

That would be enough

This has been issue 69 of *To Win Just Once*, published 11th October 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* and *Railway Rivals 4* and 5 to Mike Dommett by Friday 27th October 2006.

Orders for *Les Petites Bêtes Soyeuses*, *Great White Hunter* shots and any other contributions to Pevans by Friday 3rd November 2006.

(Remaining deadlines for 2006 are 1st/8th Dec.
First deadlines for 2007 are provisionally 12th/19th January.)

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Games only	UK & Europe (VAT @ 17½%)	Rest of world (tax free)
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 map has just started. Queue here for the next game. We provide rules and a working copy of the map.

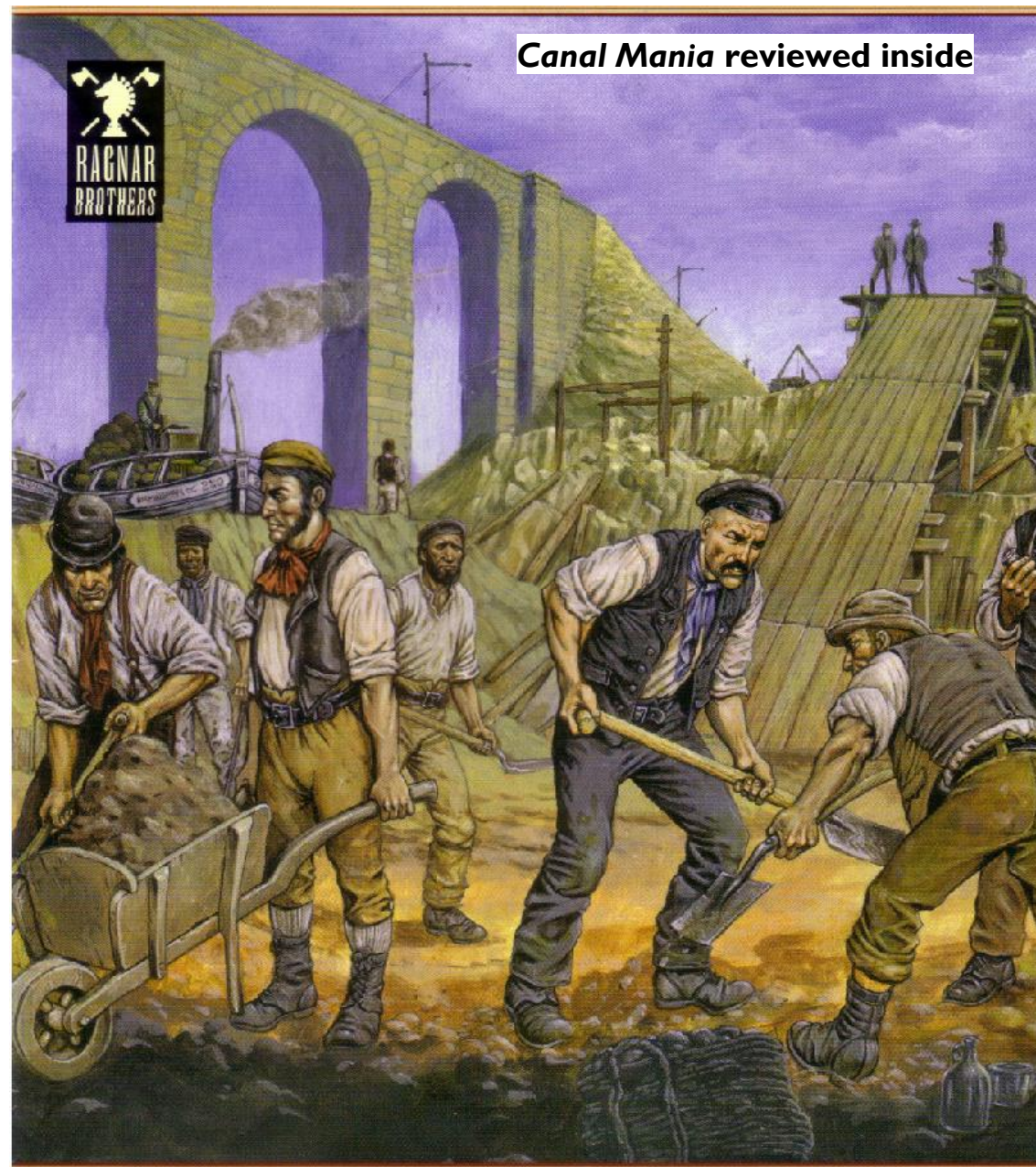
Star Trader We have a position available in the current game – let Pevans or Mike know if you're interested. Colin Parfitt wants to join the next game. Rules provided.

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To Win Just Once

(incorporating *Les Petites Bêtes Soyeuses*)

Canal Mania reviewed inside



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Chatter

Well, Geraldine and I had a very peaceful couple of weeks in Brittany. Some books, some DVDs, some CDs and lots of good food and wine. For the first time we managed to travel back on the fast catamaran – whenever I've booked it in the past, the crossing has been cancelled due to the weather. On board it wasn't much different from the ferries we're used to, just faster. Until we had to queue for passport control on the way out of the boat!

The *TWJO* team will be competing in this year's EuropeMasters after all. One of the British teams was unable to go and their place has come to us. It doesn't give us much time to practise – but Pete Card reckons we're too hard to need practice! Anyway, cross your fingers for us on Saturday 21st.

I don't believe it!

“...the Cameron team saw the need to reorient the way we conduct politics...” – Conservative party spokesman on the party leader's new video blog, quoted in *The Guardian*, 30th September 2006. What can he mean? Perhaps David Cameron intends to direct politics back eastward. That would make sense, given Tony Blair's devotion westward. However, I think it's more likely that the spokesman is an illiterate twit who can't spell orientate – s/he's probably a recent graduate from one of our finest universities.

I actually heard an entertaining use of the phrase “drawing a line in the sand” the other day. It was a suggestion (on Radio 4's Any Questions, I think) that the French should deploy the Foreign Legion to protect Darfur from the rest of Sudan. Clever!

Letters

Michael Martinkat chips in with a bit more on *Easy Money*.

I agree with the others – it is luck. And, with such a large crowd, the swings in the prices were great. I was unfortunate to get two straight black shares even though I sent moves in. After that, I thought it was over...

Jerry Elsmore has been suffering with Sainsbury's bacon.

By the way, I'm with you about the Sainsbury “Taste the Difference” bacon. I was so disgusted that I took the second packet back and got a refund. BOGOF it certainly was!

So did they refund the free one or the one you paid for? Or split the difference? But he changes the subject...

You may already have heard mention of *The War on Terror Boardgame*. I found two [web] sites worth looking at: www.terrorbullgames.co.uk and www.waronterrortheboardgame.com. And yes, of course I've ordered a copy!

Good, you can tell us whether it's any good as a game!

10 Days in the USA/Africa/Europe reviewed by Timothy

These three games are essentially the same game (originally called *Europa Tour*, which is the one shown in the photo below [Pevans]), with different maps (obviously) and a few different options because of the map differences.

First impressions

The map boards are bright and clear, with the states or countries each in one of five colours (except Hawaii and Alaska on the USA board, which are in a sixth colour, purple). The tiles are solid, but stick together a little which makes their handling a little awkward, but not so much as to be a huge annoyance. The tile racks are wood – simple but functional – and have a really good feel. The artwork is functional – it's a map of the area concerned and silhouettes of the states/countries on the tiles, there's not really much you can do with that. They do, however, include the state/country capital, the population (at time of publication) and the area. The plane, car (USA/Africa), and ship (Europe) tiles are nicely designed, and I did notice that John Kovalic (probably best known for his artwork in *Dork Tower*) is credited for illustration. The rules are on a heavy, glossy paper. They are clear, show some examples and also clarify possible questions.



The aim of the game

To create a plan for a 10 day journey across the USA, Africa or Europe by putting tiles in a sequence of adjacent states.

Set up

Each player takes a tile and decides where on their rack to place it – its position in the ten days. Then each takes another tile and keeps placing them until

everybody has ten tiles. Once a tile is placed, it cannot be moved to a different day in the journey. The remaining tiles form a draw pile and the top three are turned over to form three discard piles.

Playing the game

The active player can draw the top tile from any one of the face up discard piles or a face down tile from the draw pile. They can then either discard the tile drawn or discard one of the tiles in their rack, replacing it with the drawn tile. If any one of the three discard piles is empty (which can only happen if they drew the only tile from that pile), they must discard to that pile; otherwise, they can discard to any pile. It's then the next player's turn. If at any time the face down draw pile is exhausted, the tiles from the discard pile, except for the top one of each, are shuffled to create a new draw pile. The 3 tiles kept aside form the new discard piles. Play continues until a player has completed their 10 day journey. Nothing is played onto the board, that's just used as an aid to see where the states/countries are and how they connect.

Some of the territory tiles are duplicates – a list of these can be found in the rules. This means that if one of those territories has been and gone, you still might be able to get old of one later.

Completing a journey

A completed journey must start and end with state/country tiles and show a continuous journey between the two ends. State/country tiles can go next to each other if the territories are adjacent to each other on the board. Transport tiles let players connect states/countries that don't border each other. A car (USA and Africa only) connects two territories via a territory that borders both. A plane connects two territories of the same colour, provided the plane tile is the same colour. There are special rules for flying by plane to Hawaii and Alaska in the USA game to take account for the fact that that's the only way to travel into and out of these two states. The Europe version doesn't have cars, but uses ships instead. Ships are designated to a body of water (Atlantic, Baltic, Mediterranean) and connect two countries that have some coastline on that body of water.

Thoughts

It's a simple game with very limited player interaction. You can glean some information about what other players may want from the discards they draw, much as in Rummy. However, because there are so many ways to use them, this doesn't help very much. One tactic that can be used, if you have a tile that you want, but in a different location, is to discard it, hope it's neither picked up nor covered before your next turn, and then draw it again so you can place it where you want it. While this means a two-player game can be quite strategic, with four players it's hard to plan like that. It's not a game of great thought, but it's

already helped me get a better understanding of the geography of all three areas. A minor design problem is that the text of the population and area gets hidden when in the rack and, given that when they are in the rack is when you are looking at them most, it's a shame this information is not visible.

Two additional subtle things make *10 Days in Africa* stand out from the other two. There is a rules summary on the board and all the countries that have duplicated tiles are marked with an asterisk. This is really helpful to game play, and it's a shame these features aren't on the USA and Europe editions.

