points behind.

Races

Race	TTYF!	SWT	DECLINE	TOOT	LOL	SPAMTRAK
22 61-S1	10	0-2	0+2	20		0
23 32-S4	+11	0-5	10+8		0-7	20-7
24 14-25	10		10-3		10+3	
25 55-11			20+4-4		10+4-4	
26 36-21		10-7		20+7		
27 51-41	20-8				+3	10+5
28 43-66	20-4			+1	+3	10
TOTAL	59	-4	47	48	22	38

Builds and Points

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

Start Points 109

Builds: None

Points: 109 + 1 builds + 59 races = 169

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

Start Points 100

Builds: None

Points: 100 -4 races = 96

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

Start Points: 118

Builds: None

Points: 118 + 47 races = 165

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

Start Points: 158

Builds: (K7) – H8 – G8 (1 to TTYF!, LOL, 2 to SPAMTRAK)

Points 158 -4 builds + 48 races = 202

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

Start Points: 141

Builds: None

Points 141 + 1 builds + 22 races = 164

F – Timothy Hunt, SPAMTRAK, Red

Start Points: 153

Builds: NONE

Points: 153 + 2 builds + 38 races = 193

GM Notes

If you are thinking of joint runs, get your discussions in early. 35) 64 (London NE) – 26 (Deal)

You may enter up to 4 races.

Races for next round:

29) 16 (Bexhill) – 45 (Newhaven)

30) 12 (Dover) – 63 (London NE)

31) 33 (Rochester) – 42 (Lewes)

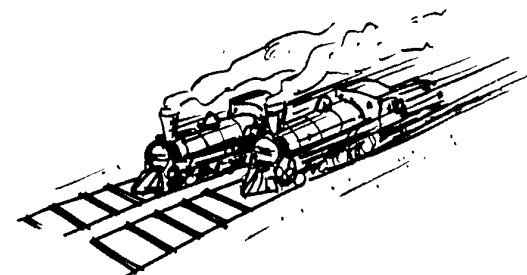
32) 31 (Gravesend) – 56 (Reigate)

33) 22 (Canterbury) – S3 (The West)

34) 53 (Tonbridge) – S6 (Cross Channel)

Next turn's builds – up to 2 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 20th January 2006.



Railway Rivals game 4

This will be a four-player game on the London Underground map.

Our four players are: Chris Boote, Steve Bunce, Gerald Udowiczenko and John Webley. Playing copies of the map are enclosed for each player with this issue (or are going out to those who get the online version).

For next issue send in:

a name for your company,
your preferences for the colour of your line and
your preferences for starting position.

Starting preferences to Mike Dommett, 119 Victoria Road, ALTON GU34 2DD or by e-mail to mike_dommett@yahoo.co.uk by 20th January 2006.

Easy Money

Turn 7

This table lists the people still in this game (originally everybody who reads *To Win Just Once* – the people I knew about anyway – with new readers added in as they subscribe). 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
Guy Arnold	B	2	Blue	B	2	Blue	0	5	2	0	1	38
Chris Boote	S	2	Red	S	2	Red	0	0	1	1	2	138
Ben Brown	S	1	Yellow	S	1	Yellow	0	0	0	1	0	185
Simon Burling	B	1	Yellow	B	1	Yellow	3	0	0	2	1	3
Charles Burrows	B	1	Red	B	1	Red	1	1	3	0	1	53
Robert Carter				B	1	Black	6	4	0	0	1	5
Mike Dommett	S	1	Red	S	1	Red	0	3	1	0	2	111
Jerry Elsmore	B	1	Yellow	B	1	Yellow	0	0	0	1	0	176
William Hay	S	1	Blue	S	1	Blue	0	6	0	0	2	78
Pete Holland				B	1	Black	1	0	4	0	2	31
Timothy Hunt				B	1	Black	0	1	1	1	4	OUT
Andrew Kendall	S	2	Blue	S	2	Blue	1	2	0	1	0	64
Nik Luker	B	2	Red	B	2	Red	2	3	1	0	1	52
Michael Martinkat	S	1	Blue	S	1	Blue	0	0	3	0	2	132
Bill Michell				B	1	Black	0	4	0	0	2	122
Graeme Morris	S	1	Blue	S	1	Blue	1	0	0	0	2	191
David Olliver	S	2	Blue	S	2	Blue	1	2	0	1	1	57
Neil Packer	B	3	Green	B	3	Green	0	7	0	1	2	12
Colin Parfitt	B	1	Red	B	1	Red	5	0	0	0	1	51
Alan Tabor	B	1	Blue	B	1	Blue	2	0	4	0	1	20
Barry Townsend	S	1	Green	S	1	Green	0	0	4	0	3	65
Gerald Udowiczenko	B	1	Red	B	1	Red	1	2	3	0	1	18
Pam Udowiczenko	B	1	Red	B	1	Red	1	2	3	0	1	18
Matthew Wale	B	1	Green	B	1	Green	0	3	1	0	0	103
Graeme Wilson	B	1	Red	B	1	Black	2	2	1	1	2	20
Paul Wilson	S	1	Blue	S	1	Blue	2	1	1	1	2	65

Share prices			
Red	Green	Blue	Yellow
36	31	23	37

This turn Graeme Wilson tried to buy a share he couldn't afford and got a Black instead.

Graeme Morris takes over the lead, narrowly ahead of Ben Brown, as Jerry Elsmore buys back the Yellow he sold last turn.

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

**Bids for Turn 8 to Pevans at 180 Aylsham Drive, UXBRIDGE
 UB10 8UF or TWJO@pevans.co.uk by Friday, 27th January 2006.**

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 (even if they have 0 money, they get a black share). 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.

Mission of Gravity Star Trader game 3 – Turn 5

“So where is the big fromage?”

“Je ne sais pas. He heard about ze pirates and took to his bed.”

“Took to his bed? Come on, be serious. He’s come up from the bottom.”

“Well, perhaps he has been too soft too long. Here we are, bank loan falling due, and where is he?”

“With Miss Playbeing 2178?”

