

That would be enough

This has been issue 65 of *To Win Just Once*, published 26th May 2006. 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 4* and *Star Trader* to Mike Dommett by 9th June.

Orders for *Les Petites Bêtes Soyeuses* and *Easy Money* bids to Pevans by Friday 16th June 2006.

(Remaining deadlines for 2006 are 14th/21st July, 18th/25th August, 22nd/29th September, 27th October/3rd November, 1st/8th December.)

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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.

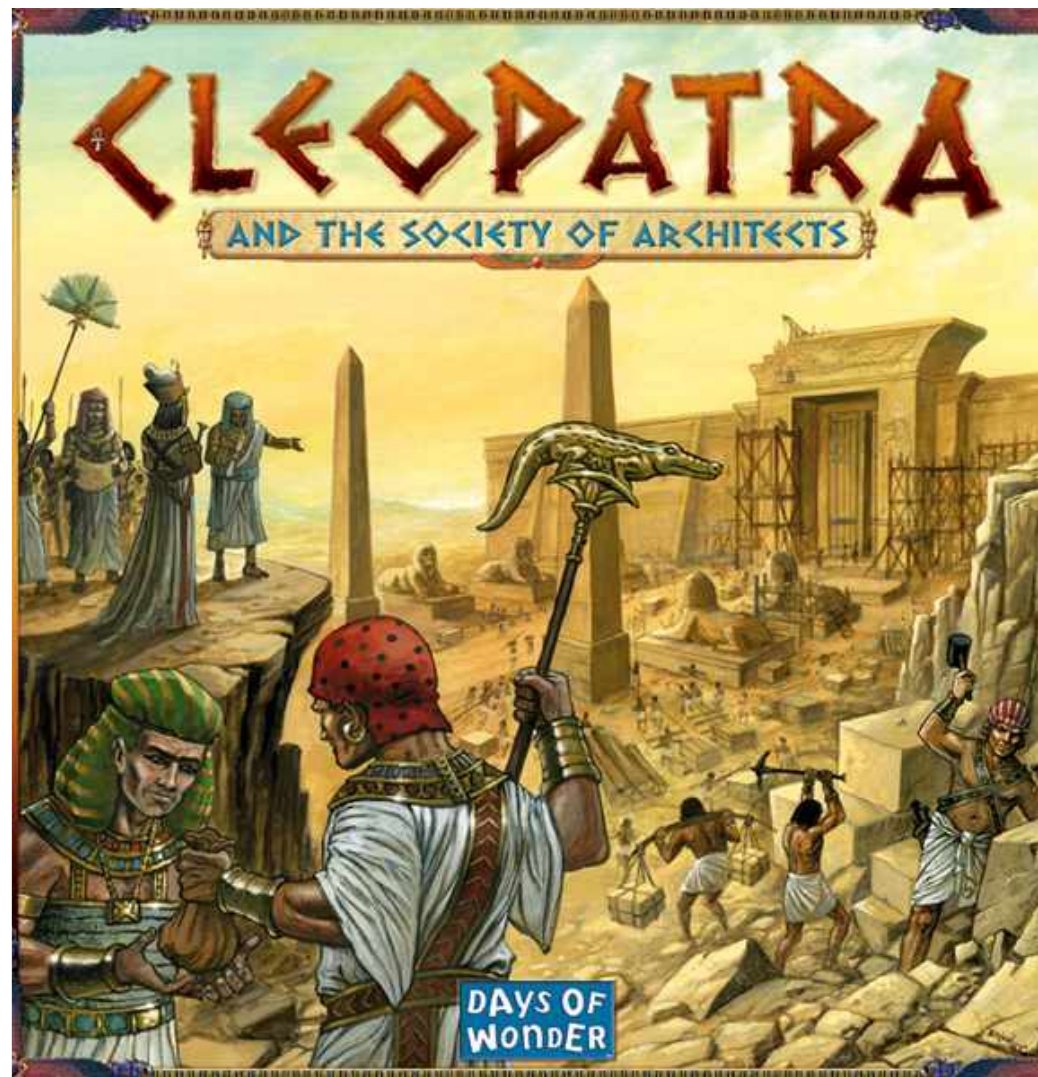
Railway Rivals on the North of England or Severn Valley map. So far we have Edward Walkington (North), Steve Bunce (either), Nathan Richards (either) and Colin Parfitt. We provide rules and a working copy of the map.

Star Trader We have a position available in the current game – let me or Mike know if you're interested. Colin Parfitt wants to join the next game. Rules provided.

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To Win Just Once

(incorporating *Les Petites Bêtes Soyeuses*)



Cleopatra is one of the new games previewed in this issue
Plus horse-racing in Paris in the latest turn of *LPBS*

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Chatter

My apologies that this issue is a couple of days late again. Work commitments keep getting in the way. Next issue may well be early – or very late! I'm away on the canals for a week, but I will try to get *TWJO* 66 out before I go – 23rd June. Just a week after the deadline. However, if I miss that date, it'll be another 10 days before issue 66 hits the streets (at least 3rd July). I'll let you know how I'm getting on...

Meanwhile, the April stats from my website show that the PDF edition of *TWJO* 64 was downloaded 88 times. There were 96 downloads for issue 63, on the other hand. Most visitors are going to the games reviews on the website, with *Viking Fury* being April's favourite – just ahead of *Puerto Rico*. The phrase "Puerto Rico" turns up again as the search term used most often to get to my site, well ahead of old favourite "Gothic game" and even "Paul Evans." Fascinating stuff, as I'm sure you agree. ☺

I had a pleasant afternoon at Beer on Broadway (the Ealing Beer Festival) the other week. I have, of course, copious notes on what I drank and I'll get them written up for next issue. Don't forget the Great British Beer Festival takes place in the first week of August. Who wants to join me?

Anyway, enough of that, I need to get this finished and out to you all so I can go and play some games at Maycon. See you there!

I don't believe it!

I just heard a politician declaiming, yet again, that they were "drawing a line in the sand." And by this, they clearly meant something permanent and immovable. You plonker! The whole point of drawing anything in the sand is that it is ephemeral: erased by wind or waves in a few hours.

Drawing a line, on the other hand ("drawing a line on the other hand" would be something very different – see how useful that comma is?), means making a stand. Saying: "they shall not pass," "thus far and no further." Which is all they needed to say. But no, some extra emphasis is required. Groping for the right word, "in the sand" pops up and is used – instantly reversing the meaning of the sentence. Doh!

But politicians don't notice. They blithely go on using the phrase (I reckon Patricia Hewitt has drawn more lines in the sand than the average three-year old), just for the sound of it. Which reinforces my growing belief that politicians don't understand what they're saying. They don't even understand the words they're saying. They just use them because they like the sound they make.

Letters

Nik Luker writes:

Been catching up on my reading recently. Peter Hamilton's *Pandora's Star* was surprisingly good. I've read the "Night's Dawn" trilogy and been unimpressed – *Pandora's Star* is, in my opinion, a much better piece of writing. Similar in some respects to Night's Dawn, it's tighter plotted, better paced and Hamilton's prose seems far cleaner. Looking forward to reading the sequel.

Pick of the bunch at present though (aside from the wonderful *Broken Angels*) is Stephen Baxter's *Coalescent*. I've always kind of liked Baxter, despite struggling with some of the physics in his books, but the science in this one isn't too deep. And there aren't any aliens or starships or ray-guns either. The plot centres around George, who, when his father dies, goes in search of his long lost twin sister who is a member of a mysterious Order based in Rome. Baxter alternates between George's search and his attempts to get inside the Order, with descriptions of the Order's history from Roman Britain through to present day Rome. Oh, and lurking behind the scenes is the discovery of a strange anomaly out in the Kuiper Belt. The result is a fairly leisurely paced affair which I found utterly gripping. Especially as the Order's weirdness begins to unfold. Recommended if you want to try something slightly different...

I've always struggled with Baxter's stories despite my liking for 'hard' (scientific) SF – I find it difficult to sympathise with his characters. The result is that his stories seem cold to me. The science is always top-notch, though. Perhaps Baxter prefers his physics to his characters – a criticism often made of science fiction.

Coalescent is the first of four books, by the way. And the way you describe it suggests some similarities with M John Harrison's *Light* (see TWJO 52).

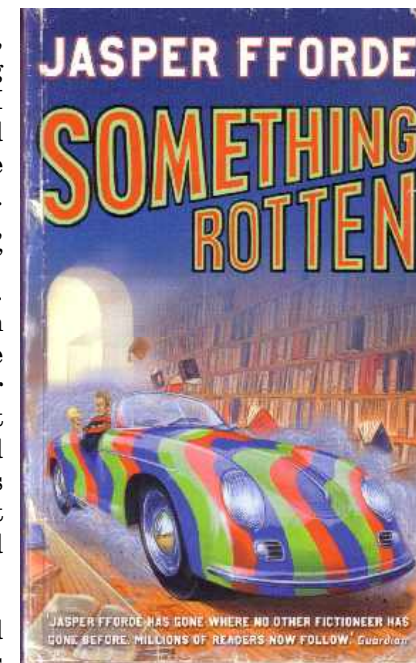
Science Fiction

I don't expect to get SF books from my mother. Her taste is very different from mine. She goes for the literary and arty (or whodunnits) and regards science fiction and fantasy with disdain. (Having borrowed *Wyrd Sisters* from me to find out why this Pratchett fellow was so successful, she described his writing as repetitive and his humour as puerile; and she regards *The Lord of the Rings* as having only one decent character – he's called Gollum.) So I was surprised when she handed me *Something Rotten* by Jasper Fforde. She had given up on the book after a couple of chapters and thought I might be able to cope with it.

I have to say that I found it hard going to start with. That may have something to do with this being the fourth in a series featuring literary detective Thursday

Next. This may be why my mother had the book – "literary," "detective" and a female main character. But Next's job involves entering stories and dealing with recalcitrant or renegade characters. Nicely post-modern (or something). But the rest of the setting is science fictional. The England Next inhabits is a parallel world where ducks are extinct, but dodos aren't – and are the pet of choice. This England is a single party state and Wales is an independent, socialist republic (I quite like that idea).

The book starts with Thursday Next, currently head of Jurisfiction, tracking down a rogue Minotaur in a pulp Western. I thought this was a very clever conceit and was enjoying myself. Then Next goes home and we discover the rest of the weirdness. Not only can she enter the pages of fiction, fictional characters can enter the 'real' world. On top of that, time travel is possible. So Next heads home to visit her mum with Hamlet, Prince of Denmark (spot the connection to the book's title), and her toddler son, Friday. Currently lodging at her mum's place are Emma Hamilton and Bismarck – Next's time-travelling father is trying to restore Nelson to history and sort out a peace treaty between Prussia and Denmark...



I can see why anyone would find this hard to cope with – I certainly did. Part of this is coming into a series with the fourth story. But Fforde has created a setting where anything is possible. And how does one structure a plot in such a setting? Faced with any problem, surely Next can just find a solution from history or fiction. Need a planet-busting weapon? Get one from Emperor Zhark. Need to field the greatest ever football team? Go and get them from history (or comic strips). The way Fforde gets round this is to use the 'anything goes' setting to create the situation and then forget about it for the rest of the story. He also goes to ludicrous lengths to heap things on Next's head – so that you just know she's going to resolve them all. Thus the appeal of the book is less the destination than the journey.

