

That would be enough

This has been issue 81 of *To Win Just Once*, published 17th December 2007. It incorporates *Les Petites Bêtes Soyeuses*, a postal game of *En Garde!*. Issues are published ten times a year, roughly every five weeks. © Paul Evans 2007

Deadlines

Orders for *Star Trader* and *Railway Rivals* to Mike Dommett by 4th Jan.

Orders for *Les Petites Bêtes Soyeuses*, *Great White Hunter* shots and any other contributions to Pevans by Friday 11th January 2008.

(Initial deadlines for 2008 are 8th/15th February, 14th/21st March, 18th/25th April, 23rd/30th May, 27th June/4th July, 1st/8th August)

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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

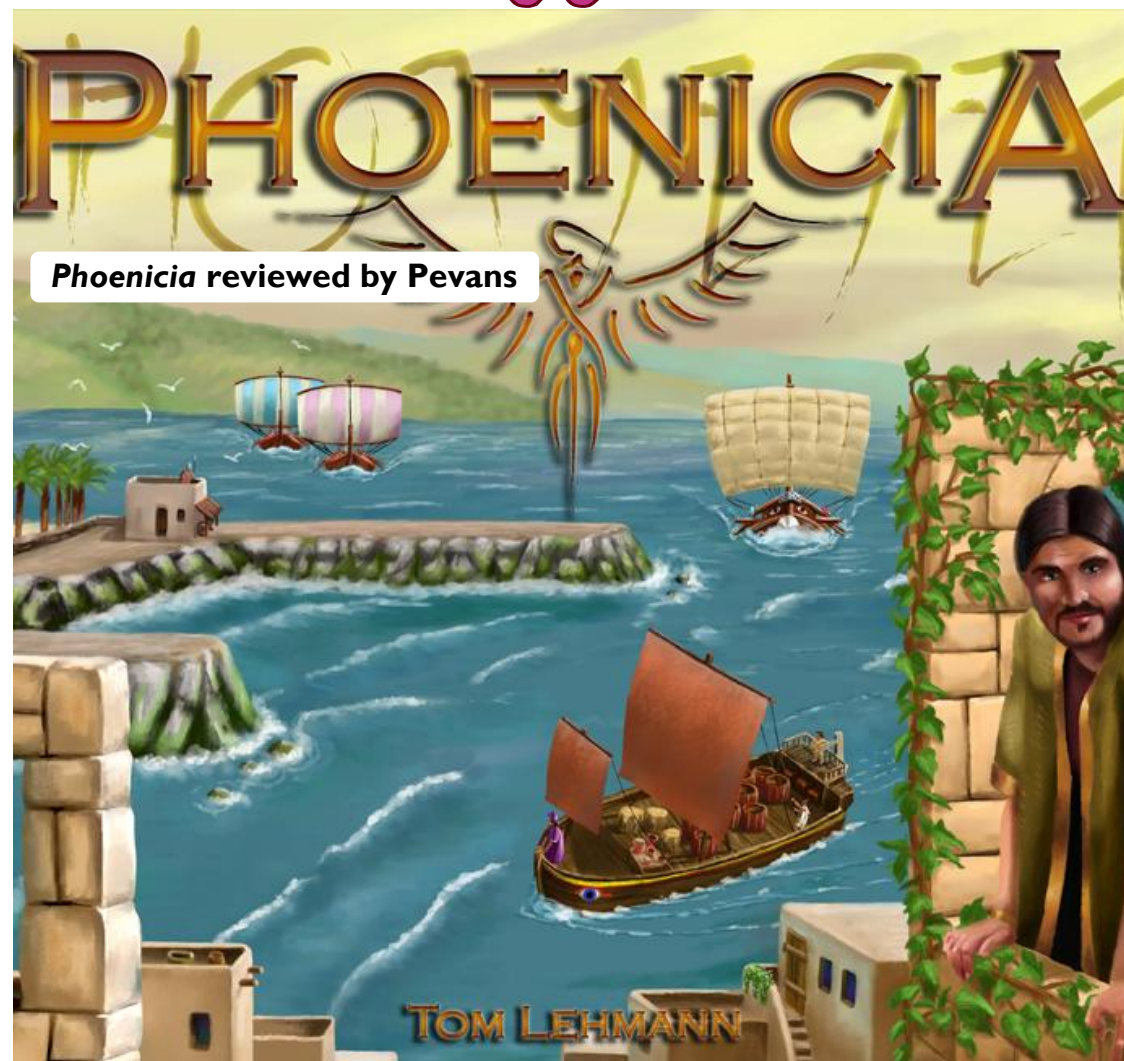
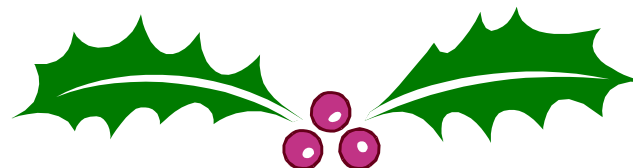
Railway Rivals A game has just started: queue here for the next (on the Yorkshire map – working copy provided).

Star Trader Colin Parfitt, Thomas Frost, Mark S Robinson, Jerry Elsmore and Gina Teh are waiting for the next game. Rules provided.

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To Win Just Once

(incorporating *Les Petites Bêtes Soyeuses*)



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Chatter

A very merry Christmas to all my readers and best wishes for 2008

And that's the nearest you'll get to a Christmas card from me. ☺

Sorry this final issue of 2007 is a little late. The work I've been doing in Greenwich Borough finishes at the end of the year and there's a lot to wrap up. This has eaten into the time available for *TWJO*. Amusingly, despite this being a fixed-term contract, I am apparently due a redundancy payout as I've been there for two years. Not something I'm going to turn down!

I've been entertained by the demolition work at the end of my road as what was RAF West Ruislip disappears. I have to say that the contractors have been very methodical. Local residents were warned when work was going to start, but for the first couple of weeks the only activity was putting fences around the site. And fencing off each building within the site.

Then the machinery moved in. In turn, each building has been reduced to piles of concrete, metal and brick. I expected the rubble to be scooped up and shipped off in large skips. No, there's a large grinding machine on site, which has reduced much of the debris to piles of gravel and sand. Couple this with careful removal of slates and bricks by hand and it's clear that a lot of the material is going to be re-used. Recycling must have become economical – I can't see hard-headed construction companies doing this if it wasn't.

The plan is to stick another 600-odd dwellings (flats and houses) onto the site – in effect expanding the area I live in, which was also built on ex-MoD land. The annoying thing is that, although the site is probably classified as 'brown fields', much of it is actually grass. Most of the base was a school for US forces and had extensive playing fields – including a baseball diamond. The current plans preserve some of this – notably the trees – but most of the open areas will disappear. It's not what I'd call progress.

My website stats tell me that the PDF version of *TWJO* 80 was downloaded 119 times in November. *TWJO* 79 was opened a further 24. Good to know that people are reading this. Interestingly, "Paul Evans" (and variations) topped the list of search terms. I'm not sure this has ever happened before. ☺ My *Viking Fury* review remained the most popular page. I suspect it isn't what people were looking for when they searched for "viking" – most of them didn't bother looking at anything else on the website.

Meanwhile on the game front, I've been playing more of the new games. I will add notes on these to my Spiel report as time allows. And these may well appear

in the next *TWJO*. I've also picked up some of them for Games from Pevans, so check out www.pevans.co.uk/Games if you haven't already done so. For this issue, I thought it was about time I let you have my thoughts on *Phoenicia*. Despite the appearance of some fine new games at Spiel, *Phoenicia* is my favourite game of 2007. But first...

I Don't Believe it!

The latest furore over donations to the Labour party has had me wincing. Not just at the attempts to subvert laws they brought into force, but also at the continual use of 'gift' as a verb. "The Labour part was gifted x y and z" says the reporter. "Nooooooo!" I howl. They weren't 'gifted' anything. They were given it! And if you want to avoid saying "given" twice in the same paragraph, how about "donated"? There just is no need to invent a new word.

I blame America. Forever verbing nouns, these Americans. (Look, if they can do it, so can I!) News reports keep harking back to the previous scandal, so we got lots of "loaned" instead of "lent". I heard one BBC reporter consistently using "loan" instead of "lend" throughout his report. Grrr!

Phoenicia review

It's impressive how quickly *Phoenicia* has become popular at my gaming group since its launch – we've had three games on the go at once on some evenings. And it's a well deserved popularity as this is a terrific game. I'd better declare my interest, though. *Phoenicia* is published by JKLM Games (jointly with Rio Grande Games). I run JKLMnP Distribution, a sister company that distributes JKLM's games, amongst others. I still think it's a terrific game.

Designer Tom Lehmann set out to come up with a game that reflected the principles of *Outpost*, but was playable in no more than 90 minutes. As a work in progress, the game has been playtested with gamers for several years. Now we have a finished version of the game so everybody can find out how good it is. It has a historical flavour as players develop their village into a city state in ancient times.

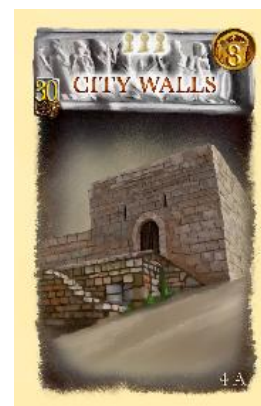
The deep box contains a small board, a large bag of plastic pieces (mostly white, neutral pawns and discs), a substantial deck of cards and a stack of little boards for the players. Each player starts



with a set of these little boards in their chosen colour. This reflects their initial status. One board is the training ground where players convert worker pawns from untrained to trained status (at a cost). A trained worker can be deployed to one of the production boards, again, at a cost. Players start with two of these: Hunting and Farming. Each board provides a certain amount of production and a certain number of victory points for each worker on it – these are cumulative through the game. As you'd expect, the cost of placing a worker (buying the tools) is higher the more the board produces.

The final board players start with is their storage, allowing them to hold production cards and coins between turns. They have two warehouses on this at the beginning, allowing them to hold two cards. There is also room for three coins (white discs), with a value of 1, and players start with two each. The cards have a nominal value of 4 – that is, players get one card for each four production points they have. However, most cards are actually worth 5, with some 4s and 6s mixed in. Each player has one card at the start.

At the heart of the game, though, is the deck of development cards. This is split into four sets, which are shuffled separately and stacked on top of each other. It will be no surprise that the first set contains the cheapest and least valuable cards, while the last is made up of the most expensive and most valuable cards. The number of cards in each set depends on how many are playing the game, giving some slightly different tactics depending on whether there are three, four or five players. Each turn as many cards as there are players are available and may be bid for in a series of auctions.



