

That would be enough

This has been issue 67 of *To Win Just Once*, published 1st August 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 *Star Trader* to Mike Dommett by 9th Aug.

Orders for *Railway Rivals 4* to Mike Dommett by 11th Aug.

Orders for *Les Petites Bêtes Soyeuses* and *Great White Hunter* shots to Pevans by Friday 25th August 2006.

(Remaining deadlines for 2006 are 22nd/29th Sept, 27th Oct/3rd Nov, 1st/8th Dec.)

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Per game turn	£0.50	£0.50
11-turn subscription	£5.00	£5.00

Games played

If you are interested in playing any game, please let Pevans know.

En Garde! Pevans has room for more players in *Les Petites Bêtes Soyeuses*. You will need the rules to *En Garde!* in order to play: www.engarde.co.uk

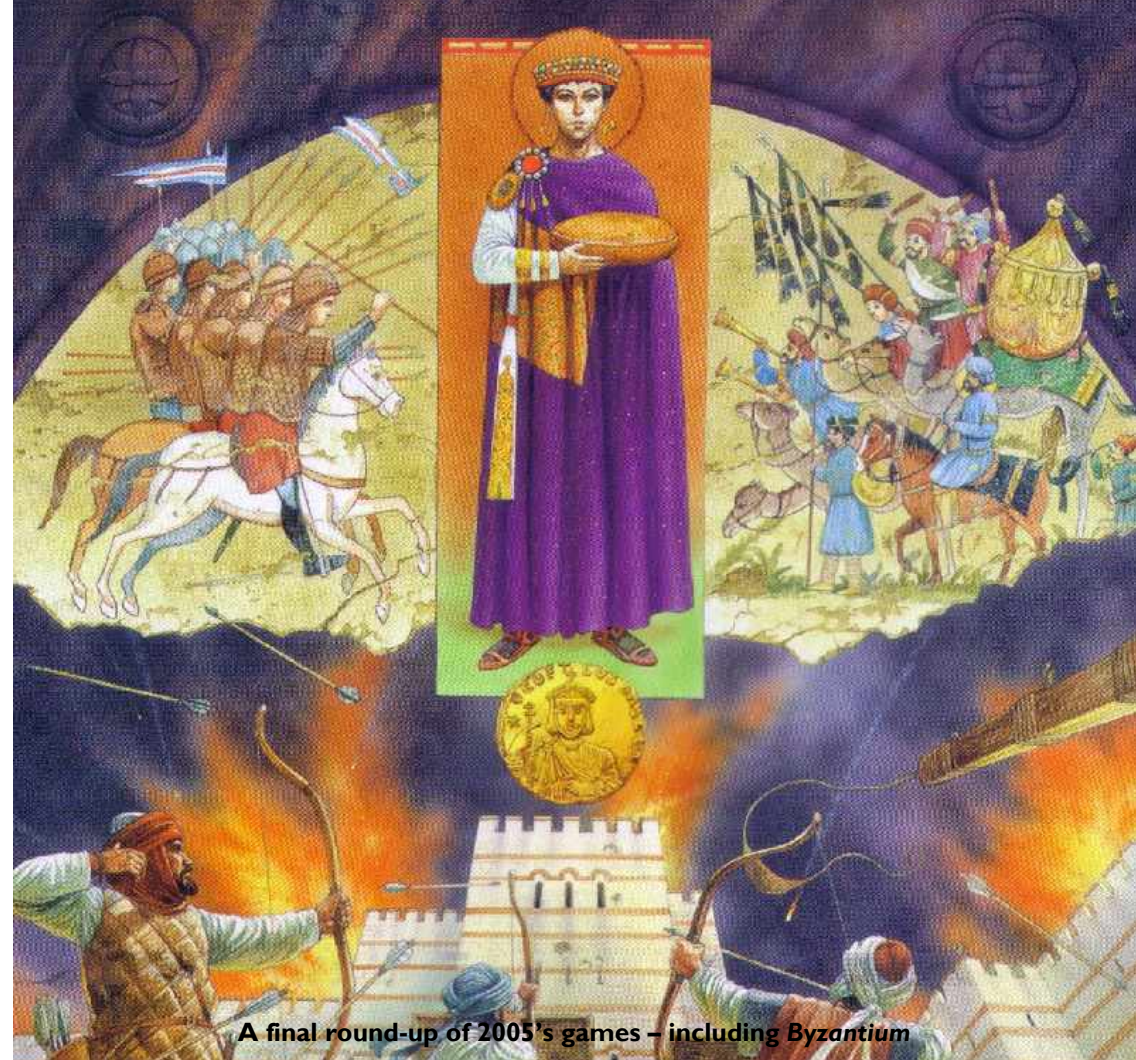
Railway Rivals on the North England is just starting. We have room for one more player – see page 14. We provide rules and a working copy of the map.

Star Trader We have a position available in the current game – let Pevans 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*)



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Chatter

First off, players in Mike's games should note the early deadlines and respond quickly. Mike and I are on holiday in sequence through late August and early September. The quick turnaround should make sure the games don't miss a turn.

By the time you see this I'll probably be on my way to the Great British Beer Festival (for the afternoon of Thursday 3rd August). I hope to see some of you there. Expect my tasting notes in next issue.

I was having a bit of trouble getting the staples into the paper copies of last issue. A problem I'd had with other issues recently. Then I realised that the last few issues all ran to 44 pages. *TWJO* is clearly getting too fat; I'll have to keep the page count down a bit in the future.

That may also help with the new postage charges that the Royal Mail is introducing in August. Postage will now depend, in part, on size. Whether this affects paper copies of *TWJO* depends on whether I'm allowed to squash each envelope flat... I've queried this, but nobody knows the answer. I'll find out with next issue, but I don't expect it'll mean an increase in price.

I don't believe it!

They've just done it to me again! "The next westbound train is on platform 2. Platform 2 for your next westbound train," declaims the announcer. Now on a railway station, this would be fine. You look up and see a platform number. You have signs telling you how to get to each platform. But this is a Tube station. Do they have signs to tell their customers which platform is which? No. So why make these pointless announcements?! All you get is people peering out of the train they're in, trying to work out whether this is platform 2 or that's platform 2 over there. Everybody waits for someone to make a move... Grrr!

Then there's the jargon. The last time I was caught up in a problem on the Central Line, the driver made an announcement about there being problems ahead. He continued, "This train will de-train." Everybody looked about with a vaguely puzzled air. A couple of minutes later, it was an exasperated "all change, please! All change!" Only then did the passengers get the message. Though, when you think about it, "all change" isn't exactly plain English. At least we're used to it meaning "get off the train." No doubt 'de-training' is the term used within London Transport, but why do they expect the general public to understand what they're on about? Grrr again!

Letters

I liked Timothy Hunt's account of how he started his games club. There aren't many articles on how to start a games club – I may even take some ideas from it for our local one, which is just over a year old.

Writes Barry Townsend. Mark Barrowcliffe gives one reason why he has little time for *LPBS*.

I'm finishing off my latest book at the moment and am up against an end of July deadline. You – and maybe the other *LPBS* players – might be interested in the subject of this book. It's called *The Elfish Gene* and it's about my childhood as an obsessive *Dungeons and Dragons* player. It'll be in bookstores in January, published by Macmillan.

Sounds fascinating. Having been a non-obsessive *AD&D* player in my twenties, I'll be interested to see how our experiences compare. For a start, precisely which version of the game you were playing! ☺

Nike Luker chips in on SF.

I've been thinking about your comments on Stephen Baxter's writing and I agree that his characters are somewhat soulless and cold. However, they seem a little more approachable in *Coalescent*. What swung it for me, though, is the science. As I've said before, I usually struggle with Baxter's hard physics (but it's a challenge, dammit!), being a Zoologist by nature, but the science in *Coalescent* has distinct biological leanings, making it far easier to get my head around. Although I'm sure the physics will return with a vengeance in the subsequent books in this series...

Quick recommendation: if you haven't tried it, John Courtney Grimwood's *Stamping Butterflies* is worth a look...

Most of the science I know comes from SF books! As far as nuclear physics, cosmology and microbiology are concerned, at least. For this reason, I enjoy a lot of hard science SF, because I'm learning things in an entertaining way. I haven't read any of Grimwood's stuff, but I'll keep an eye open for it.

Snorta! – a review by Timothy Hunt

First impressions

The box is sturdy, the cute, slightly rubbery animals are wonderful – they are wonderfully designed and the artwork on the cards matches beautifully. The Denim bag to hold the animals is nice too. What a shame the quality of the cards is not quite as high as they could be. They are not linen finished and have a bit of a tendency to stick together.

Aim of the game

Lose all your cards by being the first to make the correct animal noise on an opponent when top cards match.

Playing the game

To start with, each player randomly takes a little rubber animal from the bag, places it on the table and makes a noise that would be identified with that animal (for example, “woof” for the dog). Everyone hides their animal in their barn, and then they go round again, in turn, making the noise of their animal. Everyone is dealt an equal number of cards, any extras being returned to the box, and those cards become the draw decks for the players.



Each player in turn draws a card and places it face up in front of them. If their card matches another face-up card on the table, the players that have the two matching cards have to make the noise of the animal of that opponent. So, for example, if Chris has the donkey in his barn, and Mark has the frog, then if Chris had turned up a cat card, and then Mark turns up a cat card, Chris has to try to say “ribbit” before Mark says “hee-haw.” Whoever correctly says it first wins. The loser has to pick up both players' stack of face-up cards. Note, however, that any animal noise that would identify that animal would work, so Chris could quite happily say “croak” instead. Ideally, a match occurring should not halt play, but other players should continue to play cards so that other matches can occur.

There is one special card in the deck, the “Swap” card. If you turn this card face up, you draw a new animal from the bag and put your old one back in, making the noise of the new one before placing it under your barn.

