

## That would be enough

This has been issue 70 of *To Win Just Once*, published 24th November 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* to Mike Dommett by 8th Dec 2006.

Orders for *Les Petites Bêtes Soyeuses*, *Great White Hunter* shots and any other contributions to Pevans by Friday 15th December 2006.

(First deadlines for 2007 are 12th/19th January, 16th/23rd February, 23rd/30th March, 27th April/4th May, 1st/8th June, 6th/13th July, 10th/17th August.)

### Subscriptions

*TWJO* is published on paper and online (as a PDF) at [www.pevans.co.uk/TWJO](http://www.pevans.co.uk/TWJO). How to buy or subscribe to the paper edition is detailed below. The PDF edition is free.

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

Here are the subscription rates for the paper edition, including postage (and VAT at 0% – for EU subscribers), depending on where you live. To subscribe, send a cheque or postal order (payable to Margam Evans Limited) in pounds sterling to *TWJO*, 180 Aylsham Drive, UXBRIDGE UB10 8UF, UK.

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

I also accept payment via PayPal: send your payment to [TWJO@pevans.co.uk](mailto:TWJO@pevans.co.uk) (this will be shown as Games from Pevans). Don't forget to include your address.

For the games only subscription (including VAT where necessary) send a UK cheque, a postal order or pay via Paypal, as above.

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](http://www.engarde.co.uk)

**Railway Rivals** on the North England map has started. Queue here for the next game. We provide rules and a working copy of the map.

**Star Trader** Colin Parfitt and Thomas Frost are waiting for the next game. Rules provided.

Printed and published by Margam Evans Limited, 180 Aylsham Drive, Uxbridge UB10 8UF  
Tel: 05601 480486 E-mail: [TWJO@pevans.co.uk](mailto:TWJO@pevans.co.uk) Web: [www.pevans.co.uk/TWJO](http://www.pevans.co.uk/TWJO)

# To Win Just Once

(incorporating *Les Petites Bêtes Soyeuses*)



Pallets of cartons of games await the hordes at Spiel – my report is inside

Plus the results of the 2006 EuropeMasters tournament

Issue 70: November/December 2006  
(LPBS 196: March 1660)

£2.00 (Europe £2.50, Elsewhere £3.00)  
Also available on-line at [www.pevans.co.uk/TWJO](http://www.pevans.co.uk/TWJO)

## Contents

	Page
Contents.....	2
Chatter.....	3
Spiel '06.....	3
EuropeMasters 2006 .....	12
Games Events.....	13
Credits.....	14
St Mary's.....	15
<i>Railway Rivals</i> game 4 – Turn 7 .....	15
GM Notes .....	15
Mission of Gravity .....	16
<i>Star Trader</i> game 3 – Turn 13.....	16
Corporation Table.....	18
News.....	18
GM Notes .....	18
Great White Hunter .....	20
Turn 3 .....	20
Ribblehead Viaduct .....	22
<i>Railway Rivals</i> game 5 – Turn 2 .....	22
GM Notes .....	22
Les Petites Bêtes Soyeuses 196.....	23
March 1660 .....	23
Press.....	29
Announcements .....	29
Matters of Honour .....	30
Social .....	30
Personal .....	31
Poetry Corner.....	32
Points Arising .....	33
Announcements .....	34
Duels .....	34
Trials .....	35
New Characters .....	35
Tables .....	35
Other Appointments.....	35
Battle Results .....	36
Army Organisation and Summer Deployment.....	36
Brigade Positions.....	36
Frontier Regiments.....	36
Regiments Organisation.....	37
Hell Hath no Furry... ..	37
The Greasy Pole.....	38
That would be enough .....	40

## Chatter

Well, my apologies again to all my readers that this issue is late being published. What with successive weekends at MidCon and at the pirate freeform game (reports in next issue) and busy weeks in between, *TWJO* had to be put on hold. What's more, I haven't had time to write much, so there isn't a Science Fiction piece this issue. However, I've already done reports on Spiel and EuropeMasters for *Flagship*, so both of these are included.

Deadlines for the games have been pushed back a week and *TWJO* 71 will be out either just before or just after Christmas.

Would anybody like to take over a position in the Ribblehead Viaduct *Railway Rivals* game? Let Mike Dommert – mike\_dommert@yahoo.co.uk – know if you're interested in time for the next deadline.

Recent statistics from my website make interesting reading. The reviews section continues to be the most visited area with my reviews of *Viking Fury*, *Industria* and *Feudo* at the top of the list. *TWJO* 69 was at the top of the downloads in October, closely followed by the house rules for *LPBS*. Does this mean I should expect lots of new players? Apparently not! "Gothic Game" remains high in the list of search terms that have found the website. It's second to "Viking game", but ahead of "Paul Evans"!

But enough of this: on with some games stuff.

## Spiel '06

As you'll know, the Spiel games fair is the largest games event in the world. According to the organisers, Friedhelm Merz Verlag, this year's event had 730 exhibitors from 31 different countries presenting more than 350 new games. It attracted over 150,000 visitors over the four days, including 738 journalists (including yours truly!) from 18 countries. Okay, some of those were there for the "Comic Action" part of the show, but that's still an awful lot of people.

Of necessity, I couldn't cover the whole show, so this is very much a personal report. It covers the highlights of what I saw at the show, picking out the games I particularly liked. I'll post the report on my website ([www.pevans.co.uk/Reviews](http://www.pevans.co.uk/Reviews)) and will add to it as I play more of the new games.

My favourite green-haired games designer (Friedemann Friese, the man behind 2F Spiele) had several things to show this year. *Fiji* (also in an English language edition from Rio Grande) is an auction game set on the eponymous island. In keeping with Friedemann's sense of humour, players are collecting shrunken

heads! This looks like fun, but is only second string to *Fürchterliche Feinde* (*Formidable Foes* in the English language edition from Rio Grande), Friedemann's large game this year. I was a bit surprised to find that this is a 'dungeon' game. Players are characters defeating monsters and building up their powers to take on stronger monsters. I expect a big element of humour in this and look forward to giving it a go. As well as these, 2F had a new expansion for *Funkenschlag* (and Rio Grande for *Power Grid*): boards for Central Europe and Benelux. 2F is also joint publisher – with BeWitched Spiele and Casasola – of *MonsterMaler*. It's clearly been a busy year.

*Manimals* is one of this year's crop of neat card games from Adlung Spiele. Designed by Bernhard Nägele, it is intended for children (aged 6+), but provides a nifty filler for adults. Each card shows an animal and has lots of information about the animal. In particular, many of its characteristics (such as horned, mammal, winged, four-footed and so on) are listed in the form of icons on the back of the card. An array of the cards is spread out and players have to take the animals they think match a particular characteristic: lays eggs, for example. When everybody's got all the cards they think are relevant, they turn them over to see how many of them are actually egg-layers (or whatever the characteristic is). Net off correct choices against wrong ones and whoever has the most keeps a couple of cards as their points. The other cards go back down, a few more cards are added and a new characteristic is drawn. It's quick, fun and clever – and educational, though most players won't notice this! Good stuff and 8/10 on my highly subjective scale. I'm not sure about the title though...



*Seenot im Rettungsboot* is a new edition of Ronald Wethering's classic *Rette sich wer Kann* (also known as *Lifeboats*, which is the title of the English language edition from Z-Man Games). This is a terrific game for getting those grudges out of your system! Players have pawns in a number of wooden lifeboats fleeing a shipwreck. But the boats have leaks, so the players in each boat have to decide who to throw overboard to save the boat. Sometimes the boat sinks anyway! The winner is whoever gets the most of their pawns to safety. This is a terrific game and full marks to Argentum for bringing it back into print. 10/10 on my highly seaworthy scale.

Argentum also has a new card game this year: *Top oder Flop* (Top or Flop). This is a clever card game of film production designed by Martin Schlegel. Players can use cards to increase or decrease the value of the films in production. Or they can use the cards to

establish their own influence over the film. Once the dust settles, the player with the most influence in a film, scores the value of the film – hopefully it's positive! Second place gets half the points and the highest total score wins the game. Nothing too taxing, but good fun and plenty of bluff and counter-bluff. 8/10 on my highly cinematic scale.

Peter Burley is best known as the man who created *Take it Easy*. Now he has a new game, *Take it to the Limit!*, which is an 'advanced' version of the earlier game. Published by Burley Games, it proved to be something of a hit at the show. In the original game, players placed hexagonal tiles in a hexagonal grid, aiming to get lines of the same number along the three axes through each hexagon. *Take it to the Limit!* has a double-sided board for each player. One side, the 'Nexus' board, has the same hexagonal grid that we're used to, but bigger. And there are more tiles. Players also have a 'scrapyard' where they can park tiles they don't want to place on the main grid. At the end of the game, the Scrapyard can score a bonus or a penalty and players can also get bonuses for using tiles with particular symbols on.

The 'Orchid' board uses half the tiles and no Scrapyard and is a quicker game. It has its own wrinkles, too, as here the grid has three gaps in the middle of the edges. The gaps can just be ignored, or filled in (with the right tile) for extra points. The two games are clever variations on the original and provide a quicker game and a much more challenging game. A must for anyone who likes *Take it Easy* and wants something more demanding. Personally, I find *Take it Easy* frustrating, though I appreciate its cleverness. The new game seems to offer some new tactical options and I'll be interested to see if these make it a more interesting game. 7/10 on my highly subjective scale.

I have to mention *Space Dealer* even though I haven't looked at it in detail as it is so innovative. The game itself is a straightforward trading game with a spaceship theme (and some clever pieces of cardboard that manage to look like spaceships). Players have two actions at a time. And two sandtimers. Each time the player starts an action, they turn over a timer. When the timer runs out, the action is complete and they can start another one. The game is played in real time, taking just 30 minutes to reach a conclusion. Tobias Stapelfeldt has designed something rather special here and the game is jointly published by Eggertspiele and JKLM Games. 9/10 on my three-minute scale just for the idea.