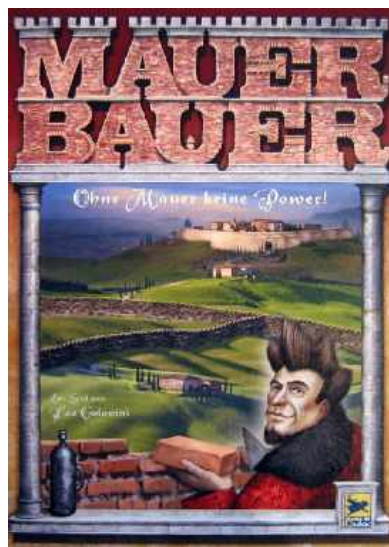
Fforde's writing is quite entertaining and he keeps pitching in new ideas – like the licensed stalker (Millon de Floss – Fforde has a thing about puns, though only some of the characters have punning names) who's stalking Next. (Being a fairly famous stalker, he has his own, less important stalker, Adam Gnusense,

who is stalked by a minor stalker...) Once I'd got past the chaos, I quite enjoyed the book, but it definitely isn't my mother's thing. It may or may not be yours: if you fancy something as chaotic as this, I suggest starting with the first book in the series, *The Eyre Affair*.

New Games

As promised, here are my notes on the new games (and some older ones) I played at the Gathering of Friends in April. The Gathering is a games convention like any other. Well, okay, mostly like any other. It started as games designer Alan Moon and some friends meeting up to play games. They had a good time, so did it again the following year and invited more friends. They invited other people they knew and so the event has grown to its 300-strong numbers this year. It's still an invitation-only event, though, and everybody's a friend of a friend – never mind six degrees of separation, you'll struggle to stretch to three at this event. This gives the whole thing a very friendly ambience.

So, freshly arrived across the Atlantic, I was pitched in to a game of *Mauerbauer*. This is a new Leo Colovini-designed game published by Hans im Glück (with an English language version, *Masons*, on its way from Rio Grande). As with all Colovini's games, *Mauerbauer* is pretty abstract. The board has a grid of triangles, along the sides of which players lay walls. Then they roll dice to decide what colours of towers they can place at the corners of the triangles and houses on either side of the walls. When a player's placements enclose a space, points are scored. Each player selects one or two scoring cards from their hand, plays them and tots up the points. They get one replacement card.



So the game is all about trying to create positions on the board that will score you lots of points. You can get points for the size of the space, the number of houses of a colour, the number of towers of a colour and so on. You'll notice that you're likely to get a higher score later in the game as there are more pieces on the board. But you have to watch out for the game ending. This happens whenever any one thing (houses, towers, walls) runs out. The game played well and offered a bit of a challenge, but it's a fairly light game. It's also very abstract and I couldn't really get into it – my problem with most of Colovini's games. 6/10 on my highly subjective scale.

The following day I started the games in earnest. I got to try a pre-production version of *John Silver*, a new card game from Eggertspiele (and now available). Designed by Martin Schlegel, this is a neat, tactical card game. Players take it in turns to play a card from their hand into a grid on the table. Each player has a column and each type of card has a row. When a row is complete, the player whose column has the highest value card in it gets that card and the second highest card. The player whose column has the lowest value card gets that and the second lowest card. So far, so tactical.

There are three types of card. Treasure cards are good: you get points for them. Black spots are bad: the players with the most of these get minus points. Apple cards (spot the *Treasure Island* theme) are good for the player on your left – they get the points for them! So the trick is to pick up lots of treasure and few black spots and give apples to the player on your right. It's a clever little game and actually plays faster than the 30 minutes on the box. 8/10 on my highly subjective scale. Peter Eggert also had a prototype of Eggertspiele's new strategy game, *Imperial*, with him. I didn't get to play it, but it has something of the feel of *Diplomacy* and some of the mechanisms of *Antike*. Expect it to be out for Spiel.



John Silver in play

I caught up with alea's game for this year, *Um Ru(h)m und Ehre* (literally "For Rum/Renown and Honour," but called *Rum and Pirates* in the English language edition from Rio Grande), designed by Stefan Feld. This game has lots of cardboard bits, most of them quite fiddly, and plastic pirate pieces for all the players. Plus a board, of course. The board shows a pirate town with streets between significant buildings, each of which does something different. In a standard turn, a player adds some of his pirates to the board, filling up a street, and gets the action of the building at the end of this chain. Generally, these either give you a way of earning some victory points or improving your position on the board.

Players can also place pirates against the mast piece (representing the ship) that's set to one side, ending their turn. Once everyone's done that, there's a brawl (lots of dice rolling) between the pirates on the mast, with the last three earning the victory points available (for the 'sleeping places'). Everybody gets their pieces back and it's time for another round. After several rounds, the game's over and the player with the most points wins. Putting it like this misses the fact that the game is actually quite fun. Yes, each turn is pretty much the same and

there's a lot of dice rolling, but it's a decent tactical game. There are always options and almost everything you can do will score you some points. And there are some neat touches – like being able to pay a coin to miss a turn. My biggest issue is that you have to know what all the symbols on the board mean and how they are resolved in order to know what you're doing. There's a definite learning curve for this one. Once I'd got through that, I enjoyed the game. 7/10 on my highly subjective scale.

I also caught up with one of last year's *Spiel des Jahres* nominees, *Verflixxt* – a Ravensburger game designed by Wolfgang Kramer and Michael Kiesling. I actually played the English language version, *That's Life*. The game is a chain of octagonal pieces, which show different scores – positive and negative. The points are scored by the player who moves one of their pawns off the piece, leaving it vacant. So each turn you roll a die and move one of your pawns that number of spaces (until they go off the end of the track). You can immediately see the tactics: move your pawns to positive tiles and hope to be the last off; leave negative tiles while other people are on them. As an added twist, there are neutral pawns that start on some tiles and can be moved if a player's pawn is on the same tile. It's actually quite a neat game, where the challenge is making the most of what the dice give you. I can (belatedly) see that it was a strong contender for the *Spiel des Jahres*. 7/10 on my highly subjective scale.

Vegas Showdown took me by surprise: a decent game from Hasbro (albeit under the Avalon Hill brand). Designed by Henry Stern, the game has the players as hotel/casino owners in Las Vegas. The aim is to populate your building plan with



the right elements (slot machines, poker tables, restaurants, bars) to attract the punters, bring in income and gain fame (points). Each element adds to one or more of these three things, with people and income being needed to get more fame – in the game I played there seemed to be a snowball effect, as the player in the lead got further ahead.

The key to the game is the auction. A number of element tiles are available and each has a bidding track on which players place their bid and out-bid each other (like *Amun-Re*). Once everybody's got an unchallenged bid, they pay up and place their new tile. There are a few rules about placement (think *Princes of Florence*). In particular, the entrances to tiles need to match up – and there's a bonus for achieving a path through your building from the casino entrance on one side to the hotel entrance on the other. As well as the points for the different elements, there are several bonuses and they can be significant at the end of the game.

The other feature of the game is the random event drawn at the start of each turn – a distinctly old-fashioned mechanism. As these can give extra points to players, there is a distinct random ingredient to the game. It's also a game in which there's little you can do to hamper other players (other than bidding them out of the tiles they want, which may not do much for you), so you're looking to do the best you can with your own position. I don't have a problem with this and rather enjoyed the game. 8/10 on my highly subjective scale.

Parthenon: Rise of the Aegean is a strategy game published by Z-Man Games last year and was my favourite game of the event. Designed by Andrew Parks and Jason Hawkins, the game is set in Ancient Greece, with each player acting as an island state in the Aegean. This is a development and trading game, in a style that gamers will find very familiar. Each island's villages produce goods, which are used to add new villages and buildings, which produce more or different goods or provide some other bonus. The more powerful the building, the more or more expensive the goods needed to build it. Since a single island can't produce everything, players have to trade – with each other, other parts of Greece or other locations around the Mediterranean. This is done by using a fleet to carry goods to other places – the further away, the riskier the trip is, but the greater the reward. (Players can also buy warships and armies to protect their traders.)

The ultimate aim is to complete all the structures (there is some flexibility within the set) on your island, including two Wonders. The Wonders are particularly difficult to complete, requiring trips to 'forn parts' and taking the associated risk. It thus makes sense to leave the Wonders to last, when you can take advantage of all the bonuses your buildings give you. As it's pretty obvious to other players when someone is going for a Wonder, it's generally clear who's reached the end game (and my tip is make sure you have more than one fleet!). The last wrinkle to the game is the Archon. This role gives one player power over the events in a

turn. The Archon is voted on by the players each turn, adding a further bit of politicking and negotiation to the game.

I have to say that I had huge fun playing this game. There's nothing particularly innovative about it, but it's very well put together. The different mechanisms mesh together and fit the theme very nicely. Other people feel that the random events – particularly those that affect trading fleets – are too powerful. They certainly influenced my game: the event on the penultimate turn stopped me from completing my island, which meant all four of us finished the following turn and the winner was decided on the tie-break. But it certainly didn't spoil my game. *Parthenon* gets 10/10 on my highly subjective scale.



The central board (and other bits) from *Parthenon*

Anyone who's come across *Battle Cry* or *Memoir '44* will immediately understand the principles of *Commands and Colors: Ancients*. This is another simple wargame from Richard Borg that further develops the system used in the earlier games. This one is published by GMT Games and, as befits a wargames publisher, is more complex than the other two games. It also uses the wooden blocks pioneered by Columbia Games. However, here each block is a part of a unit (like the figures in *Battle Cry* and *Memoir '44*) and is adorned with symbols to indicate its type. This is where the game gets more complicated. There are something like 15 different unit types (though you only use a few in any one battle), each with different movement, close combat and ranged combat abilities

(and sometimes multiples of those). So you really need the reference sheet that shows all of these.

Game play is much like the earlier games. Each player has a hand of cards and plays one each turn. The cards generally allow a number of units in a specific part of the battlefield to move and attack. However, the different types of unit give the game a very different feel from either of its predecessors. And some specific cards (like the line advance, which allows a whole line of units to move) add to this. However, I was rather disappointed by the game. What I liked about *Battle Cry* was its simplicity. It wasn't much of a simulation, but it was fun and gave you some feel of fighting a battle. *Commands and Colors: Ancients* gives you more of the feel of commanding troops, but the simplicity has gone. And, as an old wargamer, I found it wasn't complex enough to feel like a simulation. So, a disappointing 4/10 on my highly subjective scale.

Cleopatra and the Society of Architects looks terrific: the game uses the box as support and lays out a palace for the eponymous queen. The players' job is to complete this, placing the plastic columns (Cleopatra's Needle), walls, mosaics, sphinxes and so on. In order to build these items, players have to acquire the raw materials by drawing cards. However, the more valuable cards also cost the player 'corruption' when played – representing the idea that getting ahead like this involves some sleazy dealing. The bad thing about corruption is that the player with the most at the end of the game is out (fed to the crocodiles, apparently). The winner is then the surviving player with the most money.

The card drawing mechanism is interesting. At the start of your turn, you can take any one of the three piles available. Then you draw three cards and place one on each pile. The interesting thing is that the deck is 'boxed,' that is shuffled with some cards face-up and some face-down. As you can't look at the face-down cards, you have less than perfect knowledge about what's in the pile you're selecting and what you're redistributing. A clever twist that adds some chaos to the game's system. The other wrinkle is the occasional need to make an offering to the Gods. Players secretly bid an amount of money and then get some corruption, depending on how much they offered (the biggest offer gets least, of course). Like the rest of the game, this is a balancing act; in this case between gaining corruption and losing points (money).