If you deal your last card out, you win, unless your last card is also a match, in which case you have to win the match-up to win the game

Thoughts

It's quite a fun little memory and reaction game. With the right crowd, there's lots of laughter, as people try hard to remember each other's animals to make the right noises. It does have a little quirk in that if someone doesn't match often, or they manage to get their opponent's noise in first, it can then be a little harder to remember what their animal is to make their noise should you match with them again later. But that is, of course, all part of the game. The fact that this can accommodate up to eight makes it a useful game for a slightly larger group and

it's a great light little filler. Someone even suggested making it a drinking game, but I'm not sure that would help the memory any.

It's certainly a game I'd be willing to play under most circumstances, but I know that there are certain groups that would be more appreciative of the light silliness than others would. 7/10 Thanks to Out of the Box Publishing for donating this game to the St Louis Boardgame Meetup Group for review.

2005 games round-up

After I started looking at this year's new games a couple of issues ago, it occurred to me that I hadn't mentioned several of last year's games yet. Here's a quick look at some of the games I like from last year that I haven't covered in any detail yet.

Byzantium is the 2005 game from Martin Wallace and Warfrog. In recent years, I've made a point of reviewing the year's Warfrog game – mainly because we've had a series of real crackers from *Age of Steam* onwards. *Byzantium* may not be up to that very high standard, but it's a fine game that deserves more attention.

The game is about the Byzantine Empire and its struggle against the rising power of the Arabs. Players represent factions on both sides and score victory points separately for the two sides. Normally, the game lasts three turns (you get to do an awful lot in one turn!) and the winner is the player with the most victory points in total. However, if your points are too far out of balance, you only score the higher of the two. So there's an incentive to continue scoring points for both sides. There's also a sudden death ending. Should the city of Constantinople be sacked, the game ends immediately. The Arabs are deemed to have won and only players' Arab victory points count.

Each turn is pretty free-form: players carry out one action each in turn until they run out of money or cubes. Cubes are the key to this game. Each player starts the turn with some cubes available to use: as recruits to their armies (one Imperial, the other Arab); to mark ownership of cities; and to claim special actions. Additional cubes can be bought using the player's Imperial or Arab treasury – for use by the appropriate side. When you run out of cubes and money, there's nothing left for it but to pass and end your turn. The first person to do this gets the reward of being the first player next turn. When only one person hasn't passed, they get one more action and then the turn is over. Players gain income (to the appropriate treasury) for cities they control and pay to support their armies (from the appropriate treasury). Then they get some cubes back.

The heart of the game is using your Imperial army to sack opponents' Arab cities and your Arab army to sack opponents' Imperial cities. For a bit of variety, there

are a couple of special actions that allow attacks on the same side (or there are Persians and Bulgars to have a go at). Sacking a city gains victory points and plunder for the appropriate side. It also reduces the value of the city, so some special actions allow players to improve cities, building them up again.

The overall thrust of the game has the Arabs slowly increasing their power base and taking over bigger sections of the Empire. This means players usually gain lots of Imperial victory points at the start of the game and then pick up more and more Arab points during the game. Each action presents you with a decision, though. The game allows all sorts of tactical options, so it can be a tough decision. Having said that, in the first turn, the first actions will usually be taking control of cities and gaining victory points. Special actions also tend to be used early on and only then do players start moving their armies and mixing it.

This is a clever and challenging game that I enjoy playing. It's not everyone's cup of tea as the bulk of the game is very much a wargame. What lifts it out of the ordinary are having players represent factions in opposed forces, the variety of tactical options available and the 'sudden death' possibilities. I suggest trying the game first, but I recommend trying it. 9/10 on my highly subjective scale.

I mentioned *Ostfriesenlauf* (or *Gotham Race*) in my round-up of Spiel '05 (TWJO 60). Designed by Stephan Riedel, this is published on his own label, Clicker Spiele. Since then it has been a regular filler at Swiggers and has been huge fun every time. I've even inflicted it on non-gamers, who have enjoyed it as well. It's a race game that I would say is almost as ingenious as *Hare & Tortoise* (though not as complex and without the need for arithmetic skills). The basic mechanics are straightforward: the players' pawns are moved around the track according to the cards played. First to cross the finish line wins. Note that it's the first to cross the line – the direction is immaterial. Yes, you can win this race by going backwards!



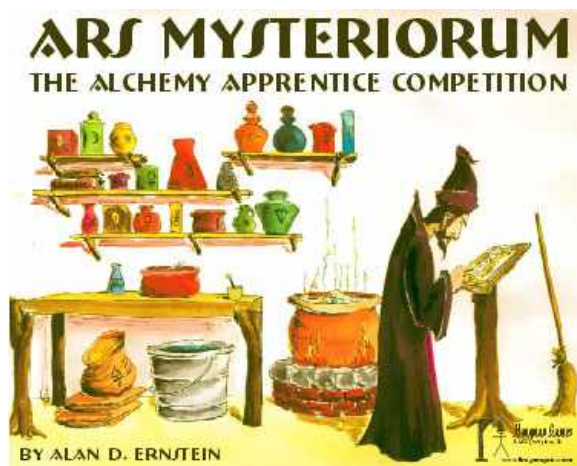
The real twist to the game, though, is that the cards don't apply to a specific player's pawn. Each card moves the pawn currently in a particular position in the race: "third place moves 2 spaces forward," for example. All players choose their cards and play them secretly before any of them takes effect. So you may try to move your pawn, which is in third place, only to find it's been overtaken

before your card comes up. Cards are played in reverse order: fourth place goes first, then third and so on. They then take effect in the order they were played. The player in last place thus has the advantage of knowing where everybody will be when their card takes effect. This is a clever handicapping system that should allow the last-placed player to catch up. Of course, as soon as they do so, they lose control again!

Ostfriesenlauf is one of those simple games that's much harder to play. It is almost guaranteed that the cards played will have a different effect from what was intended. And this happens every turn. It's chaotic and it's great fun! I haven't played a game yet where people haven't been laughing their heads off after a few turns. It isn't particularly deep – a game doesn't last more than 30 minutes – but it is great fun and offers the challenge of out-thinking your opponents (though you usually end up out-smarting yourself). 9/10 on my highly subjective scale.

I've been a bit wary of mentioning *Ars Mysteriorum*, given that I'm the UK distributor for Hangman games, but I really ought to say something about it. This is the 2005 game from Alan D Ernstein and is rather different from his previous game, *Tahuantinsuyu*. That was a lengthy strategy game; this is a bidding and set-collecting game. The story is that players are alchemical apprentices trying to prove themselves by completing various 'recipes'. This they do by getting the right ingredients for the recipe. The ingredients come from bidding for them from the appropriate supplier. Completed recipes go on to the player's recipe book (display board). Each recipe is worth points, but there are bonuses for rows, columns and for getting several of the same recipe. The bonuses will usually make the difference between winning and losing the game.

Play centres on the 'tents' of the Masters of the five elements (colours). These are where players bid for the various ingredients (coloured chips) they need and where the recipe cards available are displayed. A neat mechanic means that it's more expensive for players to stay at the same tent each turn, making them more likely to move around. Players have a set of bid cards (the same values in each set), which they use to bid for turn order and for ingredients. These are played



one at a time, face down. When all have been played, they are revealed and ingredients distributed – the highest bidder will get the most chips, but most bidders will get something. Players then get to spend their ingredients to earn a recipe at the tent where they are. For example, the recipe to convert sand into emeralds requires 3 red chips, 2 green and 1 each of blue and yellow. The recipe adds to the Gems column and the top row of the player's recipe book.

Each turn players also pick up 'mysteries' cards, which give them a special action. These specify when they can be played and usually have a cost in terms of ingredient chips or victory points. These can be very useful in giving you a tactical edge. Points are scored at the end of each turn. As you'd expect, the payoff increases as the game goes on. It ends when any one tent runs out of recipes or all the mysteries are used up. There is a final bonus for the most recipes in each column of players' displays and whoever has the most points wins.

The game is an interesting mixture of strategy and tactics. The strategic element is in aiming towards certain sets of recipes to gain the bonuses. The cost of recipes and value of the bonuses will influence which you decide to go for, but so will the recipe you start with. There are two parts to the tactical element. First off, what you do each turn will depend on which recipes are available in which tents and where you need to get ingredients to complete these. I find that I'm often spending a turn getting ingredients so that I can get recipes next turn. But you really need to move faster than this if you want to win the game. The second tactical element is the interaction with other players: who's moving where, in what order, who's bidding for what, who wants which recipes and the interplay of the mysteries cards.

Planning ahead is an absolute must. You need to know which ingredients you need not just to gain the recipes you want, but also to enable you to get them. Making good use of mysteries is another key element, so you have to look at what cards are available and what they can do for you. This is a clever game and offers a strong challenge to players. I appreciate the game, but don't find it particularly interesting to play. Perhaps this is because I still haven't really got to grips with it. It's had a generally good reception from other players, so I recommend you try it and see what you think. It gets 7/10 on my highly subjective scale.

Tower of Babel is another of Reiner Knizia's clever scoring systems and is published by Rio Grande (and by Hans im Glück as *Der Turmbau zu Babel*). The board depicts the Seven Wonders of the Ancient World plus the eponymous tower. Discs – representing the various components required to construct each Wonder – are distributed at random across the Wonders. When each is completed, players score points according to how much each has contributed to its construction. The points scored go up every time a Wonder is completed, giving players an incentive not to complete Wonders quickly (particularly if they

have an advantage). Incomplete Wonders are scored at the end – but at the second lowest value.

Players have a hand of cards in several suits – the same colours as the construction discs are divided into. Each turn, the lead player starts an auction by offering up a disc from a specific Wonder. The other players bid cards of the appropriate type to participate. The lead player chooses who, if anyone, will be involved and may add cards from their own hand. Players who contribute to the building add pieces to the monument. Players who were tuned down get some victory points instead – one of the tactical options is making a bid you know will be refused in order to get the points.