The big game from Eggertspiele is the new one from “Mac” Gerdts, designer of *Antike*. This is *Imperial*, which has some interesting share-dealing elements around a game of early twentieth century European Empires. Players generate money and points from their shareholdings in the half a dozen empires. However, each empire is controlled by whoever has the most shares in it and they’ll be making the most of it – asset-stripping is a feasible tactic. Like *Antike*, this uses a roundel to limit what each empire can do in its turn, which gives the players tactical options and limitations – and some decisions to make. It’s a game that needs to be played once or twice to get to grips with it. After playing it once, it gets a provisional 10/10 on my world domination scale.

*Genesis* is a new Reiner Knizia-designed game published by Face 2 Face Games. It is set in the distant past when the Earth’s land was concentrated in a single continent, Pangæa (I always thought it was called Gondwanaland, but apparently that’s the name of the southern supercontinent formed when Pangæa broke in two). The players are different species struggling to establish their place in the changing ecology as Pangæa breaks up. This they do by playing tiles that represent their creature in different environments. However, the different environments must be contiguous. At the end, players score for having the largest herd in a particular environment. It sounds like another simple but clever design from Reiner Knizia, with some overtones of *Euphrat & Tigris*. I look forward to trying it. A provisional 8/10 on my highly subjective scale.



Dutch publisher The Game Master publishes an interesting selection of games, which is enhanced by this year’s game, *Section X*. Players are prisoners on an island jail who try to escape by building tunnels to the mainland. Or just using someone else’s tunnel – after all, why go to all that hard work when you can let someone else do it? Designed by Chislaine van den Bulk, *Section X* appears to be interesting mixture of labyrinth-building and out-psyching your opponents. A provisional 8/10 on my highly subjective scale.

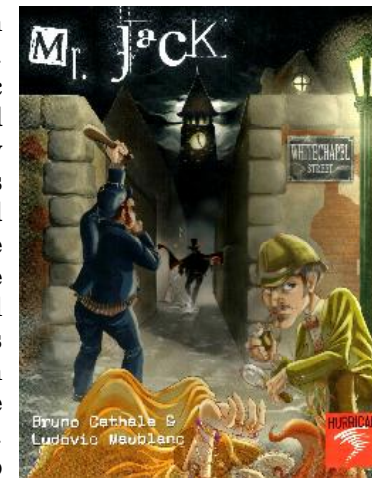
Another innovative game is *Bolide* from Italian publisher Ghenos Games and designer Alfredo Genovese. It’s a car racing game that uses no dice – for movement anyway. As well as a car, each player has a pawn of the same colour. After moving their car, the pawn makes the same move (e.g. 3 squares forward and 2 to the left) from the car’s final position. The car’s next move must be to a position (cars and pawns go on the corners, not in the squares) within two squares of the pawn (limiting acceleration and

deceleration to two squares a turn). The pawn then makes the same move as the car just did, starting from the car’s final position. The effect is to conserve momentum, making cornering tricky: cars have to slow down or they’ll just shoot off the track (and possibly out of the game). In play, it gets even trickier as other cars will get in the way.

Players each have a set number of ‘Sharp braking’ moves that allow them to break the usual movement rules for one turn. These are very useful for getting round the sharper corners. It’s a bit worrying when they run out, but a pitstop will restore them. There are rules for slipstreaming, colliding with other cars and for taking risks by exceeding what the car can normally do (this is where the die comes in, it’s used to find the result of the manoeuvre on the various tables). Advanced rules provide for the effects of weather, different tyres and different fuel loads. The game comes with two, fictional, tracks – one on either side of the board – and there’s an expansion set of another two tracks. Despite having played it once, I haven’t got the hang of it yet. 9/10 on my vroom, vroom scale.

*GiftTrap* is an interesting ‘party’ game. From the selection of gifts available (cards showing presents that range from the prosaic – a tie, say – to the exotic – a safari by hot air balloon) players decide which of the other players they would give them to. Then everybody indicates which gifts they’d love to get and which they’d hate. Reveal the choices and start the fighting! A game that should be played in a spirit of fun, obviously. And fun is what it sounds like. Points are scored for getting the giving and getting right and the winner is the person to get across the board in both categories. Production is excellent with the board folding down to fit into the cube-shaped box. Each player’s pieces – one is a model of a wrapped box, the other an opened one – comes in a little ‘goody bag’. All in all, it’s a nice package. But not really my kind of thing: 5/10 on my very subjective scale.

*Mr. Jack* is a good-looking two-player deduction game from new Swiss publisher, Hurrican. Designed by Bruno Cathala and Ludovic Maublanc, it was published last year in a limited edition as *Un Ombre sur Whitechapel* (A Shadow over Whitechapel). The game has one player as Jack the Ripper, the other as the police. As you’d expect, the police have to catch “Mr Jack”, while he tries to escape. Game play centres around the eight suspects on the board, one of whom will have been secretly and randomly identified as Jack at the start of the game. Both players can move the suspects, leaving them revealed in the light of the streetlamps or hidden in the dark. The police player gets to find out which group



Jack is in. Thus s/he gradually eliminates suspects until only one is left. Then Jack can be arrested. However, if Jack can get off the board, he wins regardless. There are lots of things players can do – lighting streetlamps, for example – making this a subtle and challenging game. The rather dark theme is enlivened by some great, light-hearted artwork – even if the bearded Sherlock Holmes has attracted some flak from Holmes fans! It gets 8/10 on my highly deductive scale.

I have to put in a quick plug for *On The Underground*, designed by my gaming buddy, Sebastian Bleasdale, and published by JKLM Games (and Rio Grande). It's a clever game of building Underground lines across London. Apart from connecting stations, players are aiming to provide the lines that 'the passenger' wants to use. It's a tightly fought tactical game that balances the various ways of scoring points. Excellent stuff and 9/10 on my Oyster card.

*Das Grosse Turnier* (The Big Tournament) is a new edition of Australian Design Group's *World Cup Tournament Football Game* from Lookout Games. Players play cards to influence the results of the matches through the group and knock-out stages of the tournament. The aim is to get their team to win, of course, and ownership of the teams is secret. It's fun, but it is rather long-winded for what it is. 7/10 on my highly subjective scale.

You don't find many games that include time travel, but *Khronos* is one of them. Designed by Arnaud Urbon and Ludovic Vialla and published in France by Matagot. The board shows the same territory in three time periods. Players use their time travellers to build towns in the first two. Towns 'ripple' through time, appearing in subsequent periods if they are big enough – which can have interesting effects. Players score points for the other types of buildings in each conurbation if they have the biggest building of the ruling type in each time period: military in the first, religious in the second and civil in the third. It's clever stuff and gets a provisional 9/10 on my once and future scale.

Mind the Move's *Hermagor* was one of the hits of the show (although the game is multi-lingual, there is an English language version from Rio Grande). Designed by Emanuele Ornella, it's a clever trading game. Play starts in a grid representing the marketplace where players pay to place their pawns to get the supplies they need – or bonuses. Then players go on the road, selling goods to establish trading posts in the towns along the roads round the board. It also costs money to move, so routes need to be planned to make sure you're making a profit



– and the goods you need should be planned as well. Trading posts bring in extra income and there are bonuses for getting all the towns in an area. This is definitely my kind of game, though it took me a couple of turns to work out what I should be doing. A provisional 10/10 on my highly mercantile scale.

Pro Ludo had their various new games on display, including the belated *Tempus*, which we originally expected last year. The new *Ave Caesar* was there too. The playing pieces are the same as – and just as nice as – the original game, but the jury's out on the new race tracks on the board in this edition. *Spiel der Türme* (The Game of Towers, but *Ramparts* in the English language edition from Café Games) is another re-release, this time of a clever multi-player abstract game from Rudi Hoffman. The new edition retains the use of solid wooden pieces, which gives the game a nice tactile quality. The aim is to stack up blocks with the same symbol and get them into the best scoring positions.

*Shogun* is a re-working by Dirk Henn of his earlier game, *Wallenstein*, for Japan rather than medieval Germany. Both are published by Queen Games. I rather enjoyed *Wallenstein*, so I expect this to be good too – particularly as the designer has apparently taken the opportunity to tweak the game system a bit.

*Fowl Play!* is Richard Breese's new game and is much simpler than his games usually are, but is still published by R&D Games in a limited edition. Players first get to move some of the fowl around the board and then move their fox. As you'd expect, it's all over for the bird if a fox catches one. As well as the different types of bird, each counter is a different colour and shape. Apart from just catching birds, players are looking for sets and



score points for survivors with particular characteristics. The scoring is complicated, which makes players have a bit of a job working out just what they are after. Unusually for Richard's games, this feels very abstract: it's all about working out the positions and the moves of the pieces. It's clever, but it didn't grab me on first playing. A provisional 6/10 on my chicken-eating scale.

Richard also had an expansion set for *Reef Encounter* – *Reef Encounters of the Second Kind*. It adds some extra creatures, which give players more tactical options. A must for any fan of the game – that means me!



*Die Schatztaucher* (The Treasure Divers) is an interesting little Reiner Knizia game published by Schmidt. Players are looking for undersea treasure – tiles laid out on the board. The twist is that the players have the use of an ultra-violet light to illuminate one tile at a turn. This reveals a design that indicates what is on the other side of the tile. As players are looking for specific sets, this is a good indication of what they want to pick up – though the UV picture doesn't tell the whole story. With the usual clever scoring system, this is another neat game from Reiner, despite being aimed at children (6+). For gamers it makes a decent filler: 7/10 on my highly innovative scale.

Singlish Mopping is the bizarre name (their logo is an 'English' muffin, so it may be some sort of pun...) of a new German publisher, whose first game is *Paaren* (Couples in English). The large cards show nice pastel caricatures of men and women, whose faces you will probably recognise – though not under those names! Other cards are places and all three have icons to show their affinities. There are also influence cards that affect game play. The aim is to match up couples in appropriate places while preventing the other players from doing so. First to a set number of couples wins. Nice stuff, good looking game: I give it a provisional 8/10 on my match-making scale.

Another entertaining game is *Sport ist Mord* (Sport is Murder) from Sphinx Spieleverlag and designed by Henning Poehl. This is another card game, but the theme is getting fit by playing sport. Players compete with each other to do best by practising, hiring trainers and taking drugs! But they are also running risks and the question is whether they'll stay fit enough. It looks fun, but I haven't played it yet, so I have to reserve judgement on it for the time being.