Designed by Bruno Cathala and Ludovic Maublanc and published by Days of Wonder. *Cleopatra* is a clever game with some truly magnificent components. It's a lighter game to play than at first appears – and certainly not as elaborate as its visual appearance. This game is a must for anyone with magpie tendencies. If you're less impressed with the 'bits,' then give it a try. It gets 8/10 on my highly subjective scale.

Bruno Cathala popped up again as co-designer of *Mission: Planète Rouge* (published by Asmodée) with his usual collaborator, Bruno Faidutti. This is another attractive game with the race to Mars illustrated in a steampunk style. The central board shows the red planet, divided into regions. There is also a little board on which the rocketship pieces are laid. Players bid for turn order using one of their set of characters. Each character provides a special ability and allows the player to add pieces to one of the rocketships available – the earlier they take their turn, the fewer pieces they can place. When everybody's done, any full ships launch and land on the designated sections of Mars, delivering players' pieces.

Every 3-4 turns players score for control (most pieces) of each area of Mars. This is when you realise just how useful some of those characters' abilities can be. For example, moving a few pieces around Mars can make a huge difference. Similarly, swapping someone else's piece for one of yours can shift the balance of power. So the heart of the game is making the best use of those special abilities – one of which is picking up the cards you've used

so that you can use them again! This is a typically clever, medium-weight game from the Brunos. It's been nicely produced by Days of Wonder and gets 8/10 on my highly subjective scale.



Mission: Planète Rouge

There was a lot of buzz at the Gathering about the new Hans im Glück (and Rio Grande) game, *Thurn & Taxis*. Designed by Andreas and Karen Seyfarth, this is themed around the beginnings of the German postal service (the name refers to the two regions it started in, I'm told). The board shows a map of Germany divided into regions and showing the major cities and the roads between them. Each turn players get a couple of actions, the most common of which are picking up and playing a card. Cards refer to a specific city. They are picked up from those displayed or from the top of the deck. Cards are played in front of the player to start or add to a route, which must follow the roads on the board. Another action is to score a route, which allows the player to add their pieces (offices) to the cities in the route. But only in one region or one city in each different region.

There are all sorts of ways to score points – and the most points wins the game, of course. First off, players score for the size of their wagon! These are gained by completing a route of the minimum length for the wagon – and one way the game

ends is when someone gets a '7' wagon. There are points for achieving specific lengths of route (5, 6 etc) – the first gets more points. There are bonuses for having an office in every city in a region, or a group of regions, or the set of non-central regions and so on. The game can also end if someone places all their office pieces – and there's a penalty for unplayed offices, which encourages people to play an expansive game.

This is a clever game that plays rather faster than you expect. In this way it reminds me of *Web of Power* (aka *Kardinal & König* and *China*). All the different ways of scoring points mean that players always have tactical options. But the heart of the game is building routes, which means collecting the right cards. Some of the bonuses are harder to get than others, so don't repeat my mistake of leaving the hardest until last and ending up stuck! *Thurn & Taxis* is an excellent game that I expect to play quite a bit: 9/10 on my highly subjective scale.



The *Thurn & Taxis* board

California is a Michael Schacht game from Abacus. I have mixed reactions to Schacht's games, but quite enjoyed this one. The game is about the Californian lifestyle, with players competing to fit out their houses with the right accoutrements (in accordance with the best *feng shui* principles, of course). Each player has a board showing the layout of their house and starts with one pre-printed room in a specific style (colour). Players pay to draft new tiles and place

them on their board or take money (a bit reminiscent of *Alhambra*). They get points for contiguous blocks in one colour, for matching the different sets of colours on the available bonus tiles and so on. The houses can also attract guests, who provide points when they arrive, depending on how many guests are already there. Played quickly, this is a fast-moving, lightish game that offers some tactical touches and good fun – especially the group I played it with! This gets 8/10 on my highly subjective scale.

Designed by Tom Lehmann, *Um Krone & Kragen* (Crown & Collar?) is a new dice game from Amigo. Essentially, players roll dice each turn, aiming to make specific combinations, Yahtzee style. Get the right set and you get a character card, which provides a special ability. These can be rolling an extra die (very useful), getting an extra die of a specific value, extra re-rolls and so on. The aim is to be the player who gets the King (for which you need seven of a kind) and the game culminates in a round of rolling for the King, with whoever gets him winning. Clearly, some people won't have much chance, so the strategy is to get into the best position for winning this final round.



Having only played this once, my analysis suggests that all the character cards are valuable. As far as I can see, it's just a case of accumulating cards as fast as possible and trying to grab the King as soon as you think you can get it. The game is essentially about rolling dice and there is nothing to do while other players are taking their turns. I thus advise learning the game with a small number of players (it takes 2-5), not the group of five I learnt in, as I found the game dragging on with novice players. *Um Krone & Kragen* gets 6/10 on my highly subjective scale.

The other game there was a buzz about was *Augsburg 1520*, an auction game themed around the eponymous merchant city. The thrust of the game is that the players are merchants whose trading profits allow them to bankroll the nobility, for which they get various privileges and social kudos. So play centres on bidding for the various contracts available and using the results to improve the winner's position. Unfortunately, I wasn't able to play the game through, so I can't comment in detail. It seemed interesting, if fairly light. The designer is Karsten Hartwig and it's published by alea.

Well, that's it for the new games, but I have to mention one other. Eight of us got together to play an 'Overlord' scenario from *Memoir '44*. This involves two copies of the game and three generals and one field marshal on each side. We used a scenario set around the Battle of the Bulge. It proved to be great fun with my supreme commander (I was in charge of holding the centre), Sheila Davis, steering her team to a narrow victory. Apart from being good fun, the game was notable for its international cast: 4 Yanks, 3 Germans and 1 Brit. You don't get that at many games conventions!



The enemy ponder their next move: l-r Ralph Anderson, Henning Kröpke, Mario Pawlowski and Sheldon Smith

Railway Rivals game 5

We need another player or two to fill the next *Railway Rivals* game. If you'd like to play, let Pevans or Mike Dommett know – and tell us whether you'd prefer to play on the North of England or Severn Valley map.

Games Events

June is pretty quiet, but Summer Stabcon starts on 30th June. It's moved to the Britannia Hotel in Stockport as Woolton Hall, its usual venue, isn't available. Stabcon is a fun mixture of board games, CCGs and role-playing and I recommend a visit (though I can't make it this year). More information on the Yahoo group's website: groups.yahoo.com/group/stabconinfo.

And July will see Manorcon as usual. It's held at Shackleton Hall, Birmingham University from 21st-24th July. The biggest board games convention in the UK, Manorcon hosts a major *Diplomacy* tournament. More information on the website: <http://devel.diplom.org/manorcon/>

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: early January 2007 at the Britannia Hotel in Stockport.

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: 30th June – 2nd July at the Britannia Hotel, Stockport. A mixture of board games, wargames, CCGs and role-playing at this friendly convention. Sign up with the Yahoo group to find out more: groups.yahoo.com/group/stabconinfo.

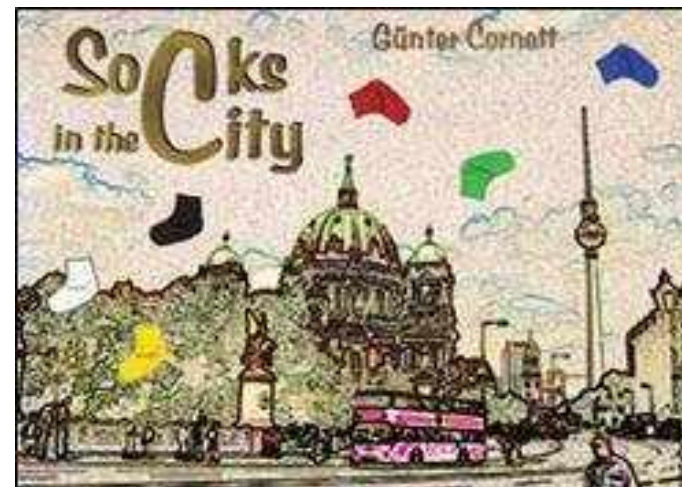
Spiel: the board games event of the year. 19th-22nd October 2006, at the Messe (Exhibition Centre) in Essen. Contact Friedhelm Merz Verlag, Postfach 210250, Bonn, 53157 Germany, www.merz-verlag.com/spiel.

Credits

To Win Just Once issue 65 was written and edited by Pevans. The LPBS masthead (page 25) is by Lee Brimmicombe-Wood, as is the illustration on page 30. The pictures on pages 26, 28 and 32 are by Bryan Lea. Cover art from *Cleopatra* is courtesy of days of Wonder, from *Mauerbauer* courtesy of Hans im Glück and from *Um Krone & Kragen* courtesy of Amigo. Pevans took the photos and played with Photoshop.

Games from Pevans

www.pevans.co.uk/Games



Socks in the City

Ever lost socks in the wash? According to this game, they're scattered across the city. The aim is to connect up the socks of one colour. A clever, tactical filler from Günter Cornett and Bambus Spieleverlag.

For 2 players, aged 8+, 20-30 mins to play: £11.00

Coming soon: The Scepter of Zavandor

The English language edition of *Zepter von Zavandor*.

Das Ende des Triumvirats

Three-player strategy game of Ancient Rome from Lookout Games.

John Silver

A clever piratical card game designed by Martin Schlegel.

Full catalogue on the website: www.pevans.co.uk/Games
Games from Pevans is a trading name of Margam Evans Limited

Mission of Gravity

Star Trader game 3 – Turn 8

“So, we are to jump where?”

“It doesn’t say. I’ve checked head office’s instructions.”

“All faces?”

“Yes. It appears that we have some R&R coming due. Except for the Hudlars.

They have to stock take for the audit.”

And the ISKANDER Fleet rested in their cradles as the crews enjoyed the holiday.

Trading in Alloys was busy at Gamma Leporis. TRANSURRANIC bought 6 units for 1 HT each, and both CAESAR WHOLESALE and VOGON INDUSTRIES bought 5 each on Contracts.

Epsilon Eridani saw SOLAR SPICE MONOPOLES AND LIQUORS selling 12 Liquors for 11 HTs each and gaining a Dealership, leaving SWISS MERCENARY FLEET and NEIKAN-DO with holds full, having bid 12 to sell. TRADEWINDS returned to life this quarter, selling 16 Spice at 12 HTs and gaining a Dealership.

At Delta Toucanis VOGON INDUSTRIES sold 5 Isotopes for 10 HTs each and ZWILLINGE sold 5 more on Contracts, leaving ISKANDER FIRE AND ACCIDENT, who also bid 10 to sell, with no business. NEIKAN-DO bought 8 Petroleum for 5 HTs apiece and a Dealership and HONEST DARTH’S USED SPACESHIPS took a further 5 at 4 HTs. ZWILLINGE, bidding 3 to buy, and VOGON INDUSTRIES, bidding 2, were disappointed.

VOGON was happier at Tau Ceti, selling 12 Alloys at 8 HTs each and gaining a Dealership. TRANSURRANIC bid 10 to sell and were ignored. ISKANDER were trying to sell at Mu Herculis, but the lack of shipping precluded any trades being made. CAESAR WHOLESALE did sell 10 Alloys for 4 HTs apiece and became a Contractor. SSLM sold 5 Monopoles on Contract and CAESAR WHOLESALE bought 4 Petroleum for 9 HTs each.

Sigma Draconis saw SSLM buying 5 Spice on Contracts and VOGON INDUSTRIES buying 5 Isotopes on Contract. Which was it, as no one bought or sold at Beta Hydri or Alpha Centauri. Perhaps the markets are due a correction?