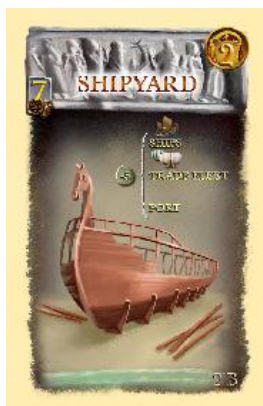
Each development card does several things. To start with, most of them provide some victory points for their purchaser. Early on this is only a single point, but the value ramps up to 8 points (25% of the way to the winning post) for the most valuable card, 'City Walls', in the final set. Cards are thus a major source of victory points. Some cards increase players' income as well, but the income available is not on the same scale as the victory points. Development cards may give their owners additional production boards or improve current boards. For example, buying a 'Tracker' card will flip over the player's 'Hunting' board to give 'Improved Hunting', increasing what workers on the board provide. Getting a 'Prospector'

provides a player with an additional board, 'Mining', where workers produce more than they would do as Hunters or Farmers, but cost more to deploy.

Cards can also provide the purchaser with extra warehouses – which become more and more necessary as a player's income increases – and more workers,

both untrained and, occasionally, trained. Finally, some cards provide a discount on the price of subsequent cards (for example, that Prospector provides a discount on 'Smelter', which gives the player an 'Improved Mining' board). And having multiple cards gives higher discounts. The sequences of discounts are shown on the main board, along with a grid where players place cubes in their colour to show who has which discounts. Discounts can be very useful because they reduce the player's need for income.

Several of the discount sequences are significant in terms of players' strategies. One of these is the 'Dyer' card, which provides a discount on the 'Dye House' card, which gives players 'Clothmaking', the most valuable production board. As well as generating 4 production (= 1 card) and 2 victory points, each worker also gives the player another warehouse for storing that production card. It is also, of course, the most expensive production board in terms of buying the tools for workers. The 'Shipyard' cards provide a discount on three different cards, including the second most valuable card, 'Port'. However, the usefulness of this depends on players getting the chance to buy several of these cards. Finally, the 'City Center' card provides a discount on 'Public Works', which gives money off 'City Walls'.



So there are a lot of things to think about in this game and several strategies to try out. There are also a couple of constraints that limit players. One of these is workers. Players start with just three (a Hunter, a Farmer and one untrained). The first set of development cards provides some opportunities to gain more workers, but the next opportunities are not until the third set. A shortage of workers limits a player's opportunities to increase their production and points. However, there are other strategies and I have seen the game won with only the initial three workers (and have done this myself – once).

The second limitation is storage for holding production cards and coins at the end of a turn. This is crucial as players need funds to bid for development cards and deploy workers. Quite a few cards give players extra warehouses, so these are correspondingly important. The first of these is the 'Granary' card, which adds two warehouses and improves the owner's 'Storage' board to allow them to hold up to six coins. This provides an interesting tactical ploy. A player can convert one card to coins at the end of their turn. They can then trade four coins for a card when they receive their production. This will generally give them an extra production point (as cards average 5) at the cost of holding it for a turn – and it's often better to spend it.

However, I haven't told you how a turn works yet. The first player has the option of putting one of the available development cards up for auction. Each card has a minimum initial bid and the bidding goes round the table until only one player is left. The last bidder pays what they bid (less any discount) and takes the card. They mark any victory points and production gained on the track round the main board – each player has two markers, one for points and the other for production. They mark any discounts gained and add or upgrade production boards.

Regardless of who bought the card, the player whose turn it is may put another card up for auction. Once they've had enough, they can spend any money they have left on deploying workers. Tactical options here include switching workers from one production board to another – for the cost of the tools – or even just paying for training or buying tools (they're marked so that a trained worker can be placed for no cost later).

The next player gets their turn and may start by putting a card up for auction, if there are any left. In the early stages of the game, resources are tight and it's unlikely that players will be able to buy more than one card. In the later stages, though, players may well be able to buy more than one and competition can be fierce. As a tactical option, players may choose not to auction anything, but just spend their money on deploying workers. For example, on the first turn players should have seven to spend: just enough to train their worker and place it on Farming to increase their production and points. At the end of their turn, a player must have the storage to hold their remaining cards and coins.

Once all players have completed their turns, the game is over if anybody has reached 32 points or more – and the player with the most points wins the game. If not, the player with the most points becomes 'Overlord' – the first player for the next turn – and more development cards are turned over if needed (there will be as many available as there are players in the game). Players then get their production, according to where their marker is on the track. This is shown as a number of cards and any odd coins. By turning in coins to make sets of four, players get extra cards. Thus, with a production level of two cards



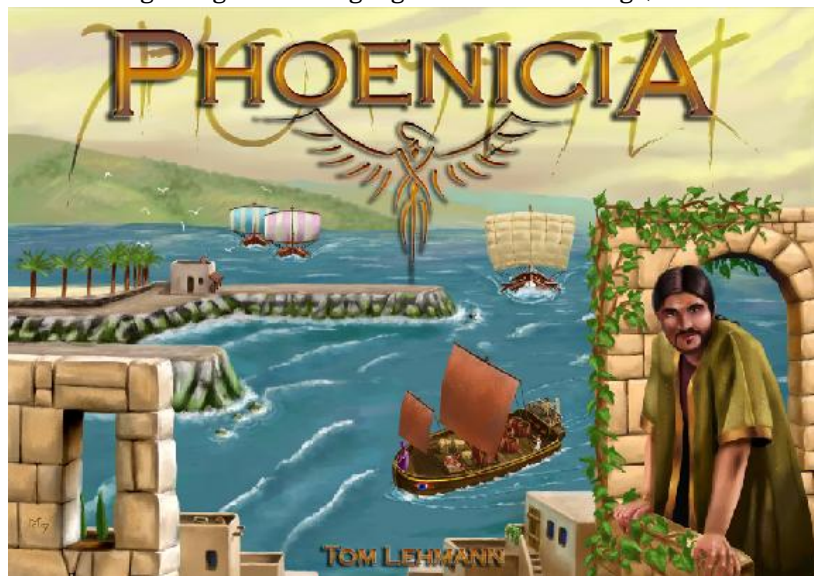
Markus Welbourne (with his back to the camera) demonstrates *Phoenicia* at Spiel '07

and two coins (10), a player can hand in two coins to get three cards. When they have their income, players check their storage limitations again. Excess cards are turned into coins and excess coins are lost.

As you can see, players need to look ahead. You need to make sure that you have the storage to hold your production at the end of the turn so that it is available to spend the following turn. Losing the odd coin here and there won't be too much of a problem, but having to throw cards away is bad news. This game is about riding the wave of increasing production to build up your position and score the points needed to go past the magic 32.

There is, however, a big element of timing in *Phoenicia*. What cards appear when provides – or denies – players tactical opportunities. One notable strategy is to buy two (or three in a five-player game) Dyers in order to get a big discount on the Dye Houses. The discount makes it much easier to buy the expensive Dye Houses, each of which provides a substantial increase in production and victory points (and a warehouse) in its own right. While this is a powerful strategy, it's one that other players can interfere with. And it can go wrong on its own. If a couple of Dye Houses come out at the same time, it's more difficult for one player to get both of them. Similarly, it can be useful to hang on to production cards from one turn to give you lots to bid with the following turn. But waiting too long for the cards you want will put you at a big disadvantage. It's not enough to have a strategy, you must react to the tactical circumstances.

The end result is a game that I find enthralling. You know what you need to do to win, the trick is getting the timing right and out-bidding (or out-smarting) the



other players. The auctions play an important part here, as they provide a mechanism for balancing the game. You may know what card you want, but the other players can make it too expensive. This makes a game between experienced players finely balanced – what more could you want?

There are some quibbles with the game, mainly in the production. The icons on the cards are rather small, so reading them can be difficult, but the same information is available elsewhere. People have had some problems with the rules, too, though they seem clear enough to me. However, while these may be irritations when first learning the game, they don't get in the way once you know it. Tom Lehmann has come up with a winner in *Phoenicia* and it's a game I'm proud to be selling. It gets 10/10 on my highly subjective scale.

This review was first published in the Gamers Alliance Report for Fall 2007:
www.gamersalliance.com and sign up for more reviews and reports.

Science Fiction

The Stone Canal was a title I couldn't resist – even though I wasn't particularly taken with Ken MacLeod's first "Fall Revolution" novel, *The Star Fraction*. But I had no regrets after the first sentence: "He woke, and remembered dying." Wow! There are immediately so many questions I want answered. Who is 'he'? Where is he? How did he die? And how/why was he resurrected?

The first is easily dealt with. 'He' introduces himself as Jon Wilde to the other being on the scene. This is a "human-equivalent machine," who also reveals that they are "on New Mars" and "I made you." Okay, now I've got more questions. We are clearly in the future and on another planet. Our mis-matched companions head for the nearest town, Ship City, which turns out to be pretty much a frontier town, but with some serious technology.

We slowly learn more about this world, but Chapter Two changes the pace completely. It's the same Jon Wilde (we assume), but he's now (or should it be "then"?), a student at Glasgow University in 1975. Along with his best friend and arch-enemy-to-be, Dave Reid, and the woman in their lives. The book follows both stories: how Jon Wilde became the man who was resurrected at the beginning of *The Stone Canal* and what he does after that.

As I expected, the two stories come together, but not quite as I thought. Along the way, we learn a lot about MacLeod's future history, which is fascinating. He clearly has a thing about left-wing politics of the Seventies (which is what turned me off *The Star Fraction*): his near future Britain reproduces the factionalism of rival Marxist groups. It's realistic when he's writing about mid-Seventies student life (hey, I was a student back then), but it doesn't ring true on a larger stage.

However, that's only a quibble. The story MacLeod has to tell is enthralling – though I think it was a bit lazy of him to have the Third World War started by Germany invading Poland. Funny, though. As we get further into the future, the story gets stranger, but it is just as well realised. And the future technology is tremendous, culminating in how humanity got to New Mars and why it's such an odd mixture of human and machine cultures.

Another interesting aspect of the story is that we only get glimpses of different periods of this future history. Knowing that parts of *The Star Fraction* mesh with this story (though the details are a bit hazy as it's a while since I read the earlier book), I suspect that some of these different periods will be explored in more detail in the later books in the series. And they have interesting titles, too. *The Cassini Division* is next and I look forward to it.