6/10 (*10 Days in USA*), 6/10 (*10 Days in Europe*), 6½/10 (*10 Days in Africa*)

Thanks to Out of the Box Publishing for donating these games to the St Louis Boardgame Meetup Group (<http://boardgames.meetup.com/9/about/>) for review.

Canal Mania reviewed by Pevans

I've thought for many years that there was a game to be made out of the development of the UK's canal network. One of the issues of this, of course, would be the similarities with railway games – after all, the construction of the railways owed a lot to what was learned building the canals. Now the Ragnar Brothers (creators of *History of the World*, *Backpacks & Blisters* and, more recently, *Viking Fury*) have come up with a canal building game. Not surprisingly, the game is not unlike a railway building game – *Age of Steam* in this case. In *Canal Mania*, players construct canals between towns and then transport goods around the resulting network. But the detail of the game is very different.

For the first time, the Ragnars have invested in producing their game in Germany. So, instead of the usual printed tea towel, we have a proper mounted board in a proper box with proper cards and pieces. Sigh: I liked the tea towels! Okay, this is more professional and better quality, but a bit of style has been lost. It has no effect on the quality of the game though. The board shows much of England, from Lancaster and Ripon in the north to Arundel and Taunton in the south. It's overlaid by a hexagonal grid with major towns and cities (in half a dozen colours) taking up a whole hexagon each.

Canals are built between towns, according to the contract for a specific, historical canal. The contract cards give the towns at the ends of the route and some specify an intermediate town that must be included. The contract also indicates the maximum number of hexagonal tiles that can be used in building the canal. This gives players a little scope in the route they follow. As we'll see later, it can be useful to include an extra town in a canal. Players score points when a contract is complete: 1 point for each Lock tile in the canal, 2 points for each Aqueduct and 3 for each Tunnel.

Players each have a set of tiles showing canals in their colour. The tiles have a straight length on one side and a gentle curve on the other and come in four types. Plain lengths ('Stretches') of canal and Locks can be used on open ground. Aqueducts and Tunnels must be used in rough terrain (hills, essentially). Players are limited by the number of tiles in the set – in particular, each has only three Tunnels and four Aqueducts. Players are also constrained in that they cannot put a tile next to one of the same type. This means that, in open ground, for example, you must alternate Stretches and Locks.

To get the tiles onto the board, players have to play cards of the appropriate type as well. So you need a mixture of cards in your hand to get the mixture of tiles played. One Stretch card to play a Stretch tile; one Lock card for a Lock tile; two Aqueduct cards for an Aqueduct tile and three Tunnel cards for a Tunnel tile. There are also Surveyor cards, which are jokers and can be used as any type of construction. Players can get as many tiles down as they have cards to play in their turn. This can mean a big building spree, but you are limited to a maximum of seven cards in hand at the end of your turn.

Building canals is the main thing players do in their turn. The alternative is to draw cards, which means players have a basic choice each turn of drawing or playing cards. The mechanics usually mean that you spend one or two turns building a decent hand and one playing it. It's good news if you only need one turn picking up cards before building. This allows you to build quickly and, hopefully, get ahead of your opponents. This depends on the luck of the cards, of course, so it's not something you can expect to do regularly.

Each turn is divided into three phases. In the first phase, the player must pick up a contract – from the face-up selection – if they don't have one. If they have a contract, they may pick up a second. Otherwise, they can sweep away the five building cards available. This gives them a fresh set to be able to draw from in the second phase. The third option in phase one is to swap Engineers. Players start with a canal Engineer chosen at random and each of them gives some advantage during the turn. These can be fewer cards needed to build Tunnels or Aqueducts, being able to use Surveyors as two cards, building either Locks or Stretches from the more numerous Stretch cards or getting more cards when you pick some up. The usual reason to swap Engineers is to get the use of a specific power in phase two.



Phase two is either playing cards or collecting cards. Which you do will depend on what cards you already have in hand, keeping in mind what you need to expand your current contract/s and the hand limit. If collecting cards, you get to pick up three from the selection available (four if you have the appropriate Engineer). If any of these cards shows goods, cubes must be placed on the board. For each card in a colour, cubes must be placed in two empty towns of that colour. There is a strict rule of precedence: the cubes must go into towns connected to canals before unconnected ones and, within this, the one city in this colour before any of the towns. Where there is a choice, it's up to the player. However, the precedence rules mean that cubes will go into the cities (one in each colour) more often. Hence, a route that connects cities is more likely to have a ready supply of cubes.

In phase three, you may move a goods cube. The rules for this are simple: you move them from town to town; the last section of canal moved over must be yours; you can't move them to a town of the same colour as they've already visited; and players score one point for each town the good moves to or from along their canals. Then they come off the board. Obviously you want most of those points to come to you, but you do have the option of giving points to other players to get some yourself. As you can imagine, this provides plenty of tactical options.

The options for moving goods also influence which contracts you want and how you build your canals. I saw a good example in my first game: one player ended up with canals from Gloucester to London, a string of five differently coloured towns. And Gloucester and London are both cities. The result was a constant stream of goods appearing at Gloucester or London and being moved to the other one to score five points a time. There are other potential routes like this on the board. The effect they will have on the game depends on when the contracts for these canals appear and whether one player can get a monopoly on such a route.



There is one other option for what players do in each phase of their turn. They can just draw one card off the top of the deck of building cards. This is often used in phase three when there is no cube to move. It's occasionally used in phase one, when there's nothing else the player wants to do. Having carried out the three phases, the player's turn is over and they must discard down to seven building cards if they hold more than seven.

The game continues until the last set of contracts is turned up or, more usually, one player reaches the target score – which is higher the fewer players there are. This triggers the final turns. First, play continues until everybody's had the same number of turns. Then, every player gets two more turns (just enough to collect some cards and build some last bits of canal). Only then do we get into the end game. Any incomplete canals are scored for the tiles used in building them – so no building is wasted. The remaining goods are scored. And there are bonus points according to who has completed the most contracts.

The bonus is useful, but the major difference the end game can make is in scoring the goods on the board. Any good that can be moved will be moved. A player who's built a little canal that isn't connected to anything else is guaranteed some points if there are goods sitting on that canal. This means there are some tactics involved in the placing of goods and thus in choosing which cards to draw and placing goods. It gives significance to just about everything a player does in the course of the game.

The more I play this game, the more I appreciate it. In some ways it feels similar to the year's big hit (so far), *Caylus*. *Canal Mania* doesn't have the complexity or the plethora of points-scoring opportunities of *Caylus*, but every action feels significant in the same way. It is a very tactical game where players have to consider the implications of everything they do. The chance element of the cards is a factor and one option is to ride your luck. However, the clever thing is how you take advantage of your luck and I think clever play will beat pure luck over the course of the game.

Once again the Ragnars have done an excellent job of combining history with game play. The result is a very clever, tactical game that requires thought and planning. A little luck doesn't hurt, either. *Canal Mania* has proved something of a hit at Swiggers games club, getting regular outings at our weekly sessions, and is certainly one of my favourites of the moment: 9/10 on my highly personal scale.

Canal Mania was designed and is published by the Ragnar Brothers. It is a tactical board game for 3-5 players that takes 2-3 hours to play. It is available in some games shops or direct from the Ragnars (www.ragnarbrothers.com) at £35 plus postage.

Science Fiction

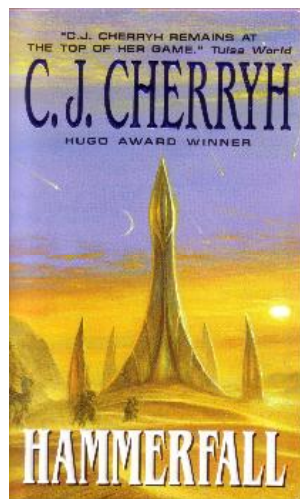
Having been a fan of CJ Cherryh for many years, I always look forward to a new book from her. *Hammerfall* is not particularly new, having been published in 2001, but it's new to me. It also has something of a fantasy feel, being set on a desert planet populated by warring tribes. Though it is made clear to the reader that this world has been colonised by spacefaring humanity.

Our hero is Marak Trin Tain, warrior son of the king of one of the tribes. Once he was his father's right-hand man in his battle against this world's main ruler, the immortal Ila. Now he is tainted by madness, one of many who see strange visions and are impelled to journey eastwards across the depths of the desert – only to die, unprepared for its rigours. The Ila has rounded up the mad and we first meet Marak as this desperate caravan nears its destination, the Ila's city (and largest human habitation) of Oburan and the one place where sweet water is abundant.

Marak's confrontation with the Ila works out rather differently from what he expects. Instead of being executed, he is commissioned to find the source of the madness. So Marak leads an expedition of the mad eastwards into the desert. Cue six chapters of trekking across the desert. Punctuated with visions. We learn how these people survive in an inhospitable environment, conserving water, protecting themselves against sandstorms and defending against the wild creatures ('vermin') that live in the desert.

Eventually – and it feels like a long journey – Marak finds the source of the visions and learns the truth of his planet's place in the universe. Nanotechnology and genetic engineering – things that are barely within his comprehension – lie at the heart of it. And political differences mean his world is condemned to die. Now Marak is offered another quest. He is given the opportunity to try to save the people of his world.

For another three chapters they journey back across the desert, urged on by the visions. With the Ila's help they gather the people and set forth on a final, desperate trek to the one possible place of safety on the planet. That's nine more chapters of marching through sandstorms, treachery and attacks by the vermin with the constant visions saying useful things like "Marak, Marak, Marak" and "East, East, East".



As you can probably tell, I got rather bored with all this. 18 out of 26 chapters are concerned with the mechanics of crossing a desert. Unlike the usual pace and tension of Cherryh's stories, this was hard going. Nor were the characters drawn with her usual skill. Even our hero, Marak, remained unengaging. I was just glad that it was all over and strongly hope this is not the first in another series.

Games Events

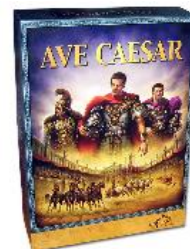
The Spiel games fair happens the week after this issue of *TWJO* is out and I will be there with my journalist hat on. Expect my review in next issue. It is, of course, the biggest games event there is and takes place over four days (19th-22nd October) at the exhibition centre in Essen. If you're not already booked in, you'll have trouble finding accommodation (try the Tourist office at www.essen.de/english), but you can always tickets on the door for the fair itself. There's more at the organiser's website: www.merz-verlag.com/spiel.