SOLAR WINDS TRADING COMPANY bought a Warehouse on Alpha Centauri. CAESAR WHOLESALE were rumoured to be involved in purchasing hover tanks in a backwater location on Alpha Centauri System, but this is officially denied.

TRANS SOLAR TRADING INC. was implicated in the sabotage attacks on ISNOT-ISTOO and suffered Reputation loss. No one was found responsible for the attacks on VOGON INDUSTRIES.

At Sigma Draconis HONEST DARTH received a Warehouse, whose handover had been delayed by malicious officials for 3 quarters. The corporation laid down a new Phoenix Hull at Tau Ceti Shipyards, leaving naming and equipping till next quarter.

TRADEWINDS, now happily reactivated, bought warehouses at Tau Ceti and Sigma Draconis, 5 Spice factories at Sigma Draconis and 1 Isotope Factory at Tau Ceti. A new Corco Gamma Hull was laid down at the Alpha Centauri shipyards. All this was paid for with a 300 HT loan over 8 turns.

SWISS MERCENARY FLEET sold 5 Liquor Factories at Alpha Centauri and bought 4 Monopole Factories at Mu Herculis. Possibly in view of the continued sabotage attacks by TSTI on warehouses and their contents, SMF eschewed buying any storage capacity. They increased their Business Connections from 3 to 4 as well.

ZWILLINGE had a 531 HT loan to repay. They sold their Isotope Factories and 8 of their Petroleum Factories, before taking out a new 300 HT loan over 8 turns and repurchasing the 8 Petroleum Factories again.

TRANSURRANIC TRADE CORPORATION laid down a Phoenix Hull in the Tau Ceti Shipyards, equipping it with a B class crew and Passenger and Cargo pods. VOGON INDUSTRIES bought a cargo pod for the Death and were grateful that their warehouse was empty at Mu Herculis.

ISKANDER FIRE AND ACCIDENT had a 558 HT loan due, which they paid for by selling Warehouses (at EE, DT, MH and BH), then their Liquor Factories at Alpha Centauri and then the two Corco Zeta hulls at Sigma Draconis. With the loan repayments out of the way, they refinanced with a 344 HT loan for 4 Quarters, repurchased all of the Warehouse and Factories, laid down a new Phoenix hull at Alpha Centauri and increased Political Connections to 3.

Press

The various Military Hulls that have appeared on the black market in recent years have advantages and disadvantages; The Dagger is a lovely ship for smuggling and, with its high protection and combat ratings, like all military hulls, is great for beating up lightly armed opponents. But there is only space for the one pod. The Sword has better intercepting ability, carries more equipment and can carry more

pods. For a better ability to mix weapon systems with the ability to lift bulky illegal commodities, the Spear is best, but the high initial cost can weigh against its purchase. Against that, a well-armed merchantman can sometimes defeat the Dagger, but has no chance against a Spear.

Sentio aliquos togatos contra me conspirare!

Following a sustained period of inactivity, the Tradewind Foundation has tentatively resumed business within the sector.

Spokesbeing Zxc Zxcson has stated, through an interpreter: "Tradewind has been through a recent, difficult

period of change. Rumours that the former board of directors have been consumed by mind-eating parasites are entirely true. However our loyal customers should see this as an opportunity for growth."

Corporation Table

Corporation letter & name	Conn'n Levels			Init Bid	Turn Order	Cash Rep		Player
	Bus	Crim	Pol					
A Neikan-do	3	4	4	0	12th	89	30	Paul Wilson
B Solar Winds Trading Co	2	0	8	0	10th	75	25	Steve Bunce
C Caesar Wholesale	3	8	2	0	7th	196	33	Simon Burling
D Trans Solar Trading, Inc	5	0	7	0	9th	290	14	Jerry Elsmore
E SSL&M	8	3	5	+1	5th	371	40	Paul Evans
G HDQUS	6	2	2	0	4th	185	39	Howard Goble
H Trade Wind	1	0	8	+9	1st	187	29	Colin Parfitt
J ISNOTISTOO	8	0	3	N	13th	72	32	William Hay
K Swiss Mercenary Fleet	4	0	9	0	2nd	71	34	Martin Jennings
L Zwillinge	8	2	7	1	8th	87	40	Michael Martinkat
M Transuranic Trade Corp	10	0	3	1	11th	84	40	Bob Parkins
N Vogon Industries	10	7	0	0	3rd	128	40	Nathan Richards
P Iskander Fire and Accident	7	7	3	0	6th	43	40	Przemysław Orwat

'N' under Initiative Bid indicates No Move Received

GM Notes

An OP Chit on turn 9, say, has to be taken by the Opportunity phase (phase 6) of turn 8 as it vanishes on the News phase (3) of turn 9.

Any EV chit on turn 9 takes place in the News phase of turn 9.

Welcome to Colin Parfitt taking over Tradewinds (Corporation H).

News

NEWS CHITS (four new ones this turn, shown in Bold):

Turn 9 B10

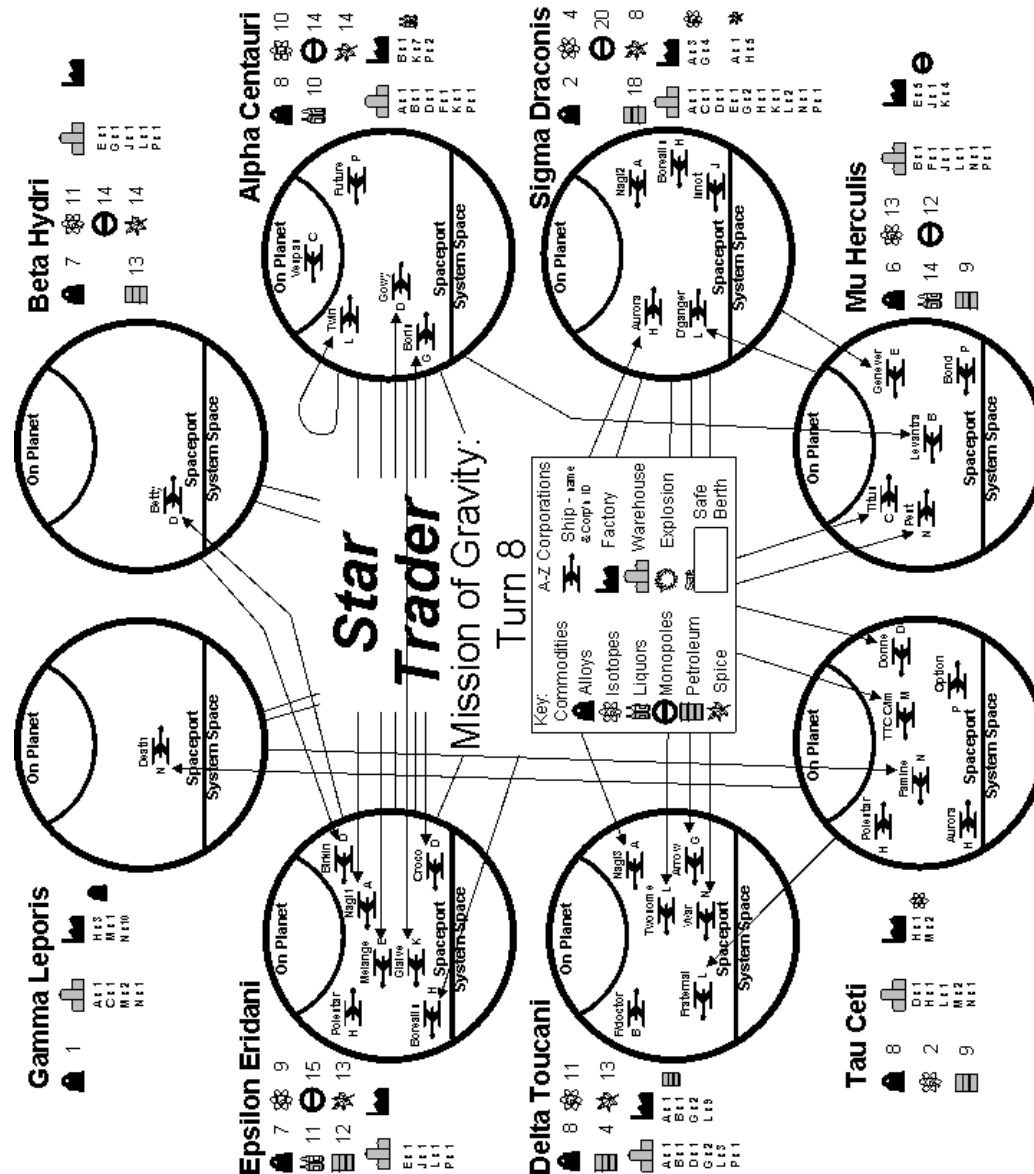
Turn 10 C4, B10, C4

Turn 11 P4, **P2**, **B6**

Turn 12 **B8**

OP 34 was taken (from Turn 9) by CAESAR WHOLESALE.

**Orders to Mike Dommert, 119 Victoria Road, ALTON GU34 2DD
or by e-mail to mike_dommert@yahoo.co.uk
by Friday, 9th June 2006.**



Easy Money Turn 11

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	S	3	Blue	S	3	Blue	1	0	0	0	1	36
Chris Boote	B	2	Blue	B	2	Blue	0	0	2	1	3	79
Ben Brown	B	1	Yellow	B	1	Yellow	0	0	0	1	0	188
Simon Burling	S	3	Red	S	3	Red	1	1	0	0	1	73
Charles Burrows	S	3	Green	S	3	Green	0	0	2	0	1	147
Robert Carter	S	5	Green	S	5	Green	2	0	0	0	1	217
Mike Dommett	B	1	Blue	B	1	Blue	0	0	3	0	3	69
Jerry Elsmore	B	1	Yellow	B	1	Yellow	0	0	0	1	0	179
William Hay				B	1	Black	0	0	0	2	4	OUT
Pete Holland	S	1	Red	S	1	Red	0	0	0	0	1	126
Andrew Kendall	S	5	Green	S	5	Green	0	0	0	0	0	149
Nik Luker	S	2	Green	S	2	Green	0	1	0	0	2	165
Tim Macaire	S	1	Red	S	1	Red	0	1	1	0	3	121
Michael Martinkat	S	1	Red	S	1	Red	0	0	1	0	2	179
Bill Michell	B	1	Blue	B	1	Blue	0	0	1	0	3	104
Graeme Morris	S	3	Red	S	3	Red	0	0	4	0	2	58
David Olliver	B	1	Green	B	1	Green	0	1	0	0	1	81
Colin Parfitt	B	1	Green	B	1	Green	0	3	0	0	1	52
Alan Tabor	S	1	Yellow	S	1	Yellow	0	0	0	0	1	171
Gerald Udowiczenko	S	3	Blue	S	3	Blue	1	0	0	0	1	52
Pam Udowiczenko	S	3	Blue	S	3	Blue	1	0	0	0	1	52
Matthew Wale	B	4	Red	B	4	Red	4	0	0	0	1	43
Graeme Wilson	S	2	Green	S	2	Green	1	0	1	0	3	114

Share prices			
Red	Green	Blue	Yellow
19	26	12	27

Not surprisingly at this stage of the game, most of the action is selling as players try to turn shares into cash. And most of the selling is in Green. Interestingly, Yellow bucks the trend with a net buy, helping the one seller, Al Tabor.

Just one turn to go and Rob Carter takes the lead as Ben and Jerry (tee hee) both buy shares. Michael Martinkat sells and catches up with Jerry.

For the last turn just send me your bid:
“Buy/Sell n shares of Red/Green/Blue/Yellow.”