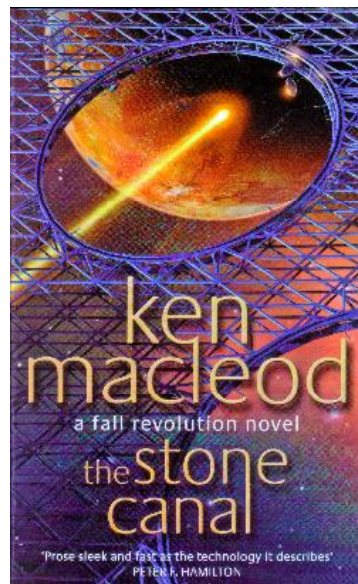
On its own, *The Stone Canal* is a terrific tale, full of invention. The story builds to a climax that is expected, but with a twist that isn't. I enjoyed it and recommend it – and I suggest that you don't need to start with *The Star Fraction*.

Burn the land and boil the sea/You can't take the sky from me

I usually stick to written science fiction in this column, but I have to mention *Firefly* (and *Serenity*, of course). I know I'm several years behind on this, but I have been carefully eking out the episodes of *Firefly* since I got the series on DVD eighteen months ago. It is, of course, utterly brilliant: the cast, the characters, the setting, the humour, the writing... How this was cancelled after one short season is beyond me.

I was intrigued right from the beginning when I discovered the name of *Serenity*'s captain. Malcolm Reynolds is – as far as I'm concerned – my uncle. Though he's a (retired) corporate lawyer rather than an ex-rebel spaceship captain. And definitely not someone who's ever been called 'Mal'. Mind you, I wouldn't want to try to face down either of 'em.

Talking of names, I was also intrigued by the actors. I have trouble believing someone is really called "Jewel Staite," no matter how cute she is. Not to mention "Summer Glau." I'm glad to see they've all been getting plenty of work since *Firefly*. Alan Tudyk (Wash) seems to pop up all over the place – not least as a paedophile in an episode of *CSI*.



The most noticeable thing about *Firefly* is, of course, that it's as much a Western as Science Fiction. (*Star Trek* may have been conceived as "Wagon Train in space", but it didn't mix horses, wagons and six-shooters with space travel, computers and ray guns. Anyway, *Firefly* feels more like *Alias Smith and Jones* to me.) The setting tells us, without any need for explanation, that we're on the lawless frontier, where a man needs his wits – and his gun – about him. Sorry: where a person needs their wits about them – one difference is that this is a more equal opportunities Wild West.

It's not just the technology that tells us we're actually in the future. Creator Joss Whedon has woven in lots of contrasting threads that stand out of his Wild West tapestry. Like the way everyday speech contains bits of Chinese. However, *Firefly* also tells us that, despite the technology and the different planets, life in the future will be much the same – and just as hard for a lot of people. The series builds up nicely, each episode being a good story in itself while gradually revealing more about the mixed bag of characters on board the spaceship. Which makes it all the more annoying when it just stops.

The film, *Serenity*, at least allows Joss Whedon to conclude the story. I found the film a bit disappointing, though. Watching it soon after seeing the final episode of the TV series, I felt some of the characters had changed. And the introduction took me by surprise. I thought *Serenity* was travelling between different star systems, not just across one system with an awful lot of planets. In fact, the Western style of the series seems largely missing and the film is a more conventional piece of big screen space fiction. No matter, *Serenity* is a decent conclusion to a tremendous piece of work.

Don't blink

While I'm talking about SF on the screen, I'd better mention *Doctor Who*. By and large I've been enjoying the Russell T Davies version – and some episodes (mostly those written by Steven Moffat) have been stupendous. I'm intrigued, though, by the mythic overtones that seem to be gathering around the Doctor. The punishments he metes out to the 'family' at the end of "The Family of Blood" make him look more like a vengeful Greek (or Roman) God. Or perhaps one of the Endless from Neil Gaiman's *Sandman*.

And then there's "Last of the Time Lords" with the Doctor recovering from his transformation by the Master because enough people believe in him. Is it me or is this "A Dream of a Thousand Cats"? Yes, a Neil Gaiman *Sandman* story. Maybe the Doctor is one of the Endless. However, I first came across this idea at a much younger age. In the stage version of *Peter Pan*, only the audience's belief in fairies can save the poisoned Tinker Bell: clap, everyone! Oh dear, that's not what I expected of *Doctor Who*. I trust the next series will be back on form, Catherine

Tate notwithstanding. Meanwhile, I'm going to start my next project: re-watching the whole of *Babylon 5*. "And so it begins..."

Games Events

The first event of the New Year is, of course, Stabcon. It's the 4th-6th January this year at the Britannia Hotel in Stockport. I've always enjoyed this con when I've attended, so I can recommend it. It's also one of the few events that really is a mix of board games, role-playing and CCGs. Sign up with the Yahoo group (see box) for more information and bookings.

Oxcon is later on in January: 26th and 28th at the Mitre, High Street, Oxford. It includes *Puerto Rico* and *Settlers* tournaments plus lots of opportunity to play board games. Details at users.ox.ac.uk/~board/oxcon

This box concentrates on events I expect to attend.

Swiggers: games club that meets every Wednesday evening, upstairs at The Shipwright's Arms, 88 Tooley Street London SE1 (just along from London Bridge station, past the London Dungeon). 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: 4th-6th January 2008 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.

Maycon: late May bank holiday weekend, details to be confirmed. Keep an eye on the website – www.maycon.org – for the latest details.

Summer Stabcon: early July at the Britannia Hotel, Stockport.

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.

MidCon: a long-running board games event in central Birmingham. Mid-November 2008 at the Birmingham City Thistle Hotel. A friendly convention in a decent hotel for board games players. See www.midcon.org.uk for more.

Credits

To Win Just Once issue 81 was written and edited by Pevans. The *LPBS* masthead (page 21) is by Lee Brimmicombe-Wood, as is the picture on page 22. The illustration on page 23 is by Colin Parfitt and Nik Luker did the drawings on pages 25 and 28. The *Phoenicia* images are courtesy of JKLM Games. Pevans took the photos and played with Photoshop.
© Paul Evans, 2007

Bridgenorth Cliff Railway Railway Rivals game 6 – Game start

Player A

VELOCITY RAILS OF ODD MOTION
(VROOM) – Gina Teh (BLACK)

Start Birmingham

Builds: None

Points: 20 = 20

Player B

BEN'S ELECTRIC & STEAM TRAINS
RUN ALONG INLAND LINES
(BESTRAIL) – Ben Brown (RED)

Start Gloucester

Builds: None

Points: 20 = 20

Player C

SOUTH EAST AND WEST
EXPANDING ENTERPRISE
DEVELOPMENTS (SEAWEED) –
Tim Macaire (BLUE)

Start Abergavenny

Builds: None

Points: 20 = 20

GM Notes

Orders in before the deadline please.

Order sheets to have company name and colour. When paying known costs to others, please write the name of company to pay, not just colour.

Player D

BILL'S INGENIOUS LEVERAGED
LOCOMOTIVES (BILL) – Bill
McKinley (GREEN)

Start Birmingham

Builds: None

Points: 20 = 20

Player E

CHUFFIN' RAILWAYS (CR) – Nathan
Richards (BROWN)

Start Birmingham

Builds: None

Points: 20 = 20

Player F

MOONS-LENS XPRESS (MLX) –
Gerald Udowiczenko (ORANGE)

Start Shrewsbury

Builds: None

Points: 20 = 20

Each Build shown separately
5: (Birmingham) - X 22- X 25; P2-P3
3: X25-X28
and so on

Good Luck

First Building turn's rolls: 4, 5, 3

Orders to Mike Dommett, 119 Victoria Road, ALTON GU34 2DD
or by e-mail to mike_dommett@yahoo.co.uk by 4th January 2008.

Mission of Gravity

Star Trader game 3 – Turn 24

The ship bobbed up and down in the waves. A steady stream of hover tanks flowed out from the cargo holds under the hot sun.

"I think that you will find that it is all in order."

"Yes, I believe so. You have done all that was promised." She reached into her pocket and brought out a cube. The Vagon fed it through his analyser.

"Satisfactory. Now all we need are the signatures here, here, here, here, here, here and there as well..."

TRADEWINDS bought 10 Alloys at Gamma Leporis and was made a Dealer. TRANSURANIC bought 5 on Contract and TRANS SOLAR TRADING INC. sold 5 on Contract.

At Epsilon Eridani TSTI sold 5 Isotopes for 1 HT each and 7 Liquors at 1 HT too. The second trade earned them a Dealership. ISKANDER's bid of 3 to sell was too high. SOLAR SPICE, LIQUORS & MONOPOLES sold 5 Monopoles on Contract.

Delta Toucanis saw ISKANDER FIRE & ACCIDENT selling 7 Isotopes at 3 HTs each using their Market Manager position. There was sufficient demand for VOGON INDUSTRIES to sell a further 7 at the same price. ISKANDER bought 5 Petroleum on Contract and ZWILLINGE sold 2 Spice on Contract.

Tau Ceti saw more Contractual trading. TRANSURANIC sold 3 Alloys, ZWILLINGE bought 5 Isotopes, and ISKANDER sold 5 Petroleum.

VOGON INDUSTRIES sold an Isotope for 6 HTs at Mu Herculis. TSTI were dumping Liquors: 7 for 1 HT each and they must have been surprised when TRADEWINDS started buying them at 4 HTs. The latter Corporation bought 8 and was made a Dealer. Even more surprised to see ZWILLINGE trying to buy at the same price. SWISS MERCENARY FLEET sold 18 Monopoles for 6 HTs apiece and were made Contractors, while ISKANDER bought 5 Monopoles cheaply on Contract. CAESAR WHOLESale's bid to sell of 11 was ignored.

Sigma Draconis saw ZWILLINGE failing to sell Alloys at 3 as the price dropped. ZWILLINGE and TRANSURANIC both bought Isotopes on Contract and VOGON sold on Contract as the price stayed stubbornly at 1 HT, later affecting TSTI's attempt to sell Factories. SOLAR WINDS sold 6 Petroleum for 7 HTs apiece. TRANS SOLAR TRADING INC bought 18 Spice for 11 HTs each and ZWILLINGE bought another 5 on Contract, though probably at a somewhat higher price than expected.

CAESAR WHOLESale bought 7 Alloys for 6 HTs each at Alpha Centauri. ISKANDER FIRE & ACCIDENT sold 9 Isotopes for 3 HTs apiece and gained a

Dealership. Liquors were sold, 2 for 2 HTs each by TSTI, leaving TRADEWINDS, TRANSURANIC and SWISS MERCENARY FLEET clutching unsold units. SOLAR WINDS sold 4 Monopoles at a price of 10 HTs. Spice saw TRADEWINDS selling 8 units, also at 10 HTs each, after which ISKANDER sold 2 for 11 HTs each and ZWILLINGE sold 6 at the closing price using Percent.