Tower of Babel in play at SpielChamps

Players also have a trading card, which they can add to the bid. If one of these is accepted into the bid, that player places no pieces on the Wonder – the auctioning player does instead. Their reward is to take the disc, which normally goes to the auctioning player. The reason this is useful is that there are bonus points at the end of the game for sets of discs of the same type. Get a few discs of the same type and the bonus is well worth having.

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The game ends when all the discs of one type have been auctioned – usually leaving several Wonders unfinished. This gives yet another factor to think about when deciding which disc to put up for auction. It's not just which Wonder you want to get pieces into and which colour disc you want and whether the Wonder is close to finishing and how many cards are needed for this disc, but whether this brings the game closer to a finish!

As you'd expect with a Knizia-designed game, *Tower of Babel* works very smoothly. It gives players an awful lot to think about. In particular, you need to weigh up the various ways of scoring and optimise your points. Having played it several times preparing for SpielChamps this year, it's grown on me. However, it remains very dry. I give it 8/10 on my highly subjective scale.

Science Fiction

So there Markus and I are at Chicago airport. Our flight from Columbus, Ohio was hours late getting in due to the storms at Chicago. Has our flight to Heathrow been similarly delayed? Nope: it left on time. The best American Airlines can manage is to fly us to Frankfurt. Then we get a BA flight to Heathrow the following afternoon. Ah well...

In the meantime, I'm going to need some extra reading matter. Searching through the bookstalls' SF sections turns up nothing very appealing. Then I find *Going Postal*, a recent (2005 in paperback) Discworld novel from Terry Pratchett. It's been years since I read a Discworld book (*The Last Continent*, I think, which goes back to 1998 – though I'll bet I read it a couple of years after that), let alone bought one (umm... probably *Interesting Times* {1994}, though I think I was given *Hogfather* {1996} as a Christmas present – how appropriate is that?! – but this parenthesis has gone on far too long). Is the Pratchett as funny as he was? And is the Discworld still the place it was?

After a couple of baffling prologues (yup, Pratchett's still being Pratchett), the story proper starts. In Ankh-Morpork's equivalent of Death Row is one Moist von Lipwig (allegedly a play on Ludwig von Mises, leading light of the Austrian school of Economics, which favours the unfettered free market {and was much derided by my Economics professors [Keynesian to a man] as part of the crazy monetarism idea [that then took over the UK in the Eighties]}), alias Alfred Spangler (a reference to Oswald Spengler, German philosopher, perhaps? {Sorry about all the brackets, but things like this happen when you stick your head into a Pratchett book [and at least I haven't resorted to footnotes – that way madness lies!]}), and a convicted con man.

Half a dozen pages into the book and Pratchett has already subverted escaping-from-jail clichés and poked fun at fanboy collectors. So, 'Alfred Spangler' is dead, hanged in front in several hundred people. The dead giveaway (ho ho) is that Death does not make an appearance. Instead, von Lipwig finds that Lord Vetinari has a job for him. An offer he can't refuse: take over the Ankh-Morpork Post Office and return it to its former glory. And, just to make sure he holds up his end of the bargain, Vetinari assigns him a parole officer. An implacable, unstoppable golem!

I immediately thought of David Brin's *The Postman* – his silliest book and an even sillier film for Kevin Costner. The only similarity, though, are the Pony

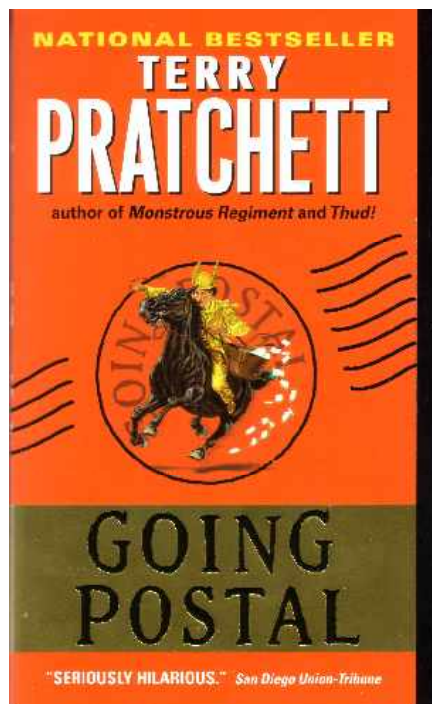
¹ An alternative theory has it that madness is caused by nested parentheses. But I digress.

Express references. Here the Post Office has suffered in competition with the 'clacks' – the network of semaphore towers that send messages far faster than a physical letter. Another instant reference popped up: the semaphore system in the wonderful *Pavane* by Keith Roberts. Pratchett has something of the same magic embedded in the clacks system, though his model is clearly the internet and computer geeks (things that weren't around when *Pavane* was written).

As a con man, von Lipwig is, of course, ideally suited to getting people to believe in a big idea, *Postman*-style. Of course, if it works, it isn't a con: it becomes real. Like the banking system, as long as everyone believes in it, it works. This being a Discworld story the overall plot is fairly predictable, but the means of reaching its end and the twists and turns are fascinating. Pratchett is as inventive as ever. And von Lipwig may be a con man, but the real villains are the cutthroat capitalists behind his competition – characters who make the Enron board look like pussycats! Pratchett has a real go at modern free market capitalists, clearly people he doesn't think much of (and presumably why the hero's name is the reverse of Ludwig von Mises).

Despite the invention, I found the book mildly disappointing. The main problem is von Lipwig. Pratchett establishes him as a weaselly con man – albeit a con man with a sense of morals. But, when faced with a challenge, von Lipwig is a fearless, selfless hero. Not afraid to put himself in harm's way – and even give up his own money. I had to keep reminding myself that this was not Sam Vimes – I was finding it hard to tell the difference.

The detail – such as the stuff about the clacks and its history and the myths around it – is fascinating. Pratchett is as full of invention as ever, but it only applies to the details. The setting, the plot, the characters all feel the same as the other books – one reason I stopped reading the Discworld books. Another reason was the way the laughs per book had dropped off. *Going Postal* made me laugh out loud just twice, well down from the guffaws of *Wyrd Sisters*. Discworld fans will not need any encouragement from me to read the book: anyone else should start with one of the early books.



And Markus and I made it home just 10 hours late. It was a different story for Markus's luggage though. If only it had had its own little legs...

Games Events

August and September seem to be barren months for games events this year. I do have a couple of pieces of news, though. GEN CON UK is on for **next** year at the end of August. That is, 30th August – 2nd September at Reading University where, the organisers say, re-development means there is plenty of space. www.genconuk.com for more information.

The Manorcon committee announces that this event is moving to Leicester next year. 'Renovations' at the University of Birmingham means it isn't a suitable venue any more. So, it's 23rd-30th July 2007 at Stamford Hall at the University of Leicester for Manorcon XXV. The website is at 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. Sign up with the Yahoo group to find out more: groups.yahoo.com/group/stabconinfo.

Maycon: late May bank holiday weekend at a location to be determined. This friendly convention is a mixture of board games and role-playing and includes the UK Spielchamps tournament. 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.

Credits

To Win Just Once issue 67 was written and edited by Pevans (additional material by Timothy Hunt). The LPBS masthead (page 22) is by Lee Brimmicombe-Wood. The drawing on page 23 is by Tim Wiseman, the one on page 25 by Bryan Lea and the one on page 28 by Nik Luker. The *Snorta!* picture is courtesy of Out of the Box. Pevans took the photos and played with his scanner and Photoshop.

St Mary's Railway Rivals game 4 – Turn 4

Everybody starts building out and connects to various districts of London. Only PCMR hasn't got a recognisable home district as STRIKE invades SE London.

Player A

SOMEBODY TO REALLY INFLAME
KEN'S EGO (STRIKE)

Gerald Udowiczenko (BLACK)

Builds (Cannon Street) – N24 – M25-L25
- Elephant and Castle – G23 (+6, -1
PCMR)

Score: $44 + 6 - 1 = 49$

Player B

TURNHAM GREEN WIVENEY
RAILWAY (TGWR)

Chris Boote (RED)

Builds (I19) – Stockwell (+6)
(Hammersmith) – J3

Score: $44 + 6 = 50$

Player C

LONDON AREA TRANSIT EXPRESS
(LATE)

Steve Bunce (BLUE)

Builds (U14) – X15 – X17 – Barnet (+6)
(Q7) - Q6 - P5 - Ealing (+6)

Score: $70 + 12 + 2 = 84$

Player D

PEVANS'S CENTRAL METROPOLITAN
RAILWAY (PCMR)

Paul Evans (GREEN)

Builds: (P18) – Q18 – R18 (-1 LATE)
(P18) - P20 (-1 LATE)

(O12) – N11 - Notting Hill Gate

(N11) – M11 - J12 - Kensington

Score: $37 - 2 + 1 = 36$

GM Notes

Note the early deadline to give Mike the chance to adjudicate the turn before he goes on holiday. Orders must be in on time to allow him to do this.

Clarification: last turn PCMR built (P18) – P15 – O15 – O11 (and NOT via O14).

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 11th August 2006.**

Railway Rivals game 5 – pre-start

This will be on the North of England map (NO), working copies of which accompany this issue for the players: Steve Bunce, Pevans, Colin Parfitt, Nathan Richards and Edward Walkington. There is room for one more player.

Players should let Mike have their preferences for start town (Liverpool, Sheffield or Newcastle – or Preston if a sixth player joins).

**Orders to Mike Dommett, 119 Victoria Road, ALTON GU34 2DD
or by e-mail to mike_dommett@yahoo.co.uk by 11th August 2006.**

Games from Pevans

www.pevans.co.uk/Games

The latest additions to Games from Pevans is a selection of games published by Abacus, the veteran German publisher. Here are the 2006 games from Abacus – you'll find the full selection on the website.

California

A neat Michael Schacht board game. Each player has a Californian mansion to renovate in best *sheng fui* style. They get points for multiples and combinations of styles. And more points for attracting the neighbours.