*Metromania* gave me a bit of a headache. Players use triangular tiles with a track along one edge to build a network of tram lines across the town represented on the board. The aim is to connect different buildings with a minimum of stations along the way. As players are responsible for placing most of the buildings on the board, there are lots of tactical options. Plus the need to get your head round what the triangular tiles let you do. Clever and challenging, this is an excellent start for designer Jean-Michel Maman and first time publisher, Spiel-ou-Face. I give it 9/10 on my headachingly subjective scale.

*24/7 - The Game* is something of an oddity from Sunriver Games and Carey Grayson. Players lay number tiles on the board, aiming to make sets, runs or totals of 7 or 24 in different directions – without exceeding 24 in any direction.

Squares that can't be played on any more are filled with glass stones. It's neat enough, but doesn't interest me. The game is nicely produced with domino-style tiles: 5/10 on my highly subjective scale.

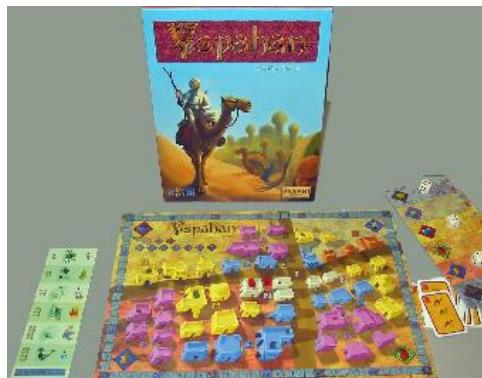
Surprised Stare Games is a British publisher that has produced some quirky card games. Their first strategy board game is *Tara – Seat of Kings*, designed by Alan Paull. This is played over a map of ancient Ireland, divided into four kingdoms. To become High King – and win the game – players have to be King of two kingdoms. This is achieved by getting a piece on the top of the triangle of positions in each kingdom. Pieces get onto the board by playing cards that show 1 or 2 positions in the triangle and there's a neat mechanism that can see control ripple up the triangle. Added to this, some of the actions cost money, so players also need to establish positions to maximise their income. Clever stuff and a provisional 8/10 on my Kelly green scale.



If you're a fan of cynical games about politics, then *Die Macher* is the game for you. Designed by Karl-Heinz Schmiel, the veteran game is back in a new edition from Canadian publisher Valley Games. Players manipulate the public and their policies to gain income and win elections in the German regions with the ultimate aim of dominating the national Parliament. The party that can get the most money tends to win – just like real life!? It's a deep (and lengthy) game that I heartily recommend: 10/10 on my highly bribable scale.

Martin Wallace's new game for Warfrog (now published by Esdevium Games in an interesting move for a distributor) is *Perikles*. This is something of a wargame, but with the Wallace twist. The players compete for political influence in Ancient Greek city states. The winner gets to be leader and has command of the city's forces in the battles of the Peloponnesian war. Winning a battle gets the player victory points. Losing a battle reduces the points the player will get (at the end of the game) for being leader. The game lasts just three turns, so it's highly contained. And being frozen out of the elections doesn't put a player out of the battles: they get control of the Persian forces. It's a nicely balanced game that gives players tough decisions to make and plenty of tactical options. 9/10 on my Ancient Greek scale.

The new game from Ystari is *Yspahan* (published in English by Rio Grande). Designed by Sébastien Pauchon, this is a dice-based game that is lighter than



*Caylus* and more on a par with *Ys* to my mind. The theme is camel caravans in the medieval capital of Persia. The game is limited to 21 turns (grouped into three weeks), which gives the players a bit of time pressure. The actions – and the value of the actions – available to players each turn are governed by rolling a set of dice. Players use the actions to establish points-scoring positions on the various sections of the board or to develop their own special abilities. Points are scored at the end of each week and the main board is cleared. My first impression is an ingenious, tactical game that provides lots of opportunities and, thus, decisions. An initial 8/10 on my camel scale.

As always Spiel was great fun, with more games than anyone can look at in four days. Plus all the other things around – I particularly like all the live role-playing accessories: weapons, armour and costumes. My thanks to Friedhelm Merz Verlag for another highly successful feat of organisation. I look forward to Spiel '07 on 18th-21st October 2007.

## EuropeMasters 2006

This year's European board games Championship ended with a 1-2 from British teams! The event takes place at the Spiel games fair each October. It is contested over four games by teams of four who have qualified through their national championships. This year, 28 teams from 11 countries took part and locked horns over *Baron* (Editions Tilsit), *Mesopotamia* (Phalanx Games), *Augsburg 1520* (alea) and *Caylus* (Ystari). The four publishers sponsored the tournament and provided their games and prizes – along with prizes from other sponsors.

Players score points according to their final positions in the games and each team's score is the total of its members' scores. This year's winners got the excellent total of 62.5 points.



The trophies wait – and so do the games

They were UK team 'Shark Bait', otherwise known as Luke Ellis, Nick Harrison, Adam Siejka and Marek Siejka. Congratulations to them on a fine achievement. Second place went to past winners The Uninspired, another UK team, made up of Chris Boote, Julia Iskett, Mark Jones and Marcus Pratt, who accumulated 59.33 points. Last year's winners, German team ESCH-Treff, placed third this year on 57 points. ESCH-Treff's Frank Lamprecht took the prize for the best individual score with a perfect 20 points. Full results can be found on the EuropeMasters website at [www.europemasters.org](http://www.europemasters.org).



This year's winners – team Shark Bait with trophies and prizes

Of the other British teams, Nil Nominatus finished 9th and The Subterranean Strategists 13th. The *To Win Just Once* team scraped into the tournament when one of the British teams had to pull out a few weeks before the event. Our lack of preparedness showed and we could only manage 26th place out of 28. And we didn't even win once! We shall be back for the UK Championships, SpielChamps, next year. This takes place as part of Maycon in May 2007 and is the UK's qualifying tournament for EuropeMasters. More teams are always welcome: check out the details on the Maycon website at [www.maycon.org](http://www.maycon.org).

## Games Events

There's nothing much on in December as far as I know, apart from Dragonmeet. This is an RPG and CCG (mostly) event, held at Kensington Town Hall in west London on Saturday 2nd December. See [www.dragonmeet.com](http://www.dragonmeet.com) for details.

The New Year starts with Stabcon as usual: 5th-7th January at the Britannia Hotel in Stockport. I don't expect to make it this year, but it's always good fun, with a mixture of role-playing and board games (and a few CCGs).

For more information on board games events, see the *Queen's Lane Advertiser*, which can be found at [www.boardgamers.org.uk/qla.php](http://www.boardgamers.org.uk/qla.php).

This box concentrates on events I expect to attend.

**Swiggers:** games club that meets every Wednesday evening in central London. Having been pushed out of our usual venue by the new manager, we're moving about a bit until we can find a regular venue (probably in January): check the website for the latest information. Board games and occasional role-playing. No charges, all welcome. For more information, see [www.pevans.co.uk/Swiggers](http://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:** 5th-7th January 2007 at the Britannia Hotel in Stockport. Long-running con that mixes role-playing and board games (and CCGs). Sign up with the Yahoo group to find out more: [groups.yahoo.com/group/stabconinfo](http://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](http://www.maycon.org) – for the latest details.

**Summer Stabcon:** early July at Woolton Hall, Manchester University.

**Spiel:** the board games event of the year. 18th-21st October 2007, at the Messe (Exhibition Centre) in Essen. Contact Friedhelm Merz Verlag, Postfach 210250, Bonn, 53157 Germany, [www.merz-verlag.com/spiel](http://www.merz-verlag.com/spiel).

**MidCon:** a long-running board games event in central Birmingham. Early November 2007 at the Birmingham City Thistle Hotel. A friendly convention in a decent hotel for board games players. See [www.midcon.org.uk](http://www.midcon.org.uk) for more.

## Credits

*To Win Just Once* issue 70 was written and edited by Pevans. The *LPBS* masthead (page 23) is by Lee Brimmicombe-Wood, as are the illustrations on pages 18, 28 and 36. The drawing on page 25 is by Nik Luker. Pevans took the photos and played with his scanner and Photoshop.

## St Mary's Railway Rivals game 4 – Turn 7

### Races

Race	From	To	STRIKE	TGWR	LATE	PGMR
1	12	24	10-4+9	0	20-5+2	-7+5
2	31	44	20+4	0	+1	10-4-1
3	16	61	0	0	20	0
4	41	53	0	0	0	20
5	65	22	0	0	20	0
6	35	55	NOT RUN			
Total			39	0	58	23

No orders from TGWR, but maybe he was busy at Essen. LATE takes an early lead with 3 out of 5 races run. PCMR tunnels into Marylebone, and connects to the Elephant and Castle, and STRIKE makes some minor connections.

### Builds and scores

#### Player A

SOMEBODY TO REALLY INFLAME  
KEN'S EGO (STRIKE)

Gerald Udowiczenko (BLACK)

Builds: (M25) – Waterloo

(W7) – Wembley Park

Score: 60 - 3 (builds) + 39 (races) = 96

#### Player B

TURNHAM GREEN WIVENEY  
RAILWAY (TGWR)

Chris Boote (RED)

Builds: None

Score: 53 = 53

#### Player C

LONDON AREA TRANSIT EXPRESS  
(LATE)

Steve Bunce (BLUE)

Builds: None

Score: 82 + 1 + 58 (races) = 141

#### Player D

PEVANS'S CENTRAL METRO-  
POLITAN RAILWAY (PCMR)

Paul Evans (GREEN)

Builds: (P16) – Marylebone

(K24) – J23 – Elephant & Castle

(K12) – J11 (1 to Late)

Score: 47 +23 (races) -11 (Builds) = 59

### GM Notes

Races for the next round (you may enter up to four plus race 6):

7 13 Wembley Park - 32 Oxford  
Circus

8 14 Finchley Road – 51 Victoria

9 26 Kings Cross – 54 Stockwell

10 21 Woodford – 46 New Cross

11 62 Acton Town – 43 Barking

12 36 Waterloo – 64 Notting Hill Gate

6 35 Charing Cross – 55 Putney

Next turn's build allowance after the races is 10 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](mailto:mike_dommett@yahoo.co.uk) by 8th December 2006.