“For all I know, yes. Wherever he is, he left no instructions.”

“Then we will have to make our own decisions.”

SWISS MERCENARY FLEET were in trouble – their debts fell due this Quarter and Senior Management wasn’t to be found. After soul searching, all their Liquor and Monopole Factories were sold, along with a Warehouse at Mu Herculis, and they were able to meet the loan note. They retain some commodity stocks to rebuild.

TRANS SOLAR TRADING INC. had a different problem. They had contracted to deliver people to half the local systems and had no ships serviceable. To meet the insistent demands for compensation, they have had to sell two ships, the Bollin and the Biddle, and fortunately received more than the market value for both ships, minimising further losses to the Corporation. The oddly timed sabotage of ISKANDER FIRE AND ACCIDENT’s warehouses at Mu Herculis didn’t help the company standing; however the Corporation’s spokesbeing dwelt on the recovery programme sure to be brought in.

TRADEWINDS has passed into receivership and new management is sought. ISKANDER launched the Option at Alpha Centauri – equipped with B crew and cargo pods on the Corco Gamma Hull. Political Connections were also increased. Their Petroleum stored at Mu Herculis was destroyed by TSTI’s sabotage attack.

SOLAR SPICE LIQUORS & MONOPOLES failed to meet the interest payments and found its loan increased by some 70 HTs. The intensive media coverage of its improving material stockpiles resulted in the Reputation loss being recovered and exceeded. HONEST DARTH’S USED SPACESHIPS bought two Isotope Factories at Sigma Draconis, improved Reputation slightly and bought a Warehouse at Sigma Draconis to store the production in.

VOGON INDUSTRIES tried to dispose of Slaves at Sigma Draconis and received a stiff talking-to from local politicians forced to confront the ugly face of space trading. However the silvery tongued Corporation Chairman smoothed things over. OP 39 was taken at Gamma Leporis, as the Corporation bought 7 Alloy Factories as the commodity price dropped to the floor. Reputation was increased. The War sold passenger pods and added Cargo pods in place.

ZWILLINGE increased their Reputation, despite having been rumoured to have collected a Battle Comm pod from troubled Delta Toucanis, and having apparently

improved their Connections with local Criminal elements. Two Isotope Factories were bought at Sigma Draconis, along with a Warehouse. Shortage of funds precluded any more purchases. This unfortunately meant that their two new ships were left crewless, which is not going to make the passengers who booked flights with them next Quarter in the least bit happy.

ISNOT-ISTOO improved their Reputation as their successful trading improved their standing in the stock markets. SOLAR WINDS wanted to buy Monopole Factories, but ISKANDER’s purchase pushed the price back up.

SEMPER DURUS put their ships in orbit around Delta Toucanis, long after all the traffic had passed by, despite threatening to impose a blockade at Tau Ceti. Some law officials have unofficially said that this is a cry for help. The fact that they failed to pay interest on their loan again tends to support this view.

CAESAR WHOLESALE INC. repaid their loan early. At Gamma Leporis, CAESAR WHOLESALE took 5 Alloys on Contract. ZWILLINGE sold 6 Isotopes for 5 HTs each at Epsilon Eridani.

No one traded at Delta Toucanis. At Tau Ceti, ISKANDER bought 9 Isotopes for 6 HTs apiece to gain a Dealership, while VOGON couldn’t find buyers at the same price.

Mu Herculis saw ISKANDER buying 10 Monopoles at a price of 14 HTs to gain a Dealership, while SSLM bought 5 on Contracts. ISNOT-ISTOO bought 2 Petroleum for 10 HTs each and CAESAR bought 3 more at only 9 HTs. VOGON INDUSTRIES, ISNOT-ISTOO and CAESAR were trying to sell Alloys but only CAESAR managed it, selling 7 for 6 HTs each and gaining a Dealership as well.

More trading at Sigma Draconis, where VOGON INDUSTRIES bought 8 Isotopes for 4 HTs each and won a Contractorship. The supply proved so large that ZWILLINGE picked up a further 6 at 3 HTs apiece for a second Contractorship. The VOGONs bought 6 Alloys for 3 HTs and a Dealership, shutting out TRANSURANNIC’s bid of 1. SOLAR WINDS bid 9 to sell Petroleum, selling 6 for a Dealership, and undercutting TRANSURANNIC, ISKANDER, and ZWILLINGE all trying to sell at 12 HTs. SOLAR SPICE LIQUOR & MONOPOLES bought 5 Spice on Contract.

Alpha Centauri was devoid of trading. At Beta Hydri SOLAR WINDS bid of 8 to sell Isotopes was ignored as too high. ISNOT-ISTOO sold 6 Monopoles for 16 HTs each and gained a Dealership, while SSLM sold 5 more on Contracts. Finally SSLM sold 1 Spice for 11 HTs and then ISNOT-ISTOO sold 6 Spice at 15 each and a second Dealership.

Press

Pirates don’t buy things. They steal them, by Thunder!!

And that goes double for broke Pirates!!!

Semper Durus

Corporation Table

Corporation letter & name	Conn'n Levels			Init Bid	Turn Order	Cash	Rep	Player
	Bus	Crim	Pol					
A LNER	0	4	3	N		510	20	Available
B Solar Winds Trading Co	2	0	8	0	7	68	25	Steve Bunce
C Caesar Wholesale	3	7	2	0	9	38	32	Simon Burling
D Trans Solar Trading, Inc	5	0	7	N		50	25	Jerry Elsmore
E SSL&M	5	3	5	0	10	63	40	Paul Evans
F Semper Durus	1	7	1	5	8	7	19	Alex Everard
G HDQUS	6	2	1	12	2	151	34	Howard Goble
H Trade Wind	1	0	8	N		61	27	Available
J ISNOTISTOO	8	0	3	0	6	227	32	William Hay
K Swiss Mercenary Fleet	2	0	9	N		11	30	Martin Jennings
L Zwillinge	5	2	7	6	5	39	35	Michael Martinkat
M Transuranic Trade Corp	6	0	3	3	3	97	32	Bob Parkins
N Vogon Industries	7	7	0	20	1	56	40	Nathan Richards
P Iskander Fire and Accident	4	7	2	12	4	32	34	Przemysław Orwat

'N' under Initiative Bid indicates No Move Received

GM Notes

If there is an Opportunity Chit on Turn 9, you may try to take it in the Opportunity Phase of Turn 6, 7 or 8. The chit disappears in the news phase of turn 9.