Beta Hydri had ISKANDER selling 2 Alloys for 7 HTs each. TSTI sold 5 Isotopes at just 1 HT per. ISKANDER disposed of 15 Monopoles at the 14 HT price after which SSL&M sold 5 on contract. Then SSL&M finished up by selling 5 Spice on Contract.

SOLAR WINDS loaded up some Passengers.

CAESAR WHOLESale took OP17 on Epsilon Eridani.

TRANS SOLAR TRADING INC. failed to sell Isotope Factories, as it didn't have any, but still decided to increase its Criminal Connections. Lots of Passengers were loaded into their liners.

TRADEWINDS undermined SWISS MERCENARY FLEET's Reputation and sold OP31 for a profit.

SWISS MERCENARY FLEET paid to increase their Reputation and bought a Warehouse at Epsilon Eridani. Then they were back in the real estate market, buying 8 Monopole Factories and 8 Liquor Factories.

ZWILLINGE hired a new agent, Tender, at Sigma Draconis Spaceport. Clint was seen looking for Red Choir at Delta Toucanis. Two new Warehouses were bought at Sigma Draconis and two more at Delta Toucanis, Political Connections were increased, the two new ships were launched and Reputation was improved.

TRANSURANIC loaded passengers, though some ships flew empty.

VOGON sold OP2 (Weapons) for a profit, paid to increase Reputation, laid down a Phoenix Hull at Tau Ceti Shipyards and sold all of their Isotope Factories.

ISKANDER FIRE & ACCIDENT sold the Tempus (OP41), paid to increase their Reputation and sold a Warehouse at Gamma Leporis.

Press

Press Releases for Trans Solar Trading Inc

Drew "The Fisk" Vanderbilt-Scott, the "hands on" Chairman of Trans Solar Trucking Inc confirmed that the

attempt by Zwillinge to claim the reward posted by TSTI for the capture and successful prosecution of the saboteur Poum had been rejected out of hand as "He is not captured, he is

not prosecuted, he is not moving, he is no more – he is a dead Poum.”

Press Release for ZWILLINGE

The agent provocateur has been apprehended and dispatched, so to speak.

Clint, has collected his reward from Zwillinge, and immediately reinvested the money.

Clint now wishes TSTI to keep their promise and pay up too.

The hirers of Poum will now be targeted by Clint's fellow agents.

Corporation Table

Corporation letter & name	Conn'n Levels			Init Bid	Turn Order	Cash Rep		Player
	Bus	Crim	Pol					
A Alsafi-Toliman Acquisitions	10	4	4	N	11th	648	40	Rob Shirai
B Solar Winds Trading Co	10	0	8	0	8th	623	40	Steve Bunce
C Caesar Wholesale	10	9	2	0	10th	409	40	Simon Burling
D Trans Solar Trading, Inc	10	2	8	42	1st	556	39	Jerry Elsmore
E SSL&M	10	3	5	0+1	7th	988	40	Paul Evans
G Omicron-Mira Funding	10	2	3	N	11th	875	27	Thomas Frost
H Trade Wind	10	0	8	0+9	2nd	1002	40	Colin Parfitt
J ISNOTISTOO	10	0	3	N	11th	528	40	William Hay
K Swiss Mercenary Fleet	9	0	8	0	4th	1013	11	Martin Jennings
L Zwillinge	10	2	7	3	6th	71	34	Michael Martinkat
M Transuranic Trade Corp	10	0	3	5	3rd	933	40	Bob Parkins
N Vogon Industries	10	7	0	0	9th	225	28	Nathan Richards
P Iskander Fire and Accident	10	8	5	0	5th	723	26	Przemyslaw Orwat

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

GM Notes

EV 8 took place this turn – all S/D reduced by 3: +1 is now -2, -7 is now -10, and so forth.

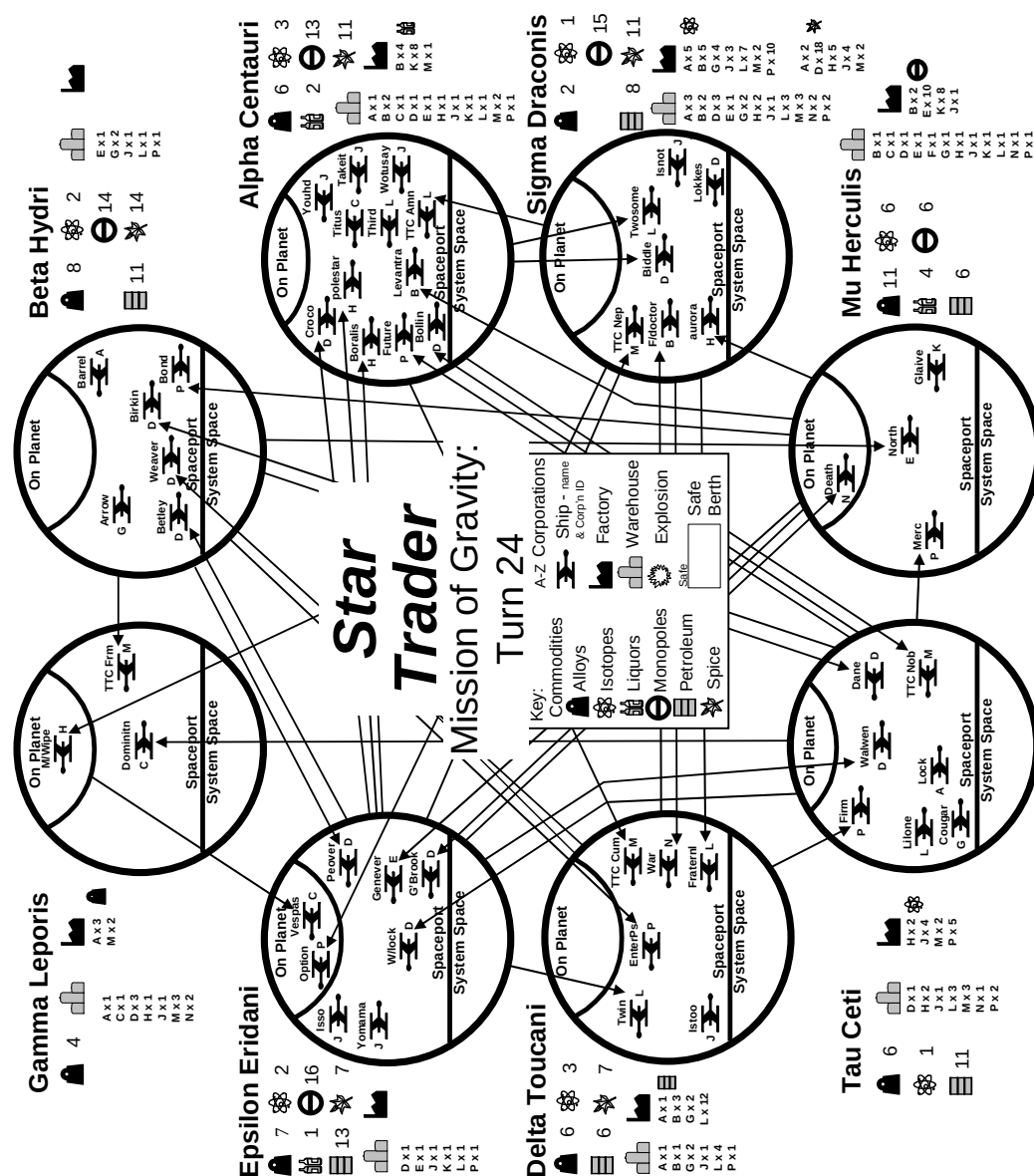
News

EV9, Isotope Breakthrough occurred this Quarter.

There was one new News Chit this turn (shown in Bold):

Turn 25 P6, C2
Turn 26 B9
Turn 27 P6
Turn 28 **B4**

Orders to Mike Dommett, 119 Victoria Road, ALTON GU34 2DD
or by e-mail to mike_dommett@yahoo.co.uk
by Friday, 4th January 2008.



Great White Hunter

Turn 14

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

This turn Mike Dommett and Colin Parfitt take out a snake between them, while Jerry Elsmore gets a monkey on his own. Elsewhere we see whole swathes of jungle blasted flat as the hunters edge ever closer to their elusive prey. Or not.

One more turn before we declare a winner – can Jerry hold on to his precarious lead for one turn?

Player	Shots this turn	Points this turn	Total Score
Guy Arnold	L9, H6	0	4.89
Ben Brown	M2, K18	0	6.68
Charles Burrows	H5, I6	0	11.16
Rob Carter	A17, N6	0	3.00
Mike Dommett	N5	4	9.96
Jerry Elsmore	I7, K8	2	12.18
Bill Hay			4.00
Pete Holland	E15, K2	0	11.61
Francesca Huskinson			3.00
Andrew Kendall	G4 H5	0	8.00
Nik Luker	H5, G6	0	7.89
Tim Macaire	K3, K2	0	5.93
Michael Martinkat			1.00
Bill Michell			1.00
David Olliver	L1, C8	0	9.94
Neil Packer	K2, L2	0	11.03
Colin Parfitt	O6	2	7.60
Mark Stretch	M2, O5	0	2.07
Al Tabor	T10, E15	0	11.53
Gina Teh	N6, L16	0	0.50
Barry Townsend			5.00
Gerald Udowiczenko			3.00
Pam Udowiczenko	N7, H4	0	1.33
Matthew Wale	M9, N9	0	8.37
Graeme Wilson	G5, R19	0	2.50
Paul Wilson	N7, E15	0	4.83

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.

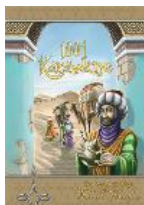
Send your final shots to Pevans at
180 Aylsham Drive, UXBRIDGE UB10 8UF or
to TWJO@pevans.co.uk
by Friday, 11th January 2008.

Games from Pevans

Mail order board and card games in the UK



What's new at Games from Pevans (www.pevans.co.uk/Games)



1001 Karawane

Players explore the desert in search of cities, oases and caravanserais. But if they use a location, they reveal information about it. Players explore and trade, aiming to be the first to collect three artefacts.

2-5 players, aged 12+, 60 minutes: £25.00

Can't Stop

A new edition of the classic push-your-luck game. The impulse to roll the dice just one more time is always there – you simply can't stop!

2-4 players, aged 7+, 30 minutes: £20.00



Ghost for Sale

A family card game of buying Scottish castles. Of course, they're worth more if they have a ghost. Or are they? A game of deduction and bluff.