## Mission of Gravity

### Star Trader game 3 – Turn 13

*“You represent ZWILLINGE’s?”*

*“We do,” the twin voices piped back from the feathery beings before the official.*

*“I am obliged to serve you this notice of Formal and Due Enquiry for the 3rd of the Galactic Period.*

Another Quarter, another Enquiry for ZWILLINGE after it was found guilty of a childish attempt to undermine TRANS STELLAR TRADING INC’s Reputation by suggesting that it failed to supply lemon-scented face towels for its passengers. It was also apparently responsible for one of the explosions on Sigma Draconis that emptied its own warehouses of Alloys and Isotopes as they flew off into space. Yet the Federation Inquiry found the Corporation “Not Guilty” this time and the company lawyers are apparently now looking for a villain.

The irascible but usually peaceable Pevans Van Rijn was also twice guilty of sabotage this Quarter, comprehensively trashing Alsafi-Toliman Aquisitions Co’s warehouses at Sigma Draconis. SSL&M’s Reputation suffered accordingly. Finally, VOGON INDUSTRIES was responsible for an attack on TRADEWIND FOUNDATION, scattering Spice around the docks and VOGON lost Reputation as well. ZWILLINGE have a large choice of other Corporations to blame, looking back over recent events.

At Gamma Leporis CAESAR WHOLESALE bought 10 Alloys for 3 HTs each and reduced VOGON’s Market Position to a Contractorship, after which TRADEWIND bought 5 more Alloys for 2 HTs apiece.

Epsilon Eridani saw TRANSURANIC selling 6 Alloys for 3 HTs each to gain a Dealership. TRANS SOLAR TRADING INC made the first of their three deals this Quarter, selling 10 Isotopes for 5 HTs and gaining a Dealership. Petroleum sold well, ALSAFI-TOLIMAN selling 10 for 14 HTs to gain a Dealership, but allowing ZWILLINGE to sell 6 more Petroleum at that price using Percent. ALSAFI-TOLIMAN then sold 10 Spice at 11 HTs each and a second Dealership.

ZWILLINGE sold 3 Petroleum on contract at Delta Toucanis. TRADEWIND would have sold Spice, but their ship was one of many not to arrive this Quarter.

Tau Ceti had VOGON selling 6 Alloys for 5 HTs apiece. ISKANDER FIRE & ACCIDENT and TRANSURANIC bought 5 Isotopes on Contract.

Lots of Corporations wanted to sell Isotopes at Mu Herculis – TSTI sold 10 at 9 HTs and gained a Dealership, TRADEWIND sold 7 for 10 HTs each and VOGON sold 4 at 10 HTs. SOLAR WINDS bid 11 and were shut out. Liquor was all sold

by SSL&M, who disposed of 10 units for 8 HTs each and were awarded a Contractorship. SWISS MERCENARY (8), SOLAR WINDS (9), CAESAR WHOLESALE (9) and ALSAFI (10) all were ignored. ISKANDER bought 2 Monopoles for 15 HTs apiece, all they could afford, allowing HONEST DARTH’s USED SPACESHIPS to buy 3 more at 12 HTs and SOLAR SPICE LIQUORS & MONOPOLES to buy 5 on Contracts. Finally, at Mu Herculis ALSAFI-TOLIMAN bought 6 Petroleum for 9 HTs each and a Dealership.

ZWILLINGE failed to sell Alloys at Sigma Draconis as the price didn’t rise, but did buy 4 Isotopes on Contract. VOGON sold 5 on contract and TSTI sold 6 for 4 HTs each. ZWILLINGE also sold 2 Petroleum for 7 HTs apiece and 5 Spice on Contract, emptying their warehouses. SSL&M bought 5 Spice on Contract to round off trading at the system.

Alpha Centauri was quiet this Quarter, just TSTI selling 10 Isotopes for 5 HTs each to gain a Dealership, their last this Quarter.

Beta Hydri saw ZWILLINGE selling 5 Isotopes for 7 HTs each and TRANSURANIC selling 6 more at the same price. SSL&M sold 5 Monopoles on Contract. ZWILLINGE sold 5 Petroleum on Contract and finished by selling 3 Spice for 12 HTs apiece.

ALSAFI-TOLIMAN ACQUISITIONS Co, as Corporation A is renamed, installed a cargo pod on the Barrel to complete its complement of pods.

SOLAR WINDS bought 3 Liquor Factories and a Warehouse on Alpha Centauri.

CAESAR WHOLESALE disposed of the Slaves on Alpha Centauri from OP 46 at top prices.

TRANS SOLAR TRADING INC sold a Warehouse at Tau Ceti and repaid their loan. They then took out a bigger loan of 675 HTs over 4 turns and bought 14 Alloy Factories at Gamma Leporis, together with 3 Warehouses to service the production facility. A new Phoenix Hull, Betley, was laid down at Alpha Centauri Shipyards.

SOLAR SPICE LIQUORS & MONOPOLES bought a new Warehouse at Alpha Centauri.

ZWILLINGE sold the Boris for 80% of list price, bought an increase in Political levels and sold a Warehouse at Sigma Draconis.

TRANSURANIC TRADE CORPORATION laid down a new Piccolo Hull at Alpha Centauri Shipyards with a B class crew and an Augmented Jump Pod.

ISKANDER FIRE & ACCIDENT sold 2 Warehouses at Delta Toucanis to make sure that this Quarter's interest was paid on their loan.

### Corporation Table

Corporation letter & name	Conn'n Levels			Init Bid	Turn Order	Cash Rep		Player
	Bus	Crim	Pol					
A Alsafi-Toliman Acquisitions	6	4	4	1	10th	225	36	Rob Fuller
B Solar Winds Trading Co	2	0	8	0	9th	101	25	Steve Bunce
C Caesar Wholesale	6	8	2	0	12th	516	37	Simon Burling
D Trans Solar Trading, Inc	10	0	7	11	2nd	242	28	Jerry Elsmore
E SSL&M	10	3	5	+1	6th	81	24	Paul Evans
G HDQUS	10	2	2	0	8th	594	32	Howard Goble
H Trade Wind	4	0	8	+9	1st	209	38	Colin Parfitt
J ISNOTISTOO	10	0	3	N	13th	354	40	William Hay
K Swiss Mercenary Fleet	7	0	9	0	7th	301	40	Martin Jennings
L Zwillinge	8	2	6	7	3rd	441	8	Michael Martinkat
M Transuranic Trade Corp	10	0	3	2	11th	310	40	Bob Parkins
N Vogon Industries	10	7	0	0	5th	36	36	Nathan Richards
P Iskander Fire and Accident	10	7	4	5	4th	56	40	Przemysław Orwat

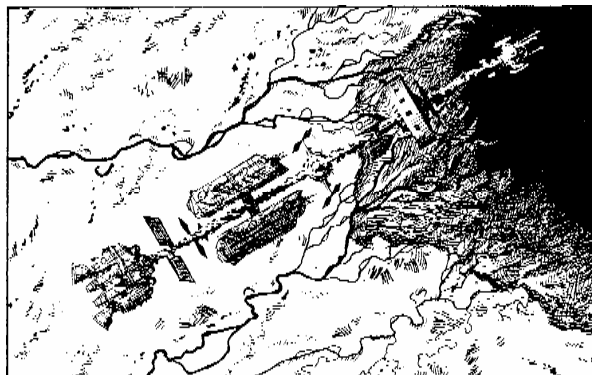
'N' under Initiative Bid indicates No Move Received; 'F' indicates the Corp was floated

### News

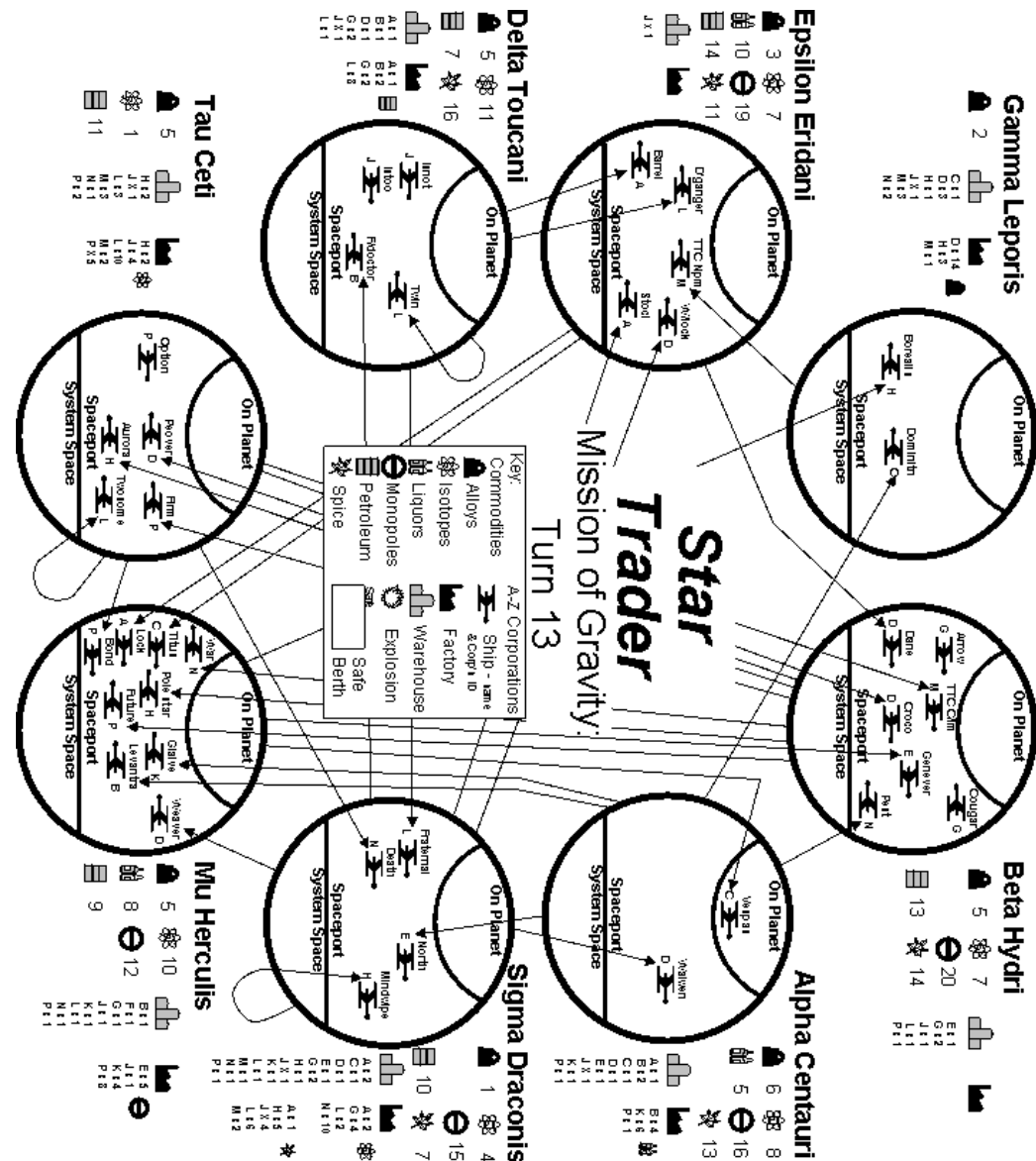
There are four new News Chits this turn (shown in Bold):  
 Turn 15 P2, B6, P1, C6  
 Turn 16 P9, **P2**, C2  
 Turn 14 P10, B4, B7, B3  
 Turn 17 **B1**