2-5 players, aged 8+,
playing time 60 minutes: £14.00

Jericho

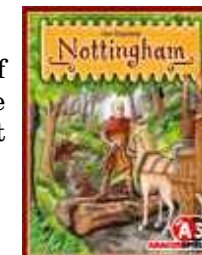


A biblically-themed card game designed by Tom Lehmann. Players lay wall cards to extend their own walls or play trumpets to knock down other people's walls. They also have the chance to influence how much the walls score.

3-5 players, aged 8+, playing time 15 minutes: £5.00

Nottingham

Another of Uwe Rosenberg's clever card games. The Sheriff of Nottingham is having trouble with his tax collection. The players are his tax collectors and will stop at nothing – not even picking each other's pockets – to raise money.



3-7 players, aged 10+, playing time 30 minutes: £9.50

Add 10% for postage and packing in the UK (20% elsewhere)

Games from Pevans is a trading name of Margam Evans Limited
All prices include VAT at the appropriate rate

Mission of Gravity

Star Trader game 3 – Turn 10

“450 HectoTrans in the bank.”

“Quite a lot of money.”

“So why are we here?”

The older woman turned to look at her companion, who flattened his ears respectfully. “We are buying spaceships.”

He tried again, whistling slowly. “Why then are we at Sigma Draconis Spaceport? There are no shipyards here.”

“I know that; you know that; but Head Office seems to have forgotten.”

At Gamma Leporis VOGON bought 26 Alloys for 8 HTs each, pushing the price up, and then used their Market Managership to sell 5 back to the market on Contract. There was no trading at Epsilon Eridani.

Delta Toucanis saw VOGON selling 14 Alloys at 5 HTs apiece and gaining a Contractorship. ZWILLINGE's sale failed as their ship hadn't arrived. They did buy 12 units of Petroleum at the price of 7 HTs (worth a Dealership), shutting out ISKANDER's bid of 5 and TRANS SOLAR TRADING's bid of 3.

VOGON sold 10 units of Alloys for 5 HTs each at Tau Ceti and TRANSURANIC bought 5 Isotopes for 1 on Contract as the price fell. TRADEWINDS found no buyers for their bid of 5 to sell.

TRANSURANIC sold 2 Alloys at Mu Herculis for 5 HTs apiece and then sold 8 Isotopes for 8 HTs each to gain a Dealership. There was enough activity left for ISNOT-ISTOO to sell a further 6 at 9 HTs and get a Dealership as well. SWISS MERCENARY FLEET, wincing as they awaited another disaster, sold 10 Liquors for 8 HTs each and a Dealership. ISNOT-ISTOO continued their rise, buying 10 Monopoles at 10 HTs and taking a Contractorship.

At Sigma Draconis ISKANDER FIRE AND ACCIDENT bought 13 Isotopes for 3 HTs each, which brought them a Contractorship. ZWILLINGE bought 5 on Contract and VOGON sold 5 on Contract. TRANS SOLAR TRADING sold 8 Petroleum at 11 HTs (they gained a Dealership) and ZWILLINGE 3 at 13 HTs. HONEST DARTH's bid of 14 was ignored.

Both SWISS MERCENARY and SOLAR WINDS TRADING sold Liquors at Alpha Centauri: 5 and 1 respectively, but both at a price of 8 HTs. VOGON sold 13 Alloys for 4 HTs each at Beta Hydri and gained a Contractorship. HONEST DARTH's USED SPACESHIPS sold 5 Isotopes on Contract as the price rose. TRADEWINDS sold 5 Spice for 12 HTs each and ZWILLINGE sold 10 Petroleum

at 8 HTs. Not only did they not know that demand had lifted the price, they also failed to gain a Market Position! CAESAR WHOLESALE bought a warehouse on Alpha Centauri. The Vespasian loaded up with OP 25.

TRANS SOLAR TRADING INC. bought 5 new Phoenix Hulls and used this collateral to take out a 602 HT loan over 4 Quarters. With the money, they equipped two of the ships as Passenger liners, and three as cargo carriers, drafting C class crews on board. They also bought 8 Isotope factories at Sigma Draconis, possibly in competition with VOGON.

SOLAR SPICE, MONOPOLES & LIQUOR bought a new Warehouse at Beta Hydri. TRADEWINDS bought 4 Cargo Pods for the Polestar.

ISNOT-ISTOO bought 4 Isotope Factories at Tau Ceti, (where they're cheaper than at Sigma Draconis). SWISS MERCENARY FLEET bought a Warehouse at Mu Herculis.

ZWILLINGE hired an Agent, Percent, at Delta Toucanis, but failed to make the interest payments on their loan. The sum was added to their loan and their Reputation dropped. The failure of the Fraternal to make its Hyperjump interfered with a lot of their plans. TRANSURANIC TRADE CORPORATION bought new Warehouses at Gamma Leporis and Sigma Draconis.

VOGON sold all of their Alloy factories at the new high price and put the Famine up for sale. Perhaps the choice of ship was unwise as this only raised 90% of the list price and the crew disappeared into the fleshpots of Delta Toucanis Spaceport, never to return. The Corporation then took out a loan for 450 HTs over 8 Quarters and bought 10 Isotope Factories at Sigma Draconis.

And finally, ISKANDER FIRE & ACCIDENT landed the Option on Planet at Mu Herculis and took OP 21 buying – it is strongly rumoured – a Battle Comm Pod.

Press

Tradewinds' first passengers since the company's management had their minds eaten by a parasite made this glowing recommendation: 'I/We. Have. Never. Used. A. Better. Passenger. Service.' The passengers are attending a seminar on employer/employee relations and many delegates have left the conference praising Tradewinds' management technique.

NEIKAN-DO beg to announce that they cannot do this any more and have withdrawn from the sector in deep shame. Buyers are earnestly requested for this Corporation which remains a going concern.

Buyer wanted for surplus Petroleum. Put it in your old Earth Car and drive it. Contact me to arrange terms.

Easy Money Post mortem

Rob Carter – winner

I must admit I'm surprised to win. I had a basic plan at the beginning but I think luck played a big part. Basically, the game seems to hinge on how well you can predict what the other players are going to do. This is what I tried to do, i.e. when a colour is valued highly then people are likely to sell and when it's low they're likely to buy, so I based my own buy/sell options on that. I think the first turn was lucky for me because a load of people tried to buy yellow and failed and I ended up buying blue.

Overall a very enjoyable game.

Simon Burling

After a poor start, due to my misunderstanding the rules, I recovered to finish in a reasonable position.

What difference the forgotten rules would have had I do not know.

Mike Dommett

By the time I got the hang of the game, it was far too late. Buy a lot of what other people are buying and you end up with black cards. Outguessing the crowds seems to be important. Better than many multi-player games, but easy to get discouraged and give up. Did more people send in orders for this than the other ones you have tried?

Interesting question. We had 22 players still active in the game at the end. Fictionary Dictionary only had 14 participants in total and generally fewer in any one round. What you have to do each turn is more challenging, of course. The whole point of the Bonking Game is to knock players out, but over 30 participated at some point. And 29 people scored points in the first game of Great White Hunter.

Nik Luker

I rather enjoyed this little game! Quite pleased to finish joint 4th and I know what went wrong – failing to submit a bid not only cost me 10 for a black share but scuppered my chances of trading some of my stock when the price was very good. Interesting to hear that holding stock majorities originally bestowed advantages. I have a feeling that it would have made a difference, possibly making the competition for certain colours more intense and thereby having a more significant effect on the prices. Without knowing what the special abilities

were, it's difficult to say how big that difference might have been. Still, great fun all the same and congratulations to Robert for a well-played win.

Pete Holland

Well it all seemed to depend much more on luck than I expected – but then I would say that wouldn't I, with only half of Robert's winning total. At times I tried to work out what was likely to happen, but usually managed to pick the wrong option anyway. If only I had sold Yellow on turn one instead of Red! At least I can be happy with my decision to sell out early and buy cheap on the last turn.

Great White Hunter

This game is essentially a variation of Battleships and is open to all readers of *TWJO*. The 20x20 grid represents an area of the African bush, while the players are all hunters looking to bag trophies.

All you have to do is nominate two squares to take pot-shots at: F9 and M17, say. (The second is only used if the first misses). If you hit something, you score a point – if several players hit the same square they each get a point – which is deducted from the value of the animal.

	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q	R	S	T
1																				
2																				
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Key

Animals				
	Symbol	Size (Squares)	Number on grid	Points Value
Monkey	M	1	12	2
Antelope	A	2	9	4
Snake	S	2	?	8
Gorilla	G	3	6	7
Lion	L	3	3	9
Elephant	E	4	2	15
Other symbols				
	X	Missed shot		
Upper case = this turn, lower case = last turn				
Strikeout = dead animal				

Notes: animals go up and down or left and right, not diagonally, with two exceptions. Elephants are blocks of four squares; each snake is two diagonal squares and moves by up to three squares a turn.

Animals only touch (if at all) at corners.

An animal is dead when all its points are gone or all its squares have been hit. In the latter case, the points are shared between the players who hit its last square(s). After 15 turns or when the board is clear (except for any snakes), the player with the most points wins.

**First shots to Pevans at
180 Aylsham Drive,
UXBRIDGE UB10 8UF or
to TWJO@pevans.co.uk
by Friday, 25th August 2006.**

Les Petites Bêtes Soyeuses 193

Being a postal game of *En Garde!* run by Pevans since April 1986 and now published as part of *To Win Just Once*.