**Bids for the final turn to Pevans at 180 Aylsham Drive, UXBRIDGE
UB10 8UF or TWJO@pevans.co.uk by Friday, 16th June 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.

St Mary's Railway Rivals game 4 – Turn 2

All four Companies continue building towards the centre of London.

Player A

SOMEBODY TO REALLY INFLAME
KEN'S EGO (STRIKE)

Gerald Udowiczenko (BLACK)

Buils: (Liverpool Street) – S28 –
Moorgate – Kings Cross (+6);
(O26) – Cannon Street – S22 –
Charing Cross (+6)

Score: 26 + 12 = 38

Player B

TURNHAM GREEN WIVENEY
RAILWAY (TGWR)

Chris Boote (RED)

Buils (G12) – I 13 – Victoria – I18 –
Charing Cross; (I13) – Kensington
(+12)

Score: 26 – 5 FINE + 12 = 33

Player C

LONDON AREA TRANSIT EXPRESS
(LATE)

Steve Bunce (BLUE)

Buils (S15) – Marylebone – Baker
street – R18 – S19 – Euston –
Kings Cross – R21 – Tottenham
Court Road (+30)

Score: 32 + 30 = 62

Player D

PEVANS'S CENTRAL METRO-
POLITAN RAILWAY (PCMR)

Paul Evans (GREEN)

Buils: (M22) – Charing Cross – N19 –
Oxford Circus – P18 (+12)

Score: 26+12 = 38

GM Notes

TGWR's orders did not arrive on time
and he has been fined.

Because of questions I include some
sample build costs.

M22-Charing Cross costs 6: 3 for the
ordinary tunnel build and 3 for
tunnelling under the river.

L22-L21 costs 9: 5 for the tunnel to
tunnel and 1 for the half hex of
deep tunnel and 3 for tunnelling
under the river.

D8-E9 costs 3: 3 for the bridge from
clear hex to clear hex.

N23-O24 costs 7: 3 for the deep tunnel
and 1 for the half hex of deep
tunnel and 3 for tunnelling under
the river.

L30-M32 costs 10: 5 for tunnel to
tunnel and 2 for the two deep
tunnel half hexes, and 3 for
tunnelling under the river.

R21-R22 costs 5.

I21-J21 costs 7.

N20-Oxford Circus costs 6 if you build
via N19, but 8 if you build via O20.

Next turn's Build is 16.

**Orders to Mike Dommett, 119 Victoria Road, ALTON GU34 2DD
or by e-mail to mike_dommett@yahoo.co.uk by 9th June 2006.**

Les Petites Bêtes Soyeuses 191

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 published
rules to *En Garde!*.

**Orders for November 1659 to
Pevans at 180 Aylsham Drive,
UXBRIDGE UB10 8UF or
lpbsorders@pevans.co.uk
by Friday, 16th June 2006**



October 1659

Paris is abuzz with the prospect of two horse races this month. Not just socialites,
but most of Paris is looking forward to an outing or two to the Prix d'Or. Affairs
of honour mean that some people may not survive until the races. However, both
Auray Enri and Roland Pollee d'Eaulee will be there as they decline the
opportunity to fight. As fellow members of the Queen's Own Carabiniers, they'd
lose more face duelling each other than not turning up.

Two cavalymen who aren't colleagues turn up for their rendezvous: Dragoon
Bud d'Wiser and Cuirassier Horatio d'Escargot. Neither man has a second and
d'Escargot carries a two-handed sword rather than the usual cavalry sabre, as
wielded by d'Wiser. Old injuries to his adversary give d'Escargot an advantage in
what would otherwise be an even fight. D'Wiser starts with a furious slash,
which hits home while d'Escargot is still getting his heavy blade into a striking
position. The two-hander swings round in a massive slash and smacks d'Wiser
just as his sabre thumps d'Escargot with the return cut. Both men are badly
wounded in this exchange and neither can continue the fight. An honourable
draw is declared. D'Wiser isn't able to meet his second opponent, Thomas Tudo,
who has already been stood up by Jean-René Gratrien (he turns out to have fled
Paris to the 'safety' of a Frontier regiment). To complete Tudo's month, Dexteur
Facteur doesn't show up either. That's three no-shows from three duels.

Egon Madd versus Marc Desade is cavalry (Madd is in the Crown Prince Cuirassiers) versus infantry (53rd Fusiliers for Desade) and sabre versus rapier. The two duellists are evenly matched, except for Madd having slightly greater skill. A lunge from Desade meets a slash from Madd, which reduces its power. Honours are even as both men are bloodied. Madd comes back with a cut before Desade can get another attack in and this blow is enough to trigger a surrender from the Fusilier.

KM vs CG

As a member of the Cardinal's Guard, Lucien d'Escaillehuitaillements is used to facing down the King's Musketeers. He has three of them to meet this month. He chooses to cross blades with Colonel Zachary The Money Goes first. Both men have rapiers, of course, but d'Escaillehuitaillements is hampered by his lack of expertise. The Money Goes is so skilled that he has a clear advantage. And so he starts the duel by jumping to one side. This ensures that d'Escaillehuitaillements misses him with his deadly parry. D'Escaillehuitaillements parries a while longer and then decides it's time to attack. Just as he drops his guard, The Money Goes strikes with a lunge. First blood to the Musketeer and d'Escaillehuitaillements has had enough: he surrenders.



The Money Goes cleans his blade and then stands by as second to d'Escaillehuitaillements' next adversary, Omi Palone (senior Major in the KMs). Palone is almost as skilled with the rapier as The Money Goes, so d'Escaillehuitaillements is still disadvantaged – and is freshly wounded. He goes for the sequence of parries again, which are matched by Palone. Expecting a cut,

Palone jumps back, but d'Escaillehuitaillements follows up with a lunge and connects. Palone shrugs it off and counters with a slash. First blood to the Musketeer again and d'Escaillehuitaillements offers his surrender. But Palone has started a furious lunge and skewers d'Escaillehuitaillements just as he opens his mouth. Palone accepts the surrender, apologising for his last attack.

D'Escaillehuitaillements bandages his injuries and decides that he's still strong enough to face the KM Lieutenant-Colonel. But there is no sign of Fernand Louis Adelmo de Gaulle, rather letting the side down.

A few new jobs

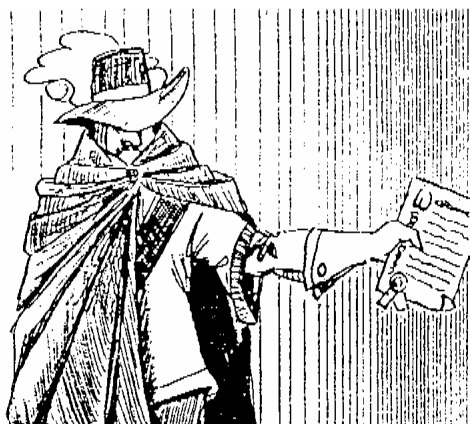
The new military organisation beds down and several new recruits apply to various regiments. Colonel Lokwot Isaw signs up Chacal for the Royal Foot Guards. The new man fancies being a Major, but there are no vacancies and he has to be satisfied with a Captaincy. Stewart Senquiry asks Euria Humble if he can join the Dragoon Guards, but is turned down. So he tries Egon Madd and the Crown Prince Cuirassiers, only to be rejected again.

As commander of the Field Army, General Sean Sondamour adds to his staff. Devlin Carnate takes the job of Army Adjutant. Joseph de Veevre turns down the offer of Quartermaster-General, as he really wants to command Second Foot Brigade. Adjutant-General Charlemagne le Gosse appoints Jacques Shitacks to command First Division. The Minister of War, Stan Dandy Liver, gives the job of his Aide to Marc Desade. CPS Dan de Lyon asks Roland Pollee d'Eaulee to be his Aide, but d'Eaulee is quite happy doing that job for Revaulvin d'Or. Magnon de Sources suggests Pierre de Vin Blanc should be Regimental Adjutant in Picardy Musketeers, but de Vin Blanc isn't interested.

Getting to know all about you

With all attention on this month's horse races there isn't much else going on. At the start of the month, the new Colonel of the CPCs, Egon Madd, holds court in the Blue Gables. Egon is joined by François Phresh, Mad Morty, Pate Derry and Stewart Senquiry. Morty brings Belle Epoque with him and Stewart is accompanied by Ada Andabettoir. With the theme of "Getting to know you," the event is quite a success and Egon must be pleased. Horatio d'Escargot is also in Blue Gables, holding hands with Henrietta Carrotte. This pair return the following week and have the club to themselves.

Meanwhile CPS Dan de Lyon has invited a small group to the Fleur. Emma Roides is with him to greet fellow members of the QOC: Auray Enri, Jean Laissez Faire, Lucien de la Rue and Roland Pollee d'Eaulee, who has Marie Antoinette on his arm. The surprise guest is Emile Fitoux, but it's not clear who is most surprised. The QOC members didn't expect Emile to be there and Emile didn't expect to be arrested! Commissioner Dan confronts him with a warrant in which he is charged with minor fraud against his landlord, Armando Lego, and Bawdyhouse owner Madame Se Pencher for claiming to be in a position to pay for services rendered. "Monsieur Emile Fitoux," purrs Dan. "How kind of you to visit as requested. There have been several minor charges laid against you by your landlord and the lady who provides you with companionship of the female variety. These gentlemen will escort you to the city's jail where you will be housed and fed for a week. You will be required to attend court next month to answer these charges. I hope that this matter can be resolved to both of our satisfaction and perhaps we will meet again soon." Emile is dragged off to the



Bastille by the Public Safety operatives, but not before the CPS has slipped him a substantial purse. If only he'd had that (and the gifts from Lun a'Tic and Jean Laissez Faire) before he got into debt! The assembled QOCs consider this a very fine jape indeed and there is much quaffing and toasting. Except for Auray, who has just worked out that Dan may be his senior officer, but he's no kind of nobleman. Outraged, Auray challenges him to settle the matter like a mere gentleman.

While Dan's get-together provides most of the entertainment at the Fleur, plenty of other people are in the club at the start of October. Beppe de Marko brings Katy Did along for a couple of weeks, as does Revaulvin d'Or with Bette Noire. Anna Rexique accompanies Zachary The Money Goes to the Fleur for three weeks' drinking. Beau Romir and Frances Forrin make it four weeks: the first three on their own, the last as the guests of the Crown Prince (whose Aide Beau is). A core of leading Parisians is in the Fleur all month. Minister of State Lokwot Isaw is the first of these and is joined by Sue Briquet. At another table are the Minister of War, Stan Dandy Liver, and his lady friend, Kathy Pacific. Maggie Nifisent is with Bud d'Wiser (a Minister without Portfolio). The last of this group is Charlemagne le Gosse, who isn't a Minister, but has Lois de Low with him and starts the month by losing over a thousand crowns in a single bet on the tables. Finally, Sean Sondamour starts his October by taking Sheila Kiwi to the Fleur. He then practises with his sabre for two weeks. This works up a thirst, so he's back in the Fleur at the end of the month – and Sheila joins him.

Treasury audit

The Chancellor of the Exchequer, Gaston de St Marque, has been causing ructions by insisting on a full audit of records at the Treasury. After a week of this, he's had enough of flustered clerks and repairs to the Fleur. His guests are CPS Dan and Emma, which must worry his harassed functionaries even more. The second week also sees Co W Ard Extrême arrive in the Fleur. He's paid a visit to the bawdyhouses and sports a couple of bruises where he was set on by footpads. He proudly points out that the miscreants got no cash as he'd spent it all on a certain young lady. Once he starts going into just what she did to earn the money, polite company leaves him to himself. He stays in the Fleur for the rest of the month.