If there is a News Chit on Turn 9, it will take place in the News Phase of Turn 9, and not before.

(Some people still seem a little confused)

Not sending orders in can be expensive. I will try to dispose of assets to meet bills due as laid down in the rules, but it is not my fault if you

don't like the results. Try not to leave orders to the last moment.

You cannot take your Reputation Bonus before you pay your loan interest. The Rules are clear.

If you order to take passengers when you cannot Hyperjump the next turn, the order is ignored.

If you order to take passengers when you could Hyperjump the next turn, but spend the Hectotrans on something else, you will be left with unhappy passengers.

News

OP39 was taken by VOGON INDUSTRIES and OP43 by ZWILLINGE.

There were 5 new chits this turn.

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

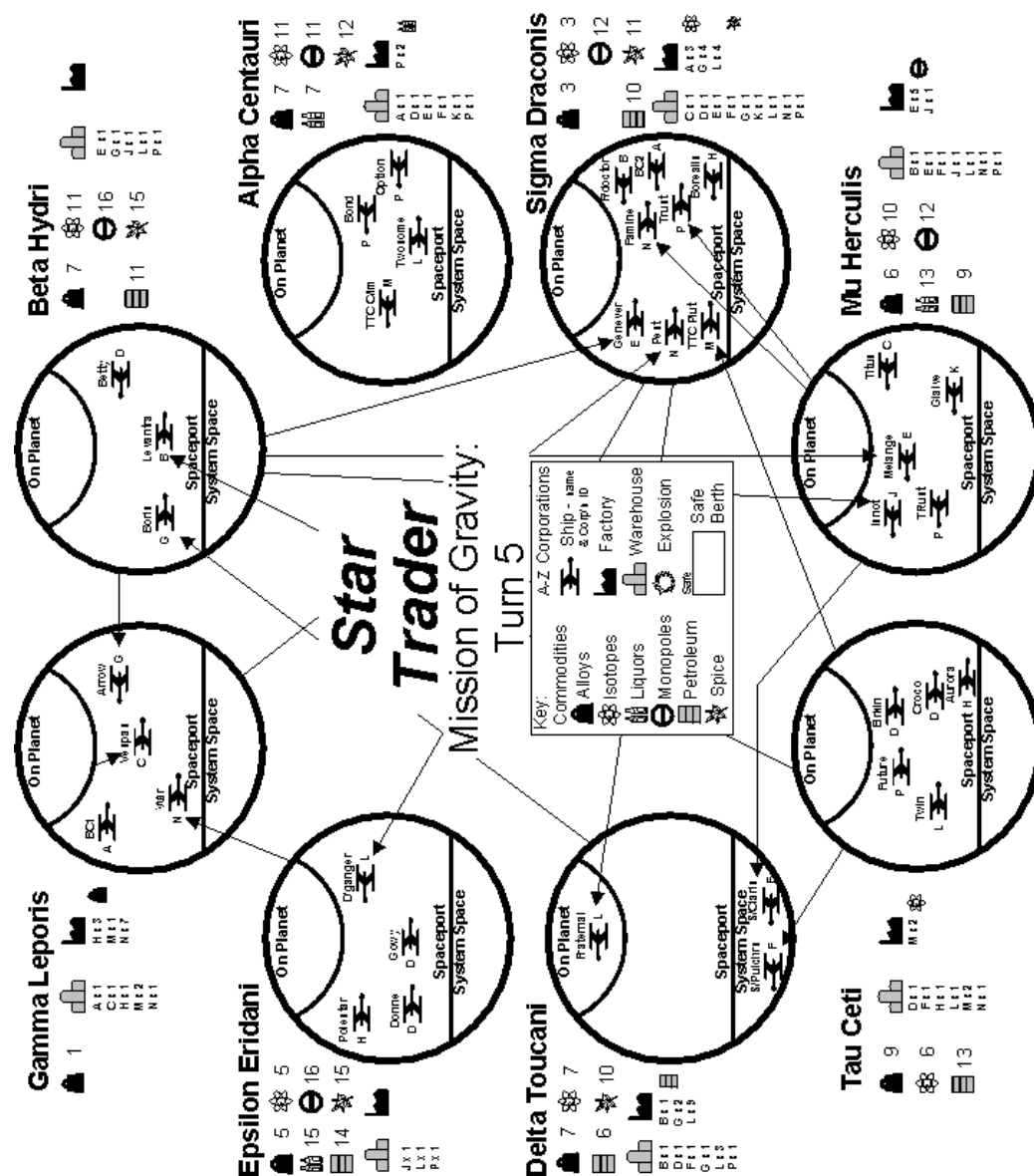
Turn 6 P8

Turn 7 B6, C10, C8

Turn 8 B4

Turn 9 C3, B10

Orders to Mike Dommett, 119 Victoria Road, ALTON GU34 2DD
or by e-mail to mike_dommett@yahoo.co.uk
by Friday, 20th January 2006.



Les Petites Bêtes Soyeuses 187

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 July 1659 to
Pevans at 180 Aylsham Drive,
UXBRIDGE UB10 8UF or
lpbsorders@pevans.co.uk
by Friday, 27th January 2005**



June 1659

The summer campaign starts here! All over Paris the moths are brushed out of uniforms and swords and pikes are sharpened as the troops muster. But there is still time for a few scores to be settled. Not by Cardinal's Guardsman Felix de Carabas, however. He has a note from his ~~mother~~ doctor, excusing him from ~~games~~ fighting any duels this month. Fernand Louis Adelmo de Gaulle, Walter Butts and Zachary The Money Goes – all of the King's Musketeers, of course – are disappointed. They look forward to bumping into de Carabas at some point this month and renewing their challenges as the Guards Brigade is not in the lists for this campaign.