3-5 players, aged 8+, 40 minutes: £15.00

Hamburgum

The latest 'rondel' game has the players producing, buying and selling goods and, ultimately, building churches in Hamburg. Terrific stuff and my favourite new game from Spiel '07.

2-5 players, aged 12+, 90 minutes: £28.00



Tammany Hall

A game about corrupt politics – what more could you want?! Players position their campaign workers to bring in the vote in the race to become Mayor of New York City. Good stuff from Doug Eckhart.

For 3-5 players, playing time 90 minutes: £20.00

And lots more – including *Agricola*, *Caveman*, *Scanderoon*, *Race the Wind*, *Wadi*, *Wampanoag*...

Les Petites Bêtes Soyeuses 207

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!* (see www.engarde.co.uk).

Orders for March 1661 to
Pevans at 180 Aylsham Drive,
UXBRIDGE UB10 8UF or
lpbsorders@pevans.co.uk
by Friday, 11th January 2008



February 1661

"February's ice and sleet / Freeze the toes right off your feet!" is what Parisian bards sing. But only in the comfort of a nice, warm tavern. Wrapping up warm, Gregory Lessore de Saviour braves the cold, cold weather to keep an appointment. He is meeting the plebeian Stewart Senquiry, who brings Zeus Aspillais with him. Lessore de Saviour has only his rapier for company as he squares up to Senquiry's sabre. Senquiry is slightly built, but quietly confident. He doesn't bother to tell his second at what point to intervene. As a rapier fighter, Lessore de Saviour starts by parrying. Instead, he gets a slash that goes through his defence to draw blood. Irritated, he switches to attack and lunges. Just as Senquiry swings round with a cut. The lunge pinks Senquiry, but the cut knocks Lessore de Saviour to the ground. Lessore de Saviour capitulates, justifying Senquiry's faith in his own sword arm.

Paris does not support Beau de Cire's challenge to Zachary The Money Goes, so we do not have the opportunity to see how the Musketeer would have coped with a cutlass.

Pay the tax or pay the fine. His Majesty has not yet appointed a new Minister of State. Hauled out of retirement, an elderly ex-Minister presides over this month's two prosecutions. This takes CPS Zachary The Money Goes by surprise and he is unexpectedly nervous when presenting his case.

"This is a simple case of non-payment of duelling tax," he blurts out.

"Eh, what?" grumbles the man in the judgement seat. "Load of nonsense – we didn't have a Duelling Tax in my day. Chap showed up and showed what he was made of – or he was run out of town. Well, what have you got to say for yourself, young fellow?"

The man in the dock is Alain Hermès, who is a bit bemused by the whole thing. "Your Honour," he begins, "I fear I'm not certain why I have been brought before this court, as I was never directly informed of the charges. That said, however, I'm certain the only reason the court could be troubling an upstanding military man like myself would be financial in nature. I fully admit to being somewhat lax in managing my funds, given all the time I spend on campaign and troop manoeuvres, so by all means, please inform me which tax or other payment I have forgotten and I will remit it immediately."

He pauses. "Oh, and I'll fire my accountant, too," he adds.

"Clearly innocent!" shouts a voice from the public gallery, "He's not bright enough!" There is a deal of sniggering in the gallery at Michel Entire's remark. "No – send him down!" bellows Stan Dandy Liver, drawing his support from the law-and-order faction.

"Settle down there!" growls the judge. "By God, we didn't have accountants in my day. Chap grabbed what he could on the battlefield and spent it on wine, women and..." He trails off, lost in reminiscence until a discreet cough from The Money Goes brings him back to the present. "... and more women," he finishes, wistfully. "All right, I get the idea: chap hasn't paid his dues. Fined 200 crowns – pay up and get out with you."

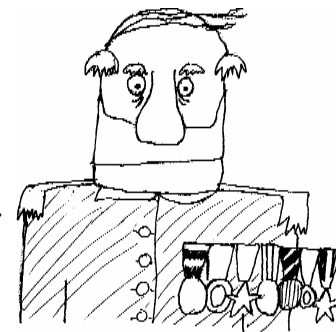


The second defendant is Horatio d'Escargot, whose social standing makes the potential penalty rather graver than a fine. However, d'Escargot has friends. Stan Dandy Liver is one of these. Euria Humble is another and does something practical: he has had a word with the judge. Or rather, his lady friend, Edna Bucquette, has a word. Knowing this, d'Escargot doesn't bother showing up for the trial.

"Harrumph!" snorts the judge when the charges are read out. "Fine, upstanding gentleman like Sir Horatio," he continues, gazing across the courtroom at Edna's ample favours. "Undoubtedly, no case to answer." Business done, the judge makes his way to his chambers for a tot of something fortifying.

Same old same old

The vindicated d'Escargot joins forces with Lun a'Tic and Zeus Aspillais to persuade his Brigade Major to quit the Heavy Brigade. The man packs his bags with alacrity. Brigadier d'Escargot awards the position to Major Aspillais. Gustav Ind and Devlin Carnate unite to remove the Brigadier of Dragoons. There are no immediate applicants for this job.



Colonel Averell d'Alton, commander of the Royal Foot Guards, needs no help to get rid of his Regimental Adjutant. He appoints Captain Indie Spencible to take over. D'Alton also recruits Emmanuel Banois to the RFG, where he buys the rank of Captain. This puts him in the Second Battalion, so he's quickly packing his kitbag to join his men on active service.

Walter Butts uses all his influence to force the resignation of the Lieutenant-Colonel of the 13th Fusiliers. Aloysius Gnomeclencher pitches in, but this is gilding the lily. With the position vacant, Butts is able to buy his way to the Colonel's slot.

Gnomeclencher also has a word with the senior Major in the 53rd Fusiliers, but has no effect on his own. Pierre de Vin Rouge admits Dominique L'Etoile to the Picardy Musketeers. He tries to buy a Captaincy, but the last slot has just gone to Subaltern Michel Entire as preference is given to current members of the regiment. L'Etoile has to make do with Entire's Subaltern's position.

The rank of Subaltern is sufficient for J'accuse L'amour when he joins the Queen's Own Carabiniers, courtesy of Roland Pollee d'Eaulee. Adolphe d'Hutelar swells the ranks of the QOC's enemy regiment, the Dragoon Guards, when Swender de Jewel admits him. D'Hutelar is happy to be a Subaltern, too. However, he isn't staying in Paris, as the Dragoon Guards are on the frontier.

The organisation of the Cardinal's Guard has changed as a result of Leffe Bier's promotion to (Brevet) Lt-Colonel last month. Bier is now in command of First Battalion, but neglects to order his new command to join him in action. Major Lucien d'Escaillhuitaillements takes over Second Battalion and heads for the frontier to join his unit.

The big news this month is, of course, the question of who will replace Gaston de St Marque as the Minister of State. The only applicant is de St Marque, so the question quickly reduces to whether His Majesty wishes to re-appoint him. Given de St Marque's influence with the King, the odds are strongly in his favour. Just to make sure, a few other people throw their weight behind the re-appointment:

one more year! Orson de Combat calls in enough favours to sway His Majesty. Stan Dandy Liver has two words with the King, while Charlemagne le Gosse and Zachary The Money Goes contribute one apiece. Jacques Shitacks is also behind de St Marque, but his influence doesn't reach as high as His Majesty. However, that's more than enough to ensure that the new Minister of State is the same as the old Minister of State.

At home

Both Jacques Shitacks and Orson de Combat hold court in the Fleur de Lys for the whole of February. Jacques' is more exclusive, but, most of the time, he has more guests. To start with, Orson and Fifi are joined by just Averell d'Alton and Guinevere d'Arthur. At the other side of the club, Jacques has seven Toadies, each of them accompanied by their mistress. The roll call is Beppe de Marko and Kathy Pacific, Devlin Carnate and Angelina di Griz, Euria Humble and Edna Bucquette, Gaston de St Marque and Bette Noire, Renaul Culvert d'Eau and Josephine Buonoparte, Stan Dandy Liver and Lotte Bottle, and Zachary The Money Goes and Anna. Elsewhere in the Fleur, Charlemagne le Gosse is entertaining Lois de Lowe, while Ella Fant drinks with Sean Sondamour.

Bothwell's has its only visitors of the month when Lun a'Tic takes Bess Ottede for a week on the town. There are two visitors in the Horse Guards as well. Roland Pollee d'Eaulee is there and has a Toady: the latest recruit to his regiment, Subaltern J'accuse L'amour. A few more gather in Hunter's. Deb Estaround accompanies Aloysius Gnomeclencher, while Ophelia Derriere is on Benedict d'Over's arm. Pierre de Vin Rouge brings Jacques de la Boite as his Toady and Jacques brings Pet Ulante. Stewart Senquiry takes Leia Orgasma to the Blue Gables.

Orson has rather more guests in week 2, the week when he also has a tab behind every club in the city to cover the drinks of anyone unable to Toady to him. Orson and Fifi have ten guests at the Fleur, starting with the return of Averell and Guinevere. Gaston and Bette switch their allegiance from Jacques' do. The other half dozen are Horatio d'Escargot and Henrietta Carrotte, Lun a'Tic and Bess Ottede, and Roget de Saurus and Sue Briquet. Jacques' guest list is reduced to Beppe and Kathy, Devlin and Angelina, Euria and Edna, and Stan and Lotte.

The major competition for these events is the first week of Gregory Lessore de Saviour's bash for the lower orders in the Blue Gables. As the topic of discussion is the safety (or otherwise) of visiting the red light district, Gregory's visitors come unaccompanied. They are Alain Hermès, Beau de Cire, Dominique L'Etoile, Jacques de la Boite, Jean-Pierre le Crow, Michel Entire and Renauld Culvert d'Eau. The discussion is boisterous, but good-natured, despite Dominique and Jean-Pierre having met each other on Ada's doorstep the week before. Michel

Entire agrees with his host: "It's a disgrace that a gentleman can't give a swordsmanship lesson to young ladies without being mugged." Alain occasionally interjects that "we should just sweep through there with a few regiments and rout the bastards", but is ignored. The discussion lasts until Gregory spots that Stewart Senquiry is in the club again (with Leia). Gregory is not happy to be rubbing shoulders with such riff-raff and promptly challenges the man. Zeus Aspillais brings Emma Roides to the Blue Gables, but steers clear of the mob.

Jean Paul Amiss turns up at Red Phillips to show off his new lady friend, Belle Epoque. Benedict and Ophelia return to Hunter's. So does Pierre de VR, bringing Mary Huana with him this time. Pierre places a series of small bets on the gaming table and wins one more than he loses to gain a little status.