Games from Pevans

Mail order board and card games in the UK



What's new at www.pevans.co.uk/Games



Ave Caesar

The classic chariot racing game is back in a new edition. It may be a family game, but it has long been a favourite of gamers. The new edition features a double-sided board and the same nice chariot pieces as the original.

2-6 players, aged 12+, playing time 30 minutes: £19.00

Glory to Rome

Tactical card game of rebuilding Rome (and nicking the odd block of marble) – see my review in last issue.

2-5 players, aged 12+, playing time 1-2 hours: £16.00



Plus more new games from the same designer and publishers.

And older strategy games from Splotter – including **Roads & Boats** and **Antiquity**. And more besides!

Games from Pevans – www.pevans.co.uk/Games

And then there's **MidCon**, which is traditionally the first chance for people to try out the games they've brought back from Spiel. This is held in Thistle's Birmingham City Hotel in central Birmingham (just round the corner from Snow Hill station and just off the ring road). A comfortable hotel with lots of space for games playing – what more could you want? Geraldine and I will be there and hope to see some of you: there's a booking form with more information on the website at www.midcon.org.uk.

This box concentrates on events I expect to attend.

Swiggers: games club that meets every Wednesday evening (though December dates depend on venue availability) at the Bunch of Grapes, St Thomas Street, London SE1. Board games and occasional role-playing. No charges, all welcome. For more information, see www.pevans.co.uk/Swiggers.

Games Games Games Days: from noon(-ish) on the second Saturday of every month at the Duke of York pub at 35 New Cavendish Street, London W1. A day of board games, with those present covering the cost of the room and sandwiches.

Winter Stabcon: 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.

MidCon: a long-running board games event in central Birmingham. 10th-12th November 2006 at the Birmingham City Thistle Hotel. A friendly convention in a decent hotel for board games players. **MidCon's** main claim to fame is as the hosting event for the National *Diplomacy* Championships, but this plays an ever smaller part of the event. Expect lots of board games – including the latest arrivals from Spiel – plus the (in)famous **MidCon** quiz and music quiz. See www.midcon.org.uk for more.

Credits

To Win Just Once issue 69 was written (apart from Timothy Hunt's review) and edited by Pevans. The *LPBS* masthead (page 22) is by Lee Brimmicombe-Wood, as is the illustration on page 35. the pictures on pages 24 and 27 are by Nik Luker and the one on page 25 by Bryan Lea. Pevans took the photos and played with his scanner and Photoshop.

St Mary's Railway Rivals game 4 – Turn 6

The final building round before the races has people connecting everywhere. LATE builds alongside PCMR through central London to gain a route to Victoria.

Player A

SOMEBODY TO REALLY INFLAME

KEN'S EGO (STRIKE)

Gerald Udowiczenko (BLACK)

Builds (P32) – Barking (+6)

(Finchley Road) – W6 (pay PCMR 1)

Score: $54 + 6 - 1 + 1 = 60$

Player B

TURNHAM GREEN WIVENEY

RAILWAY (TGWR)

Chris Boote (RED)

Builds (U2) – V2 – Rayners Lane

(E23) – H24 – Elephant & Castle

(Paddington) – R13 – R14 (1 to LATE)

Score: $54 + 0 - 1 = 53$

Player C

LONDON AREA TRANSIT EXPRESS

(LATE)

Steve Bunce (BLUE)

Builds (P20) – P19 – Oxford Circus –

K17 – Victoria (5 to PCMR)

(X3) – W3 (1 to PCMR)

Score: $87 + 1 - 6 = 82$

Player D

PEVANS'S CENTRAL METRO-

POLITAN RAILWAY (PCMR)

Paul Evans (GREEN)

Builds (L25) – Q28 – Liverpool Street

(1 to STRIKE)

Score: $41 + 7 - 1 = 47$

GM Notes

Races for the next round (you may enter up to four):

- 1 12 Rayners Lane – 24 Moorgate
- 2 31 Tottenham Court Rd – 44 Whitechapel
- 3 16 Baker Street – 61 Ealing
- 4 41 Liverpool Street – 53 Kensington
- 5 65 Paddington – 22 Barnet
- 6 35 Charing Cross – 55 Putney

There are only 6 races to each round. There are no special runs on this map. The more astute among you will realise that though each station will feature in two runs in the races, the runs in round 12 will be between random regions.

Next turn's allowable builds after the races is 12 Points including known payments to other players.

**Orders to Mike Dommett, 119 Victoria Road, ALTON GU34 2DD
or by e-mail to mike_dommett@yahoo.co.uk by 27th October 2006.**

Ribblehead Viaduct

Railway Rivals game 5 – Turn 1

All the companies start building away from their home bases.

A: NEW UNIFIED LOCOMOTIVE
COMPANY (NULC)

Colin Parfitt (BLACK)

Builds: (Liverpool) – E7 – F7

(F7) – Southport – H8 – H10 (+3)

(H10) – H12 – J13 – Blackburn – J15 (2
to PRESTO)

Score: 20 + 3 – 2 = 21

B: PEVANS'S NORTHERN COAL
RAILWAY (PNCR)

Paul Evans (RED)

Builds: (Newcastle) – I75

(I75) – H74 – Durham – E76 (+3)

(E76) – D75 – B74 – Darlington – Z25 –
Y25 (+3)

Score: 20 + 6 = 26

C: LONG AND TORTUROUS
RAILWAYS IN NORTHERN
ENGLAND (LATRINE)

Steve Bunce (BLUE)

Builds: (Liverpool) – C11

(C11) – ST Helens – D12 – Wigan (+6)

(Wigan) – Bolton – Bury – F18 –
Rochdale (+9)

Score: 20 + 15 = 35

D: TOOT

Edward Walkington (GREEN)

Builds: (Sheffield) – Rotherham – E27
(+1.5)

(E27) – Barnsley – H27 – I27 (+1.5)

(I27) – Wakefield – Leeds – O27 (+6)

Score: 20 – 5 (fine late orders) + 9 = 24

E: CHUFFIN' RAILWAYS (CR)

Nathan Richards (BROWN)

Builds: (Sheffield) – C27 – Rotherham –
E27 (+1.5)

(E27) – Barnsley – G26 – H25 – I25 (+1.5)

(I25) – J24 – Leeds;

(Leeds) – Bradford; (J24) – J23 (+9)

SCORE: 20 + 12 = 32

F: PRESTON RAILWAYS EAST &
SOUTH TRAINS ONLY (PRESTO)

Gerald Udowiczenko (ORANGE)

Builds: (Preston) – J12

(J12) – Blackburn – K15;

(Preston) – L11 (+3)

(K15) – N16 – N17

Score: 20 + 2 + 3 = 25

GM Notes

Please write your orders with the three
builds on separate lines – like in the report.

Please send orders for two games one two
sheets of paper, or far enough apart I can get
the scissors in and have something readable
at the end.

The WIDE rivers are not crossable: Preston
is the lowest bridging point, ditto Carlisle,

Newcastle, Stockton, Goole, and Lancaster
on their respective rivers. You cannot build
from M8 to M9, from S7 to S8, from U5 to T5,
or indeed Millom to S5. You cannot build
across the various lakes in the lake district
(the thick bits). You can build the humber
ferry, from the south, it costs 5. I think that
covers all the points.

Next turn's builds are 4, 5, 4

**Orders to Mike Dommett, 119 Victoria Road, ALTON GU34 2DD
or by e-mail to mike_dommett@yahoo.co.uk by 27th October 2006.**

Mission of Gravity

Star Trader game 3 – Turn 12

CRUMP!!!!!!

Even through the sprung floor, the force of the explosion could be felt in the sector security office at Sigma Draconis Spaceport. As emergency services swung into action outside the ZWILLINGE Warehouse, a second explosion threw more debris over the injured. Thick smoke funnelled onto the concourse. His staff were pulling people from the wreckage and the station security manager was starting to review matters when everyone stopped. Though at the far side of the Spaceport, the third explosion was only too noticeable.

Two events dominated the news; the first was the piracy of HONEST DARTH's Boris, the armed merchantman giving in without a fight, so sources say, to an attack by ZWILLINGE in Delta Toucanis System Space.

The second is the reappearance of the bombing that had appeared to have died out at Mu Herculis. It has now apparently migrated to Sigma Draconis where a string of 6 Explosions rocked four Corporation's warehouses. The greatest damage was suffered by ZWILLINGE, but HONEST DARTH was close behind in losses. The forensic evidence all points to ZWILLINGE's responsibility in 4 of the attacks. But why should any Corporation savage its own warehouses so badly?

Spice Today!

We will not humiliate the Corporation trying to sell Spice at Mu Herculis – you know who you are! – and it was at Sigma Draconis that ZWILLINGE bought 8 Units for 10 HTs each, after which TRANSURANIC bought 2 more for 9 HTs apiece. SSL&M bought 5 on contracts. SSL&M was selling 10 Spice at Alpha Centauri to gain a Dealership, while ZWILLINGE sold 6 at Beta Hydri using the services of Agent Percent.

Isotope Manager

ZWILLINGE were selling on Contracts at Delta Toucanis and buying at Tau Ceti. 10 Units at a price of 5 HTs each and a new Contractorship was the final result. TRANS SOLAR TRADING INC. was buying at Sigma Draconis: 18 units at 8 HTs apiece. This lifted the price to its benefit when it came to disposing of its Factories. TSTI gained a Contractorship and ZWILLINGE bought 5 more on Contracts, though indubitably more expensive than it had hoped. CAESAR WHOLESALE sold 2 for 9 HTs each at Alpha Centauri. In the scrum at Beta Hydri, ZWILLINGE and VOGON's bids of 10 lost out to HONEST DARTH who sold 10 units at 9 HTs using their Market Managership. TRADEWINDS sneaked in and sold 5 more units at the same price before the Market closed.

Monopoles Trader

SOLAR SPICE, LIQUORS & MONOPOLES sold 5 on Contract at Beta Hydri. SWISS MERCENARY sold 6 for 13 HTs each at Alpha Centauri and gained a Dealership ZWILLINGE bought 8 at 13 HTs at Mu Herculis and acquired a Dealership. They would have bought more, we hear, but funds ran out. SSL&M bought their usual 5 on Contracts here as well.

Alloys Round the Quadrant

Still reeling from last Quarter’s drop in price as the new sources came on stream, there was not a lot of trade. HONEST DARTH bought 7 Alloys for 4 HTs each at Delta Toucanis and became Market Manager. VOGON sold 5 for 5 HTs apiece at Tau Ceti. CAESAR WHOLESALE sold 5 on Contracts at Alpha Centauri, and ZWILLINGE found no takers to buy at 4 at Beta Hydri.