Another member of the Cardinal's Guard – the regiment's commander, Charlemagne le Gosse – meets King's Musketeer Major Omi Palone. Both men bring their rapiers, though Palone has more skill with the sword. He is also the bigger of the two men, which is a rather bigger advantage. The Money Goes and de Gaulle are present as Palone's seconds, while the neutral Sean Sondamour seconds le Gosse. Palone starts the fight with a parry, expecting his opponent to lunge. Le Gosse starts the fight with a parry, expecting his opponent to lunge. Palone tries a block; le Gosse continues to parry. Then Palone jumps aside from a more aggressive parry. Finally he loses his patience and attacks. His slash cuts straight through le Gosse's parrying and draws some blood. Enough blood for le Gosse to concede the fight.

Palone is also due to fight Beppe de Marko, but there is no sign of the Viscount de Marko. QOC officers Dan de Lyon and Dexteur Facteur (as 'Sans Nom' finally reveals himself to be) decide that they are better off fighting the King's enemies than each other and don't disgrace their regiment by duelling. The same occurs to their colleagues in the QOC, Auray Enri and Denis Bone, who also had cause. What is it about the Queen's Own that they are suddenly queuing up to duel one another?

Bud d'Wiser and Thomas Tudo make their mutual date though. As befits cavalymen, this is a sabre fight between the medium-sized d'Wiser and the large Tudo. Old injuries exaggerate the size difference, making d'Wiser a clear underdog. Despite having no seconds to hold their coats, the two men follow the rules punctiliously. They cross swords and d'Wiser immediately lunges. His sabre scores along Tudo's ribs to draw blood. But the bigger man is unruffled and slashes in reply. This meaty blow is too much for d'Wiser and he puts up his sword. His surrender is acknowledged by Tudo and the two men depart. D'Wiser is unable to face his second opponent, Gar de Lieu.

New Brigadiers, new Brigade Major, new Guardsman

Before the Armies form up and march off, there is just time for some last minute changes in the chain of command. Jacques Shitacks leans on the Brigadier of First Foot, who resigns. Charlemagne le Gosse and Gar de Lieu combine to remove the Guards Brigadier. Inspector-General de Lieu then fills the vacancies: Shitacks becomes Brigadier of First Foot and le Gosse takes command of the Guards Brigade. The new Guards Brigadier orders the Cardinal's Guard and King's Musketeers to mobilise and leads them into the fray. Thus Marc de Zorro finds himself in action as Guards Brigade Major, despite volunteering for the Royal North Highlanders. And the Musketeers and Cardinal's men must suspend their rivalry to fight alongside each other.

There is some re-organisation going on in the Queen's Own Cuirassiers. Auray Enri, Denis Bone and Dan de Lyon persuade the senior Major to quit. As he's also Horse Guards Brigade Major, this leaves a vacancy in the Brigade command too. The regiment's Lt-Colonel resigns after Enri, de Lyon and Rene Ouai all have a quiet word with him. Captain de Lyon takes advantage of this to buy his way up to Lieutenant-Colonel over Captain Bone's head. The opening for a Captain is quickly bought by Subaltern Enri. The Horse Guards need a Brigade Major and no-one's applied, so a Major is picked at random. The lucky man is Major Antoine Valois of the Dragoon Guards.

Colonel Alfonse Qué Holique signs up new boy Lun a'Tic for the Royal Foot Guards. He buys his way to a Captaincy. Mad Morty applies for the Royal Marines, but Jacques Shitacks rejects him. Adjutant-General Rene Ouai is

approached by his staff about the Divisional command positions. Pre-occupied, he waves them away: "leave 'em vacant," he growls. "But sir..." pleads his Aide. It is to no avail; Lt-General Ouai will not pay attention. Thus it is that Rene Ouai's application to be commander of the Frontier Division is rejected by ... Rene Ouai. Still, at least command of the Frontier Division remains vacant for Lt-Gen Ouai.

The Minister of State, Lokwot Isaw, declines to complete his Government, leaving Chancellor of the Exchequer and Minister of Justice vacant. Felix de Carabas had applied for the latter job, but simply doesn't meet the pre-requisites of the post. Before heading into action, Gaston de St Marque finds himself an Aide. Other General officers – Gar de Lieu and Charlemagne le Gosse – do without Aides. General Sondamour does without an Adjutant or a Quartermaster-General in First Army. Meanwhile General de St Marque has gone to talk to the Field Marshal. He is keen that his command, Second Army, is given a more active role in the campaign. He wants to Assault something, not just Defend First Army's lines of communication. While his enthusiasm is welcomed, the Field Marshal points out that the campaign has been planned for several months and it's a bit late to change things now.

Unable to perform

As the soldiers march off into the distance, peace settles over Paris. It's pretty quiet with only a third of the regiments still in Paris. But those who are left are committed to making sure that the partying goes on. Take Stan Dandy Liver for example. Ah, maybe he's not such a good example. Stan has lost (or perhaps mislaid) his muse. His quill remains un-inked, his parchment blank as he seeks to woo the ladies. He makes a wretched sight outside the door of Bette Noire, unable to summon the nerve to knock on her door. His downcast demeanour melts Mlle Noire's heart as she watches from her boudoir. Stan is quite surprised when the lady's maid beckons him in through the front door. Shortly afterwards a 'Dear John' letter is sent after General de St Marque.

Bette's pleasure is short lived. Come the following week Stan is to be found outside the residence of Kathy Pacific. Again inspiration fails him, but his abject



behaviour sparks a response from Kathy – even though she spent the previous week in the Fleur de Lys with Rene Ouai. Stan strikes again! And Rene's month gets worse. This time Stan appears to be smitten. He certainly takes Kathy out to the Fleur for the second half of the month. They are the guests of the Minister of State, Lokwot Isaw, and his lady, Sue Briquet. Lokwot and Sue spend the entire month in the Fleur, with Stan and Kathy their only guests. All four are highly amused when Rene Ouai returns to the club at the end of the month, unaccompanied this time. The intervening fortnight Rene has spent improving his rapier expertise.