The other clubs all have at least one visitor this month. Lucien de la Rue spends week 2 in Red Phillips. He expects Eve Ningalle to join him for the first time in ages, but just gets the brush-off. The flowers wilt where he leaves them. In the Frog & Peach it's Marc Desade. Week 3 sees Jean Laissez Faire in the Horse Guards to show off his new conquest, Lucy Fur. This explains where he's been since Toadying to Dan de Lyon. Hunter's is actually fairly busy. Fernand Louis Adelmo Louis de Gaulle and Lun a'Tic are there all month, accompanied by Charlotte de Gaulle and Bess Ottede, respectively. Fernand is annoyed that he's had to pay double interest to clear his debts after the bailiffs paid him a call. At least he had the cash. Antoine Valois pops in to Hunter's in week 2. So does Magnon de Sources, bringing Betty Kant with him and looking rather sheepish after his well-publicised incident the week before. They are back again for the last week. Averell de Alton is even cheekier: after three weeks trying to court another lady, he turns up at the club with Mary Huana on his arm.

That leaves Bothwell's, to which Jacques Shitacks takes Jacky Tinne for the first half of October. In the first week Thomas Tudo is there with Cath de Thousands and Devlin Carnate visits with Angelina di Griz.

Grand National

The third week is the date for Gaston de St Marque's 'Grand National' horse race. Revaulvin d'Or is the sponsor and has called the race the Aisne Tree Steeple Chase. Revaulvin saddles up himself and joins the rest of the entrants. Initial favourite is the diminutive Pate Derry, but Beppe de Marko and Egon Madd are expected to run him close. The start sees Pate take off with Beppe and Egon close behind him. Devlin Carnate and Gaston de St Marque are on their shoulders and Revaulvin is half a length behind them. At the back is Joseph de Veevre chasing Antoine Valois, Lucien d'Escaillehuitaillements and Magnon de Sources. These three follow François Phresh, who is behind Euria Humble and Stewart Senquiry, themselves behind Revaulvin.

The horses hammer around the first bends and down the back straight. Beppe takes the lead, a length ahead of Pate and the improving Gaston. Egon has dropped back and tucked in behind them. Devlin has fifth place with Revaulvin and they have been joined by Magnon de Sources. Antoine is floundering at the back, just behind Lucien. Stewart has slipped back to François, leaving a bit of a gap to Euria and the charging Joseph, whose next target is the row of Devlin, Revaulvin and Magnon. All are cheered on by spectators Dan de Lyon, Emma Roides and Michael l'Ovnotwore. Bette and Betty are also cheering, rather more partisanly, for Revaulvin and Magnon, respectively.

The pack spreads out round the final bends and then pounds down the final straight towards the line. Beppe fades as Pate strengthens and it's Pate who

takes first place. Beppe is nearly caught by Joseph whose horse is unexpectedly strong and sprints through the pack to take third. Much to the chagrin of Gaston, Magnon and Revaulvin, who are just half a length behind him. Antoine trails home last, only just beaten by Lucien, himself behind a disappointed Stewart.

Post race drinks are served and are consumed enthusiastically by the winner, Pate. "Good stuff this sham... shap... what was it?" he burbles. He is joined in his celebrations only by Dan, Egon and Magnon. Euria and Antoine realise that Dan is wearing the QOC's colours and take the opportunity to exchange challenges with him.

A day at the races

There's an even bigger group back at the Prix d'Or the following week for the Field Marshal's race, sponsored by Dan de Lyon. Virtually everybody takes part, including Dan – possibly the world's worst horseman – and Field Marshal Gaston. The exception is Michael l'Ovnotwore. He cheers enthusiastically, drink in hand, while keeping the ladies company. Emma and Bette cheer on their beaux, Dan and Revaulvin; Marie Antoinette supports Roland Pollee d'Eaulee and Fifi cheers on her new beau, Omi Palone.

As expected, Pate Derry takes an immediate lead, chased again by Beppe de Marko and Egon Madd. The pack is headed by Devlin Carnate, Gaston de St Marque, Roland Pollee d'Eaulee and Zachary The Money Goes with Revaulvin d'Or just behind. The second row is Euria Humble, Lucien de la Rue and Stewart Senquiry harried by Omi Palone. Auray Enri, jailbird Emile Fitoux, Lucien d'Escaillehuit-ailllements and Pierre de Mont Réal are at the back of the pack. Trailing them is Joseph de Veevre with Dan de Lyon at the very back.

Charging down the back straight, Pate is a length ahead of the equally fast Beppe. Zachary has pushed his horse hard to stay on Beppe's shoulder. These three are a length and half clear of the rest. Devlin and Roland remain at the front of the pack, but have been caught by Euria and Lucien dLR. Gaston hasn't kept up with them, allowing Egon and Stewart to come alongside him. Last race's



The Starter

surprise, Joseph, is trying to upset things again with another fast race and is closing in on these three. Jostling each other behind Joseph are Auray, a fast-moving Dan and very slow Revaulvin. Emile, Lucien d'E, Omi and Pierre bring up the rear.

The final straight sees Lucien d'E fade to come in last. Joseph has clearly shot his bolt, but stays ahead of Lucien, alongside Emile, Omi and Pierre. Dan slows, but stays ahead of these four, and catches the slow Gaston. Egon is the last of the main pack to cross the line (11th place for him). He is just behind Auray, Devlin, Revaulvin, Roland and Stewart. Zack drops back from third as his horse is clearly suffering and finishes fifth. Euria and Lucien dLR both finish strongly – having spent the whole race pretty much alongside each other – to claim a joint third. Either Pate's horse is suffering or he's got complacent. He takes the final straight quite slowly. Beppe isn't much faster – his horse is definitely tired – but it's enough to catch Pate on the line and share victory.

Beppe and Pate share the pot for first and second places while Euria and Lucien split the hundred crowns for third. Zack is looking for a new horse, as his mount didn't survive the end of the race. Drinks are taken – though most of the riders don't indulge. After only having one QOC to deal with last week, Euria is on his own against Auray, Dan, Lucien and Roland: that's another series of duels. And the other Lucien is the only Cardinal's Guardsman to face two King's Musketeers – Omi and Zack.

A night at the Bawdyhouse

Jacky Tinne is popular this month. Chacal, Joseph de Veevre, Magnon de Sources and Pierre de Mont Réal all pay her a visit at the start of October. Chacal is prepared to stand down to Joseph, but nobody else is giving way to anybody. So they don't find out that Jacky isn't even at home. Pierre and Chacal come back the following week. And the week after. Chacal's persistence finally pays off at the end of the month, giving him a duel with Jacques Shitacks into the bargain.

Omi Palone and Antoine Valois start October outside Guinevere d'Arthur's door. Neither will stand down and both move on. Omi visits Fifi's place, only to meet Averell de Alton. Averell stands down in favour of Omi, who takes full advantage of his opportunity with Fifi. Elsewhere, at various times, Auray Enri, Devlin Carnate, François Phresh. Marc Desade and Michael l'Ovnotwore fail to impress the objects of their affections. Walter Butts succeeds with his – as Lucien de la Rue can testify. Walter promptly invites his new mistress to join him at his club. "Ooh," she squeals, "Which club do you belong to?" "Ah," responds Walter, realising that he really should have joined one. Net result is that Walter spends a week on his own.

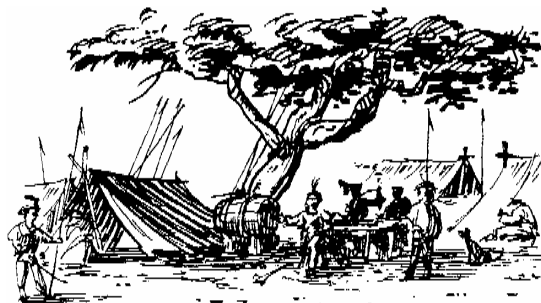
Then he heads off to his regimental gym to pass two weeks with his rapier. He's not the only person missing the races. Horatio d'Escargot is practising his two-handed sword for the latter half of the month and Jacques Shitacks works out with a cutlass. Thomas Tudo spends three weeks in the gym with his sabre. Mad Morty does the same with a two-hander. Other people put in the odd week's practice. And there are lots of visitors to the Bawdyhouses at one point or another. These include Lucien d'Escaillehuitaillements. In fact, it's the first thing he does this month. He is clipped over the ear by a footpad, who is disgruntled to find that he has no money left. Talking of money, Euria Humble's most important work this month was re-scheduling his debt with the Shylocks. This is helped by a donation from Lun a'Tic. He also visits L'Orphanage du Roi (Estd March 1658, Prop: E Humble) to deal with administrative matters.

Nasty, brutish and poltroon

Having fled to the anonymity of a Frontier regiment, Jean-René Gratrien expects to be lying low. Imagine his surprise when his unit is ordered to attack a Spanish outpost on France's north-east border. The bullet that catches him between the eyes is an even bigger surprise. RIP. By contrast, Private Leo Nenmie knows exactly what to expect. He is serving with Frontier Regiment 1 and is one of the few soldiers to survive unscathed when the regiment is enfiladed. Mainly because he's still in his tent. He is severely reprimanded, but the regiment is in dire need of men.

Ced Deucer leads two battalions of the Cardinal's Guard into the fight, but even they don't get very far. Bdr-General Deucer makes the most of it, getting himself nearly fifteen hundred crowns' worth of loot. He is Mentioned in Despatches a couple of times as well.

When the news of Jean-René Gratrien's death reaches Paris, CPS de Lyon reveals that he'd issued an arrest warrant for him. Gratrien was charged with incitement. "It is obvious that he aims to goad the members of France's fine cavalry regiments into acts of violence against him, thereby sullyng their name, by repeatedly making unsubstantiated and ludicrous claims about their admissions policy," stated the CPS. ❖



Press

Matters of Honour

Marc Desade,
You see I can wield a sabre with all the dexterity and skill of a scalpel. Cross me again and I will surgically remove parts of your anatomy.

Your superior,† Egon Madd

Monsieur Jean-René Gratrien,
I see that you cannot help but slander my name. My private correspondence with the Minister of War is frankly none of your business, but I will respond to your cowardly letter (as I see you lack the conviction of your words to sign your missive this time around). As a gentleman I am honour bound to underplay my abilities – abilities that have been proven at the front, no less – and the Minister was writing at a time when I (like you) had no battlefield experience. Following the summer campaign season, in which I was promoted three times and Mentioned in Despatches twice, the King considered me for a title for my actions on behalf of France and the Minister of State considered me trustworthy enough to place the responsibility for the nation's safety at my feet. I trust that you wouldn't be silly enough to cast doubt upon His Majesty, nor upon his selections as Minister of State.

The reason that I challenged you last time was for your slur against the cavalry regiments of France; a slur that Paris felt was great enough to warrant a duel. I challenge you this month for your inability to stop

repeating that slur and for calling mine and every member of the cavalry's ability into question. I have proved by my actions both at the front and on the duelling fields of Paris that the armies of France recruit only the best fighters, whether into her fine infantry or cavalry regiments, something that you have obviously failed to achieve. Therefore, *en garde*, Monsieur for the second time and perhaps this time you will learn your lesson.

Yours in distaste,

† Commissioner of Public Safety
Brigadier General Dan de Lyon,
Commanding officer QOC

*A well-reasoned challenge that
I'm sure Paris would support. If
only its target was still alive.*

† Le Roi

I find I am in need of a second or two to hold my (lab) coat while I duel. I will naturally return the favour. The slime of the 53F need not apply.