Petroleum Quarterly

ZWILLINGE bought 7 for 8 HTs each at Mu Herculis and gained a Dealership. HONEST DARTH sold 9 for 9 HTs apiece at Sigma Draconis and gained a Contractorship, undercutting ZWILLINGE’s attempt to sell at 11. ZWILLINGE sold 4 on Contract at Beta Hydri.

The Happy Imbiber

SOLAR SPICE LIQUORS & MONOPOLES bid 14 to buy 11 at Mu Herculis. The Corporation got a Dealership too!

Corporation News

TRADEWINDS bought Warehouses at Gamma Leporis and Tau Ceti and finally decided to buy pods for their Corco Zeta, Aurora: 4 Cargo pods, which will increase the carrying capacity.

CAESAR WHOLESALE took OP 46 at Mu Herculis with the intention of selling at a profit later.

SWISS MERCENARY FLEET lost 4 Spice to Sabotage at Sigma Draconis.

HONEST DARTH’S USED QUALITY SPACESHIPS, now with one less vessel after the piracy by ZWILLINGE and with 5 Isotopes and 5 Petroleum lost in the demolition of their Warehouses at Sigma Draconis, bought two more Warehouses, at Mu Herculis and Beta Hydri.

TRANSURANIC, doing well at their secondary trade in Passenger movements, bought a Warehouse at Tau Ceti.

ISKANDER FIRE AND ACCIDENT, another sufferer from the sabotage at Sigma Draconis, losing 1 Isotope, were off to the Federation bankers, repaying their loan and taking out a 701 HT loan over 4 Quarters, paying 33 HTs a Quarter interest. The money was quickly invested in buying Warehouses at Epsilon Eridani and the ever popular Tau Ceti, 8 Monopole Factories at Mu Herculis and hiring A class crews for the Corco Gamma hull, Option.

TRANS SOLAR TRADING INC. counted itself lucky as the mad bomber ignored it and loaded up passengers and Isotopes onto its ships. The Factories at Sigma Draconis were sold and Walwen, Wheelock and Weaver each received 2 Passenger Pods.

ZWILLINGE, of course, had the most interesting Quarter. From putting the Fraternal into System Space at Delta Toucanis, where Captain Kidd overwhelmed the defences of HONEST DARTH’S Boris at a high loss in Reputation; its widespread successful trading gaining 4 Market Positions, restoring much of the Reputation loss; to the devastating attacks on its own and others’ warehouses at Sigma Draconis where losses of 9 Spice and 5 assorted Alloys, Isotopes, and Petroleum were reported; the police reports linking at least one of the bombings on its own warehouses to itself and, worse still, showing that it was responsible for the attacks on the other Corporations; failing to pay the interest on its loan and losing yet more Reputation; and the final indignity of the Inquiry from which ZWILLINGE was lucky to escape with a minor fine and loss of Political and Business Connections: It was a Quarter full of incident.

Corporation Table

Corporation letter & name	Conn’n Levels			Init Bid	Turn Order	Cash Rep		Player
	Bus	Crim	Pol					
A Neikan-do	3	4	4	F	13th	26	30	Player Wanted
B Solar Winds Trading Co	2	0	8	0	5th	196	25	Steve Bunce
C Caesar Wholesale	5	8	2	0	11th	499	35	Simon Burling
D Trans Solar Trading, Inc	7	0	7	0	7th	274	22	Jerry Elsmore
E SSL&M	10	3	5	+1	3rd	51	40	Paul Evans
G HDQUS	10	2	2	0	6th	630	40	Howard Goble
H Trade Wind	4	0	8	+9	1st	178	38	Colin Parfitt
J ISNOTISTOO	10	0	3	N	12th	339	40	William Hay
K Swiss Mercenary Fleet	7	0	9	0	8th	305	40	Martin Jennings
L Zwillinge	8	2	5	9	2nd	7	6	Michael Martinkat
M Transuranic Trade Corp	10	0	3	2	4th	292	40	Bob Parkins
N Vogon Industries	10	7	0	0	9th	72	40	Nathan Richards
P Iskander Fire and Accident	10	7	4	0	10th	69	40	Przemysław Orwat
‘N’ under Initiative Bid indicates No Move Received; ‘F’ indicates the Corp was floated								

News

OP 46 was taken by CAESAR turn (shown in Bold):
 WHOLESale this turn. Turn 14 P10, B4, **B7, B3**
 Turn 15 P2, B6, **P1**
 There are four new News Chits this Turn 16 **P9**

Market Positions

This table shows which Corporations (by letter) hold what positions.

Commodity	Dealer	Contractor	Market Manager
Delta Toucanis			
Alloys	N		
Isotopes	H,P	L	
Petroleum	A,B,D,L		G
Spice			
Tau Ceti			
Alloys	N		
Isotopes	H,J	I,M,P	
Petroleum	L,M		
Mu Herculis			
Alloys		C	
Isotopes	J,L,M		
Liquor	E,K,P		
Monopoles	I,P	E,J	
Petroleum	L,M	P	
Sigma Draconis			
Alloys	L,N		
Isotopes	A,D	N,P	L
Monopoles	J		
Petroleum	B,D,L	G	
Spice	H	E,L	

Commodity	Dealer	Contractor	Market Manager
Alpha Centauri			
Alloys	C		
Isotopes	J,M,N		
Liquor	C,K		
Monopoles	K		
Spice		E	
Beta Hydri			
Alloys	M	N	
Isotopes			G
Monopoles	J,P	E	
Petroleum	G	L	
Spice	J	E	
Gamma Leporis			
Alloys	M	C	N
Epsilon Eridani			
Alloys			
Isotopes	N		
Liquor	E		
Monopoles	E,K		
Petroleum			
Spice	H,J		

GM Notes

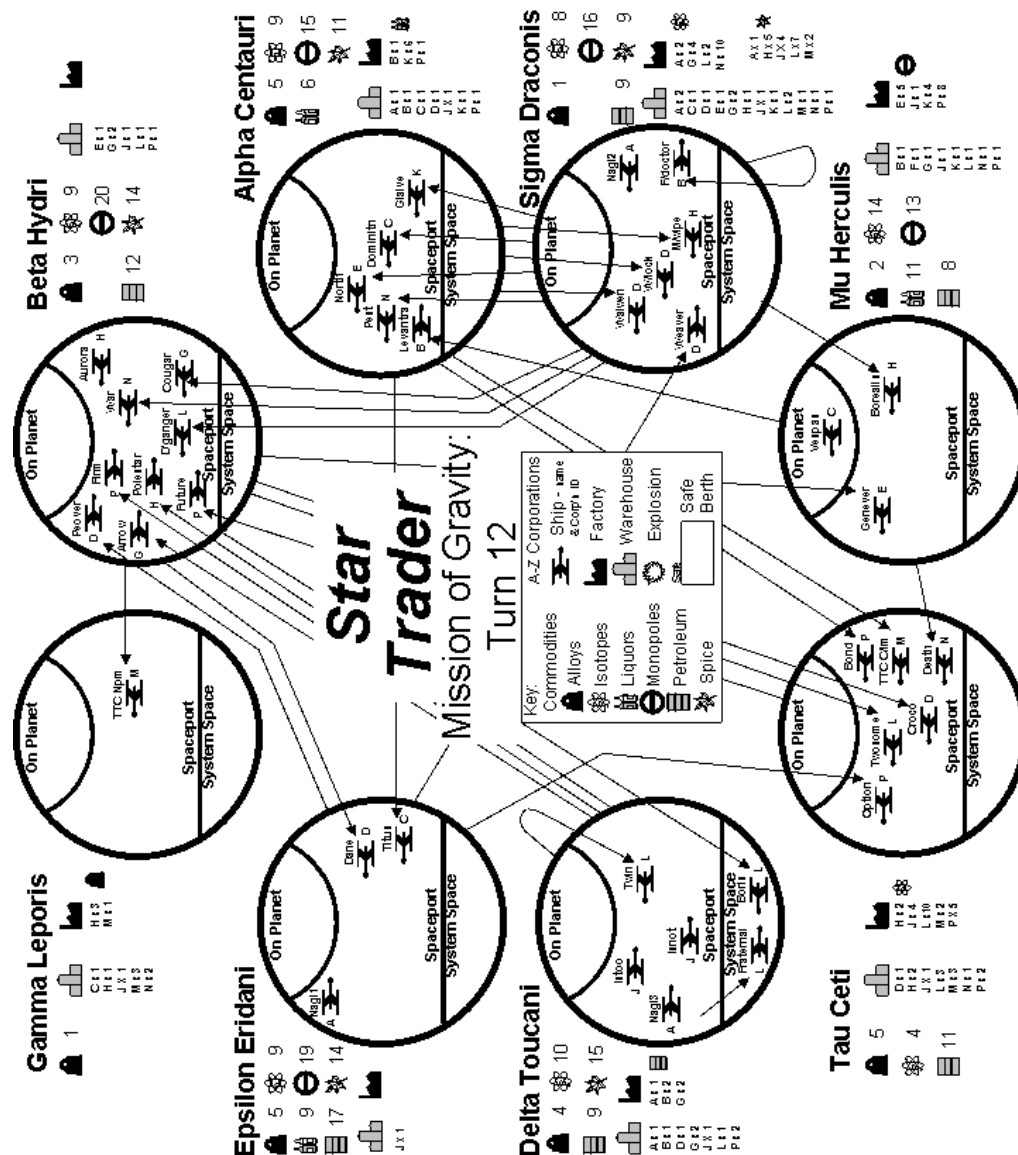
Though the report refers to flattened and destroyed warehouses, they still exist.

Corporation A available to play: It has ships, factories and goods and is not far behind.

Passengers available to carry between two systems are the sum of the spaceports' classes. Check the table on page 17 if you want to know why you have fewer people than you expected. And you can't carry Passengers at all if your Reputation is under 15 (16.3).

Individual Warehouses can be sabotaged.

Orders to Mike Dommett, 119 Victoria Road, ALTON GU34 2DD
 or by e-mail to mike_dommett@yahoo.co.uk
 by Friday, 27th October 2006.



Great White Hunter

Turn 2

"Never try to match wits with a Sicilian when death is on the line!" cries Al Tabor as he lines up the elephant. He is not the only person to do so and the elephant is no more. Forensic tests show it had not built up an immunity to iocaine.

Some players go for the gorilla instead, no doubt hoping to gain more points this way. Amazingly, exactly 12 people share the 12 points from the elephant and just five the 5 from the gorilla. Bill Hay and Pete Holland retain their early lead.