### GM Notes

If a ship fails its Hyperjump it can't do unloading or collecting passengers. anything. This includes loading or



Orders to Mike Dommett, 119 Victoria Road, ALTON GU34 2DD  
 or by e-mail to mike\_dommett@yahoo.co.uk  
 by Friday, 8th December 2006.





# Great White Hunter

## Turn 3

Predictable, another Gorilla plus an Antelope and a Lion are finished off this turn. Less predictable is Gerald's wild shot off the board! Good job he doesn't hit anything fragile.

Pete Holland assumes the lead, but there's plenty of time to go.

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	
2																		e	e	
3						X												e	e	
4												g								
5		X										g				X				
6								x				g					X			
7							x								x					
8					G	g		X					X					X		
9										X										
10				x										m						
11																				
12				x																
13																				
14													X							
15			m					x												
16							A		x									x	x	
17							x	X	X											
18							x													
19					L	l		X						X					X	
20																				

Player	Shots This turn	Points This turn	Total Score
Guy Arnold	P5, Q6	0	1
Ben Brown	E8	1.25	2.25
Charles Burrows	E19	1.4	3.4
Rob Carter	F3, M8	0	2
Mike Dommett	E19	1.4	2.4
Jerry Elsmore	E19	1.4	2.4
Bill Hay			3
Pete Holland	H8, E8	1.25	4.25
Francesca Huskinson	M14, R8	0	1
Andrew Kendall	E8	1.25	3.25
Nik Luker	G16	1	2
Tim Macaire	H17, H19	0	2
Michael Martinkat			1
Bill Michell			1
David Olliver	H19, E19	1.4	3.4
Neil Packer	H17, G16	1	2
Colin Parfitt			1
Al Tabor	E8	1.25	2.25
Barry Townsend	N19, G16	1	1
Gerald Udowiczenco	W19, Q6	0	2
Pam Udowiczenco	I17, J9	0	0
Matthew Wale	E19	1.4	3.4
Graeme Wilson	B5, S19	0	0
Paul Wilson	J9, O11	0	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, <del>Strikeout</del> = 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, 15th December 2006.**

## Ribblehead Viaduct Railway Rivals game 5 – Turn 2

Chuffin' Railways and LATRINE build past each other through the Pennines. A degree of parallel building, too, between NULC and NEW. PNCr and TOOT meet at York.

A: NEW UNIFIED LOCOMOTIVE  
COMPANY (NULC)

Colin Parfitt (BLACK)

Builds: (J13) – L12

(L12) - O11 – P11 – Lancaster  
(+1.5)

(J15) – J16 – K15 – Burnley; (K13)  
– Preston (+3)

Score: 21+4.5 = 25.5

B: PEVANS'S NORTHERN COAL  
RAILWAY (PNCr)

Paul Evans (RED)

Builds: (Y25) – U27

(U27) – P29

(P29) – York; (Darlington) – A72

Score: 26 = 26

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

Steve Bunce (BLUE)

Builds: (Rochdale) – H18 – I19 – I21 (9  
to CR)

(I21) – I24 – Huddersfield (+3)

(I24) – I25 – J25 – Wakefield – J27

Score: 35 + 12 – 9 + 3 = 41

D: TOOT

Edward Walkington (GREEN)

Builds: (O27) – P27 – Harrogate; (O27)  
– O29 (+3)

(O29) – York: (Barnsley) – F26 –  
E25 – E23 (+6)

(E23) – E22; (P26) – O26

Score: 24 + 9 = 33

E: CHUFFIN' RAILWAYS (CR)

Nathan Richards (BROWN)

Builds: (J23) – Halifax – I22-I21-I20  
(+3)

(I20) – I19 – H18 – Rochdale – F18  
– Oldham (12 to LATRINE)

(F18) – E18 – Manchester – D16-  
D15 (+6)

SCORE: 32 + 9 -12 + 9 = 38

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

Gerald Udowiczenko (ORANGE)

Builds: (N17) – O18 – Skipton (+3)

(L11) – N10 – P11 – Lancaster  
(+1.5)

(Lancaster) – R10; (Preston) – K11

Score: 25 + 4.5 = 29.5

### GM Notes

Player required to take over TOOT  
(Green).

Next turn's builds are **6, 3, 4**

**Orders to Mike Dommett, 119 Victoria Road, ALTON GU34 2DD  
or by e-mail to [mike\\_dommett@yahoo.co.uk](mailto:mike_dommett@yahoo.co.uk) by 8th December 2006.**

## Les Petites Bêtes Soyeuses 196

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 April 1660 to  
Pevans at 180 Aylsham Drive,  
UXBRIDGE UB10 8UF or  
[lpbsorders@pevans.co.uk](mailto:lpbsorders@pevans.co.uk)  
by Friday, 15th December 2006**



## March 1660

Spring should be in the air, but it's March and it's cold and wet. Perhaps we should not be surprised that a number of military commanders decide to take their units to join the Frontier regiments in the south of France. Where the weather is sunny and warm. Mind you, they'll be away for the whole of spring. First, though, Beppe de Marko has a grudge to settle with Joseph de Veevre over the latter's behaviour with Mlle Katy Did. Joseph is more than willing to meet him, but Beppe seems to have other things on his mind and doesn't turn up to their appointment.

### Lokwot vs Gar vs Gaston

The big news this month is, of course, who His Majesty chooses as his new Minister of State. The incumbent, Lokwot Isaw, has applied to retain the job, but has stiff competition from Gaston de St Marque. And limp competition from Gar de Lieu. De Lieu's application has no chance of success without any support from others and he gets none. Isaw, on the other hand, has backing from Minister Bud d'Wiser and the Minister of Justice, Revaulvin d'Or. This is more than enough to get him the job. However, the line-up championing de St Marque is impressive: Charlemagne le Gosse, War Minister Stan Dandy Liver and Minister Zachary The Money Goes. Orson de Combat is there as well, but can't provide any concrete support. When de St Marque reminds the King of his recent gift of Le Prix d'Or – Paris's horse racing course – His Majesty's mind is made up. The new Minister of State is Field Marshal Gaston de St Marque.



The post of Commissioner of Public Safety is vacant, so the new Minister's first job is finding the right man to fill it. He turns down Chacal's application and offers the job to Zachary The Money Goes. The Money Goes jumps at the chance to get a Ministerial portfolio. He promptly issues warrants for solicitors Saisir and Courir for "incitement to murder Co W Ard Extrême". Courir makes a run for it, but the CPS's men grab Saisir. Both will be on trial at the start of April, even if one is *in absentia*. The Money Goes deals with some other paperwork, before clearing his desk for the season. De St Marque's new job means the post of Chancellor of the Exchequer is also available. Minister de St Marque appoints Orson de Combat to this position to complete his cabinet. The title of Marquis is awarded to de Combat in recognition of his new responsibilities. And he is clearly taking them seriously, as he orders a full audit of the accounts. This causes much alarm within the Ministry as the clerks start checking the numbers. Finally, de St Marque turns down an application from his erstwhile competitor, Gar de Lieu, for a role in the Government as a Minister without Portfolio.

There are some adjustments in military ranks as well. Michael l'Ovnotwore, Pate Derry and Pierre de Vin Blanc team up to remove the Frontier Division's Adjutant and Pate gives Pierre a few crowns. Nobody seems to want the job, though. Revaulvin d'Or needs no help – other than a little cash – to remove the current Brigadier of Heavy Brigade. He also persuades the Horse Guards Brigadier to resign, but fails to dislodge the Guards Brigadier. A more modest aim for Jean Laissez Faire is to become a Major in the Cardinal's Guard. He persuades the incumbent to quit and then buys the rank (thanks to a fat loan), taking command of the second Battalion.

### Recruits and Volunteers

Despite borrowing money from the Shylocks, François Phresh doesn't have enough to buy the vacant majority in Princess Louisa's Light Dragoons. Mainly because the Shylocks take the opportunity to extract repayment for the loan that's due. He nearly loses all chance of the position as Emile Fitoux joins the regiment with the goal of becoming a Major. Fitoux, too, has got his sums wrong and not borrowed enough cash. He has to settle for the rank of Captain, junior to Captain Phresh. Devlin Carnate also admits Jean de Bendeur to the PLLD. De Bendeur seems to know his place and is content to be a Subaltern. Expecting to be in charge of Second Squadron, Phresh volunteers his command for some action. He is assigned to a Frontier regiment instead.