† EM

Announcements

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

Vacancies

The CG are still seeking applicants of above average endurance and military aptitude. Appointments of Regimental Adjutant and Aide to Brigadier being kept open for suitable candidates.

† B. Bdr General Baron Ced
Deucer CG

Honourable gentlemen of Paris, it cannot have escaped your notice that ZTMG still occupies the same rank he did 3 years ago, so your prospects of promotion are rather limited.

L'Onion

Social

Party:

To celebrate my appointment to the Government I will be holding a month long party at my club in November.

Everyone in Paris is welcome, well nearly everyone. Tickets will only cost 30 crowns per week you attend. But you can buy the whole month for only 100 crowns.

I will cover costs for all Kings Musketeers, members of the Government and those of SL 19+

† ZTMG

** Advanced Notice **

** Party in December **

Ladies and Gentlemen of Paris

To celebrate my recent appointment as Inspector General of the Infantry, I am hosting a party at my club in the first week of December. Further details will follow next month.

Yours etc, † PdMR

Gentlemen of Paris,
As Autumn is drawing in, it is only right we make the most of the last of the good weather before winter sets in. I therefore propose to sponsor two horse races at Le Prix D'Or in weeks 2 and 3 of November, each with a prize fund of 1000 crowns. All are welcome to join me as my guests and may the best rider win!
† GdSM

** Advanced Party Notice **

Well, the festive season is almost upon us and as always it's a busy place in Paris. So I will be holding a small get together in the Second Week of December.

While I know this will disappoint many, that my party isn't for the whole month. I'm sure others will be able to fill the void.
† ZTMG

PARTY

Finally, Lord Percy Percy deems Count Extrême fashionable. Now that the Count has been able to buy a new vest and coat from borrowed money, he feels reasonably cheery. In order to share this feeling with the general population, he invites all Parisians to a party in the Fleur de Lys from week 2 to 4 in October 1659.

The entry is free for noblemen (SL 21+) and their mistresses, (former) members of the RFG and ministers. Others will have to donate an appropriate amount to the "anti-insolvency fund." The donation will give entry for all three weeks.

SL 18-20	250 Crowns
SL 15-17	500 Crowns
SL 14-	1000 Crowns

Personal

Insp. Gen. de Mont Réal
Sir,

Maybe in the heap of applications, one got lost. As the senior officer currently within the 2nd Ft, I apply again for the post of Brigadier. I'm sure Commander Baron Sondamour will appreciate having some assistance in the field.

Yours, † JdV

From Field Army HQ

I am informed there had been applications for Adjutant and QMG – Devlin Carnate and Sir Joseph de Veevre, the positions are yours if you still want them. I think I even saw a reference for Carnate from Dan de Lyon, my last Adjutant if memory serves. Blowed if I can find it though, among all this junk in my in-tray. Messages for this, that and the other everywhere – I think I need an Aide to help get things straight around here (and filter out much of this 'junk' mail). Applications welcome, and I hope they don't get lost among everything else.
† SS

Field Marshal Gaston de St Marque
Thank you for your well reasoned exposition; the Pope of course is only infallible when he claims to so be speaking. I do not think Lord Percy Percy, witty though he may be, is in any way as wise as His Majesty. Perhaps he has problems accepting correction, though I thought he performed extremely poorly playing tennis the last time I saw him.

† Major Omi Palone

FLAG has the ladies all over him? Surely the poor women are just sympathetic to his rather literal understanding of the phrase "Toilet Water".

Dear Minister of State Isaw,
Many thanks for the appointment. We must meet up soon and discuss a few things.

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

SDL

Baron Bud d'Wiser wishes to see that France has its best regiments at the front; In light of the announcement that the RFG remains the premier Regiment in all France, can we look forward to its imminent departure to the front once more?

To: Lt General Count Stan Dandy
Liver, Minister of War, and Colonel Count Lokwot Isaw, Minister of State
From: Brevet Brigadier General Dan de Lyon, Commissioner of Public Safety

My Lords,

I am deeply concerned about the actions and opinions displayed by Jean-René Gratrien. This man has clearly taken leave of his senses and he risks dividing the armed forces of his most holy Majesty into two opposing factions; those who support the Cavalry and those who support the Infantry. Having served with the First Army last summer, I am well aware of the close and valuable link that exists between these two complementary military units and I would be deeply aggrieved if anything was to happen

as a result of one man's ill-informed opinion. I am in the process of writing his arrest warrant but, before I do, I thought I would seek the opinion of two of France's greatest servants. Is Jean-René Gratrien a danger to France? Are there other gentlemen who would conspire against the King of whom I might be unaware. I would hate to arrest the wrong man, or, if I did arrest a man in danger of inciting a split within the army, to see any charges I brought against him overturned, as I fear it might spell the end of my tenure as Commissioner. I would dearly like the opportunity to talk with either or both of you at some time in October over a brandy in the Fleur if you are free.

Yours in honour,
† Dan (de Lyon)

Dear Armand Unejambe
My greatest apologies to you for not accepting your application to join the RGF, I believe the application got lost under all the other job applications I had to deal with last month. If you have not found a suitable regiment yet then please re-apply, I will make sure it is accepted this time. To make up any embarrassment you may have suffered please join me for a drink in the Fleur de Lys at your convenience.

Yours,
† Colonel Lokwot Isaw RFG,
Minister of State

Sub. RP d'Eaulee to Gen de Lyon
Mon General,
The matter of which you speak predates my entry into the ranks of the QOC. However, as you say, it would reflect badly on the regiment if the officers were seen to brawl in public. I will of course respect your wishes.
† RdP

Sub. RP d'Eaulee,
Thank you for your understanding in not bringing the regiment into disrepute. I hope that Emma and I will have the pleasure of your and Marie's company in the first and fourth weeks of October, or at least for one of them?

Yours in honour,
† Brevet Brigadier General
Dan de Lyon

Lord Percy Percy says that, as fashion is tending towards the abjectly servile, he is apparently extremely fashionable.

Dear Emile Fitoux,
Sorry to hear of your predicament. Please come along to my party next month and I'll see if I can help you out. Don't worry about the entrance fee, I'll speak with the doorman and make sure you get in for free.

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

Egon Madd
Angry mobs don't just happen. They have to be booked in advance, and given alternative venues if the weather is bad.

† Omi Palone

Points Arising

The horse racing rules are in the house rules, a PDF of which is on the website. It's linked from the LPBS pages or go direct to:
www.pevans.co.uk/LPBS/LPBSRules.pdf
If anyone would like a paper copy, let me know.

The following didn't get their orders in on time ("No Move Received") and suffered the consequences.
DF Dexteur Facteur (Kevin Morgan) has NMR'd. Total now 1
GdLi Gar de Lieu (Bill Hay) has NMR'd. Total now 1
OdC Orson de Combat (Francesca Weal) has NMR'd. Total now 1
RdM Rob d'Masses (Craig Pearson) has NMR'd. Total now 2 and is sent to a Frontier regiment
RO Rene Ouai (Peter Denison) has NMR'd. Total now 1
X5 (Gerry Sutcliff) has NMR'd. Total now 2 and is sent to a Frontier regiment
X6 Pas de Nom (James Guiton) has NMR'd. Total now 5 and is sent to a Frontier regiment

Mark Barrowcliffe (AU) was floated as he's "desperately busy".

Keith Bristow (PdVB) was floated as he's out of communication for a while.

David Lopez (JRG) has regretfully resigned from the game "due to work

commitments." Thanks for playing, David, and we hope you'll be able to rejoin us in the future.

And best wishes to Andy Kendall who is recovering from an operation on his shoulder.

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 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

Auray Enri applies for Brigade Major of Horse Guards Brigade	Joseph de Veevre applies for Brigadier of 2nd Foot Brigade
Chacal asks NPC Captain, King's Escort to resign	Lucien de la Rue applies for Aide to Brigadier
Devlin Carnate applies for Army Adjutant of Field Army	Magnon de Sources asks NPC Major 1 of Picardy Musketeers to resign

Trials

Emile Fitoux is on trial at the start of next month (after duels but before anything else). He is accused of "minor fraud against his landlord, Armando Lego, and Bawdyhouse owner Madame Se Pencher for claiming to be in a position to pay for services rendered." CPS Dan de Lyon prosecutes and the Minister of State, Lokwot Isaw, delivers the verdict and sentence. All characters are welcome to chip in, but if you really want to affect the outcome, you'd better talk direct to Count Isaw.

New Characters

Craig Pearson gets the Second son of a well-to-do Viscount: Init SL 10; Cash 250; MA 5; EC 4 (X1).
 Gerry Sutcliff gets the Bastard son of a Merchant: Init SL 2; Cash 135; MA 1; EC 4 (X2).
 James Guiton gets the Second son of a well-to-do Gentleman: Init SL 4; Cash 250; MA 6; EC 2 (X3).

Duels

Results of this month's duels:

Auray Enri didn't turn up to fight Roland Pollee d'Eaulee and lost SPs.

Bud d'Wiser (no Expertise) drew with Horatio d'Escargot (no Expertise).
 Bud d'Wiser declined to meet Thomas Tudo as he was under half Endurance.

Dexteur Facteur didn't turn up to fight Thomas Tudo and lost SPs.

Jean-René Gatrien didn't turn up to fight Thomas Tudo and lost SPs.

Egon Madd (gains 1 Exp) beat his enemy Marc Desade.

Omi Palone (with ZTMG, gains 1 Exp) beat his enemy Lucien d'Escaillehuitaillement.

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

Fernand Louis Adelmo de Gaulle didn't turn up to fight Lucien d'Escaillehuitaillement and lost SPs.

Grudges to be settled next month:

Lucien de la Rue (Sabre, adv.) has cause with Walter Butts (Rapier, Seconds ZTMG & SS, 3 rests) for pinching Eve.

Antoine Valois (Sabre, 4 rests) and Omi Palone (Rapier, Seconds ZTMG & FLAG, adv.) have mutual cause as neither stood down over Guinevere.

Chacal (Rapier, 2 rests) and Magnon de Sources (Rapier, adv.) have mutual cause as neither stood down over Jacky.

Chacal (Rapier) and Pierre de Mont Réal (Rapier, Seconds BdM, adv.) have mutual cause as neither stood down over Jacky.

Joseph de Veevre (Rapier, Seconds OP & RdO, adv.) and Magnon de Sources (Rapier, 1 rests) have mutual cause as neither stood down over Jacky.

Joseph de Veevre (Rapier, Seconds OP & RdO, adv.) and Pierre de Mont Réal (Rapier, Seconds BdM, 3 rests) have mutual cause as neither stood down over Jacky.

Magnon de Sources (Rapier, adv.) and Pierre de Mont Réal (Rapier, Seconds BdM, 1 rests) have mutual cause as neither stood down over Jacky.

Auray Enri (Sabre, 1 rests) has cause with Dan de Lyon (Sabre, Seconds RPdE & LdlR, adv.) as he's not Noble but higher SL.

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

Dan de Lyon (Sabre, Seconds RPdE &

LdlR, 4 rests) and Euria Humble (Cutlass, Seconds SDL, 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 being in enemy regiments.

Jacques Shitacks (Foil, adv.) has cause with Chacal (Rapier, 2 rests) for pinching Jacky.

Auray Enri (Sabre, 4 rests) and Euria Humble (Cutlass, Seconds SDL, adv.) have mutual cause for being in enemy regiments.

Euria Humble (Cutlass, Seconds SDL, adv.) and Lucien de la Rue (Sabre, 2 rests) have mutual cause for being in enemy regiments.