Hard going

Come Week 3 and Devlin Carnate's horse race attracts quite a few away from the established events. Alain, Jean-Pierre, Michel and Renauld return and Zeus joins them. Michel continues the discussion by echoing Alain: "The City Military Governor should take a regiment and clean up these cut-purses." This time it's Alain who spoils the mood when he spots his enemy, Walter Butts, entering the club. After an exchange of challenges, Alain is prevailed on to rejoin the party while Walter takes Eve Ningalle to the gaming tables. He wins a single bet of a hundred crowns, much to his satisfaction. Jean Paul and Belle return to Red Phillips, Pierre de VR and Mary to Hunter's and Orson has no guests in the Fleur. Beppe and Kathy, Euria and Edna, and Stan and Lotte continue to Toady to Jacques.

At the Prix d'Or, Devlin and Angelina welcome their guests, whether they are racing or not. Given the weather, the going is hard, but that should make for a brisk race. Devlin himself enters, of course. Alongside him are Gaston de St Marque, cheered on by Bette, and Stewart Senquiry, supported by Leia.



However, the favourite is Aloysius Gnomeclencher. Benedict d'Over is there to make up the numbers, with Ophelia still backing him. And nobody knows why Gustav Ind has entered: he's by far the heaviest rider and a Marine to boot. As well as the entrants, Averell, Horatio, Lun and Roget all attend to Toady with Devlin. And with them come Guinevere, Henrietta, Bess and Sue, respectively. Also in the Prix d'Or is J'accuse L'amour, who busies himself taking notes on the runners and riders.

The racers start as the form book suggests, with Aloysius just in front and Gustav bringing up the rear. The established order only lasts round the first corner. While Devlin and Stewart are cautious, protecting their mounts against the conditions, Aloysius throws caution to the winds. His horse hurtles down the back straight and he has a clear lead when they reach the corner. Gaston takes the middle way – not too fast, nor too slow – and lies second. A length or so behind him, though, the caution of Devlin and Stewart means they have been caught by the mad dash of Gustav. Benedict is tucked in behind these three, but in last place.

They round the bend and head for the finish line. Aloysius realises that victory is all but his and eases up a bit. His strong pace is enough to see him cross the line comfortably ahead of anyone else. Stewart sees which way things are going, applies his spurs and thunders down the track to finish second. Gustav is still going strong, but can't quite match Stewart, coming in half a length behind him in third. Gaston's horse has tired quickly and simply walks the final part of the race. Beppe maintains his pace to catch Gaston, but not pass him. Devlin refuses to risk his mount and finishes a length behind everybody else.

Devlin's second race of the month is a four-horse affair as the final week of Jacques' party attracts most of Paris to the Fleur. In such a small field, Gustav has every chance of another prize. He is up against Devlin, Gaston and Stewart. The other three quickly establish a lead of several lengths over Gustav, though. Stewart has learnt the lesson of the previous race and pricks his horse into a full-blooded gallop round the back of the course. As the other three maintain a cautious pace, Stewart is round the final corner before his opponents reach it. He is able to canter smoothly down the finish straight to claim his prize. Devlin and Gaston pick up the pace once they're round the corner, but neither can shake the other and they finish equal second. Gustav gets some speed out of his mount at last, but it's not enough to bring him within even a length of a prize. The womenfolk applaud their heroes, but they are the only spectators this time.

Still crazy

Yes, it's all happening in the Fleur as Jacques extends his invitation to all of Paris for this last week. The guest list goes on and on. It starts with Aloysius.

Then there is Alain Hermès, with the company of Ava Crisp this time. Next is Beau, followed by Beppe and Kathy and Benedict and Ophelia. Euria brings Edna. Gregory is on his own. Then come Horatio and Henrietta, with J'accuse and Sal hard on their heels. Jacques de la Boite is next. Jean Paul and Belle precede Jean-Pierre. Lun and Bess arrive next. Michel Entire is right behind them. Pierre de VR and then Roget are behind him. Then Walter and Eve arrive and Zeus and Emma bring up the rear.

Apart from this, Averell and Guinevere Toady to Orson and Fifi again. Sean Sondamour and Ella are in the Fleur, too, but keep away from everybody else. Renauld finishes his month by getting Josephine so mad with him that she chucks him. Well, if he will go courting Eve in public, what does he expect? Especially as she's out with her current beau!

Ilk Lamore Bartat can't join a club. So, after a visit to his lady friend, he spends his month drinking in the Bawdyhouses. You can tell he's new to Paris as he brings far too much cash with him. The footpads pounce and he's suddenly rather poorer. Other visitors to the red light district are safe for a while after this.

Jean Laissez Faire isn't much in evidence this month as he spends it all in the gyms with his rapier. Charlemagne le Gosse practises rapier, too, but only after he's made time for Lois. Walter Butts spends two weeks with his rapier before causing trouble. Gustav Ind, Roland Pollee d'Eaulee and Sean Sondamour all get in two weeks sabre practice at various points of the month and lots of people put in the odd week.

This leaves Zachary The Money Goes, who's in the archives of the Commission most of the time. "Compiling evidence," as he puts it. Quite where the large clay figure comes into it, nobody knows.

Ice baths

It's cold in Paris and it's even colder in Alsace. The mud freezes, making the roads just as impassable as they were when muddy. The troops advance across the countryside, but it's slow progress. Then they find a canal in their way. Testing the ice, they find it's strong enough to support soldiers and horses.

Frontier Regiment 2 starts across the ice, with the cavalry to either side of them. A volley of enemy cannonballs crashes onto and through the ice. Suddenly, lots of French soldiers are swimming for their lives. But not Alan à Ganatcher Alie, who is in his customary position: right at the back. As the ice collapses under him, he turns and grabs the nearest thing to haul himself back up the bank to safety. That thing turns out to be the leg of CG Major Lucien d'Escaillehuitaillements, who is marshalling his Battalion. This takes d'Escaillehuitaillements by surprise. He attempts to retain his balance, but topples gracefully into the water. And

under the ice. RIP. Major à Ganatcher Alie is cashiered, stripped of his rank and ejected from the 69th Arquebusiers.

Major Egon Mad II's Battalion of the Royal Foot Guards is also attached to Frontier Regiment 2. Major Mad organises the rescue, using reversed pikes to drag cold, wet soldiers out of the canal. He is Mentioned in Despatches, as is his second in command, Captain Indie Spencible. Private Jacen Moulan isn't senior enough to attract any attention and survives handily.

The Archduke Leopold Cuirassiers lose lots of horses, but not many men. There's no reward for Lt-Colonel Thomas Tudo. The Dragoon Guards escape the worst as only their lead troop goes into the water. That's the one containing Subaltern Adolphe d'Hutelar. He does not return to the surface. RIP. Major Swender de Jewel actually makes it to the other side and leads the attack on the enemy cannon. This nets him over 1500 crowns of booty.

The bombardment has revealed the enemy positions, so the remaining Frontier regiments have something to attack. This they do with alacrity – well, it helps keep the men warm. Attached to Frontier Regiment 1, CG Lt-Colonel Leffe Bier doesn't have a Battalion with him, but struggles out of the canal on the far side and sets off after the enemy. This is harder work than it should be, as his clothes freeze solid. He survives to grab himself over a thousand crowns-worth of plunder. CPC Major Renaul Baptiste Grenoble keeps his feet dry (being on a horse helps) and joins him to swipe some loot for himself – a round 1500 crowns.

Captains Beau Romir and Emmanuel Banois are with Frontier Regiment 3 with Second Battalion of the Royal Foot Guards. Both names go into the Despatches and the men are recognised by His Majesty. That's Sir Emmanuel and the Marquis Romir. There's also nearly a thousand crowns in booty for Banois and nearly half as much again for the new Marquis. Alongside them, RM Captain Singes d'Ecureuil puts his maritime experience to good use. Quite why he's wearing a lifebelt during land operations isn't clear, but he paddles to the side of the canal quite happily. This is well worth a Mention in Despatches. D'Ecureuil is promoted to Major, too, and grabs enough loot to buy the two horses he needs for his new rank and still have over a thousand crowns left.

Brigadier-General Pierre de Mont-Réal is attached to Frontier Regiment 4 and rallies the men to press the attack. He is Mentioned twice and plunders over two thousand crowns from the battlefield. The Royal North Highlanders hold steady with General Revaulvin d'Or leading a Battalion. His name goes into the Despatches twice and he liberates over 1500 crowns in booty.



Press

Announcements

To All Loyal Men of Paris,
Come, 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

Cher B. Brigadier-General Alain Hermès

Sir, I do believe that you could not be more succinct in your appraisal of the current situation involving those areas of our fair city where we must be on our guard at all times.

Therefore, I, Colonel Pierre de Vin Rouge, commanding officer of the Picardy Musketeers, hereby volunteer my Regiment in full support of any endeavour that our friends the 27th Musketeers instigate to remedy this appalling situation.

When any such action is organized, I can offer a highly motivated force, which will be in very close proximity to any action, because when not on duty most of them will be in the Bawdy House district anyway!

I would beg to offer one small alteration to your plan though. Instead of pitching these repulsive creatures outside the city or into the Seine, I humbly suggest that they are rounded up, secured within a hidden compartment located in a suitable

conveyance and smuggled to England where they can become a blight on their so-called civilization.

† Colonel Pierre de Vin Rouge
Commanding Officer, Picardy Musketeers

To those newly arrived in Paris:

The Cardinal's Guard is the leading regiment in the kingdom of France.

Who else has God's own hand to protect their backs on the battlefield and to soften the occasional jump from a fair damsel's balcony?

Sign in this month! His Eminence will grant you his blessings.

The QOC will be paying a flying visit to the front next month. Any gentleman seeking the opportunity to serve the King need look no further.

† RPdE commanding
That'll be next quarter, actually.
† Le Roi

Matters of Honour

Cher Roget,

I'd be interested in a mutual seconds arrangement – care to discuss the matter further over a roast fowl plate and a bottle of claret?

† Colonel Jean Laissez Faire, CG

Mmm, elevenses! † Le Roi

My Dear de Combat, I will gladly meet you on the field of honour as soon as I can arrange it. Perhaps you can prevail upon your master to grant me

an amnesty or even a pardon so I may return the sooner. After all, I am somewhat occupied fighting His Majesty's enemies. You should try it some time. † General Revaulvin d'Or

GLdS,
I am outraged that someone who is frequently seen leaving the seedier parts of this city can challenge me for my low birth.

I may have come from the gutter, but unlike you, I'm not intent on staying there.

Yours, † Stewart Senquiry

Despatches from the Front

From the diary of Egon Madd,
I hate being at the Front, a man could get killed here (again). If it wasn't for the fact that I owe the body snatchers and arm and a leg (literally), I'd be back to Paris like a shot.