New players are always welcome. 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 January 1660 to
Pevans at 180 Aylsham Drive,
UXBRIDGE UB10 8UF or
lpsorders@pevans.co.uk
by Friday, 25th August 2006**



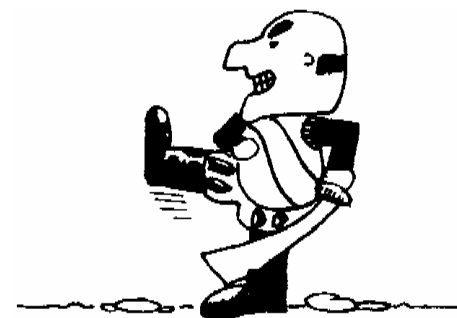
December 1659

Before any good cheer can be dispensed this December there are matters of honour to settle. However, not by Ced Deucer. He doesn't show up for his meeting with Jacques Shitacks. Egon Madd, Stewart Senquiry, Marc Desade and Zachary The Money Goes arrive at their rendezvous. Desade is due to fight both members of the Crown Prince Cuirassiers – Madd and Senquiry – with The Money Goes as his second. Desade starts with Madd while Senquiry stands beside him. He's brought some bacon sandwiches to help everybody keep warm. The two duellists use their regimental weapons: sabre for Madd and rapier for Desade. They would be evenly matched were Desade not carrying injuries from previous months. He has less skill with his sword than his opponent as well. This makes an immediate difference as the first part of Desade's furious lunge only takes place at the same time as the first attack of Madd's furious slash. The slash partially deflects the lunge, giving Desade the worse wound. The two men swing their blades for a cut, but Madd strikes first. Desade stops in his tracks and sinks slowly to the ground, his eyes glazing over. RIP. Madd's eyes gleam madly (Madd-ly?) in the grey morning light. "Quick, Major," he shouts to Senquiry. "We must get him back to my laboratory... I mean the barracks, while he's still warm!" Taking a foot apiece, the two men start to drag the body towards the CPC's HQ. "Don't I get to fight him, then?" asks Senquiry, through a final mouthful of bacon and bread. Their activities are brought to a halt by The Money Goes, who takes charge of the body for a military funeral.

Those old enemies the King's Musketeers and the Cardinal's Guard are represented this month by Zachary The Money Goes and Lucien d'Escaillehuitaillements, respectively. A gentleman's duel with rapiers, where the only significant difference between the two is the Money Goes' far superior expertise. Except that the injuries to d'Escaillehuitaillements would allow him to avoid this fight with honour. For more honour, he turns up to face the Musketeer. The Money Goes expects a rapid attack and jumps aside. The only thing d'Escaillehuitaillements does is push the bandage further above his eyes and prepare his blade. He lunges, catching The Money Goes for a definite touch. The Musketeer responds with a lunge of his own and d'Escaillehuitaillements throws in the towel. "Peace, man!" he exclaims.

Killing the Queen's Own

That leaves the equally traditional confrontation between the Dragoon Guards and the Queen's Own Carabiniers. DG commander Euria Humble is doing most of the fighting and wants to meet his opposite number, Dan de Lyon, first. De Lyon insists on first fighting Antoine Valois, Humble's second in command. Junior Carabiniers Roland Pollee d'Eaulee and Lucien de la Rue second de Lyon. Valois has no support.



Both men have sabres and unhealed wounds. The advantage is still with the ox-like de Lyon, however. He sneers at his adversary and lashes out with his boot, catching him with a solid kick. However, this lays him open to Valois's slash, which lays open his thigh. Hopping and cursing as the blood streams down his leg, de Lyon backs off. Valois follows up with the second part of his attack, a cut. De Lyon takes this in the ribs and slashes back. This is too much for Valois and he surrenders. Still cursing, de Lyon sits for his seconds to help bandage him up.

Humble now arrives, accompanied by Stan Dandy Liver and also wearing several bandages. Normally de Lyon has a big advantage over Humble, but this time the roles are reversed. Not to mention Humble's superior expertise; or his cutlass. De Lyon rests on his sword, wondering why his opponent is blocking a blow that isn't coming. He takes guard too late, though, and is hit by Humble's slash. He lashes out with his boot, connecting with Humble's midriff and giving him something to think about. Humble's thinking allows de Lyon to re-gather himself. He launches a slash of his own just as Humble hits him with a second. Humble falls to his knees and croaks out a surrender. When he gets no reply, he wipes the blood and sweat out of his eyes to see d'Eaulee and de la Rue standing, dumbfounded, over the motionless body of their commander. RIP Dan de Lyon. Humble staggers off

with the support of Stan Dandy Liver, unable to fight either de la Rue or Jean Laissez Faire.

Promotions and Purchases

Having successfully leaned on the RFG Regimental Adjutant to resign, Chacal then buys himself the rank of Major in the Royal Foot Guards. This means he's not qualified to take the job himself. He doesn't seem bothered, though: he's now applying to be Aide to a General. He also can't be Captain of the King's Escort after the late Dan de Lyon's influence forces the incumbent out.

New boy Le Frog fails to get into either the Royal Marines or the 27th Musketeers. He is accepted by the 4th Arquebusiers and buys his way to Major. Henri Hermès joins the Picardy Musketeers, courtesy of Magnon de Sources, and becomes Captain Hermès. De Sources appoints Captain Pierre de Vin Blanc as his Regimental Adjutant. Lucien de la Rue is expecting the same post in the QOCs, but the new commander, Auray Enri, isn't aware of this. Jacques Pottès signs up with Egon Madd for the Crown Prince Cuirassiers and buys Major.

Brigadier-General Horatio d'Escargot volunteers his command, the Archduke Leopold Cuirassiers, for active service. Lt-Colonel Thomas Tudo joins him with enthusiasm. Brigadier-General Orson de Combat volunteers for a Frontier regiment. So does Leo Nennie, but he doesn't have much choice about this.

Fancy dress at the Fleur

December seems to be racing season with no less than three races scheduled. The first week is pretty quiet by comparison. The death of Dan de Lyon means that his QOC get-together at the Fleur doesn't happen. Auray Enri and Jean Laissez Faire are left kicking their heels outside the club. The only party in town is Pierre de Mont Réal and Guinevere d'Arthur holding court in Hunter's. Guests of honour are Stan Dandy Liver and Kathy Pacific. Stan is asked to present the prizes for the best Snow Queen and King. These go to Stewart Senquiry and Ada Andabettoir, who are dressed as snowmen. Stewart insists on asking all and sundry if they can smell carrots. There wasn't a big field to choose from, the other guests being Michael l'Ovnotwore and Roland Pollee d'Eaulee with Marie Antoinette. Under a green and silver mask, Marie's Christmas ensemble is "a green velvet gown shot through with silver thread, her raven hair topped by a silver tiara." Roland is dressed as "a jolly, old monarch of old in antique costume, with a clay pipe and a bundle of firewood over his shoulder." Several senior Parisians are in the Fleur with their ladies, but are not associating with each other. Charlemagne le Gosse is one of these and spends three weeks there with Sheila Kiwi before taking his rapier to the gyms – with another mixed group.

The first race is "The Wild Goose Chase," sponsored by Pate Derry to the tune of 1,100 crowns. Pate is proud to have May Banquet l'Idée on his arm as a result of his courting the previous week. He enters his own race, of course, as do Bud d'Wiser, Euria Humble, the unlucky in love Gaston de St Marque and Le Frog. Having arrived with Bud, Maggie Nifisent joins May to watch the race. As usual, Pate and Bud are joint favourites, but Paris has a new racing runt. As the five riders gather for the start, Le Frog is having trouble staying in his saddle. They get away as expected, but Humble makes some strong running down the first length of the course, as does Pate. As they sweep round the bend at the halfway point, Pate is a couple of lengths ahead of Bud. Third place, well behind Bud, is held by Euria. Struggling to get his horse up to speed, Gaston is fourth, a length down on Euria, but several lengths in front of Le Frog.

Realising he's all but uncatchable, Pate eases up on the home straight. Realising he's not going to catch Pate, Bud slows too. He gets a nasty surprise as Euria comes up on his shoulder and he has to spur his horse on to retain second place by half a length at the line. Gaston is still struggling and finishes a poor fourth. Le Frog is no threat, though, as he's still several lengths behind. Pate is very pleased to get half his sponsorship back – and even more pleased to beat Bud. Euria is pleased to be in a scoring place! Le Frog is pleased not to have fallen off.

More fancy dress at the Fleur

One reason for the lack of riders in the race is that Zachary The Money Goes and Anna Rexique are holding a festive celebration at the Fleur de Lys at the same time. Those attending do so with some nervousness after last month's shenanigans. However, they have all made some attempt at a Yuletide costume and Zack lets everyone in this month. Having gone to the trouble of growing a substantial moustache for last



month, Auray Enri dangles some baubles from it this month for his seasonal look. Di Lemmere comes with him, but has no moustache, of course. The large reindeer turns out to be Jacky Tinne and Chacal, who presses an expensive bottle of brandy on their host. Devlin Carnate and Angelina di Griz come in matching leafy green outfits as "Sprouts from Bruxelles." Egon Madd has a glowing red nose. And reindeer antlers. And Leia Orgasma – much to the chagrin of the absent Gar de Lieu. The perambulating Christmas tree turns out to be François Phresh. He's unaccompanied, despite being deferred to by Henri Hermès outside Eve Ningalle's the week before. Henri is at the party as well, gift-wrapped with a large bow on his hat.

At this point, a large box is delivered for Zack. Suspiciously labelled “Open Me,” the box turns out to contain Joseph de Veevre and Ella Fant – whose affections he has just won (after Antoine Valois stood down to him). In seasonal vein, Joseph is dressed as one of the magi and Ella as Mary. “Yes,” exclaims Joseph, “it’s Christmas Past inside a Christmas Present!” His witticism falls rather flat, as nobody knows what he’s on about. Not even Jean Laissez Faire, who is dressed as Chicot, the Jester. (That’ll be the silent one with the curly hair, methinks.) Jacques Pottès has splashed out a fair amount on costumes for himself and his brand new love, Deb Onairre. Jacques masquerades as Charlemagne (famously crowned on Christmas day) with Deb as Luitgard, Charlemagne’s favourite wife (who died in the year he was crowned). Ex-Royal Marine Jacques Shitacks comes as his favourite tippie – a bottle of the Caribbean spirit, rum. Omi Palone wears a bear costume and is accompanied by Fifi, dressed as the Snow Queen. Pierre de Mont Réal comes as Father Christmas and Guinevere as an Elf.