Euria Humble (Cutlass, Seconds SDL, adv.) and Roland Pollee d'Eaulee (Sabre, Seconds DdL, 4 rests) have mutual cause for enemy regiments.

Lucien d'Escaillehuitaillement (Rapier, 4 rests) and Omi Palone (Rapier, Seconds ZTMG & FLAG, adv.) have mutual cause for being in enemy regiments.

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

Duels held over until December:

Ced Deucer versus Jacques Shitacks.

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

Tables

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

Battle Results

Cardinal's Guard: 3

Frontier regiment 1: 6

Army Organisation and Summer Deployment	
Field Army (Field Ops)	SS/_/DC/_
First Division (Field Ops)	JS/N/N3
2nd Foot Brigade (Field Ops) – 13F 53F	
3rd Foot Brigade (Field Ops) – 27M 4A	
Second Division (Field Ops)	_/_/AV
4th Foot Brigade (Field Ops) – 69A Gscn	
RNHB Regiment (Field Ops)	
Frontier Division (Field Ops)	_/_/N4
Frontier Regiments (Field Ops)	
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	

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

Brigade Positions	
Guards Brigade	_/_/LaT
Horse Guards Brigade	N2/N/N6
Heavy Brigade	N5/N/N2
Dragoon Brigade	N1/N/N6
First Foot Brigade	MdS/N/N5
Second Foot Brigade	_/_/N5
Third Foot Brigade	_/_/N2
Fourth Foot Brigade	_/_/N5
Entries as Army Organisation Table	

Frontier Regiments

(Assault for Sept-Nov)

	F1	F2	F3	F4	RNHB
Colonel	N6	N2	N4	N2	N7
Attached	LN				

Also at the Front

Cardinal's Guard - 2 Bn 3 Bn only

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	RdO
64	Edna Bucquette	18	W	
3	Kathy Pacific	17	B	SDL
35	Katy Did	16	I	BdM
42	Maggie Nifisent	16	B	BdW
55	Jacky Tinne	16		JS
60	Polly Hydronne	16	W	
52	Guinevere d'Arthur	15	B/W	
10	Frances Forrin	14	B	BR
48	Fifi	14	B/W	OP
16	Ophelia Derriere	13		
26	Ella Fant	13	B	
27	Lucy Fur	13	B	JLF
30	Leia Orgasma	13	B	
45	Cath de Thousands	13		TT
8	Lotte Bottle	12	B	
12	Charlotte de Gaulle	12		FLAG
17	Henrietta Carrotte	12	I/W	HdE
28	Vera Cruz	12		
31	Bess Ottede	12	I/W	LaT
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	DdL
33	Anna Rexique	10	I	ZTMG
38	Pet Ulante	10	W	
43	Di Lemmere	10	I	
53	Angelina de Griz	10	B	DC
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	RPdE
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	MM
13	Josephine Buonoparte	6	I/W	
24	Violet Bott	6	I/W	
15	Ada Andabettoir	5	B/I	StSy
25	Lois de Low	5	B	CIG

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

Regiments Organisation		Entries are Character abbreviations, N (+ Military Ability) for NPC, blank for vacant, * shows the regiment adjutant. + shows ranks held by characters with a brevet rank or an appointment elsewhere.
Gscn	N3 N5 N6 N3 N3 N5*	
69A	N5+ N6 N5 N3 N3 N6*	
4A	N2+ N6 N1 N6 N5* N5*	
27M	N1 N5 N2 N3 N3*	
53F	N5+ N2 N2 N3 N3 N2* MD	
PLLD	N6+ N6 N2 N3 N5 N5* PD	
DC	N6+ N5 N6 N5 N5 N5*	
13F	N1 N5 N6 N5 N5 N5*	
JdV	N1 N5 N6 N5 N5 N5*	
MdS	N5 N5+ N2 N3 N4 N4 PdVB	
BdW	N6 N2 N3 N1 N2 N2*	
RM	N4 N3 N3 N5 N6*	
GDM	N4 N3 N3 N5 N6*	
PM	N1 N5 N4 N2 N6*	
CPC	N1 N5 N4 N2 N6*	
EM	N1 N5 N4 N2 N6*	
HdE	N2+ N2 N5 N1 N4*	
TT	N2+ N2 N5 N1 N4*	
ALC	N2+ N2 N5 N1 N4*	
QOC	DF AE N5 N3 N3 JLF N4	
DdL	DF AE N5 N3 N3 JLF N4	
DG	N6+ N2 N3 N3 N4*	
EH	N6+ N2 N3 N3 N4*	
AV	N6+ N2 N3 N3 N4*	
KM	OP WB N2 N4 N6 N5*	
ZTMG	OP WB N2 N4 N6 N5*	
FLAG	OP WB N2 N4 N6 N5*	
CG	LdE N2 N1	
CD	LdE N2 N1	
RFG	Li AdA LaT+ BR N2 N2* C	
Li	AdA LaT+ BR N2 N2* C	
AdA	LaT+ BR N2 N2* C	
LaT+	BR N2 N2* C	
BR	N2 N2* C	
Capt	N2 N2* C	
Capt	N2 N2* C	
Capt	N2 N2* C	
Capt	N2 N2* C	
Capt	N2 N2* C	
Capt	N2 N2* C	

The Greasy Pole

ID	Name	SL	SPs	Cash	Rank, Regiment/Appointment	MA Last seen	Club	EC	Player
CWAE	Count Co W. Ard Extrême	24	41	Poor	General	5	Flr	3	Benedikt Löwe
GdSM	Count Gaston de St Marque	24+	87	Withy	Fld Marshal/Chancellor	9	Flr	3	Nathan Richards
CIG	Marquis Charlemagne le Gosse	24+	72	Rich	B.Lt-General/Adjutant Gen	11	Lois	2	Neil Packer
SDL	Count Stan Dandy Liver	24+	72	Withy	Lt-General/War Minister	11	Kathy	4	Guy Arnold
ZTMG	Count Zachary The Money Goes	23+	75	Withy	Colonel KM/Min w/o Port	11	Anna	4	Gerald Udowiczenko
LI	Count Lokwot Isaw	21	63	Withy	Colonel RFG/State Min.	19	Sue	3	Barry Townsend
SS	Baron Sean Sandomour	21	59	Withy	General/Fld Army Commndr	5	Sheila	2	Pete Holland
BdM	Viscount Beppe de Marko	19	56	Fithy	Bdr-General	17	Katy	2	Mark Moores
BR	Baron Beau Romir	19	50	Withy	Captain RFG/C.Prince Aide	7	Frances	3	Graeme Morris
GdLi	Baron Gar de Lieu	18	39	Rich	B.General	3	Bill Hay	4	Jerry Spencer
RdO	Baron Revaulvin d'Or	18	31	Comfy	Bdr-General/Justice Min.	8	Bette	5	Francesca Weal
OdC	Baron Orson de Combat	18	31	Comfy	Lt-General	6		5	Peter Denison
RO	Rene Ouai	18	19	Comfy	Lt-General	3		5	David Olliver
JS	Sir Jacques Shitacks	17	45	OK	B.Lt-General/1st Div Commandr	3	Jacky	4	Mike Dommatt
OP	Marquis Omi Palone	17	36	Comfy	Major KM/Gen's Aide	4	Fifi	4	Francesca Huskinson
BdW	Baron Bud d'Wiser	16	47	Comfy	B.Bdr-General GDM/Min w/o Port	11	Maggie	2	Bruno Giordan
DC	Devlin Carnate	16	33	Comfy	Colonel PLLD/Fld Army Adjutant	4	Angelina	2	Matthew Wale
EH	Marquis Euria Humble	15	37	OK	B.Bdr-General DG	14		5	Andrew Kendall
JdV	Sir Joseph de Veevre	14	33	Comfy	B.Bdr-General 13F	3		5	Jon Sedgwick
C	Sir Chacal	14	32	Comfy	Captain RFG	3		2	Hajo 'Red' Schlosser
FLAG	Sir Ferdinand Louis Adelmo de G'lle	14	24	Comfy	Lt.Colonel KM	5	Charlotte	4	Martin Jennings
LdA	Averell de Alton	13	25	Poor	Major RFG	3	Mary	4	Nik Luker
LdE	Lucien d'Escaillehuittaillement	13	25	Comfy	Major CG	3		4	Nigel Monaghan
CD	Baron Ced Deucer	13	F	Comfy	B.Bdr-General CG	10		3	Ben Brown
TT	Thomas Tudo	13+	41	OK	Lt.Colonel ALC/FMshl's Aide	4	Cath	5	Simon Burling
AV	Sir Antoine Valois	13+	39	Comfy	Lt.Colonel DG/2nd Div Adjutant	1		4	Robert Carter
MdS	Sir Magnon de Sources	12+	40	OK	B.Bdr-General PM/1 F Brigadier	4	Betty	5	Paul Wilson
LaT	Lun a T'ic	11	31	OK	Major RFG/Gds Brigade Maj.	1	Bess	2	

ID	Name	SL	SPs	Cash	Rank, Regiment/Appointment	MA Last seen	Club	EC	Player
PdMR	Sir Pierre de Mont Réal	11	26	Poor	B.Lt-General/Insp.Gen.Inf	8		5	Pam Udowiczenko
HdE	Horatio d'Escargot	11	16	Comfy	B.Bdr-General ALC	4	Henrietta	3	Graeme Wilson
LN	Leo Nennie	10	F	Poor		4	F&P	5	Chris Boote
DdL	Dan de Lyon	10+	79	OK	B.Bdr-General QOC/CPS	1	Emma	6	Ashley Casey
WB	Walter Butts	9	22	Comfy	Major KM	4		3	Richard Newby
EM	Egon Madd	9+	37	Poor	Colonel CPC	6	BG	2	Tym Norris
DF	Dexteur Facteur	8	8	Comfy	Major QOC	4	HGds	2	Kevin Morgan
AU	Armand Unejambe	8	0	OK		3		4	Mark Barrowcliffe
RdM	Rob d'Masses	8	RIP						Craig Pearson
JRG	Jean-René Gratrien	8+	28	OK	Captain QOC	2	Lucy	3	David Lopez
JLF	Jean Laissez Faire	7+	26	OK		1	Ada	3	Filipe Silva
StSy	Stewart Senquiry	6+	28	Poor	Subaltern QOC/Bdr's Aide (RdO)	6	Marie	2	Colin Parfitt
RPdE	Roland Pollee d'Eaulee	6+	24	Poor		2		3	Pete Card
MIO	Michael l'Ovnotwore	6+	18	OK	Major QOC	3		4	Justin Key
AE	Auray Enri	5	8	Poor	Captain 53F/LtGen's Aide (SDL)	1		2	Chris Rudram
MD	Marc Desade	5+	21	Poor	Subaltern QOC	5		2	Mark Stretch
LdLR	Lucien de la Rue	5+	21	Poor	Captain PLLD/PLLD Regt. Adjt.	5		6	Olaf Schmidt
FP	François Phresh	4	8	Poor	Captain PM	5		4	Charles Burrows
PdVB	Pierre de Vin Blanc	4+	60	OK	Captain PLLD	6		4	Keith Bristow
PD	Pate Derry	3+	14	Poor		6	Belle	1	Tim Macaire
MM	Mad Morty	2	RIP			6		3	Mark Mortimer
X5	Pas de Nom	2	RIP			4			Gerry Sutcliff
X6	Emile Fitoux	2+	24	Poor				5	James Guiton
EF									Timothy Hunt

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+