Social

Egon Madd Memorial Ball

To commemorate the life of the great scientist, you are invited to the inaugural Egon Madd Memorial Ball. Egon Madd's twin/clone/zombie may join us.

All gentlemen of Paris and their ladies are welcome at my club in Week 4, where the trophy and an award of 750 crowns will be made for the person with the city's most enquiring mind.

There is still time to enter, please send all ideas to my usual address or feel free to bring a prototype or design to the ball.

† Stewart Senquiry

To the Gentlemen of Paris who most recently attended the New Year's Ball in support of the Paris Orphanage I wish to extend my most heartfelt gratitude and thanks. The ball was an enormous success and raised a total of 1,279 crowns. Work has already begun on the replacement of the lead upon our leaking roof and it is to be hoped that the bursary fund for young and deserving gentlefolk -down on their luck – will be able to support more young men during the forthcoming year.

† Earl Euriah (Ever So) Humble

GRAND SPRINGTIME DARTS TOURNAMENT WIN A CHANCE TO MEET THE CROWN PRINCE!

During weeks 1-3 of March there will be a Grand Darts Tournament (+ chance to party) at my club. Highest score with three darts wins!

This party-championship is open to all of SL 13+ and is free. There will be three rounds of competition, one per week, and you can have a go EACH WEEK if you want (i.e. the more weeks you come the more chance you have to win!).

The winner will be invited to join me for a special PRIVATE DINNER with the CROWN PRINCE (SL 25) during week 4 (make it a conditional order – “if I win ...” etc).

So come on lads – let's hurl some (darts, that is).

† Beau Romir (Aide to the Crown Prince)

General Announcement

To celebrate a new phase in the development of the 13th Fusiliers, a party will be held at Hunters in week 2 next month. All prospective candidates are welcome and any new recruits will have their expenses reimbursed. Members of the King's Musketeers are to visit the bar at my expense. All other visitors are welcome. Please bring your ladies.

† Colonel Sir Walter Butts (13th Fusiliers)

Personal

Lord Percy Percy

I am intrigued to know whose puppet you believe I am. However, on another note entirely, to prove that I, too, enjoy a good joke, let me offer you one of mine in return: as fashion in Paris is tending towards important figures in court circles losing their heads, Lord Percy Percy is in severe danger of becoming very fashionable. I beg you, Lord Percy Percy, don't let my indulgence of you go to your head. Your rapier-like wit is so sharp you could cut yourself... or I could arrange for Dr Guillotin to cut you instead.

† Count Gaston de St Marque
Minister of State

*I say, isn't that one – or two – of
Oscar's?* † Le Roi

4th Arquebusiers

Average IQ: Genius

Lucky Colour: Green

Lucky Stone: Bill Watts

Quip: After you, Cecil

Cher Orson de Combat

My comments about encompassing the death of a peasant were at heart a jest; it is well known that all Frenchmen are equal in the eyes of God and the Cardinal. It's just that some are more equal than others.

† Le Bladder Noire

To my most generous friend Stan Dandy Liver

I wish to offer my most humble apologies that you were stopped at the door by the ushers. Had I realized your desire to attend I would have gladly made a donation to the Orphanage on your behalf. Please be assured that your recent attendance as second (admittedly to both sides) in my duel against the Baron Gar de Lieu has placed me deep in your debt. Let me know if there is any way I can recompense you for the inconvenience you have suffered.

† Earl Euriah (Ever So) Humble

Beau Romir

You are asserting that the Crown Prince is a liar?

This seems unseemly.

If his Majesty's Aide cannot rouse himself to defend his master from this slur, I will have to challenge you myself on your return from the front.

† Aloysius Gnomencletcher

*Any relation to Aloysius
Gnomecletcher? Though
gnomen clenching is probably a
less stressful occupation.*

† Le Roi

The correspondent who thinks 25% is a quintile was ill-advised to comment on IQ. † ME

To Parisian Headhunters Inc
I formally withdraw my application to become the Aide to Brigadier-General Mont Réal. Please thank this kind gentleman for considering me so favourably but, sadly, I have been unable to persuade the present incumbent to this prestigious post to 'move on'. I have decided to further my military career through the ranks of the King's Musketeers and have accepted the position of Captain, which precludes me from the Aide's position.

Regards,

† Gregory Lessore-de-Saviour

His Majesty's mercy is only matched by his justice and boundless generosity! † RdO

You can say that again!† Le Roi

His Majesty's mercy is only matched by his justice and boundless generosity! † RdO

Oh, yes: it never gets old!

† Le Roi

To B.Bdr-General The Money Goes,
Many thanks for your kind word last month – I only hope I can do as good a job as you have trained me to and make the 13thF a regiment to be proud of.

Your Friend,

† Walter Butts

Waste of time and energy these trials:
I for one will not be paying the Duelling Tax as it is not legal. † HdE

Indeed, it has been pointed out to me that some Parisians are capable of cutting themselves with a bread knife. Do not despair, and keep up your practicing, and soon you will be able to cut yourself with a spoon.

† Aloysius Gnomeclencher

Letter to Philippe Lemonier from PdMR

Philippe, my old friend

Circumstances have forced me to volunteer for the front. If the worst happens, please convey the attached note to my mother and tell her I did it for the best of reasons, for the glory of France!

The truth is, Philippe, I am in rather a spot of bother and have fallen out with the Shylocks. Thought I could borrow my way to a position where the rewards would follow. I don't even have the money for a horse and risk losing my Army rank! Even tried those B@st@rds at "Yescar Credit" for a loan to buy horses and was turned down. Hopefully a few weeks kicking the Spanish will refill my pockets.

Yours,

† Pierre

B. Bdr-General The Money Goes

Sir, I was not implying that you can't read, but rather that you employ minions to read for you. It's the Organ grinder and his monkey all over again. You could read, it's just that you choose not to.

† Aloysius Gnomeclencher

Poetry Corner

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

It is reported that a man walked into a bar frequented by the Cardinal's Guard. He swaggered up to the bar and ordered a Bottle of Rosé. Apparently one of the senior officers present went up to him to ask what he thought he was doing in their bar. And it went something like this.

"You seem a bit cocky."

"Yes."

"So what do you do?"

"I'm a taxidermist."

"What the heck is one of those?"

"I stuff and mount animals."

At this, the officer turned and called out to his mates, "it's all right boys, he's one of us."

To Brigadier-General Alain Hermès
Sir,

Thank you for publicly supporting my campaign. I admire your courage in not letting these scoundrels interfere with your personal schedule. I wish I was as brave. I suggest we petition the Paris City Military Governor to sanction your offer to lead a military force to clear out these slimy cowards and I pledge my sword (and my troop) to the cause. I would have no issues serving under a man of your experience in leading such a task force. I will take this matter up with my Commanders, Lt Colonel d'Over and Brigadier-General The Money Goes.

† Gregory Lessore de Saviour,
Captain, Kings Musketeers

To be sung by the personal servants of Egon Madd

"He's going to make a Living doll that he can call his own;

A living doll that no one else can steal.

And so those flirty flirty guys

With their flirty flirty eyes

Will have to flirt with dollies that is real.

When he comes at night, she will be waiting.

This doll that waits for him, she doesn't scream.

He could have gone and brought an inflatable one,

But then he would have had to save her from most of the marines."

Hmm, still too many words in the last line. † A G

Just a little way from here

If I'm not feeling any less fear

I promised myself I would take myself, at the enemy just to peer

And raising up my gun

Would shoot them one by one

In an effort to make it clear to who

Ever runs this war, I'm a hero

Aiming for great things, Lords and Kings,

Whoever's watching

(And Generals too, yes that mean you, no sense in keeping me low)

And then with ammo spent

I'll go back to my tent

† Alan à Ganatcher Alie

Points Arising

Next turn is the start of a new season. **All characters start the month in Paris and all duels *must* be fought.** Any vacant appointments not taken by player characters will be filled by NPCs – unless appointed by a player character, who may order that they are left vacant (if you have a post or rank that allows you to appoint other characters to vacant posts, don't forget to give some orders for this).

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

AdG Armand dan Gerous (Barry Townsend) has NMR'd. Total now 1
BdW Bud d'Wiser (Francesca Huskinson) has NMR'd. Total now 1

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

RBG Renaul Baptiste Grenoble (Olaf Schmidt) has NMR'd. Total now 2 and is sent to a Frontier regiment
SdE Singes d'Ecureuil (Saje Dowling) has NMR'd. Total now 2 and is sent to a Frontier regiment

FF (Mark Barrowcliffe) was floated as he's laid up with a bad cold.

X1 (Benedikt Löwe) was removed as I received no orders and his previous character died of NMRs.

No, Alain Hermès isn't being played by a different person. Following his

recent marriage, Rob Shirai, né Fuller, has taken his wife's surname. And moved to California. It must be love. ☺ Congratulations, Rob!

This turn Tim Skinner rejoins the game – welcome back, Tim.

The *En Garde!* rules are available to LPBS players at a reduced rate: see any month's Points Arising web page at www.pevans.co.uk/LPBS; or send a cheque (payable to Margam Evans Limited) for £7 (inc postage to UK addresses) to LPBS, 180 Aylsham Drive, Uxbridge UB10 8UF.

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 should 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

Duels

Results of this month's duels:

Stewart Senquiry (with ZA, gains 1 Exp) beat Gregory Lessore de Saviour.

Beau de Cire's challenge to Zachary The Money Goes was voted down 3:3.

Grudges to be settled next month:

Ferdinand Franz (Rapier, Seconds SDL, 4 rests) and Horatio d'Escargot (2-Hand, Seconds LaT, adv.) have mutual cause for being in enemy regiments.

Dominique L'Etoile (Rapier, adv.) and Jean-Pierre le Crow (Foil, 1 rests) have mutual cause as neither stood down over Ada.

Gregory Lessore de Saviour (Rapier, Seconds AdG & EM2, 1 rests) has cause with Stewart Senquiry (Sabre, Seconds RBG & ZA, adv.) as he's not Noble but higher SL.

Alain Hermès (Rapier, adv.) and Walter Butts (Rapier, Seconds ZTMG & SS, 1 rests) have mutual cause for being in enemy regiments.

"Adv." shows who (if anyone) has 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

Tim Skinner gets the Second son of a well-to-do Gentleman: Init SL 4; Cash 250; MA 5; EC 3 (JPA).

Simon Burling gets the Second son of an Impoverished Viscount: Init SL 10; Cash 40; MA 6; EC 4 (X1).