Suddenly a wart-adorned man in sackcloth charges into middle of the party. He roars his anger: “I am the Lord Protector, Oliver Cromwell and I have banned Christmas!” There is a stunned silence. Then the gathering remembers that it’s actually in Paris, not London. As the muttering grows, the man throws off his sackcloth and warts to reveal Revaulvin d’Or dressed in a pristine, white outfit. “But I am the Winter King,” he continues, “who shall come again – as will his highness Charles, the rightful King of England!” His sweeping bow is greeted with general applause. Sean Sondamour makes a much quieter entrance, dressed as a shepherd. He uses his crook to clear a path to the bar for himself and his accompanying angel, Sheila Kiwi. Sean’s good deed for Christmas is making donations to the less well-off of Paris – some of whom are present at this event. Speaking of angels, the second Christmas tree to arrive has an angel on top. This is Stewart Senquiry carrying Ada Andabettoir piggy-back. He can’t keep this up for long, but he does make a good entrance.

Fancy dress at the races

Devlin Carnate sponsors the second race, for which he has asked his guests to wear costumes. He is happy to admit anyone who participates in the race, but refuses entry to spectators who are not of high enough standing. Gaston de St Marque turns up as Perseus – he’s without an Andromeda as his courting was not successful, but does have Pegasus with him. Pate Derry has May as his Andromeda as he, too, is attired as Perseus. Jacques Pottès continues our historical education as he and Deb are dressed as Gaulish Gods. He is Epos Olloatir, master of horses, night and dream magic, while Deb is Epona, goddess of horses. Jacques Shitacks is wearing nothing but a wig of long, blonde hair! Apparently, this is “Lady Codiver.” Lucien de la Rue is at least dressed for horseback: he comes as Kublai Khan. Pierre de Mont Réal explains that he is dressed as “the jockey, Mi” and Guinevere d’Arthur is “National Velvet.”

Costumed as Empress Catherine the Great, Revaulvin d’Or tells all that his horse makes up the couple. Bette Noire accompanies him in a new party frock. Stewart Senquiry and Ada Andabettoir are Mark Anthony and Cleopatra. Zachary The Money Goes and Anna Rexique have just added sashes bearing the words “Best Dressed” to their normal attire.

Those refused entry are Michael l’Ovnotwore and Pierre de Vin Blanc, who spend the week on their own. Pierre has been giving Red Phillips some business with Josephine Buonaparte and was looking forward to more up-market surroundings. Blue Gables got some custom from Michael and Lotte Bottle, but only for a couple of week. Back at the race, Devlin joins the riders to make a field of 14 runners. There is some confusion about why Omi Palone has brought an empty horsebox. His only explanation is that his horse is called Shergar. As the race starts, the usual suspects – Bud d’Wiser and Pate – make the early running, a length clear of Egon Madd. He is chased by Devlin, Gaston and Zack. Jacques, Revaulvin and Stewart form a rank behind them, with Lucien half a length down. Then Jacques and Omi jostle each other and keep Pierre behind them. Meanwhile Le Frog struggles to get his horse facing the right way.

Cheered on from the grandstand by Leia, Egon spurs on his horse to take the lead at the halfway point. Bud stays on his shoulder, giving Maggie Nifisent something to applaud. After his success in the previous race, Pate is struggling in this one. Despite his ‘winged’ horse. He has dropped back to fourth as Jacques comes past him and Devlin pulls alongside. Bad news for May, while Deb and Angelina encourage their men. Behind the leading group, Gaston and Zack fall back with Stewart to be caught by Pierre. Lucien and Revaulvin are struggling behind them, but ahead of Omi. Jacques brings up the rear with spectators averting their eyes as the blonde hair flies about. Apart from Le Frog, who has now got control of his horse and reached the start line.

The horses thunder round the final corner and pound towards the finishing line. Egon holds his pace, but Bud eases up on him and the two cross the line neck and neck. Jacques has shot his bolt and his horse struggles home behind Devlin, who is flat-out down the track. Pate catches back up to Jacques, but can’t get past him. Stewart picks up a bit of pace to finish sixth. Gaston and Zack finish together with Lucien, Pierre and Revaulvin just behind them. Jacques and Omi straggle in a couple of lengths down. Le Frog gives up and trots his horse across the middle of the course to cross the line dead last. Devlin splits first and second prizes between Bud and Egon, but keeps a hundred crowns for himself.

Euria Humble isn’t at the race. He’s in Bothwell’s with a few guests. His Lt-Colonel, Antoine Valois, is first, followed by Lun a’Tic and Bess Ottede and Stan Dandy Liver. Stan is unaccompanied as Kathy chuckled him over when she heard he’d been seen on Bette Noire’s doorstep with a bunch of flowers (Bette, of course,

was out with Revaulvin d'Or). Euria and Antoine pop out to pick a fight with their regimental enemy, Lucien de la Rue, as he returns from le Prix d'Or. (All this and Lucien's been unlucky in love as well.) The Picardy Musketeers are also in Bothwell's: Henri Hermès toadies to his boss, Magnon de Sources. They, too, spot a regimental enemy in the racing party and exchange challenges with Le Frog – what a great week he's had! (Still, at least he has the affection of a certain young lady.) The QOCs gather in Horse Guards to mourn their CO. Major Auray Enri and Di Lemmere are hosts. Roland Pollee d'Eaulee and Marie Antoinette and Jean Laissez Faire and Lucy Fur are the guests.

Plain clothes at last

To round off December we have Revaulvin d'Or's race: the Grand Circuit. Revaulvin is fussy about who he's allowing to join his party – let alone enter the race. Out go Auray Enri, Lucien de la Rue, Le Frog, Pate Derry, Pierre de Mont Réal and Stewart Senquiry. This excludes quite a few of the usual suspects – and the complete duffer. Antoine Valois joins Revaulvin and Bette in the grandstand to watch the race. Fifi, Anna, Angelina and Jacky are there as well, having come with their gentlemen. A total of seven enter the race: Devlin Carnate, Gaston de St Marque and Zachary The Money Goes make the early running. Bringing up the rear are Chacal, Jacques Shitacks and Omi Palone. Euria Humble occupies the middle ground.

Zack seems to have mastered his new horse and he powers to the front by the halfway mark. Devlin is just a length down, but Gaston is struggling again. Two lengths behind Devlin, he has been caught by Chacal and Jacques is on his shoulder. Also struggling is Euria, who hangs on to his narrow lead over Omi, now clearly in last. The horses round the last corner and Zack seems to have over-taxed his mount. It's certainly toiling to maintain the lead. Devlin sees his chance and goads his horse to pick up the pace. Along the straight they gallop with Devlin clearly catching up. He passes Zack with a furlong to go and wins by a length. Another horse comes up fast, but doesn't quite catch Zack. This is Jacques, who's put in the fastest second half of the race to take third place. Chacal maintains his pace, which sees him come home in fourth. Just behind him Gaston has had another poor race and is caught on the line by Euria and a charging Omi – all three joint last.

Revaulvin honours his commitment and presents Devlin with a thousand crowns in addition to the race's prize money. Drinks are taken. The last chance for



drinks in 1659 and the opportunity is taken by many people. Including Sean Sondamour, who strolls into the Fleur with Ella Fant on his arm. The staff do a double-take, having last seen her, just two weeks previously, accompanying Joseph de Veevre. Chacal complements Revaulvin on the 'superiority' of the wine, which is odd as he's not drinking any! In addition, Stewart thanks him warmly for "not asking us to wear a costume!" Also in the Fleur is Co W Ard Extrême. He's been there all month (well, all but the first week when he paid a brief visit to the Bawdy houses for some female company), hoping someone will join him. Nobody does. Beau Romir is in the club with Frances Forrin for the fourth time this month. In previous weeks, the two of them have had a few drinks on their own. This time Beau is carrying out his 'duty' of Toadying to the Crown Prince. However, he's not drinking, which the Dauphin finds rather odd (he's partial to the odd, umm, cask himself). Bud d'Wiser and Lokwot Isaw are standing around outside the Fleur. They expect to be Toadying to Gaston de St Marque, but he's in Revaulvin's horse race! Lokwot's spent two weeks with Sue Briquet and a week with his rapier, so the month's not a complete loss.

The Bawdy houses receive several visitors at the start of December. Apart from Co, Euria Humble, Jacques Shitacks and Lucien d'Escaillehuitaillements all purchase drinks and female company. While the other two go racing, Lucien goes courting. He spends the last two weeks practising rapier with a self-satisfied grin. Rene Ouai practises rapier for the first three weeks and then heads for the red light district. Wine and women for him – and for Henri Hermès, who seems to have fitted in to Parisian life very quickly. The same cannot be said of François Phresh, who visits the Bawdy houses after his courting fails. He has a drink and is then attacked by the footpads on his way home. They find a few crowns in his pockets, which makes it a good month for them.

On campaign

This season the Frontier regiments have been deployed to lay siege to an English garrison in north-east France. Frontier regiment 2 has an immediate success, overrunning an outlying outpost. Brigadier-General Orson de Combat, attached to the regiment, claims much of the credit for this. He certainly gets a decent amount of loot: worth some 1,200 crowns. He is Mentioned in Despatches as "special advisor to the Colonel." Conversely, Leo Nennie, attached to Frontier regiment 1, skulks at the rear of the lines and is reprimanded again.

The Archduke Leopold Cuirassiers have volunteered to support the Frontier troops, but the terrain is not well suited to cavalry. The horsemen stray too close to the English positions and come under heavy fire. They scamper off to lick their wounds. Bdr-Gen Horatio d'Escargot and Lt-Colonel Thomas Tudo are both Mentioned ("can move bloody fast when they need to"). Having appeared in the Despatches many times, Bdr-Gen d'Escargot now becomes Sir Horatio. ❖

Press

Announcements

To all members of the CPC
The regiment will be going on exercise in February. Kindly clear your diaries.