This game is open to all readers of *To Win Just Once*, so do join in even if you haven't taken a turn yet.

	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q	R	S	T
1	x																	X	X	
2	x	x	x										x					e	E	
3										x								E	E	
4								x				g								
5					x	x					x	G					g			
6								X			x	g								x
7				x			X								X					
8					G	g							x							
9			x		x								x							
10				X									m							
11							x										x			
12				X			x										x		x	
13					x					x										
14																				
15		x	m					X			x									
16			x					a	X								x		X	X
17				x			X										x			
18							X													
19						L	l													
20																				

Player	Shots This turn	Points This turn	Total Score
Guy Arnold	S1, S3	1	1
Chris Baylis	R16, S16	0	0
Ben Brown	L5	1	1
Charles Burrows	F19	1	2
Rob Carter	G7, R3	1	2
Mike Dommett	R1, S3	1	1
Jerry Elsmore	R1, S2	1	1
Bill Hay	R1, S3	1	3
Pete Holland	I16, L5	1	3
Francesca Huskinson	R3	1	1
Andrew Kendall	F8	1	2
Nik Luker	H15, I16	0	1
Tim Macaire	R3	1	2
Michael Martinkat	R1, R3	1	1
Bill Michell			1
David Olliver	L5	1	2
Neil Packer	R3	1	1
Colin Parfitt	L5	1	1
Chris Rudram			0
Olaf Schmidt			0
Al Tabor	R1, S3	1	1
Barry Townsend	D12, S1	0	0
Gerald Udowiczzenko	G18, R3	1	2
Pam Udowiczzenko	H6, O7	0	0
Matthew Wale	L5	1	2
Graeme Wilson	D10, I7	0	0
Paul Wilson	S3	1	1

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.

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. 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.

**Send your shots to Pevans at
180 Aylsham Drive, UXBRIDGE UB10 8UF or
to TWJO@pevans.co.uk
by Friday, 3rd November 2006.**

Les Petites Bêtes Soyeuses 195

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 March 1660 to
Pevans at 180 Aylsham Drive,
UXBRIDGE UB10 8UF or
lpbsorders@pevans.co.uk
by Friday, 3rd November 2006**



February 1660

As usual, there are a few differences of opinion to be settled between the King's Musketeers and the Cardinal's Guard. However, KM Lieutenant-Colonel Fernand Louis Adelmo de Gaulle is too busy getting ready for active service to bother turning up to his duels. So the two Cardinal's men who expected to fight him square up to his Colonel, Zachary The Money Goes instead.

Zack chooses to duel Captain Jean Laissez Faire first. Both men have rapiers and no seconds (de Gaulle is busy, remember). The Money Goes has a distinct advantage over Laissez Faire: not only is he the beefier of the two, he has much more expertise with his sword. A defensive start sees The Money Goes jump away from Laissez Faire's block. Then they attack: The Money Goes with a lunge, Laissez Faire with a slash. The slash partly deflects the lunge, leaving honour (and injuries) even. Laissez Faire tries another block, but doesn't get his timing right. The Money Goes hits him with a slash. His skill pays off, as he is then able to lunge before Laissez Faire can do anything else. Laissez Faire blocks again. Again, he times it badly and is hit by a slash as soon as he drops his guard. Four blows to one; that's enough. Laissez Faire surrenders.

CG Major Lucien d'Escaillehuitaillements is The Money Goes' second opponent. He is actually badly injured from previous months' fights and could decline the duel with honour. He crosses rapiers with The Money Goes although his wounds put him at a noticeable disadvantage to The Money Goes. The Money Goes' first

move is a furious lunge. He strikes home with the initial lunge and d'Escaillehuitaillements concedes the duel.

Hostilities continue between the Dragoon Guards and Queen's Own Carabiniers as well. DG commander Euria Humble is too ill to meet QOC Captain Lucien de la Rue. De la Rue meets Lt-Colonel Antoine Valois instead. Here the advantage is definitely with de la Rue. He is the bigger man and injuries to both have just increased the difference. The two men are using sabres and here, too, de la Rue has the edge. He starts calmly with a slash. This hits Valois just after he has blocked. He jumps back to inspect the damage, but de la Rue follows up. He starts a furious slash, but only the slash is needed. Valois throws in the towel when he's hit for a second time.

Resignations and signatures

As Brigadier of First Foot, Magnon de Sources really wants to get rid of his Brigade Major. He calls in all the favours he can find and the man's feet don't touch the floor as he is hurried out of the door. Omi Palone makes sure that senior Major of the 4th Arquebusiers doesn't quit his job. Then he throws his weight behind Roget de Saurus's request for the Lt-Colonel of the Gascons to quit. Surprisingly, the Lt-Colonel digs his heels in and keeps his position.

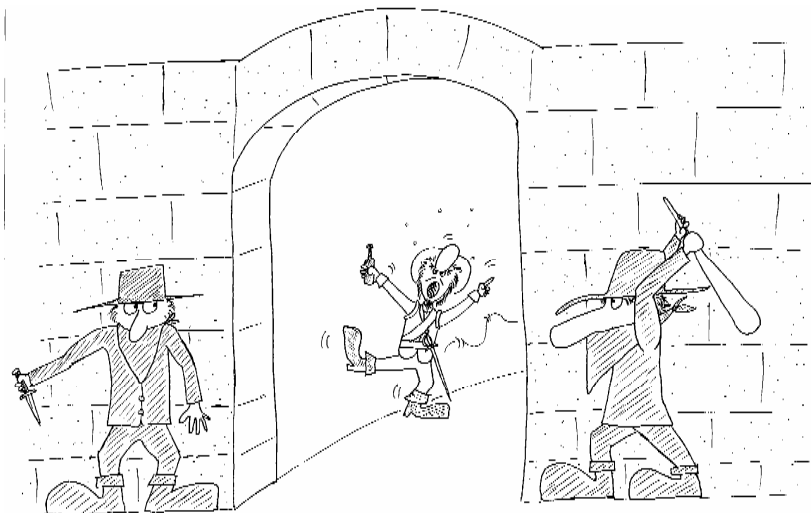
New boy Con d'Masses borrows some cash to finance his Paris lifestyle – and gets a handy gift from Euria Humble, too. He expects to spend some of this buying himself a rank in the Royal Marines, but his application to the regiment fails. Another newcomer, Alain Hermès, persuades the 27th Musketeers to admit him and purchases the rank of Captain.

The last month of the season is the traditional time for a whole bunch of last-minute volunteers to head for the front. February is not the best time to be in action, but that doesn't seem to have put people off. Zachary The Money Goes gives the whole of the King's Musketeers their marching orders, joining 2nd Battalion in action. Lt-Colonel de Gaulle has already got his men packed and ready. Lt-Colonel Averell de Alton mobilises his Battalion of the Royal Foot Guards. Plenty of cavalry go with them. Colonel Egon Madd volunteers the Crown Prince's Cuirassiers and they are joined by three individual Squadrons. Lt-Colonel Antoine Valois leads the first Squadron of the Dragoon Guards, Major Roland Pollee d'Eaulee the first Squadron of the Queen's Own and Pate Derry the first Squadron, Princess Louisa's Light Dragoons.

Footpads and practice

With so many socialites away on the frontiers, things are fairly quiet in Paris this February. So quiet that Stan Dandy Liver spends the entire month in the gyms with his cutlass. Gar de Lieu doesn't want to miss out on anything, so he visits

the Bawdyhouses first. On his way home, he encounters a group of footpads. They apply a blackjack to his skull, but come up empty-handed as Gar has spent all his cash. Nursing a sore head, Gar spends the rest of the month practising his rapier. The gymnasiums are busy all February. Jacques Shitacks spends three weeks with his cutlass, only popping out for a quick visit to the Bawdyhouses. Jean Laissez Faire tries sabre for a week and then switches to his rapier for another two. His relief is a week at Hunter's with Lucy Fur. Euria Humble goes to the Bawdyhouses first, then the Orphanage to handle some paperwork before putting in two weeks with a cutlass.



Other people start with a week's clubbing and then head for the gyms. Charlemagne le Gosse spends one week in the Fleur de Lys with Lois de Low and three with his rapier. Angelina di Griz gets a week with Devlin Carnate in the Fleur before he disappears with his sabre. It's Bothwell's for Joseph de Veevre and Katy Did, followed by the gyms for Joseph and his rapier. The Frog & Peach is where to find Le Frog and his lady initially. He abandons Ava Crisp for a Two-handed sword for the remaining three weeks. Revaulvin d'Or alternates weeks alongside Bette Noire in the Fleur with weeks alongside his rapier in the gym. Bud d'Wiser puts his two weeks with Maggie Nifisent in the Fleur first and two weeks with sabre last. Hunter's is the venue for Belle Epoque and Lucien d'Escaillehuitaillements for the first two weeks. Then Lucien's rapier gets two weeks' attention.

The only social event of the month is an eclectic gathering at the Fleur for two weeks, hosted by Lokwot Isaw and Sue Briquet. This is after his two weeks' with his rapier. One of the guests is Chacal, who also spends the first two weeks practising with his rapier. Jacky Tinne accompanies Chacal. Beau Romir and

Frances Forrin are also guests of Lokwot. Beau is a member of the Fleur in his own right and spends the first week of the month with Frances in the club. They are there for the second week, too, but as guests of the Crown Prince. Lokwot's final guest is Roget de Saurus. His month starts with a visit to the Bawdyhouses and he squeezes in a week's practice with rapier before the party.

Three other people are in the Fleur de Lys all month. Co W Ard Extrême is there on his own and Gaston de St Marque and Edna Bucquette are there together. It is clear that Gaston has the ear (and favour) of His Majesty, after donating his racecourse, Le Prix d'Or, to the King. As this represents a major investment, it will no doubt stand Gaston in good stead when his application to be Minister of State comes before His Majesty next month. Pierre de Mont-Réal and Guinevere d'Arthur spend the month together in Bothwell's. In Hunter's we find Lun a'Tic and Bess Ottede for the whole month. Michael l'Ovnotwore can be found in Blue Gables: once with Lotte Bottle and once on his own. The rest of the month they spend at Lotte's place. The Frog & Peach is empty after Le Frog's visit with Ava, but Red Phillips is occupied all month. The visitors are Emile Fitoux and Thomasina Tancenjin.

This leaves Con d'Masses. He's had a bad start to the month. Then he goes courting. The object of his affections is at home. Unfortunately, she doesn't care much for Con's approaches and he spends the entire month to no effect. A lack of female company reduces his social standing and his membership of Red Phillips is revoked. It's been a far from vintage month!