As we're talking about the Fleur de Lys, let's see who else is there this month. Beau Romir and Frances Forrin are most of the answer. Like Lokwot and Sue, this couple is in residence for the whole of June. The King's Escort Captain is making the most of his time in Paris as it's rumoured his regiment – the Royal Foot Guards – will be joining the rest of the Guards in action next month. For the time being he's wondering where everybody is and why all the shops are shut. The final visitors are Beau's commander, Colonel Alfonse Qué Holique, and his companion, Fifi. But this is long enough in the public gaze for Alfonse, who takes off with a bottle of wine or two to work out with his rapier for the rest of June. He is commended by His Majesty for his contribution to France's war coffers.

The other man practising for three weeks is doing so with a two-handed sword. This is the new boy, Mad Morty. He spent his first week winning the affections of a certain young lady – something Pierre de Mont-Réal will know all about once her letter catches up with him. The only other man in the gyms this month is Roland Pollee d'Eaulee, who puts in a week with his sabre. This is presumably in preparation for when Auray Enri catches up with him. Auray is away with the army and his erstwhile mistress, Marie Antoinette, is away with Roland. Away in Red Phillips, in fact. They spend two weeks there before Roland goes off to practise. The third week sees Lucien de la Rue arrive in Red Phillips. Presumably he was checking the lie of the land, as he returns the following week with Eve Ningalle on his arm. That explains where he was for the first two weeks of June and he's so pleased with the effectiveness of his little poem that he has it published (see Press).

Two other clubs have visitors. Bud d'Wiser and Maggie Nifisent spend their month in Bothwell's. Revaulvin d'Or and Polly Hydronne are there most of the time, as well. Then Revaulvin slips away to try his charms on another young lady. Alas, she has been taken for a ride once already this month and is not susceptible to his charms. Hunter's is the preserve of Averell de Alton and Mary Huana. Having had the place to themselves for three weeks, they find new RFG Captain Lun a'Tic in the club at the end of the month. He has spent three weeks wooing Bess Ottede. He finally succeeds in winning her affections away from the

absent Joseph de Veevre, but then doesn't bring her with him to Hunter's. This could be a short romance.

This leaves Gar de Lieu, who spends the month stacking up duels for when the troops return to Paris. He does this by winning several ladies from their previous lovers. He doesn't manage a clean sweep, though, as one of his targets is out on the town.

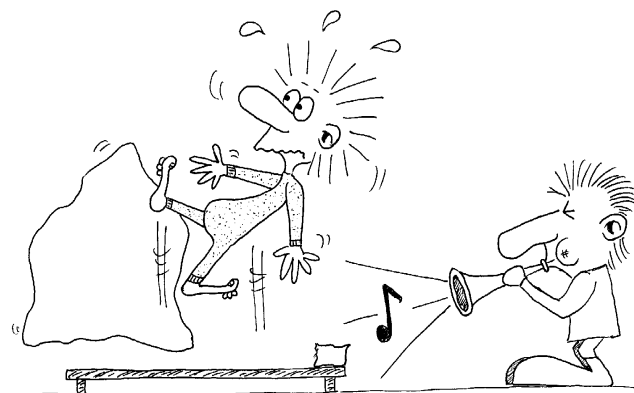
Kicking Artois

The object of the Armies' attentions this season is the province of Artois, which should clearly be ruled by the French crown, not the Hapsburgs. First Army marches direct for the area's main town, Arras. The Frontier Division sets up to besiege the town while the Cavalry Division is sent out to sweep the surrounding areas clear of enemy forces.

Frontier Division is without a commander, but does have the Guards Brigade (or two-thirds of it, anyway) attached. So the new Guards Brigadier, Bdr-General Charlemagne le Gosse, takes over as acting Divisional commander. Bdr-General Zachary The Money Goes of the King's Musketeers acts as Brigadier. This leaves Lt-Colonel Fernand Louis Adelmo de Gaulle in charge of the Musketeers. He insists on personally leading patrols to clear outlying buildings and gains a fresh parting to his hair when some recalcitrant local loses his blunderbuss. His bravery goes unremarked. Major Omi Palone avoids all such excitement and, indeed, any reward. But Captain Walter Butts is promoted to Major and buys a couple of horses to go with his new rank.

Ransacking peasants' huts provides meagre pickings, but Major Lucien d'Escaillehuitaillements of the Cardinal's Guard finds 200 crowns. So does the acting CG commander, Lt-Colonel Ced Deucer. When one of the locals tries to get

in their way, d'Escaillehuitaillements is quick off the mark and shoots the man dead. He is Mentioned in Despatches for his quick thinking ("Fine shot and a clean kill – just like me and the grice, don't you know"). Major Felix de Carabas mopes around – he was expecting to be in Paris and thus gets no recognition.



REVEILLE

The acting Guards Brigadier, Zachary The Money Goes, ensures that Brigade HQ gets the best looting opportunities. He and RFG Major Marc de Zorro, his Brigade Major, occupy the local manor house and share just over 2,500 crowns evenly between them. Ah the privileges of rank! Which means that Division commander Charlemagne le Gosse gets 1,500 crowns all for himself. He also has his rank made permanent and gains the title of Marquis. A very satisfactory month altogether. Apart from in the Frontier regiments, who take casualties from enemy fire as they build ramparts around the town.

Riding around

The Cavalry Division is dispersed on Field Operations to ensure the countryside is clear of enemy troops. The Crown Prince Cuirassiers run into stiff resistance from local militia. Their commander, Leo Nonmie, is reprimanded for being the first to run away. Their comrades in the Heavy Brigade, the Archduke Leopold Cuirassiers, have a quieter month. Lt-Colonel Horatio d'Escargot, leading the regiment, picks up a bit of loose change – 50 crowns. There is nothing for Major Thomas Tudo, though.