Silas Grimbling applies to the 53rd Fusiliers, but they reject him. Acting commander Alain Hermès signs him up for the 27th Musketeers instead. Hermès also accepts Lesmis de Rables into the regiment. Coming from a moneyed background, de Rables has no problem getting a loan and buying the rank of Major with all its accoutrements. Grimbling, on the other hand, is too lowly even

to be a Captain and has to settle for the rank of Subaltern. That leaves him with plenty of cash, which he's borrowed from the Shylocks and been given by Euria Humble and Zachary The Money Goes.

Some military posts remain vacant – notably Second and Frontier Division commanders. These positions will be required for the campaign next season, so let's hope that Adjutant-General Charlemagne le Gosse finds some candidates by then. Gustav Ind would like to be the Aide to a Lieutenant-General and his first choice of boss is Jacques Shitacks, commander of First Division. However, Lt-Gen. Shitacks already has an Aide. Luckily, Lt-Gen le Gosse is without an Aide and appoints Ind to the job.

Shitacks then orders First Division to join the Frontier regiments in the field. His Aide points out that the Division only takes command of its constituent Brigades during the campaign season, but Shitacks has already taken to horse and is on his way to the frontiers. There is a similar problem with Horse Guards Brigade. Euria Humble orders the Brigade into action. However, he is not Brigadier. Instead, he volunteers what he does command: the Dragoon Guards. Having dealt with his paperwork, the new Commissioner of Public Safety, Zachary The Money Goes, mobilises his regiment, the King's Musketeers, for some action. The first Squadron of the Queen's Own Carabiniers gets its marching orders from Major Roland Pollee d'Eaulee – much to the annoyance of Captain Lucien de la Rue.

Despite restoring his reputation somewhat, Leo Nenmie returns to his position in a Frontier regiment in the hope of gaining some loot. Joining him in the ranks are RFG Captain Roget de Saurus, who expected his regiment to be in action. Michael l'Ovnotwore, CPC commander Egon Madd and PM Major Pierre de Vin Blanc have the more mundane motive of escaping from the debt collectors. De Vin Blanc would prefer to serve in the Royal North Highlanders, but he doesn't meet the requirements.



THE NEW RECRUITS

## What party?

The expectation is that the major social even of the month will be Stan Dandy Liver's party at the Fleur (where else?) "to welcome the newly appointed Minister of State and his Cabinet". However, Liver has failed to inform people that his invitation only extends to the members of the Government. Thus, Alain Hermès, Gar de Lieu and Joseph de Veevre are refused entry and are left kicking their heels outside the Fleur. Liver has been clear that women will not be admitted. Bette Noire and Edna Bucquette are turned away. Along with their beaux, Revaulvin d'Or and Gaston de St Marque, respectively. And so War Minister Liver spends the first week of March on his own in the Fleur de Lys while Ministers d'Or and de St Marque pass it outside the club.

Instead, the biggest social event is Lokwot Isaw's celebration of his time as Minister of State. Lokwot rolls up to the Fleur with Sue Briquet at the beginning of the month and they don't leave until the end. First through the door are Bud d'Wiser and Maggie Nifisent, who stay for three weeks. Just behind them are Beau Romir and Frances Forrin. As the Crown Prince's Aide, Beau takes a week away from the party to carouse with Prinny, before returning to Lokwot. Henrietta Carrotte arrives on the arm of Horatio d'Escargot, who exchanges insults with his enemy, Bud. As they both stay to the end, Henrietta does get Horatio to herself in the last week. Jean Laissez Faire arrives on his own, but returns the following week with Lucy Fur. Lun a'Tic and Bess Ottede join the party for the whole month. Lesmis de Rables attends his first Parisian party, as does the man he has just excused from his duties, Silas Grimbling.

Lokwot's party gets bigger in week 2. Gar de Lieu rolls up and stays for the rest of the month. Orson de Combat brings along his new conquest, Fifi, and the new couple celebrate until the end of March. Having "distributed 'doles' to the poor, benighted and penurious clerks" in the Ministry of Justice, Revaulvin d'Or brings Bette Noire to this party, "dressed in dark, patched and unfashionable clothes". They only stay for a week due to Revaulvin's run-in with the law. Ada Andabettoir and Stewart Senquiry complete the line-up in week 2. As they do again in week 3 when the first new faces are those of Gaston de St Marque and Frances Forrin. They are quickly followed by Emma Roides on the arm of Gustav Ind. The foursome stays at the party for the last week, unlike Stewart and Ada.

## Top party

The other attraction at the Fleur is Sean Sondamour's series of discussions "in preparation for the coming campaign season". Ella Fant accompanies Sean to lighten the atmosphere after he has spent some time inviting opinions on the summer campaign each week. They are joined, initially, by Pate Derry, Stewart Senquiry and Ada Andabettoir. Pate returns the following week when Gaston de St Marque joins the party. 13th Fusilier commander Joseph de Veevre is next,

but is set upon by the following arrivals. Alain Hermès and Silas Grimbling are both 27th Musketeers and Joseph's enemies. Alain also bends his host's ear to the effect that the Marines are useless on land and should be shipped overseas. (He doesn't seem to have noticed that the Marines aren't in action this year.) After they've entertained the party for a while, Gaston offers something much more amusing. As the others watch, he strolls across to Lokwot's party and accosts Revaulvin d'Or. "Revaulvin, old boy!" he cries. "Got a little letter for you here. From Zachary. It's called a warrant!" At that, a couple of the CPS's men seize the hapless Minister of Justice and 'escort' him outside. "See you in court," concludes Gaston "the Ferret" brightly.

After this excitement, Sean's guest list shrinks for week 3. He and Ella are joined by Emile Fitoux and Thomasina Tancenjin and Jean de Bendeur and Belle Epoque. Jean is particularly pleased to have Belle on his arm as she spent the first week of the month with Lucien d'Escaillehuitaillements in Hunter's. Emile was celebrating a little bit too heartily and trying to convince Jean, his childhood friend who has just arrived from Picardy, to join him. Jean would have preferred to spend his time with Belle, but Emile keeps trying: "Princess Louisa's Light Drag... Come on, Jean! Sing with me! It's been too long since we have seen each other, not even once since grammar school!" Emile continues with a slap on his comrade's back: "Princess Louisa's Light Dragoons / A regiment that's just great – come on, de Bendeur, where's your festive spirit? – Led by the fearless man himself / The very Devlin Carnate!" "Please, Emile," Jean replies, shaking Fitoux's hand off his shoulder, "I'd rather not. Let us sit peacefully for at least one moment, shall we?"

The mismatched foursome rejoins Sean and Ella for the last week of March. Having completed his stay in jail, Revaulvin d'Or joins the party with Bette Noire and regales all with terrible tales of torment. Stewart and Ada return to round off their month's partying. There are a few other visitors to the Fleur this month. Charlemagne le Gosse brings Lois de Low and Devlin Carnate accompanies Angelina di Griz in the first week. Meanwhile Beppe de Marko is taking advantage of Joseph de Veevre's non-admittance to the Fleur to win back a disgruntled Katy Did. Beppe and Katy spend the rest of the month in the Fleur.

## No party

Pierre de Mont-Réal takes Guinevere d'Arthur to Bothwell's for the month. The only other visitor is the unaccompanied Joseph de Veevre for a week. Pate Derry spends a week outside Blue Gables, expecting Jacquès Pottès to be there. There's no sign of Major Pottès, so Pate's "peace through superior card play" theory isn't tested. He collects May Banquot l'Idée and hits the Frog & Peach for the last week of the month. Red Phillips has just the one visitor: Lesmis de Rables. Only Alain Hermès visits the bawdyhouses this month, so he gets a lot of attention.



Thomas Tudo is this month's iron man, locking himself away in the gymnasium with his sabre for the whole time. Devlin Carnate runs him close by practising for three weeks with his sabre. Charlemagne le Gosse and Lucien d'Escaillehuitaillements power their way through three weeks of rapier practice. And Stan Dandy Liver spends three weeks with a cutlass. Two-weekers are Emile Fitoux (sabre), Jean Laissez Faire (rapier), Lesmis de Rables (rapier) and Silas Grimbling (rapier). A few others put in the odd week with their favourite weapon.

### The Gascons are revolting

The Frontier regiments are set to enjoy this season's posting to the balmy climes of southern France to keep the pesky Gascons quiet. There isn't much military action, but there are occasional skirmishes with locals who don't like uniforms.

The King's Musketeers enjoy a little spring-time pillaging with little risk. Colonel Zachary The Money Goes is Mentioned in Despatches as he collects some six hundred crowns for himself. Lt-Colonel Fernand Louis Adelmo de Gaulle catches a wealthy local trying to get away. He does a hundred crowns better than his commander and is Mentioned twice ("caught a fat cat", "and the cream"). Major Walter Butts is personally responsible for rounding up a bunch of troublemakers. His hands are a bit full to pick up much cash, but he still acquires a couple of hundred crowns. The Despatches feature his name on two occasions and this leads to him being Knighted. There is a final Mention for Captain Benedict d'Over, who amasses six hundred crowns for himself.



A further six hundred crowns is collected by Lieutenant-Colonel Antoine Valois of the Dragoon Guards, enjoying the natural advantage of being on horseback when tackling disgruntled peasants. His CO, Brigadier-General Euria Humble, can only gather four hundred crowns. Still, that's better than most people serving with the Frontier regiments.

RFG Captain Roget de Saurus is with Frontier regiment 1 and picks up 100 crowns. After an irate peasant parts his hair with a billhook, de Saurus is also Mentioned in Despatches ("Fancy new haircut"). Serving alongside him, Lt-General Jacques Shitacks gets 50 crowns more in plunder, but nothing else. Attached to Frontier regiment 2, PLLD Captain François Phresh leads a patrol, but is caught out when they are ambushed and the Frontier troops run for it. He stands his ground, but is cut down by the insurgents. RIP. PM Major Pierre de Vin Blanc is outside the fight, but dives into the fray anyway in an effort to save his comrade. Heavily outnumbered, he doesn't last long. RIP. Bdr-Gen Egon Madd survives happily and collects a couple of hundred crowns in booty.