Cannonballs and musketry

Brigadier-General Magnon de Sources is determined that his command, First Foot Brigade, will perform better than it did last month – despite the lack of a Brigade Major. After discussing the position with the commanders of the Royal Marines and the Picardy Musketeers, he orders the Marines to make a demonstration in force in front of the English positions to cover an advance by the Musketeers. The Marines duly exchange fire with the English troops on their ramparts. Captain Gustav Ind is an acting Battalion commander and urges his men on. It doesn't bring him any reward though.

De Sources puts himself at the head of his old regiment, the Picardy Musketeers, for the second part of the plan. With the English distracted by the Marines, the Picardies steal up on the enemy lines. At de Sources's order, the soldiers break cover and prime their muskets. Unfortunately, they've marched right under the muzzles of an English battery. Guess who fires first? The cannon are loaded with

ball rather than grape, so the effect is not as devastating as it could have been. Still, the Picardies retire in confusion, leaving their dead behind. First amongst them is Bdr-Gen de Sources. RIP. Major Pierre de Vin Blanc, second in command of the Picardies, does his best to rally the regiment and is Mentioned in Despatches as a result.

The whole of the King's Musketeers is now in action and they make their own assault on English positions with more success. Competition between the Battalion commanders sees Lt-Colonel Fernand Louis Adelmo de Gaulle and Major Omi Palone lead the charge into the enemy lines. Both Battalions are greeted with a hail of musketry. Musketballs give De Gaulle a new parting in his hair. He laughs it off to gain a Mention in Despatches ("new haircut – suits him!") and the best part of a thousand crowns in loot. Musketballs give Palone a new hole in his head. He gets a military funeral. RIP.

Leading third Battalion, Major Walter Butts takes things more calmly. His men follow the rest of the regiment over the ramparts and secure the position. Then they clean up on the booty. Butts pockets nearly fifteen hundred crowns. He also sees his name in the Despatches ("Big pockets!"). Colonel Zachary The Money Goes joins his Battalion commanders and collects a round thousand crowns. There's a promotion for Subaltern Benedict d'Over, who is brevetted to Captain and buys himself a horse to go with the rank.

Frontiersmen and volunteers

The King's Musketeers' success is the only achievement for the infantry this month. Frontier regiment 1 is mauled badly. Subaltern Leo Nenmie escapes unscathed – mainly because he's in his tent. He gets another dressing down, but will still be able to return to Paris next month. Bdr-Gen Beppe de Marko is serving with First Frontier as a volunteer. He takes over when the commander is killed and is Mentioned in Despatches. The first Squadron of Princess Louisa's Light Dragoons under Lt-Col Pate Derry is attached to the regiment. Derry uses his men to cover the Frontier regiment's retreat and is Mentioned as a result.

Frontier regiment 2 holds firm and is able to pick up some loot in the wake of the Musketeers' victory. Private Armand Unejambe is pleased with his five hundred crowns. CG commander Ced Deucer is with the regiment as well, but picks up a hundred crowns less. Bdr-General Orson de Combat, on the other hand, collects two hundred crowns more.

PLLD Captain François Phresh is attached to Frontier regiment 3. The regiment maintains its position and Phresh maintains himself. Lt-Colonel Antoine Valois' squadron of the Dragoon Guards is attached to this Frontier regiment. Valois is able to lead his men in and out to pick up a few hundred crowns in loot. He is written in to the Despatches, too. This puts him ahead of Major Roland Pollee

d'Eaulee, commanding the first Squadron of the Queen's Own Carabiniers. Pollee d'Eaulee is also attached to Frontier regiment 3, but gets nothing. There is, however, a Mention in Despatches for QOC Captain Lucien de la Rue.

Having volunteered for some action, General Sean Sondamour finds himself attached to Frontier regiment 4. He gives some pertinent advice to the regiment's commander, only to see the regiment retreat in the face of fierce fighting from the English. Having survived the bullets, 27th Musketeers Captain Alain Hermès finds that he has been brevetted to Major. He celebrates by buying two more horses and rides over to Picardy Musketeers' HQ to retrieve the personal effects of his brother, the late Captain Henri Hermès. Lt-Colonel Averell de Alton's Battalion of the Royal Foot Guards is attached and covers the frontier troops' retreat. There are two Mentions in Despatches for de Alton.

Cuirassiers and Cuirassiers

Two regiments of Cuirassiers provide the back-up for the infantry. Bdr-General Horatio d'Escargot leads the Archduke Leopold Cuirassiers, who tangle with some English cavalry on reconnaissance. The engagement is a draw, but the ALCs' senior officers do well out of it. There are two Mentions in Despatches for d'Escargot, who picks up a couple of hundred crowns in plunder as well. Another two Mentions go to Lt-Colonel Thomas Tudo and he gets Knighted, too.

The Crown Prince Cuirassiers see off a sally by the enemy. This success brings a promotion to Brigadier-General for the regiment's commander, Egon Madd. A convincing victory means he gets a Knighthood as well. Lt-Colonel Stewart Senquiry is Mentioned in Despatches. So, too, is Major Jacques Pottès. He supervises the mopping up and accumulates 1300 crowns worth of loot. ❖



Press

Matters of Honour

'Face to face', 'back of the menu'? Egon, dear chap, you should find yourself a more literate scribe. For your information, while servants exist to do work, a true Frenchman is master of all the arts. I will willingly fight you, and trust to teach you manners.

You intend to defend your honour to the fullest extend possible – to the death then? Or just to the pain?

Yours truly,
† Omi Palone

Roget De Saurus, new officer of the Royal Foot Guards, seeks gentlemen seconds.

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

To all those who came to the New Year's Ball and donated to the Paris Orphanage I wish to express my most grateful thanks. Even Count Stan Dandy Liver's offering is welcome – though they these ten "orphans" do seem very similar in appearance and manners to that esteemed gentleman – probably just my eyes playing tricks with me. This year's first young orphan gentleman to benefit from the fund is simply known (to protect his anonymity) as "X3". Let me be the first to wish him and his far richer brother, orphan "X1", every success in Parisian society and in the service of Le Roi. Might I suggest service within the Dragoon Guards? However, I feel I should warn you that, given the current crisis on the frontier, it is my intention to take the Brigade on manoeuvres next month. (Yes, QOC, this means you! Let's see if the aggression that you keep showing can be used in the service of Le Roi.)

Yours most humbly,

† Marquis Euria (ever so) Humble

Social

Gentlemen and ladies of Paris, whilst I was studying in Italy, a fellow student taught us a rather pleasant card game, which the British call 'Bridge'. It seems

some of them rather pride themselves on their skill with the game and get highly embarrassed when bested by a Frenchman. As such, I have decided to embark on a campaign to equip the gentlemen of Paris with the skills they need to beat those uncouth scoundrels across the Channel at their own game.

Alas, since teaching my partner this quaint little game, I have found it frequently difficult to arrange the parties of four that the game requires. In order to alleviate the problem, I have decided to throw a party at the Blue Gables to introduce people to the game, when I return from the front in March.

I am happy to teach any of my peers [within 3 SL of JP] as long as they bring their mistresses, to keep the numbers even. Of course, I would be pleased to buy the drinks for my seniors and their partners.

If you and your mistress are interested, feel free to contact me with a suggestion as to which week would be most convenient for you both.

† Jacques Pottès

Celebratory Party

Either for being re-elected or for lasting one term in office. All Month, all welcome.

Yours Respectfully,

† Count Lokwot Isaw RFG Colonel,
Minister of State

Governmental Party

To welcome the newly (re-)appointed Minister of State and his Cabinet, I propose a Party at the Fleur de Lys during the 1st week of March at my expense. Obviously, due the nature of our discussions, women will be excluded.

† Count Stan Dandy Liver, Minister of War

In preparation for the coming campaign season, I intend hosting a number of informal sessions at my club all through next month. All gentlemen of Paris are welcome, whether they wish to contribute to discussions or just work on building a sense of camaraderie. Refreshments will be provided.

† General Sean Sondamour

Ministerial Correspondence

Count de St Marque, do not think you can squeeze me out of office for one of your protégés to take over by making false accusations simply to overcome the boredom of life 'at the top'.

Withdraw the allegations or consider yourself challenged – and you'd better be good with a sabre because I intend, if you do not, to repay your insult in good measure.

† Baron D'Or, Minister of Justice

Baron d'Or

Thank you for your concern, but I find life at the top quite exhilarating and in no way boring. My accusations simply reflect the fact that you are corrupt and therefore do not deserve your office as Minister of Justice. I have no aspirations to put anyone in your office – that is for the Minister of State to decide – but I do have aspirations to combat corruption wherever I may find it.

I find it bizarre that you are now trying to play the innocent, given your previous missive suggesting embezzlement. I have no hesitation in standing by my words and if you feel that the truth hurts so much, then do your worst.

† Count de St Marque

Count de St Marque, my missive was clear. I was merely pointing out that we had not been remunerated for the costs of

operating our ministries and should be recompensed. I hardly call this 'embezzlement'!

Why should men of talent and industry be penalised by having to bear the costs themselves? Or would you rather reserve these positions only for the super-rich, the landed aristocracy of privilege and fortune? Are you then, a snob?

† Baron d'Or, Poor But Honest Not Rich
And Nasty

Baron d'Or

It would, perhaps, be conceivable that your missive only reflects a desire to be recompensed for the costs of running your Ministry, were it not for the fact that you were seeking 'expenses' of 7,000 crowns over and above your salary (which, according to Exchequer records, has been paid punctually since your appointment). Whilst I am uncertain of current practice in the Ministry of Justice, I would be very surprised if you have personally paid all of the clerks employed in carrying out the functions of your office. Indeed, I see from the records of the Exchequer that all such bills are paid through my Ministry. Therefore, I have to ask how you have incurred 7,000 crowns worth of supernumerary costs? Can you produce invoices for these expenses? Are you and your Ministry prepared to be audited? How is it that you are aware that the Minister of State and the Minister of War have also incurred unbudgeted expenses and on such a scale? Why did you think that I had incurred such costs?

If you are unable to produce satisfactory responses, then we must leave it to the next Minister of State to adjudge whether your actions reflect a desire to embezzle from the state or merely to recuperate legitimately incurred, but unbudgeted, costs for running your Ministry.