The Queen's Own Carabiniers have the worst time this month. They come across some Spanish horse artillery without any warning. The guns open fire and the first cannonball hits Captain Denis Bone full in the chest. RIP. Captain Auray Enri leads his troop away from the ambush with alacrity. This brings him a (brevet) promotion to Major. Major Dexteur Facteur is Mentioned briefly in Despatches ("Facteur was there"). There is a more generous Mention for Lt-Colonel Dan de Lyon, who leads the regiment, and he is promoted to (brevet) Colonel.

The Dragoon Guards comb their territory with obvious bravery. They find nothing until Major Jacques Wabbit spots some Spanish cavalry in the distance. He puts spurs to his horse and charges across the fields towards them. His horse stumbles and throws him. The crumpled body lies very still until the rest of his men catch up to him and confirm that his neck is broken. RIP. There are two Mentions in Despatches for Lt-Colonel Eurie Humble ("Good job chasing Spaniards and a fine seat"). He picks over the things dropped by the fleeing Spanish troops and finds some 400 crowns. Colonel Orson de Combat joins him and collects the same amount. He is brevetted to Brigadier-General and takes over command of the Horse Guards Brigade.

Horse Guards Brigade Major Antoine Valois does a good job managing the Brigade HQ after the Brigadier is killed. He receives a Mention in Despatches for keeping the paperwork in order and is Knighted as a result. At the head of First Army, (brevet) General Sean Sondamour has a middling month. His rank is made permanent and he pockets a little cash (about 100 crowns). His Aide, PM

Major Magnon de Sources, does rather better. Ensuring his boss has a clean shirt and gleaming brass brings him a Mention in Despatches ("could see m'face in those buttons"). Promotion to Lt-Col follows and he collects 400 Crowns in loot.

Settling down

Despite chafing at the bit for a more active role, General Gaston de St Marque deploys Second Army to defend the besieging forces and protect their lines of communication. He receives a Mention in Despatches and is named as Field Marshal for next year's campaign. A couple of hundred crowns in booty completes his month.

First Division has the job of defending the siege lines. A probe from enemy forces is beaten off, mainly by the Royal Marines. They are inspired by (brevet) Lt-Colonel Phresh Face, who is leading the regiment. He brandishes his cutlass at the attackers and deflects a musketball from his face. This valiant act brings him a pat on the back. He also picks up over a hundred crowns' worth of booty from the field once the enemy has retreated. First Foot Brigadier Jacques Shitacks gains his full rank, thus severing his connections with the Royal Marines.

Second Division's job is to maintain lines of communication. Fourth Foot Brigade holds firm, but Third Foot is trounced by Spanish cavalry. The cavalymen also sweep through the Divisional HQ, killing the Division commander. His Adjutant, 13F Colonel Joseph de Veevre, survives the attack and is promoted to (brevet) Bdr-General. The Brigadier of Third Foot also falls, but Colonel Pierre de Mont-Réal of the 4th Arquebusiers is brevetted to Bdr-General and takes over the position. He is also Mentioned in Despatches ("got promoted"). At the opposite end of the chain of command, Private Pauvre Guillaumme in the 27th Musketeers is one of the casualties. RIP. ❖

Press

Announcements

To members of the Cardinal's Guard and King's Musketeers
The time has come to show that, despite our differences in approach, we can be an effective team on the battlefield. Three months should be long enough...

† Charlemagne le Gosse,
CO Guards Brigade

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

To all members of the RFG,
I have just been presented with a rather large bar bill, so it's off to the Front for 2 months to try and set things right.

I'm sorry for any inconvenience.

† Col AQH

Matters of Honour

Monsieur Jean-René Gratrien,
I thank you for your kind offer to stand with me in my matters of honour. I have managed to find regimental colleagues and friends to stand by my side and actually now find myself with a long list of brave and honourable men to call upon when I have the need for a second. To date, the Dragoon Guards have all succumbed to my blade and I have not, as yet, needed a friend to enforce surrender, but perhaps the time will come when that is the case. I shall bear your kind offer in mind and I extend the same offer to your good self: if you have need of a second then please do not hesitate to ask.

As for the Cavalry, don't turn your back on something you have not tried... after all, why walk when you could ride?

Yours in Honour,

† Captain Dan de Lyon, QOC

Social

A wake is to be held in memory of my dear departed uncle Thierry Umberto de Lieu who has recently passed on. All of Paris is invited to raise a glass in his memory in the 1st week of September at my club.

† Baron Gar de Lieu

For those gentlemen of SL 11 or higher who have shown the discernment and discretion not to be serving at the Front this season, may I invite them to my club Weeks 3-4 in July. The event will be a costume party, celebrating those heroes of history who died in their beds. Roland and Vercingetorix are out, Pepin The Not-So-Bold and the Cautious Childe Harold are in. All of sufficient SL welcome, your drinks bill will be paid and bring your mistresses; you know what I'm like. A prize of 200cr to the best costume.

† Brigadier-General Revaulvin d'Or,
Well Worth Knowing

Personal

If the cavalry division commander cannot be proved guilty of selling horses, does this mean that the rumours of the QOC are false as well, or just difficult to prove?

To whoever's words blasphemously slander the QOC:

To hide behind anonymity is always a sign of weakness; after overstepping the line from slander to accusations of heresy is bordering on treachery.

† Lucien de la Rue

Dear Captain Dan de Lyon:

Ignore Monsieur Jean-René Gratrien's slights on the Cavalry. All arms are required to combine to defeat his Majesty's enemies. However, in my own experience, all blood is red.

† Major Omi Palone

GLG – or the one way system in Basingstoke.

Jacques Shitacks
Built like one
Smells like one
Is full of it
Shall we vote about building over the
top of him?

(Anon)

FLAG to ZTMG

Mon Colonel,
Must the King's Musketeers
(undoubtedly the finest of France)
stand idle while others are having fun
at the front? Let's join in and show
those Cardinal's choirboys what real
fighting is like!! There's still room for
a handful of medals on my chest and
my purse could be heavier (it's awfully
light after paying for your parties).

Lord Percy Percy says that, as fashion
is turning towards the crawling
display of sycophancy, Gaston de St
Marque is displaying a good
knowledge of fashion.