Having First Squadron of the Queen's Own Carabiniers attached to Frontier regiment 3 doesn't help Michael l'Ovnotwore, serving as a Private. He is trampled to death by a couple of oxen. RIP. Major Roland Pollee d'Eaulee swans around on horseback with his QOC troopers, but can only find a hundred crowns. His number 2, Captain Lucien de la Rue, collects five times as much! The odds of serving with a Frontier regiment finally catch up with Frontier Subaltern Leo Nenmie: in a confrontation with some tax-dodging burghers, a lump of stone is dropped on his head. RIP. Armand Unejambe, on the other hand, has a very easy introduction to life as a Private in Frontier regiment 4. Not only does he survive the stone-dropping, he is Mentioned and promoted to Subaltern. ❖

## Press

### Announcements

Wanted: one Aide  
Must have own hunch, lisp an advantage.  
Apply to B.Bdr-Gen EM

People of Paris,  
During my term as Chancellor, I carried out a detailed financial audit of the country's books over the past decade. This revealed a number of instances of wrongdoing. The late Baron Holique was guilty of flagrant embezzlement of the nation's funds. He is now beyond the scope of earthly justice, but his body will hang on the city walls as a lesson to those tempted to imitate his crimes.

Let me make it clear: the punishment for embezzlement is death by hanging. I will provide an amnesty for a period of one month from the publication of this proclamation in which all those who admit their wrongdoing and agree to repay the Exchequer will be pardoned. Thereafter, the wrongdoers will be arrested and sentenced accordingly.

Those who are guilty only of receiving stolen property, i.e. the sums embezzled by others, must also come forward and agree to repay the sums taken. If they fail to do so, they, too, will be subject to the full rigour of the law.

Do not make the mistake of putting me to the test on this issue – I am well aware that there are a number of very senior members of society who will be affected by this proclamation and I anticipate that at least one member of the aristocracy will hang because they failed to come forward. You have been warned!

† Count Gaston de St Marque  
Minister of State  
Field Marshal of France

It is clear that a new wind is blowing through France and our long-held traditions must bend before it. In such circumstances, love of France and loyalty to His Majesty compels me to resign as Minister of Justice – though I will continue to serve Country and King in the army of the greatest nation on earth. Long live His Majesty, à bas tous traitres!

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

I, as newly appointed Chancellor of the  
Exchequer, wish to inform His  
Majesty's subjects that the past years'  
accounts add up and are in order.  
To keep costs to the Executive down,  
offers to sponsor a new abacus (with  
all beads working) would be gratefully  
accepted. † Chancellor Orson de Combat

## Matters of Honour

FLAG to JLF and LdE:

Gentlemen, I very much regret to have  
stood you up, but I hope you'll both  
understand that duty must come  
before pleasure. Unless, of course, that  
is the reason why you have joined the  
CG instead of a decent regiment!

Primus, I am unsure whether your  
comment regarding "venustrophobia"  
was an insult directed at me, Ada or  
both of us.  
Regardless, either myself, or Ada, or  
both of us are offended and I (not Ada)  
will see you on the field of honour.

Yours, † Stewart Senquiry

Looking for an honourable second

† Jean Laissez Faire, Twice Hero of  
France, The CG

## Social

People of Paris,  
In recognition of the importance of our  
country showing its support for the  
Army before it leaves for the summer  
campaign, I will be hosting a grand  
ball at the Fleur next month. All  
members of the Armed Forces and  
their partners are welcome and I will,  
of course, pick up all the costs. I hope  
that those who will not be on  
campaign this year will come along  
and show their support for 'our boys'.

Vive La France!

† Count Gaston de St Marque  
Minister of State, Field Marshal of France

Gentlemens and ladies of Paris,  
Due to the lack of gentlemen with  
partners, we were unable to proceed  
with the Bridge club this month, but I  
still wish to encourage gents and their  
lady friends to join us in the last week  
of next month. If you wish to join us,  
but have no partner to bring along,  
this should give you ample opportunity  
to woo yourself a good woman –  
remember, a man cannot live on  
bawdyhouse women alone.

I believe that it is our duty as good  
Frenchmen to learn how to best the  
British in all things and, if I can help  
my fellows to show up those arrogant  
islanders, my summer will be all the  
better for it.

As before, I would be 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.

† Jacques Pottès

Dear Mr Pottès,  
I have come across the enclosed  
problem for your thoughts. How would  
you play the following?  
Contract is 6 NT by West and North  
leads a diamond.

West	East
S: K Q	S: A 8 7 6
H: A K 7 5 2	H: J 9 3
D: K J 2	D: A Q 4
C: J 5 2	C: A K 4

Yours, † BdO  
*Ah, but what was the bidding?*  
† Le Roi

\*\*\*\*\*Party\*\*\*\*\*

Saturday Night Fever Comes to Paris  
Party throughout April at "Saturday  
Night Fever!"

Pierre de Mont Réal announces a  
glittering new entertainment; live in  
the ballroom of Bothwell's, Paris's first  
Discothèque. Dance amid the mirror-  
balls and the multi-coloured lamps!  
Thrill to the music of "*Les Frères  
Gibbs*".

Entrance fee: 15 crowns/week. Prize  
for the best dancing couple each week.  
Social level 6 and above welcome.

## Personal

Omi Palone: One would say sadly  
missed, but I can't bring myself to lie.

Mon Cher Marquis Omi Palone  
(deceased)

I would love to debate the propriety of  
my honourable and dedicated efforts to  
widen the Prince's private circle –  
sadly, I abhor séances.

Condolences, † Baron Beau Romir  
*Chortle!* † Le Roi

I would like you all to welcome to  
Paris my good childhood friend, and  
former schoolmate, Jean de Bendeur.  
He is a fine, upstanding fellow!

† EF

To all officers and men of the First  
Division,  
Gentlemen, my apologies for the  
sudden rush to the front, I do hope  
that it has not inconvenienced you too  
much, but France needs us! So  
sharpen your weapons and get ready  
to put it up them.

Yours, † Commander Shitacks  
*And then check just what you're  
in command of.* † Le Roi

Omi Palone: Sadly missed, except he  
wasn't, was he?

My dear Zack,

I acknowledge the merit of what you  
say in terms of publishing the sums  
raised by the tax. However, this may  
fall to the new Chancellor to  
implement if I am appointed as  
Minister of State by His Majesty the  
King. As a matter of public probity I  
have asked Orson, my nominee as  
Chancellor, to carry out an audit of the  
Exchequer on handover so as to prove  
that no funds have been paid to me  
privately which should have gone to  
the state. That should prove to the  
people that the new regime has the  
best interests of the state at heart.

† Gaston de St Marque

Lord Percy Percy says, as fashion is  
tending towards the corpulent, Lun  
a'Tic is extremely fashionable.

To Baron d'Or and Count de St Marque

I am of the opinion that, yes, Ministers do incur expenses above and beyond that which they get paid, but I consider it part of the job and comes with the privileges of being a Minister. I do not believe that we should embezzle from the Treasury, especially when most of us have made enough money already from other earnings (and, according to the latest Filthy, Rich and loaded list, Baron d'Or, you are the top earner). If there was a case that a Minister was suffering financially from being a Minister and could not support himself, then being paid for the extra cost that accrues from being a Minister would be acceptable.

I accept that Baron d'Or did write to me asking to be paid for the extra costs, unfortunately I did not reply informing him of my opinion, so I think Baron d'Or must have assumed he had my support. Had I done so, we probably would not be in the situation we are now in. I believe more harm is being done to the government by all this being dragged out in the press than by what Baron d'Or has done. There is no harm in asking – you don't get anywhere unless you ask and that's all Baron d'Or has done. If this goes to Trial, I will support Baron d'Or and, if I'm still Minister of State, I will throw it out.

Yours Respectfully,

† Count Lokwot Isaw RFG  
Colonel

Marquis Euria (sickeningly so) Humble,

One is surprised to see you thinking you can see a resemblance between 10 Orphans and Stan Dandy Liver. You must have your eyes tested and start wearing the glasses that undoubtedly need prescribing. It is flattering to suggest that Stan has paternal responsibility in some fashion for children, but we know that cannot be.  
† Le Bladder Rouge

Mon Cher Gaston de St Marque,  
The late Government employed several consultants to put forward the case for the Government and further invested in some card index scheme, which has functioned as well as an Italian Tax Collector. This is where the missing money has been spent.

† Silas Grimbling

From the Diary of Egon Madd  
Things in Paris are more expensive than I expected. If I'm ever going to be able to afford that marble dissecting slab, I'm going to have to grab some loot at the Front ... if I can pick up some body parts at the same time, all the better.

## Poetry Corner

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

Princess Louisa's Light Dragoons,  
A regiment that's just great,  
Led by the fearless man himself –  
The very Devlin Carnate!

† EF

## Points Arising

To mark 20 years (!) of *LPBS* next April/May, I intend to run a face-to-face *En Garde!* game at Maycon at the end of May ([www.maycon.org](http://www.maycon.org) for details). All players, past and present, are welcome to join in. And volunteers are needed to help GM the game.

I'm also thinking of having a social event on the Saturday evening (? or would another date/time be better?) so that anyone who can't make it for the weekend has a chance to join us.

Watch this space for details.

Pete Holland writes:

I would like to apologise if anyone has been trying to contact me through email recently. My old PC slowly died. I now have a replacement up and running, and after a few teething problems, got my email account properly set up on it. Needless to say, this gave me quite a backlog (of largely junk) to sort through. I am up to date now, but I may have missed/lost some emails somewhere in the middle.

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  
AU Armand Unejambe (Mark Barrowcliffe) has NMR'd. Total now 3 and is sent to a Frontier regiment  
C Chacal (Jon Sedgwick) has NMR'd. Total now 1

CdM Con d'Masses (Craig Pearson) has NMR'd. Total now 1  
CWAE Co W. Ard Extrême (Benedikt Löwe) has NMR'd. Total now 1  
FLAG Fernand Louis Adelmo de Gaulle (HaJo 'Red' Schlosser) has NMR'd. Total now 1  
JP Jacques Pottès (Mark Booth) has NMR'd. Total now 1  
LF Le Frog (Mark Mortimer) has NMR'd. Total now 1

AE (Chris Rudram) has been floated at his own request.

Nigel Monaghan has resigned from the game as he feels he can't do justice to it due to a busy work and home life. Thanks for playing, Nigel, and we hope we'll see you back in the game some day.