† Col EM

Matters of Honour

To hear so many gentlemen openly discussing their tactics for defeating a single opponent, namely Myself, is entirely reprehensible. I am not in the least surprised that Le Roi has demanded an investigation from the CPS. However, I will do my best to educate those gentlemen (Auray Enri, Dan de Lyon, Roland Pollee d'Eaulee, Lucien de la Rue) that complain of their lack of knowledge about duelling, by showing them some new moves. Let us hope that in the future they will put this knowledge to a more profitable use in the service of Le Roi by defeating the enemies of France on the field of battle.

† Brevet Brigadier General Euria
(Ever so) Humble

1 down, 3 to go! † Le Roi

To MD

You seem to insist in forcing me to slice pieces off you. In future, could you just arrange to come to my laboratory where I can do so with much less inconvenience?

Yours disrespectfully, † Col EM

MdS, PdMR

Sorry to have missed crossing swords last month. Everything was all rather busy. Maybe next time? † JdV

Social

I am holding a Grand Circuit around the Place Vendôme where we shall test the mettle of horse and rider across the icy cobbles and frozen turds of the city's streets. A prize of 1000cr is offered to the winner of the race, which will take place Week 4, December 1659. There will be mulled wine for all riders and their mistresses and gentlemen of SL13 or higher will get to see the inside of my private enclosure, where the wine is superior and only the wigs are mulled.

† Baron Revaulvin d'Or, Minister of Justice

Just a minute: this notice seems rather familiar... † Le Roi

Charlemagne le Gosse would like to announce a New Year's Party at the Fleur. All men (gentle or otherwise) of Paris will be welcome to attend, with or without their ladies as they see fit. No-one will be left on the doorstep. As I expect serious hangovers to develop, the party will, of course, last all month. If you feel that the cost of drinks at the Fleur may be something that puts you off coming, please contact me privately – I'm sure I can find the funds to foot several bar tabs for those who are on hard times.

Once again, it is time for the annual New Year's Ball, a fundraising event to support the Paris Orphanage. All Gentlemen of honour and their ladies are free to attend at their own cost. All donations to the orphanage's funds

will be gratefully received as I fear it may be necessary to shut this fine facility if insufficient funds are forthcoming – a tragedy for all concerned. Please come and give generously!

The ball will be held on the first week of January at Bothwell's.

† Euria (ever so) Humble

QOC Letters

Gentlemen,

After having the easy place in our regular duels against M. Humble I would volunteer for going against him in the first round. His expertise with that chopper of his is far superior than mine with our regimental weapon, but I think I can handle that.

It would be a good way to learn from someone superior in swordsmanship, even though his methods are ... rough.

Yours, † Lucien

My friends,

It seems I'll have to fight that knave too. Anyone willing to be my second?

Yours truly,
† Captain Jean Laissez Faire

Dear All,

Well, I scored on the Knave, but he got in a lucky shot back, and I felt withdrawal was the best medicine. I hope to have satisfaction at a later date, but in the meantime, I am happy to second for you, Jean.

Time has caught up with me, but I hope you are all free for a Party in Week 3 at Horse Guards. A pre-Christmas dink or two would be most agreeable. On my tab, naturally, and

do bring your partners. I may take my share of the regiment out into the field for the next quarter, as I feel need for some fresh air and fresh victories!

I was hoping to be made Brigade Major, but it seems someone got there first!

Yours, † Auray 'Enri

Gentlemen,

I am having a drink in my club in the first week. I was going to have some quiet time just with Emma but I am more than happy to host the regiment... so bring a guest and your wallet and we can drink to old times.

Yours in friendship,
† Brevet Brigadier General
Dan de Lyon, CPS

Personal

Egon Madd: How are you when it comes to cooking with Garlic? It is a traditional French habit to use this delightful condiment in quantity and some even eat it raw in big handfuls (though not the 27th Musketeers, they just smell like that because of their habits). It has been rumoured that you don't use this in your cooking and, indeed, that you cook like an effeminate Englishman, with bland flavours and with the vegetables boiled to death. You are indeed an Impostor. † The Plume Noir

His Majesty considers this to be a most frightful slur and suggests Egon Madd seek satisfaction on the field of honour. † Le Roi

Colonel Count Zachary The Money Goes, Minister without Portfolio
I must say that I was doubly disappointed to find myself stood on the step outside the Fleur last month when I was invited, alongside other ministerial colleagues, to join you for a celebration. I trust that I will be reading your apology soon and look forward to remaking our friendship.

Yours Disappointedly,

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

Baron SS

Delighted to take up the 2F Brigadier's post. Not quite sure what QMG entails, but would be happy to consider it if it serves the army better. The 2F stands ready for action,

† JdV

Soldiers of France,

As Field Marshal of His Majesty's armed forces, I am deeply concerned by any threat to the morale and well-being of the troops under my control. Such a threat exists now and, indeed, has been allowed to go on for far too long. I refer to the noble art of duelling. Now understand me well – I am not against duelling per se. It is only right and proper that men of honour resolve their differences. However, for far too long there has been a proliferation of duels for minor causes rather than for serious offences against honour. The net effect is that most of the soldiers in the Army go into battle carrying a number of wounds. Unsurprisingly, the Army sometimes then fails to achieve its

objectives. Ask yourselves this – for how many years have we been fighting the Spanish? Why have we not ground them beneath our feet and occupied their country? It is because our armies are weakened by in-fighting!

As Chancellor, I am advised by my officials that for a country to prosper it also requires economic stability and strong fiscal policy. However, it would seem that the levels of His Majesty's Treasury are somewhat depleted. I am therefore persuaded that we must adopt a more dynamic fiscal policy to restore our country's fortunes. Therefore, I intend to kill two birds with one stone.

With effect from January, I shall introduce a duelling tax. Men of France may continue to duel over real affairs of honour as before, but they must pay the Treasury the sum of 50 crowns for each duel. This will both restore the levels of the Treasury and serve to discourage the rash of minor and half-hearted duels that sap our nation's strength. Any duellists failing to pay the required tax will be subject to arrest and sentence by the appropriate civil and military officials.

† Field Marshal Gaston de St
Marque, Chancellor of France

Lord Percy Percy says, as fashion is tending towards the frivolous, pointed shoe, Jacques Shitacks has very fashionable feet.

L'Onion Rouge: ZTMG, I have considered if you are the best man for the job, but demonstrably this is a false hypothesis. Not even Boolean.

Brig Gen DdL

While I am a little surprised by how far my name has travelled, it is pleasing to hear that others speak well of me. I hold myself to be in your debt.

† JdV

To B. Bdr-General The Money Goes, I am aware that money to you is of great importance, but false or misleading advertising of your parties to gain money is a serious offence. Advertising that King's Musketeers, members of the Government and those of SL 19+ will have their costs covered and then not allowing them into your party is false and at best misleading advertising. I look forward to hearing your explanation in court, unless of course I see a very apologetic letter in the press.

† Colonel Lokwot Isaw RFG,
Minister of State

Euria (ever so) Humble helping people fill in application forms? Fortunately, the Dragoon Guards have switched to a multiple choice examination paper, so he can continue to sign simple X's.

† Le Bladder Rouge

Pierre de Mont Réal may be walking a little awkwardly recently, but that is also because his secretary got behind him with the post.

RPdE: Worryingly, I think that you will find that Euria Humble starts and finishes with the bottom. But then, he belongs to the Dragoon Guards.

To: Dan de Lyon

Sir, I write as someone who has experienced the gutter having arrived in Paris aged 14 with just 2 social levels to my name. Having worked extremely hard to climb upwards ever since, I can assure you that social standing is far from being trivial. I hope you will attend my party in the New Year to discover the advantages of such standing for yourself.

Yours, † Kid Charlemagne

Is it true that you can refuse to accept a promotion? Or is ZTMG at his level of incompetence? He certainly blocks men of greater ability. (I'm not 100% sure about that, of course, but they have to be better than him: the thought that they might be worse is too scary to contemplate!)

To Devlin Carnate,
My dear chap,

I really wanted to support your Boxing Day event, but I am afraid I got too confused when I looked at my calendar. There must be something wrong with it because it said Boxing Day was in the fourth week of December. In the end, I decided to throw it out and get a new one for next year.

Yours,

† General Sean Sondamour

ZTMG: leaves his own officers out in the street: this is the friendly support and care he exhibits for his underlings. Be warned.

Poetry Corner

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

ZTMG

He

Who is unable to be

Promoted to the Generality

Anon

Oh, Bette Noir,
Ooh, ya, wah!
You are she:
My guiding Star.
I'll set you free,
We'll burn your bra,
And I shall be,
Your "Love Czar!"

† SDL

Points Arising

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

AdA Averell de Alton (Martin Jennings) has NMR'd. Total now 1
BdM Beppe de Marko (Mark Moores) has NMR'd. Total now 1

CD Ced Deucer (Nigel Monaghan) has NMR'd. Total now 1

FLAG Fernand Louis Adelmo de Gaulle (HaJo 'Red' Schlosser) has NMR'd. Total now 1

GdLi Gar de Lieu (Bill Hay) has NMR'd. Total now 1

AU (Mark Barrowcliffe) has been floated as Mark has been pre-occupied with his new baby (not to mention the new book!)

EF (Timothy Hunt) has been floated as Timothy is clearing up after a storm. See <http://timothy.org.uk/blog/> for more details.

WB (Richard Newby) has been floated at his request.

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

Chacal applies for Aide to General

Jean Laissez Faire asks NPC Major 2 of Cardinal's Guard to resign

New Characters

Ashley Casey gets the Second son of a wealthy Gentleman: Init SL 4; Cash 500; MA 2; EC 5 (X1).

Mark Stretch gets the Bastard son of a very wealthy Marquis: Init SL 7; Cash 675; MA 6; EC 4 (X2).

Duels

Results of this month's duels:

Ced Deucer didn't turn up to fight Jacques Shitacks and lost SPs.