Brigadier RdO,
Mon esteemed senior officer,
In view of the recent changes to the
regiment leadership, could you please
sort out where the 2nd Foot fits in His
Majesty's glorious army? We appear
not to be on the normal listing, and
possibly not in the 2nd Division any
more. I recall someone rearranged the
division some months ago, but would
like to know my chain of command.

Yours, etc,

† JdV, Colonel 13F

*Well, for a start, you're serving
with Second Division as you're
the Adjutant.*

† Le Roi

Lord Percy Percy: "Your Majesty, The
Dragoon Guards have a poor display
of taste"

His Majesty King Pevans: "Percy,
who's King?"

Lord Percy Percy: "The Dragoon
Guards have a display of poor taste".
Soon to come, the Orange Elephants

Strange

I was at the RFG mess when they had
this fish in batter with freedom fries
and the Vinegar tasted delicious.
Indeed I was not the only one who
gave up on the food and spent the
evening supping the condiment.

To His Majesty

Errr, sorry, Sir, but [keeps head down]
you are mistaken.

The Cardinal's Guard is going to the
front for the campaign season. My
message last month was to inform
members of the regiment that they
would be 'volunteering'.

† Baron Charlemagne le Gosse

Oh well, in that case. † Le Roi

The Reverend William Archibald
Spooner, on a visit from England to
Paris, was asked if he would wish that
the Cavalry Division would perform
this summer with great fortitude and
luck; he declined to comment.

What are these Gurkhas that Baron
Charlemagne le Gosse refers to? I was
sure that the Indian subcontinent had
tribes of Burpas only, who were
affrighted by the devils in skirts. Or so
that's what I understood Beppe de
Marko to say.

† Omi Palone

Poetry Corner

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

- 1 Eve, my love my Song,
I am yearning to hear you –
My heart is breaking
Music to my longing ears
Your voice has captured me for so
long.
- 2 Eve, I must confess,
No window will be to high -
I will scale the wall
Unresistable magic
I remain under your voice's sway
† Lucien de la Rue

† Le Premier Cru

Points Arising

En Garde! offer for LPBS players

The new edition of the *En Garde!* rules is
now available and should be in the shops
in a few weeks. Retail price will be
around £10, but LPBS players can order
a copy from me for £6 (inclusive of UK
postage – £7 to addresses outside the
UK). Send me a UK cheque (payable to
Margam Evans Limited) for the
appropriate amount – or pay
Games@pevans.co.uk via Paypal – with a
note that you want a copy of the rules and
the address to send it to.

Barry Townsend passes on his
apologies that Lokwot Isaw has not
been communicating with people this
month, Barry has been busy doing jury
service.

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

- AV Antoine Valois (Simon Burling)
has NMR'd. Total now 1
- 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
- DSPA Dancer Sous le Pond'Avignon
(Gerry Sutcliff) has NMR'd. Total
now 1
- JRG Jean-René Gatrien (David
Lopez) has NMR'd. Total now 1
- X6 Pas de Nom (James Guiton) has
NMR'd. Total now 1

We say farewell to Richard Clyne, who
finds he doesn't have time to do justice
to the game, and Bill Michell, who is
now a family man. Thanks to both for

their contributions to the game – and especially Bill for starting last year's civil war. We hope we may see you here again in the future.

Stockbrokers Filthy, Rich and Loaded are pleased to announce that they have one Fleur Bond available. Bids in excess of 1200 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

Antoine Valois asks NPC Brigade Major of Horse Guards Brigade to resign

Antoine Valois applies for Brigade Major of Horse Guards Brigade

Gar de Lieu asks NPC Commanders of First, Second, Cavalry and Frontier Divisions to resign

Gar de Lieu applies for Division Commander of First, Second, Cavalry and Frontier Divisions

Gaston de St Marque asks NPC Division Commanders of First and Second Divisions to resign

Magnon de Sources asks NPC Lt.Colonel of Picardy Musketeers to resign

Revaulvin d'Or applies for Brigadier of Guards Brigade

Revaulvin d'Or applies for Brigadier of Dragoon Brigade

Duels

Results of this month's duels:

Omi Palone (with ZTMG & FLAG, gains 1 Exp) beat his enemy Charlemagne le Gosse (with SS).

Dexteur Facteur didn't turn up to fight Dan de Lyon and lost SPs.

Beppe de Marko didn't turn up to fight Omi Palone and lost SPs.

Felix de Carabas declined to meet Fernand Louis Adelmo de Gaulle as he was under half Endurance.

Felix de Carabas declined to meet

Walter Butts as he was under half Endurance.

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

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

Denis Bone didn't turn up to fight Auray Enri and lost SPs.

Bud d'Wiser declined to meet Gar de Lieu as he was under half End.

Grudges to be settled next month:

Rene Ouai (Rapier) has cause with Stan Dandy Liver (Cutlass, adv.) for pinching Kathy.

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

Duels held over until September:

Pierre de Mont Réal versus Mad Morty.

Auray Enri versus Roland Pollee d'Eaulee.

Gaston de St Marque versus Stan Dandy Liver.

Orson de Combat versus Gar de Lieu.

Antoine Valois versus Gar de Lieu.

Joseph de Veevre versus Lun a'Tic.

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

Timothy Hunt gets the Second son of a Peasant: Init SL 2; Cash 10; MA 4; EC 5 (X1).

Terry Crook gets the Bastard son of a wealthy Gentleman: Init SL 3; Cash 450; MA 6; EC 2 (X2).

Filipe Silva gets the First son of a very wealthy Gentleman: Init SL 6; Cash 825; MA 2; EC 3 (X3).