As for your assertions that I am a snob, I

shall disregard these as being a fit of ill humours brought on by your current stress. † Count Gaston de St Marque

To Baron d'Or
Minister of Justice

Further to our recent discussions, I see no point in continuing with pre-trial negotiations (which to my mind represent little more than heavily veiled plea-bargaining on your part) regarding your culpability in conspiracy to embezzle from the Treasury. I note that you admit authorship of the missive and also note your assertion that you have the support of the Minister of State in seeking defrayment of these expenses. I have asked him to clarify his position in this regard. In the meantime, your assertion that the Treasury should prove its right to audit the funding of your department to determine whether, in fact, your staff have been paid and the sums you claimed are therefore legitimate expenses in defraying their salaries is, quite frankly, not a matter for debate. His Majesty's decision that this issue should be resolved by investigation and, presumably, trial and judgement by the incoming Minister of State is quite clear. I and the Treasury lawyers will therefore see you in court. Let justice be done.

† Gaston de St Marque
Field Marshal and Chancellor

To All Gentlemen of Paris: The accusations and insults of the Chancellor of the Exchequer are deeply resented. Because of chaos in the administration of the government's finances, the Exchequer is indeed – as the Chancellor admits while accepting no responsibility himself – “depleted”. Ministers often have to pay the costs of their Ministries from their own pockets, so it is only right and proper that they should from time to time seek

reimbursement of their expenses. To describe this as ‘embezzlement’ would be laughable if it were not so insulting. If I and others did not do this, how could we afford the parties, horse races, dazzling uniforms and bejewelled mistresses that bring so much pleasure to all and make life that little bit more bearable and provide entertainment and the chance to associate with the good and great of Paris? The Chancellor should withdraw his accusations before he bankrupts half the government and impoverishes spiritually and materially those gentlemen who depend upon our patronage and largesse. Where will it all end? I'll tell you: in taxes! “A Loyal Citizen” is right! First a tax on duelling. Next, taxes on carriages and horses, chimneys and wine cellars, in order that a bloated bureaucracy under the Chancellor's miserly direction can keep track of every *sou* and *louis d'or*. Madness! For Liberty and No Taxes! Resist this penurious innovation. Down With Unfair Taxation! Out With the Chancellor!

† Baron Revaulvin d'Or, Minister of
Justice, Party of Le Fronde

Personal

Primus: Have you noticed that Stewart Senquiry has Venustraphobia?
Secundus: Better than Sean Sondamour.
Primus: Why?

Secundus: He demonstrably suffers from Phronemophobia.

(Do we need to know that one is a fear of beautiful women, and the other a fear of thinking, or is the readership of Paris intellectual enough?)

*Intellectuals? In Paris? Bring me
my hunting britches!*

† Le Roi

Lt General Jacques Shitacks,
I would be honoured to serve as your aide, if you still seek one.

Yours, in honour,
† Captain Gustav Ind, RM

Not sure about this duelling tax... a chap could be subject to constant attack and insult – and have to pay for the privilege. I suggest that each time the combined might of the QOC lines up against Euria, each member of the QOC could be taxed each time – demand collective responsibility... What!??

Perhaps our Chancellor needs a new challenge for his obvious talents. Things can only get better... What!??

† OdC

Dear ZTMG,

I feel that, as Lucien gets thrashed each time, he has little chance of improving his fighting ability.

It may be that he is becoming terminally depressed.

† OP

My Dear Omi Palone,

I acknowledge the merits of what you say in regard to the establishment of field units with special responsibility for treating combat wounds. Perhaps we could name such institutions as ‘*Maisons d'Armée Soldats au besoin de l'Hôpital*’ or adopt a suitable acronym of such for short. I will commission a research project to assess the funding requirements of such units and then we will determine if the new tax will provide the necessary resources.

† Field Marshal Gaston de St Marque

Lord Percy Percy suggests that, as fashion is tending towards the toe-punting of innocent bystanders by thin-skinned Parisians, Jacques Shitacks is extremely fashionable.

Dear Beau Romir,
Are you suggesting that you can sell dates with the Crown Prince?
Is he aware that you intend to abuse your position?

† Omi Palone

Soldiers of France

The recently departed Henri Hermès misunderstood my recent proclamation announcing a duelling tax and paid the required sum directly to me rather than to His Majesty's Treasury. As a matter of public probity I therefore declare the receipt of these monies. I forward them herewith to the Treasury and advise all soldiers of France to do the same. Take note that I am monitoring all those who have failed to pay the required tax so far and if those responsible do not submit the relevant funds forthwith, then I will ensure that the new Commissioner for Public Safety takes up this issue immediately on his appointment. Those found guilty of tax evasion will be heavily punished. I have already selected ‘Capo’ Al Capone, whom I am advised is some sort of Captain in our Italian allies' contingent, to be a test case to demonstrate the government's commitment to cracking down on such crimes. Take note – you have been warned!

† Gaston de St Marque
Field Marshal and Chancellor

Re last month's announcement that Count Isaw will possibly be standing down as Minister. On behalf of Paris, I would wish to publicly thank him for the fine job he has done this year on our behalf.

Lord Percy Percy Percy says, as fashion is tending to the scurrilous, Lord Percy Percy is very fashionable.

Dear Chancellor de St Marque,
Unfortunately, I don't have enough time before heading off to the Font with the King's Musketeers to sort out these payments for this "duelling tax" that I believe started this month.

While I applaud the idea of restoring the Treasury to a healthier level, I feel perhaps a licence to duel with an annual fee, or a monthly payment, is the better way to go.

After all, I see no reason why, when the name of one's regiment has been besmirched and you have to duel three or four times in a month, you should have to pay 200 crowns to teach them a lesson. Then there's the case of one's honour when a lady is concerned. It's hardly fair to tax *amour*, is it? I'm sure many people will agree with me.

However if you are determined to tax each duel, as the coffers are so low, might I suggest that the loser pays the tax? It is hardly the fault of the better swordsman that he won. Tax the loser and he will become better, or pay for it.

Might I also suggest that you publish a list of how much money the "duelling tax" has raised each month and what it has been spent on? To show that the money is not lining your pockets but helping France. Yours,

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

My dear, beloved, well-met and charming
Roget de Saurus,

You should head, walk, amble, stride, wander in the direction, way, road of the money lenders, bankers, financiers, Pawnbrokers, or volunteer, offer one's services, take part in the fighting, warfare, battle, conflict at the front, war zone, battlefield and gain money, finance, remuneration, wealth in that fashion.

† Major Omi Palone, KM

To All Gentlemen of France,
This is an open letter written on the behalf of my half-brother, Captain Henri Hermès, formerly of the Picardy Musketeers. Before I expound further on the purpose of this missive, I feel it would only be prudent of me to say a few words regarding his fate. Captain Hermès had only been in Paris for a couple of months before being sent off to the front, and so many of you may not have known him personally. As someone who did, however, know him quite well, you can be certain that he was an infinitely kind and generous fellow, as well as a canny swordsman and tactician. Thus, when I intimate to you that he met his untimely end several weeks ago during the siege of an English fort, I hope you will understand the full breadth of the loss our fair country has suffered at the hands of the enemy.

But this letter is not about the many political enemies with which we currently wage war on many fronts. No, this letter is instead about a greater foe that is severely undermining our country's power on an increasing scale from within its own borders: short-sightedness. It is a short-sighted country that allows a promising young military aide and a Commissioner of Public Safety to be killed by their own comrades. It is a short-sighted populace that allows three men to cleave each other to pieces the eve before being sent to the front lines simply because one of them infuriated by his own poor performance in a horse race. Perhaps most damning of all, it is a short-sighted military that sends a group of seafaring Marines to lay siege to an enemy's land positions solely because "it's the way we've always done things". This blind following of "tradition" has lost us many similar battles and is the primary reason why my brother Henri and many

other members of the Picardy regiment are dead today. Something needs to be done.

So I put the question to you, the fighting men of France: can we set tradition aside in order to strengthen our country for the future? Field Marshal Gaston de St Marque's duelling tax is already certainly a step in the right direction, but I feel we can do more to combat the complacency that is tarnishing our proud nation. It is for this reason that I move that the Royal Marines be reassigned to campaign overseas, where they belong. We have colonies in New France that are languishing due to a lack of settlers and reinforcements; shipping the regiment there with a fresh group of strong, motivated young men and marriageable girls will help make our footprint in the soil of the New World something we can all be proud of. Frankly, I feel that we all deserve a stronger France with unimpeachable armed forces and enviable colonies, but most of all, I feel that our King deserves it.

Gentlemen, we've let him down.

I anxiously await your views on this important topic, my friends.

† Alain Hermès

Dear Beau Romir, Once I have returned from the Front. I suggest we meet up and discuss widening the Crown Prince's social circle.

† ZTMG

Primus: Have you heard?

Secundus: About?

Primus: The Archduke Leopold
Cuirassiers?

Secundus: Then it's true?

Primus: Apparently so. Three poses for five crowns.

Secundus: I'm surprised at the ALC.

Primus: Not half as surprised as the horse!

JS: Calm down, dear, it's only scurrilous abuse.

† OP

Overheard in the CPC Mess

"So our Colonel is taking us to the Front."

"Yes, I guess he's short of cash and needs the loot."

"Well... I heard him say something about the bodies being easier to find there. I've no idea what he means."

"Perhaps he's a piss-head like the late AQH and what he was actually saying was 'bottles' were easier to find?"

"Yes that must be it."

I wonder if the duelling 'tax' would be classified as extortion.

† Omi Palone

Poetry Corner

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

Winter sun shines on steel
The sharp blade flashes in the sky
All is lost

† OP

1 In service to our country
And respect to all our peers,
We should all be so lucky
As to die on English spear.
2 When thrown to luckless battle
We have but naught to fear,
For cowardice stings ever more
Than to die on English spear.
3 Though there will be no despatches
And the ladies' eyes will tear,
We are without a greater goal
As to die on English spear.
4 So take now to the rooftops
And shout it loud for all to hear:
That there is no nobler end to man
Than to die on English spear.

† AH

Left over from last issue
 A woman of substance, a woman so fair
 She steals my heart this Deb Onairre
 A touch, a kiss, such sweet despair
 The wait to see my Deb Onairre
 A love too young? But au contraire
 I pledge my life, sweet Deb Onairre

For others who come a climb your stair
 Will meet my sabre, have no care
 When duty calls, I will repair
 Returning to you, sweet Deb Onairre
 For you all others, I will forbear
 My lovely, luscious Deb Onairre
 † Jacquès Pottès

Points Arising

Last time I suggested that we mark 20 years (!) of *LPBS* next April/May with a face-to-face *En Garde!* game (either as an event in its own right or as part of another event) or a social event for people to meet up.