Due to the impending trial of solicitors Saisir et Courir, the trust fund they administered has been suspended, pending a verdict from the Minister of State.

**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](mailto: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

- Emile Fitoux asks NPC Major 1 of PLLD to resign
- Gar de Lieu applies for Army Commander of Field Army
- Revaulvin d'Or applies for Brigadier of Guards Brigade
- Revaulvin d'Or applies for Brigadier of Horse Guards Brigade
- Revaulvin d'Or applies for Brigadier of Heavy Brigade
- Roget de Saurus applies for Captain, King's Escort

Duels

- Results of this month's duels:
- Beppe de Marko didn't turn up to fight Joseph de Veevre and lost SPs.
- Grudges to be settled next month:
- Joseph de Veevre (Rapier, Seconds RdO) has cause with Beppe de Marko (Sabre) for pinching Katy.
- Bud d'Wiser (Sabre, adv.) and Horatio d'Escargot (2-Hand, Seconds LaT, 2 rests) have mutual cause for being in enemy regiments.
- Lucien d'Escaillehuitaillement (Rapier) has cause with Jean de Bendeur (Sabre, Seconds EF) for pinching Belle.
- Alain Hermès (Rapier, 3 rests) and Joseph de Veevre (Rapier, Seconds RdO, adv.) have mutual cause for being in enemy regiments.
- Joseph de Veevre (Rapier, Seconds RdO, adv.) and Silas Grimbling (Rapier, 3 rests) have mutual cause for being in enemy regiments.
- Revaulvin d'Or (Rapier, Seconds JdV, adv.) challenges Gaston de St
- Marque (Rapier, Seconds OdC, 3 rests).
- Stewart Senquiry (Sabre, Seconds JP) challenges 'Primus'. Any character may accept this challenge, whether or not he is 'Primus'. If it is voted cause, the duel will be fought at the beginning of April.
- "Adv." Indicates player with the advantage in Expertise: his first duelling sequence need only contain six Actions.
- Challenges to be voted on:
- Revaulvin d'Or challenges Gaston de St Marque for his accusations of embezzlement and corruption.
- Stewart Senquiry challenges 'Primus' for his "venustrophobia" insult.
- All duels (including any to be voted on) must be fought next month unless held over due to one or other duellist being at the Front. Orders conditional on a challenge being voted cause are acceptable.

Trials

The solicitors, Saisir et Courir, will be on trial at the start of April, charged with incitement to murder. This stems, of course, from their management of the late Charles à Tanne's trust fund, which will pay 6,000 crowns to anyone who kills Co W Ard Extrême (for reasons that are unlikely to become clear again). CPS Zachary The Money Goes will prosecute and Minister of State Gaston de St Marque will sit in judgement. Players are welcome to make statements and attend the trial, but the final decision on verdict and sentence is the Minister's.

Baron Revaulvin d'Or, the Minister of Justice, will be on trial at the beginning of April (after duels have been fought, but before anything else happens) on a charge of treason. CPS Zachary The Money Goes will prosecute and Minister of State Gaston de St Marque will sit in judgement. Players are welcome to make statements, provide evidence and attend the trial, but the final decision on verdict and sentence is the Minister's. (Note that a successful prosecution will confirm the CPS in his post and means that he takes over as Minister of Justice.)

New Characters

- Charles Burrows gets the Second son of a well-to-do Gentleman: Init SL 4; Cash 250; MA 3; EC 1 (X1).
- Chris Boote gets the First son of a very wealthy Merchant: Init SL 4; Cash 550; MA 4; EC 3 (X2).
- Justin Key gets the Second son of a Peasant: Init SL 2; Cash 10; MA 1; EC 5 (X3).
- Keith Bristow gets the Second son of a wealthy Gentleman: Init SL 4; Cash 500; MA 4; EC 3 (X4).

Tables

Other Appointments		
King's Escort: Ensign N	Captain N	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 ZTMG		
Chancellor of the Exchequer OdC	Minister of Justice RdO	
Minister of War SDL	Minister of State GdSM	





## The Greasy Pole

ID	Name	SL	SPs	Cash	Rank, Regiment/Appointment	MA Last seen	Club	EC	Player
GdSM	Count Gaston de St Marque	25	74	Comfy	Flt Marshal/State Min.	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	40	Withy	Lt-General/War Minister		Flr	4	Guy Arnold
CWAE	Count Co W. Ard Extrême	24	36	Poor	General	5	Flr	3	Benedikt Löwe
ZTMG	Count Zachary The Money Goes	23	F	Withy	Colonel KM/CPS	11	Flr	4	Gerald Udowiczzenko
SS	Baron Sean Sondamour	22	28	Withy	General/Flt Army Commndr	5 Ella	Flr	2	Pete Holland
LI	Count Lokwot Isaw	21-	8	Withy	Colonel RFG	19 Sue	Flr	3	Barry Townsend
BR	Baron Beau Romir	19	55	Comfy	Captain RFG/C.Prnce Aide	7 Frances	Flr	3	Graeme Morris
RdO	Baron Revaulvin d'Or	19	45	Rich	Bdr-General/Justice Min.	8 Bette	Flr	4	Jerry Spencer
GdLi	Baron Gar de Lieu	19	35	OK	B.General	3	Flr	4	Bill Hay
DC	Devlin Carnate	19	34	Comfy	Colonel PLLD/Flt Army Adjutmt	4 Angelina	Flr	2	Bruno Giordan
BdM	Viscount Beppe de Marko	19	31	Fithy	Bdr-General	17 Katy	Flr	2	Mark Moores
OdC	Marquis Orson de Combat	18	56	Withy	Bdr-General/Chancellor	6 Fifi	Flr	5	Francesca Weal
BdW	Baron Bud d'Wiser	18	52	Comfy	B.Bdr-General GDM/Min w/o Port	11 Maggie	Flr	2	Francesca Huskinson
JS	Sir Jacques Shitacks	18	F	OK	B.Lt-General/1st Div Commandr	3	Both	4	David Oliver
EH	Marquis Euria Humble	16	F	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
JdV	Sir Joseph de Veevre	14	39	OK	B.Bdr-General 13F/2 F Brigadier	3	Both	5	Andrew Kendall
PdMR	Sir Pierre de Mont Réal	14	38	OK	B.Lt-General/Insp.Gen.Inf	8 Guinevere	Both	5	Pam Udowiczzenko
C	Sir Chacal	14	28	Comfy	Major RFG/Gen's Aide (Fld Army)	3	Both	2	Jon Sedgwick
LdE	Lucien d'Escaillehuittaillement	14	18	Comfy	Major CG	3 Belle	Hunt	4	Nik Luker
AV	Sir Antoine Valois	14	F	Comfy	Lt.Colonel DG/2nd Div Adjutant	1	Both	4	Simon Burling
CD	Baron Ced Deucer	14	RIP						Nigel Monaghan
TT	Sir Thomas Tудо	14+	54	Comfy	Lt.Colonel ALC/FMshl's Aide	6	Both	5	Ben Brown
LaT	Lun a'Tic	14+	54	Comfy	Major RFG/Gds Brigade Maj.	1 Bess	Hunt	2	Paul Wilson
AdA	Averell de Alton	13	22	Poor	Lt.Colonel RFG	4	Hunt	4	Martin Jennings

ID	Name	SL	SPs	Cash	Rank, Regiment/Appointment	MA Last seen	Club	EC	Player
EM	Sir Egon Madd	12	F	OK	B.Bdr-General CPC	6	Hunt	2	Tym Norris
HdE	Sir Horatio d'Escargot	12+	83	Comfy	B.Bdr-General ALC	4 Henrietta	BG	3	Graeme Wilson
JLF	Jean Laissez Faire	11+	39	OK	Major CG	2 Lucy	Hunt	3	Filipe Silva
LN	Sir Leo Nennie	10	RIP						Chris Boote
RdS	Roget de Saurus	10	F	OK	Captain RFG	6	BG	2	Gerry Sutcliff
StSy	Stewart Senquiry	10+	58	Poor	Lt.Colonel CPC	1 Ada	BG	2	Colin Parfitt
WB	Sir Walter Butts	10+	F	Comfy	Major KM	4	BG	3	Richard Newby
JP	Jacquès Pottès	8	15	Comfy	Major CPC	2	BG	4	Mark Booth
RPdE	Roland Pollee d'Eaulee	8	F	OK	Major QOC/Bdr's Aide (RdO)	6	HGds	3	Pete Card
MIO	Michael l'Ovnotwore	8	RIP						Justin Key
PD	Pate Derry	8+	39	OK	Lt.Colonel PLLD	7 May	F&P	1	Tim Macaire
AE	Auray Enri	7	14	OK	Major QOC	3	HGds	4	Chris Rudram
AU	Armand Unejambe	7	F	Comfy	Subaltern	3			Mark Barrowcliffe
BdO	Benedict d'Over	7	F	OK	B.Captain KM	6	BG	4	Mark Stretch
LdLR	Lucien de la Rue	7	F	OK	Captain QOC	5	HGds	6	Olaf Schmidt
LF	Le Frog	6	9	Poor	Colonel 4A	3	F&P	6	Mark Mortimer
FP	François Phresh	6	RIP						Charles Burrows
GI	Gustav Ind	5+	50	OK	Captain RM/LtGen's Aide (CIG)	2 Emma	RP	5	Ashley Casey
EF	Emile Fitoux	5+	42	Poor	Captain PLLD	4 Thomasina	RP	5	Timothy Hunt
PdVB	Pierre de Vin Blanc	4	RIP						Keith Bristow
LdR	Lesmis de Rables	4+	20	Poor	Major 27M	5	RP	3	Robert Carter
JdB	Jean de Bendeur	3+	44	Poor	Subaltern PLLD	5 Belle		5	John Harness
AH	Alain Hermès	3+	22	Poor	Major 27M	2		4	Rob Fuller
SG	Silas Grimbling	2+	36	OK	Subaltern 27M	2		1	Mike Dommett
CdM	Con d'Masses	1-	4	Poor		5		4	Craig Pearson

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, Ffthy = 25000+

Last seen is the lady the character was last seen with in public.