Euria Humble declined to meet Jean Laissez Faire as he was under half Endurance.

Euria Humble declined to meet Lucien de la Rue as under half Endurance.

Dan de Lyon (with RPdE & LdlR, no Expertise) beat his enemy Antoine Valois.

Euria Humble (with SDL, gains 1 Exp) killed his enemy Dan de Lyon (with RPdE & LdlR).

Egon Madd (with StSy, gains 1 Exp) killed his enemy Marc Desade (with ZTMG).

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

Marc Desade was dead before duelling Stewart Senquiry.

Grudges to be settled next month:

Gar de Lieu (Rapier, Seconds SDL, adv.) has cause with Egon Madd (Sabre, Seconds StSy & PD) for

pinching Leia.

Joseph de Veevre (Rapier, Seconds OP & RdO, 2 rests) has cause with Sean Sondamour (Sabre, Seconds ClG, adv.) for pinching Ella.

Antoine Valois (Sabre, 3 rests) and Lucien de la Rue (Sabre, adv.) have mutual cause for enemy regiments.

Euria Humble (Cutlass, Seconds SDL, adv.) and Lucien de la Rue (Sabre, 3 rests) have mutual cause for being in enemy regiments.

Henri Hermès (Rapier, adv.) and Le Frog (Rapier, 2 rests) have mutual cause for enemy regiments.

Le Frog (Rapier, 3 rests) and Magnon de Sources (Rapier, adv.) have mutual cause for enemy regiments.

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

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

Tables

Other Appointments

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

Battle Results

Archduke Leopold Cuirassiers: 5

Frontier regiment 1: 4

Frontier regiment 2: 1

Frontier regiment 3: 5

Frontier regiment 4: 3

RNHB regiment: 5

Army Organisation and Summer Deployment

Field Army (Field Ops)	SS/____/DC/____
First Division (Field Ops)	J/S/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

Brigade Positions

Guards Brigade	N4/N/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	JdV/N/N5
Third Foot Brigade	N4/N/N2
Fourth Foot Brigade	N1/N/N5

Entries as Army Organisation Table

Frontier Regiments

(Siege for Dec-Feb)

	F1	F2	F3	F4	RNHB
Colonel	N2	N6	N6	N4	N7

Attached LN OdC

Also at the Front Archduke Leopold Cuirassiers

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	
42	Maggie Nifisent	16	B	BdW
55	Jacky Tinne	16		C
60	Polly Hydronne	16	W	
52	Guinevere d'Arthur	15	B/W	PdMR
10	Frances Forrin	14	B	BR
48	Fifi	14	B/W	OP
16	Ophelia Derriere	13		
26	Ella Fant	13	B	SS
27	Lucy Fur	13	B	JLF
30	Leia Orgasma	13	B	EM
45	Cath de Thousands	13		
8	Lotte Bottle	12	B	MIO
12	Charlotte de Gaulle	12		
17	Henrietta Carrotte	12	I/W	
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	JP
40	Sheila Kiwi	11		SS
63	Carole Singeurs	11		
20	Emma Roides	10	I	
33	Anna Rexique	10	I	ZTMG
38	Pet Ulante	10	W	
43	Di Lemmere	10	I	AE
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		PD
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	
34	Freda de Ath	7	W	
39	Thomasina Tancenjin	7	I	
50	Ulla Leight	7	I	
5	Belle Epoque	6	B/I	
13	Josephine Buonoparte	6	I/W	PdVB
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

The Greasy Pole

ID	Name	SL	SPs	Cash	Rank, Regiment/Appointment	MA Last seen	Club	EC	Player
CIG	Marquis Charlemagne le Gosse	25	58	Wthy	B.Lt-General/Adjutant Gen	11 Lois	Flr	2	Neil Packer
GdSM	Count Gaston de St Marque	24	48	Comfy	Fld Marshal/Chancellor	9	Flr	3	Nathan Richards
CWAE	Count Co W. Ard Extrême	24	41	Poor	General	5	Flr	3	Benedikt Löwe
SDL	Count Stan Dandy Liver	24	41	Wthy	Lt-General/War Minister	11 Kathy	Flr	4	Guy Arnold
SS	Baron Sean Sodomour	22	57	Wthy	General/Fld Army Commndr	5 Ella	Flr	2	Pete Holland
ZTMG	Count Zachary The Money Goes	22	50	Wthy	Colonel KM/Min w/o Port	11 Anna	Flr	4	Gerald Udowizenko
LI	Count Lokwot Isaw	21	61	Wthy	Colonel RFG/State Min.	19 Sue	Flr	3	Barry Townsend
BR	Baron Beau Romir	19	48	Comfy	Captain RFG/C.Prnce Aide	7 Frances	Flr	3	Graeme Morris
BdM	Viscount Beppe de Marko	19	38	Fthy	Bdr-General	17	Flr	2	Mark Moores
GdLi	Baron Gar de Lieu	19	27	Comfy	B.General	3	Flr	4	Bill Hay
RdO	Baron Revaulvin d'Or	19+	57	Rich	Bdr-General/Justice Min.	8 Bette	Flr	4	Jerry Spencer
JS	Sir Jacques Shitacks	18	42	OK	B.Lt-General/1st Div Commandr	3	Both	4	David Oliver
RO	Rene Ouai	18	22	Comfy	Lt-General	3	Flr	5	Peter Denison
OdC	Baron Orson de Combat	18	F	Comfy	Bdr-General	6	Flr	5	Francesca Weal
DC	Devlin Carnate	18+	56	Comfy	Colonel PLLD/Fld Army Adjutnt	4 Angelina	Both	2	Bruno Giordan
BdW	Baron Bud d'Wiser	17	51	Comfy	B.Bdr-General GDMD/Min w/o Port	11 Maggie	Flr	2	Francesca Huskinson
OP	Marquis Omi Palone	17	42	Comfy	Major KM/Gen's Aide	4 Fifi	Both	4	Mike Dommett
EH	Marquis Euria Humble	16	37	OK	B.Bdr-General DG	14	Both	5	Matthew Wale
C	Sir Chacal	14	35	Comfy	Major RFG	3 Jacky	Both	2	Jon Sedgwick
AV	Sir Antoine Valois	14	28	Comfy	Lt.Colonel DG/2nd Div Adjutant	1	Both	4	Simon Burling
FLAG	Sir Fernand Louis Adelmo de G'le	14	18	Comfy	Lt.Colonel KM	5	Hunt	4	Hajo 'Red' Schlosser
CD	Baron Ced Deucer	14+	44	Comfy	B.Bdr-General CG	10	Hunt	3	Nigel Monaghan
JdV	Sir Joseph de Veevre	13	39	OK	B.Bdr-General 13F/2 F Brigadier	3 Ella	Both	5	Andrew Kendall
MdS	Sir Magnon de Sources	13	29	Poor	B.Bdr-General PM/1 F Brigadier	4 Betty	Both	5	Robert Carter
AdA	Averell de Alton	13	19	Poor	Lt.Colonel RFG	3	Hunt	4	Martin Jennings
LdE	Lucien d'Escallehuitaillement	13	19	Comfy	Major CG	3	Hunt	4	Nik Luker
TT	Thomas Tudo	13	F	OK	Lt.Colonel ALC/FMshl's Aide	5	Both	5	Ben Brown

ID	Name	SL	SPs	Cash	Rank, Regiment/Appointment	MA Last seen	Club	EC	Player
PdMR	Sir Pierre de Mont Réal	13+	49	OK	B.Lt-General/Insp.Gen.Inf	8 Guinevere	Hunt	5	Pam Udowizenko
LaT	Lun aTic	12+	36	Comfy	Major RFG/Gds Brigade Maj.	1 Bess	Hunt	2	Paul Wilson
DdL	Dan de Lyon	11	RIP						Ashley Casey
HdE	Sir Horatio d'Escargot	11	F	OK	B.Bdr-General ALC	4	BG	3	Graeme Wilson
EM	Egon Madd	11+	52	OK	Colonel CPC	6 Leia	Hunt	2	Tym Norris
LN	Leo Nemmie	10	F	Poor		4	F&P	5	Chris Boote
JLF	Jean Laissez Faire	9	28	OK	Captain QOC	2 Lucy	Hunt	3	Filipe Silva
WB	Walter Butts	9	17	Comfy	Major KM	4	BG	3	Richard Newby
StSy	Stewart Senquiry	9+	38	Poor	Lt.Colonel CPC	1 Ada	BG	2	Colin Parfitt
AU	Armand Unejambe	8	0	OK		3	BG	4	Mark Barrowcliffe
MIO	Michael l'Ovnotwore	7	19	Poor		2 Lorte	BG	2	Justin Key
JP	Jacques Pottès	7+	41	OK	Major CPC	2 Deb	F&P	4	Mark Booth
AE	Auray Enri	7+	31	OK	Major QOC	3 Di	HGds	4	Chris Rudram
RPdE	Roland Pollee d'Eaulee	7+	23	Poor	Captain QOC/Bdr's Aide (RdO)	6 Marie	HGds	3	Pete Card
LdLR	Lucien de la Rue	6	15	Poor	Captain QOC	5	F&P	6	Olaf Schmidt
MD	Marc Desade	6	RIP						Mark Stretch
PD	Pate Derry	6+	35	OK	Major PLLD	6 May	F&P	1	Tim Macaire
FP	François Phresh	5	15	Poor	Captain PLLD/PLLD Regt. Adj.	5	RP	4	Charles Burrows
HH	Henri Hermès	5+	32	Poor	Captain PM	5		4	Walter Fuller
LF	Le Frog	5+	25	Poor	Major 4A	3	RP	6	Mark Mortimer
PdVB	Pierre de Vin Blanc	4	13	Poor	Captain PM/PM Regt. Adj.	5 Josephine	RP	4	Keith Bristow
EF	Emile Fitoux	3	5	Poor		4		5	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, Wthy = 5000-10000, Rich = 10000-25000, Flthy = 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+