I've had half a dozen responses. These are generally in favour of a face-to-face *En Garde!* game at an existing con – Gen Con was suggested, which is in Reading at the end of August next year. (I'd suggested Maycon, which is at the end of May 2007.)

If you haven't given me a response yet, tell me whether you'd prefer:

- An *LPBS* weekend with a face-to-face *En Garde!* game;
- A face-to-face *En Garde!* game as part of a games convention (Maycon or GEN CON?) or
- A social get-together.

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

AU Armand Unejambe (Mark Barrowcliffe) has NMR'd. Total now 2 and is sent to a Frontier regiment

AE (Chris Rudram) was floated at his request.

Peter Denison has resigned due to real-life pressures. Thanks for playing, Peter, and we hope to see you back some time.

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 Commnr. of Public Safety
 François Phresh asks these to volunteer: PLLD - 2 Sqn;
 Gar de Lieu applies for Minister without Portfolio
 Gar de Lieu applies for Minister of State
 Gaston de St Marque applies for Minister of State
 Gustav Ind applies for Aide to Lt. General

Jean Laissez Faire asks NPC Major 2 of Cardinal's Guard to resign
 Lokwot Isaw applies for Minister of State
 Pate Derry asks NPC Division Adjutant of Frontier Division to resign
 Revaulvin d'Or asks NPC Brigadier of Guards Brigade to resign
 Revaulvin d'Or asks NPC Brigadier of Horse Guards Brigade to resign
 Revaulvin d'Or asks NPC Brigadier of Heavy Brigade to resign

Duels

Results of this month's duels:

Fernand Louis Adelmo de Gaulle didn't turn up to fight Jean Laissez Faire and lost SPs.

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

Zachary The Money Goes (gains 1 Exp) beat his enemy Jean Laissez Faire.

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

Lucien de la Rue (gains 1 Exp) beat his enemy Antoine Valois.

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

Egon Madd's challenge to an unknown was voted down 3:5.

Grudges to be settled next month:

Beppe de Marko (Sabre, Seconds ZTMG) has cause with Joseph de Veevre (Rapier, Seconds RdO) for pinching Katy.

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

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

New Characters

Robert Carter gets the Second son of a wealthy Merchant: Init SL 3; Cash 250; MA 5; EC 3 (X1).

Mike Dommett gets the Bastard son of a Peasant: Init SL 1; Cash 9; MA 2; EC 1 (X2).



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 __	

Battle Results

1st Foot Brigade: 5	Archduke Leopold Cuirassiers: 4
Royal Marines: 3	Crown Prince Cuirassiers: 1
Picardy Musketeers: 5	Frontier regiment 1: 6
King's Musketeers: 1	Frontier regiment 2: 3

Army Organisation and Summer Deployment

Field Army (Field Ops)	SS/C/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 3: 3
Frontier regiment 4: 5
RNHB regiment: 5

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	__/_/
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

(Defence for Mar-May)

	F1	F2	F3	F4	RNHB
Colonel	N4	N6	N6	N1	N4
Attached					
Also at the Front					

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	GdSM
3	Kathy Pacific	17	B	
35	Katy Did	16	I	JdV
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	
16	Ophelia Derriere	13		
26	Ella Fant	13	B	
n27	Lucy Fur	13	B	JLF
30	Leia Orgasma	13	B	
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	
40	Sheila Kiwi	11		
63	Carole Singeurs	11		
20	Emma Roides	10	I	
33	Anna Rexique	10	I	
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	LF
59	May Banquot l'Idee	9		
2	Betty Kant	8	I	
19	Jenny Russe	8	W	
32	Sal Munella	8	W	
41	Marie Antoinette	8	B/I	
47	Eve Ningalle	8	I/W	
49	Mary Huana	8	B/I/W	
34	Freda de Ath	7	W	
39	Thomasina Tancenjin	7	I	EF
50	Ulla Leight	7	I	
5	Belle Epoque	6	B/I	LdE
13	Josephine Buonoparte	6	I/W	
24	Violet Bott	6	I/W	
15	Ada Andabettoir	5	B/I	
25	Lois de Low	5	B	CIG

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.

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
GdSM	Count Gaston de St. Marque	25	75	Comfy	Fld Marshal/Chancellor	9	Edna	Flr	3	Nathan Richards
CIG	Marquis Charlemagne le Gosse	24	56	Withy	B.Lt-General/Adjutant Gen	11	Lois	Flr	2	Neil Packer
SDL	Count Stan Dandy Liver	24	42	Withy	Lt-General/War Minister	11		Flr	4	Guy Arnold
CWAE	Count Co W. Ard Extrême	24	38	Poor	General	5		Flr	3	Benedikt Löwe
ZTMG	Count Zachary The Money Goes	23	F	Withy	Colonel KM/Min w/o Port	11		Flr	4	Gerald Udowiczzenko
LI	Count Lokwot Isaw	22	55	Withy	Colonel RFG/State Min.	19	Sue	Flr	3	Barry Townsend
SS	Baron Sean Sondamour	22	F	Withy	General/Fld Army Commndr	5		Flr	2	Pete Holland
BR	Baron Beau Romir	19	53	Comfy	Captain RFG/C.Prnce Aide	7	Frances	Flr	3	Graeme Morris
RdO	Baron Revaulvin d'Or	19	41	Rich	Bdr-General/Justice Min.	8	Bette	Flr	4	Jerry Spencer
DC	Devlin Carnate	19	35	Comfy	Colonel PLLD/Fld Army Adjutant	4	Angelina	Flr	2	Bruno Giordan
GdLi	Baron Gar de Lieu	19	28	Comfy	B.General	3		Flr	4	Bill Hay
BdM	Viscount Beppe de Marko	19	F	Fthy	Bdr-General	17		Flr	2	Mark Moores
BdW	Baron Bud d'Wiser	18	44	Comfy	B.Bdr-General GDM/Min w/o Port	11	Maggie	Flr	2	Francesca Huskinson
JS	Sir Jacques Shitacks	18	36	Poor	B.Lt-General/1st Div Commandr	3		Both	4	David Olliver
OdC	Baron Orson de Combat	18	F	Withy	Bdr-General	6		Flr	5	Francesca Weal
RO	Rene Ouai	18	RIP							Peter Denison
OP	Marquis Omi Palone	17	RIP							Mike Dommett
EH	Marquis Euria Humble	16	30	OK	B.Bdr-General DG	14		Both	5	Matthew Wale
FLAG	Sir Fernand Louis Adelmo de G'ille	15	F	Comfy	Lt.Colonel KM	5		Hunt	4	Hajo 'Red' Schlosser
C	Sir Chacal	14	42	Comfy	Major RFG/Gen's Aide (Fld Army)	3	Jacky	Both	2	Jon Sedgwick
PdMR	Sir Pierre de Mont Réal	14	38	OK	B.Lt-General/Insp.Gen.Inf	8	Guinevere	Both	5	Pam Udowiczzenko
JdV	Sir Joseph de Veevre	14	34	OK	B.Bdr-General 13F/2 F Brigadier	3	Katy	Both	5	Andrew Kendall
LdE	Lucien d'Escaillehuitaillement	14	23	Comfy	Major CG	3	Belle	Hunt	4	Nik Luker
CD	Baron Ced Deucer	14	F	Withy	B.Bdr-General CG	10		Hunt	3	Nigel Monaghan
AV	Sir Antoine Valois	14	F	Comfy	Lt.Colonel DG/2nd Div Adjutant	1		Both	4	Simon Burling
LaT	Lun aTic	13	30	Comfy	Major RFG/Gds Brigade Maj.	1	Bess	Hunt	2	Paul Wilson
AdA	Averell de Alton	13	F	Poor	Lt.Colonel RFG	4		Hunt	4	Martin Jennings

ID	Name	SL	SPs	Cash	Rank, Regiment/Appointment	MA	Last seen	Club	EC	Player
TT	Sir Thomas Tudo	13	F	OK	Lt.Colonel ALC/FMshl's Aide	6		Both	5	Ben Brown
Mds	Sir Magnon de Sources	13	RIP							Robert Carter
EM	Sir Egon Madd	12	F	OK	B.Bdr-General CPC	6		Hunt	2	Tym Norris
HdE	Sir Horatio d'Escargot	11	F	Comfy	B.Bdr-General ALC	4		BG	3	Graeme Wilson
JLF	Jean Laissez Faire	10	21	Poor	Captain CG	2	Lucy	Hunt	3	Filipe Silva
LN	Sir Leo Nennie	10	F	Poor	Subaltern	4		F&P	5	Chris Boote
Rds	Roget de Saurus	10+	34	OK	Captain RFG	6		BG	2	Gerry Sutcliff
StSy	Stewart Senquiry	9	F	Poor	Lt.Colonel CPC	1		BG	2	Colin Parfitt
WB	Walter Butts	9	F	Comfy	Major KM	4		BG	3	Richard Newby
MIO	Michael l'Ovnotwore	8	11	Poor		2	Lotte	BG	2	Justin Key
RPdE	Roland Pollee d'Eaulee	8	F	Poor	Major QOC/Bdr's Aide (RdO)	6		HGds	3	Pete Card
JP	Jacques Pottès	8	F	Comfy	Major CPC	2		BG	4	Mark Booth
AE	Auray Enri	7	14	OK	Major QOC	3		HGds	4	Chris Rudram
LdLR	Lucien de la Rue	7	F	Poor	Captain QOC	5		HGds	6	Olaf Schmidt
BdO	Benedict d'Over	7	F	Comfy		3		BG	4	Mark Barrowcliffe
PD	Pate Derry	7	F	OK	B.Captain KM	6		BG	4	Mark Stretch
LF	Le Frog	7	F	OK	Lt.Colonel PLLD	7		F&P	1	Tim Macaire
FP	François Phresh	6	13	Poor	Colonel 4A	3	Ava	F&P	6	Mark Mortimer
GI	Gustav Ind	6	F	Poor	Captain PLLD/PLD Regt. Adj.	5		RP	4	Charles Burrows
PdVB	Pierre de Vin Blanc	4	F	OK	Captain RM	2		RP	5	Ashley Casey
EF	Emile Fitoux	4+	F	Poor	Major PM/PM Regt. Adj.	6		RP	4	Keith Bristow
CdM	Con d'Masses	2-	1	Poor		4	Thomasina	RP	5	Timothy Hunt
AH	Alain Hermès	2	F	Poor	B.Major 27M	5			4	Craig Pearson
		2	F	Poor		2			4	Rob Fuller

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, Fthy = 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+