Tables

Other Appointments

King's Escort: Ensign N	Captain BR
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 RO
Inspectors-General: of Cavalry N	of Infantry GdLi
Commissioner of Public Safety __	
Chancellor of the Exchequer __	Minister of Justice __
Minister of War SDL	Minister of State LI

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

The Greasy Pole

ID	Name	SL	SPs	Cash	Rank, Regiment/Appointment	MA	Last seen	Club	EC	Player
AQH	Marquis Alfonso Qué Holique	25	59	OK	Colonel RFG/Min w/o Port	7	Fifi	Flr	5	Tym Norris
CWAE	Count Co W. Ard Extrême	24	30	Poor	General	5		Flr	3	Benedikt Löwe
SDL	Viscount Stan Dandy Liver	23	50	Withy	Lt-General/War Minister	11	Kathy	Flr	4	Guy Arnold
ZTMG	Count Zachary The Money Goes	23	F	Comfy	B.Bdr-General KM/2nd Army QMG	11		Flr	4	Gerald Udowiczenko
GdSM	Viscount Gaston de St Marque	22	F	OK	General/2nd Army Commndr	9		Flr	3	Nathan Richards
CIG	Marquis Charlemagne le Gosse	22	F	Rich	Bdr-General/Gds Brigadier	9		Flr	2	Neil Packer
SS	Sir Sean Sondamour	20	F	Withy	General/1st Army Commndr	5		Flr	2	Pete Holland
LI	Count Lokwot Isaw	20+	64	Comfy	Lt.Colonel RFG/State Min.	17	Sue	Flr	3	Barry Townsend
BdM	Viscount Beppe de Marko	19-	18	Fithy	Bdr-General	17		Flr	2	Mark Moores
BR	Baron Beau Romir	19	44	Withy	Captain RFG/Capt.K's Esc	5	Frances	Flr	3	Graeme Morris
GdLi	Baron Gar de Lieu	19+	57	Comfy	B.Lt-General/Insp.Gen.Inf	3		Flr	4	Bill Hay
RO	Rene Ouai	18	39	Comfy	B.Lt-General/Adjutant Gen	1	Kathy	Flr	5	Peter Denison
OdC	Baron Orson de Combat	18	F	Comfy	B.Bdr-General DG/HGds Brigadier	5		Flr	5	Francesca Weal
RdO	Sir Revaulvin d'Or	17	37	Rich	Bdr-General/2 F Brigadier	8	Polly	Both	4	Jerry Spencer
JS	Sir Jacques Shitacks	17	F	OK	Bdr-General/1 F Brigadier	3		Both	4	David Oliver
MdZ	Sir Marc de Zorro	17	F	Comfy	Major RFG/Gds Brigade Maj.	3		Both	5	Colin Parfitt
OP	Marquis Omi Palone	16	F	OK	Major KM	4		Both	4	Mike Dommett
EH	Baron Euria Humble	15	F	OK	Lt.Colonel DG/FMshl's Aide	12		Both	5	Matthew Wale
BdW	Baron Bud d'Wiser	15+	54	Comfy	B.Bdr-General GDMD/Min w/o Port	11	Maggie	Both	2	Francesca Huskinson
FLAG	Sir Fernand Louis Adelmo de G'ille	13	F	OK	Lt.Colonel KM	5		Hunt	4	Hajo 'Red' Schlosser
CD	Sir Ced Deucer	13	F	OK	Lt.Colonel CG	10		Hunt	3	Nigel Monaghan
JdV	Joseph de Veevre	13	F	Comfy	B.Bdr-General 13F/2nd Div Adjutant	3		Both	5	Andrew Kendall
AdA	Averell de Alton	12	23	OK	Major RFG	2	Mary	Hunt	4	Martin Jennings
LdE	Lucien d'Escaillehuittaillement	12	F	Comfy	Major CG	3		Hunt	4	Nik Luker
TT	Thomas Tudo	11	F	Poor	Major ALC	3		Hunt	5	Ben Brown

ID	Name	SL	SPs	Cash	Rank, Regiment/Appointment	MA	Last seen	Club	EC	Player
AV	Sir Antoine Valois	11	F	OK	Major DG/HGds Brigade Maj.	1		Hunt	4	Simon Burling
FdC	Felix de Carabas	11	F	OK	Major CG/C.Prnce Aide	2		Hunt	2	Mark Barrowcliffe
LaT	Lun a'Tic	10	18	OK	Captain RFG	1		Hunt	2	Paul Wilson
JW	Sir Jacques Wabbit	10	RIP					F&P	5	Terry Crook
LN	Leo Nennie	10	F	OK	B.Bdr-General CPC	4		BG	3	Chris Boote
HdE	Horatio d'Escargot	10	F	OK	Lt.Colonel ALC	4		BG	3	Graeme Wilson
WB	Walter Butts	9	F	Poor	Major KM	4			3	Richard Newby
GN	Gregoire Nouille	8	RIP							Bill Michell
DdL	Dan de Lyon	8	F	Comfy	B.Colonel QOC	1		HGds	6	Ashley Casey
MdS	Magnon de Sources	8	F	OK	Lt.Colonel PM/Gen's Aide (1st Army)	4		F&P	5	Robert Carter
JRG	Jean-René Gratrien	7-	0	Poor		1		BG	3	David Lopez
PdMR	Pierre de Mont Réal	7	F	OK	B.Bdr-General 4A/3 F Brigadier	7		BG	5	Pam Udowiczenko
DF	Dexteur Facteur	7	F	OK	Major QOC	3		BG	2	Kevin Morgan
DSPA	Dancer Sous le Pond'Avignon	6-	2	OK		4			4	Gerry Sutcliffe
DO	Den Ouveau	6	RIP							Richard Clyne
AE	Auray Enri	6	F	Poor	B.Major QOC	3			4	Chris Rudram
DB	Denis Bone	6	RIP							Timothy Hunt
PF	Phresh Face	5	F	Comfy	B.Lt.Colonel RM	4		F&P	3	Charles Burrows
RPdE	Roland Pollee d'Eaulee	4+	12	Poor		6	Marie	RP	3	Pete Card
LdIR	Lucien de la Rue	4+	12	Poor		5	Eve	RP	6	Olaf Schmidt
X6	Pas de Nom	2-	2	Poor		5			2	James Guiton
MM	Mad Morty	2	7	Poor		6			3	Mark Mortimer
PG	Pauvre Guillaume	2	RIP							Filipe Silva

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, Withy = 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+