Nik Luker gets the Bastard son of a well-to-do Gentleman: Init SL 3; Cash 225; MA 1; EC 4 (X2).

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 EH	
Inspectors-General: of Cavalry N	of Infantry N	
Commissioner of Public Safety ZTMG		
Chancellor of the Exchequer —	Minister of Justice GI	
Minister of War SDL	Minister of State GdSM	

Army Organisation and Summer Deployment

First Army (Defence) RdO/N/___/DC
 Guards Brigade (Defence) – RFG CG KM
 Second Army (Assault) CIG/___/___/___
 First Division (Assault) N1/N/LaT
 1st Foot Brigade (Assault) – RM PM
 2nd Foot Brigade (Assault) – 13F 53F
 Second Division (Assault) N4/N/N1
 3rd Foot Brigade (Assault) – 27M 4A
 4th Foot Brigade (Assault) – 69A Gscn
 Frontier Division (Assault) N3/N/N1
 Frontier Regiments (Assault)
 Third Army (Field Ops) JS/N/StSy/N
 Cavalry Division (Field Ops) N5/N/N6
 Horse Guards Brigade (Field Ops) – DG QOC
 Heavy Brigade (Field Ops) – ALC CPC
 Dragoon Brigade (Field Ops) – GDMD PLLD
 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

Battle Results

Dragoon Guards: 3
 Archduke Leopold Cuirassiers: 5
 Frontier regiment 1: 3
 Frontier regiment 2: 5
 Frontier regiment 3: 3
 Frontier regiment 4: 2
 RNHB regiment: 3

Brigade Positions

Guards Brigade N6/N/RdS
 Horse Guards Brigade N2/N/AG
 Heavy Brigade HdE/N/ZA
 Dragoon Brigade ___/___/N2
 First Foot Brigade N3/N/N5
 Second Foot Brigade N5/N/N5
 Third Foot Brigade N5/N/N5
 Fourth Foot Brigade N3/N/N5

Entries as Army Organisation Table

Announcements

Orson de Combat applies for Renault Culvert d'Eau applies for
 Chancellor of Exchequer Regiment Adjutant of RM
 Renault Culvert d'Eau asks NPC
 Regiment Adjutant of Royal
 Marines to resign

Frontier Regiments

(Defence for Mar-May)

	F1	F2	F3	F4	RNHB
Colonel	N6	N5	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	GdSM
64	Edna Bucquette	18	W	EH
3	Kathy Pacific	17	B	BdM
35	Katy Did	16	I	
42	Maggie Nifisent	16	B	
55	Jacky Tinne	16		GI
60	Polly Hydronne	16	W	
52	Guinevere d'Arthur	15	B/W	AdA
10	Frances Forrin	14	B	
48	Fifi	14	B/W	OdC
16	Ophelia Derriere	13		BdO
26	Ella Fant	13	B	SS
27	Lucy Fur	13	B	
30	Leia Orgasma	13	B	StSy
45	Cath de Thousands	13		
8	Lotte Bottle	12	B	SDL
12	Charlotte de Gaulle	12		
17	Henrietta Carrotte	12	I/W	HdE
28	Vera Cruz	12		
31	Bess Ottede	12	I/W	LaT
1	Sue Briquet	11	B	RdS
4	Anne Tique	11	W	
9	Deb Onairre	11	I	AG
40	Sheila Kiwi	11		
63	Carole Singeurs	11		
20	Emma Roides	10	I	ZA
33	Anna Rexique	10	I	ZTMG
38	Pet Ulante	10	W	JdIB
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	AH
59	May Banquot l'Idee	9		
2	Betty Kant	8	I	
19	Jenny Russe	8	W	
32	Sal Munella	8	W	JaLa
41	Marie Antoinette	8	B/I	
47	Eve Ningalle	8	I/W	WB
49	Mary Huana	8	B/I/W	PdVR
34	Freda de Ath	7	W	
39	Thomasina Tancenjin	7	I	
50	Ulla Leight	7	I	
5	Belle Epoque	6	B/I	JPA
13	Josephine Buonoparte	6	I/W	RCdE
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
CIG	Earl Charlemagne le Gosse	26	60	OK	B.General/2nd Army Commdr	14 Lois	Flr	2	Neil Packer
GdSM	Count Gaston de St Marque	26	59	Comfy	General/State Min.	9 Bette	Flr	3	Nathan Richards
ZTMG	Count Zachary The Money Goes	24	59	Rich	B.Bdr-General KM/CPS	11 Anna	Flr	4	Gerald Udowiczenko
SDL	Count Stan Dandy Liver	24	45	Rich	Lt-General/War Minister	11 Lotte	Flr	4	Guy Arnold
SS	Baron Sean Sandomour	22	54	Withy	Fld Marshal	5 Ella	Flr	2	Pete Holland
OdC	Marquis Orson de Combat	21	55	Withy	Bdr-General/Chancellor	6 Ffi	Flr	5	Francesca Weal
JS	Baron Jacques Shitacks	20	21	OK	B.General/3rd Army Commdr	3	Flr	4	David Oliver
DC	Sir Devlin Carnate	19	53	Comfy	B.Bdr-General PLLD/1st Army QMG	4 Angelina	Flr	2	Bruno Giordan
BdM	Viscount Beppe de Marko	19	52	Comfy	Bdr-General GDM	17 Kathy	Flr	2	Mark Moores
BdW	Baron Bud d'Wiser	19	25	Comfy	B.Bdr-General	11	Flr	2	Francesca Huskinson
RdO	Marquis Revaulvin d'Or	19	F	Rich	B.General/1st Army Commdr	11	Flr	4	Jerry Spencer
BR	Marquis Beau Romir	19	F	Withy	Captain RFG/C.Prnce Aide	9	Flr	3	Graeme Morris
EH	Earl Euria Humble	19+	58	Comfy	B.Lt-General/Adjutant Gen	15 Edna	Flr	5	Matthew Wale
GdLi	Baron Gar de Lieu	18-	15	Poor	Lt-General	3	Flr	4	Bill Hay
AdA	Averell d'Alton	16	47	Poor	Colonel RFG	4 Guinevere	Both	4	Martin Jennings
HdE	Sir Horatio d'Escargot	16	46	Poor	B.Bdr-General ALC/Hvy Brigadier	4 Henrietta	Both	3	Graeme Wilson
TT	Sir Thomas Tudo	16	F	Comfy	Lt.Colonel ALC/FMshl's Aide	6	Both	5	Ben Brown
LaT	Lun a'Tic	15	41	Comfy	Lt.Colonel RFG/1st Div Adjutant	1 Bess	Both	2	Paul Wilson
LdE	Lucien d'Escallehuitaillement	14	RIP						Nik Luker
PdMR	Sir Pierre de Mont R��al	14	F	Comfy	Bdr-General	8		5	Pam Udowiczenko
RdS	Roget de Saurus	14+	48	Poor	Major RFG/Gds Brigade Maj.	7 Sue	BG	2	Gerry Sutcliff
JLF	Jean Laissez Faire	13	18	Poor	Colonel CG	2	Both	3	Filipe Silva
GI	Sir Gustav Ind	13+	51	OK	B.Bdr-General RM/Justice Min.	2 Jacky	Flr	5	Ashley Casey
StSy	Stewart Senquiry	13+	50	Comfy	Colonel CPC/3rd Army Adjutnt	2 Leia	BG	2	Colin Parfitt
BdO	Benedict d'Over	12+	40	Comfy	Lt.Colonel KM/KM Regt. Adjt.	6 Ophelia	Hunt	4	Mark Stretch
WB	Sir Walter Butts	11	30	Withy	Colonel I3F	5 Eve	BG	3	Richard Newby
EM2	Egon Mad 2	11	F	Poor	Major RFG	2		2	Tym Norris
AG	Aloysius Gnomeclencher	11+	48	Comfy	Lt.Colonel QOC/HGds Brigade Maj.	6 Deb	Hunt	2	Mike Dommett

ID	Name	SL	SPs	Cash	Rank, Regiment/Appointment	MA Last seen	Club	EC	Player
X1		10	RIP						Benedikt L��we
EB	Sir Emmanuel Banois	10+	F	OK	Captain RFG	5	Hunt	3	Chris Martin
PdVR	Pierre de Vin Rouge	9	29	Poor	Colonel PM	4 Mary	Hunt	3	Keith Bristow
RPdE	Roland Pollee d'Eaulee	9	17	Poor	Colonel QOC	6	HGds	3	Pete Card
IS	Indie Spencible	9	F	OK	Captain RFG/RFG Regt. Adjt.	4		1	Charles Burrows
LB	Leffe Bier	9	F	Comfy	B.Lt.Colonel CG	4	Hunt	1	Robert Carter
GLdS	Gregory Lessorre de Saviour	9+	35	Poor	Captain KM	1	BG	4	Mark Cowper
ZA	Zeus Aspillais	8+	38	Poor	Major CPC/Hvy Brigade Maj.	4 Emma	BG	3	Jerry Spencer
AH	Alain Herm��s	8+	30	OK	B.Bdr-General 27M	2 Ava	BG	4	Rob Fuller
JdIB	Jacques de la Boite	8+	29	Poor	Captain PM	1 Pet	BG	5	Justin Key
RBG	Renaul Baptisee Grenoble	7	F	Comfy	Major CPC	2	BG	4	Olaf Schmidt
Sdj	Swender de Jewel	7	F	Comfy	Major DG	3		1	Ray Vahey
JM	Jacen Moulan	7	F	Poor	Private RFG	1		6	Aaron Sibley
BdC	Beau de Cire	7+	25	Poor	Lt.Colonel RM	6	F&P	5	Andrew Burgess
FF	Ferdinand Franz	6	12	Poor	Major GDMD	4	RP	3	Mark Barrowcliffe
AdH	Adolphe d'Hutelar	6	RIP						Simon Burling
ME	Michel Entire	6+	32	Poor	Captain PM/Bdr's Aide (GI)	6	RP	3	Tim Macaire
RCdE	Renauld Culvert d'Eau	6+	31	Poor	Captain RM	2 Josephine	F&P	2	Gina Teh
JaLa	J'accuse L'amour	6+	29	Poor	Subaltern QOC	6 Sal	HGds	2	Mark Booth
SdE	Singes d'Eureuil	5	F	Comfy	Major RM	2	F&P	2	Saje Dowling
JPIC	Jean-Pierre le Crow	5+	25	Poor		2	RP	3	Dave Challoner
JPA	Jean Paul Amiss	5+	24	Poor		5 Belle	RP	3	Tim Skinner
AdG	Armand dan Gerous	3-	2	Poor		5		3	Barry Townsend
DLE	Dominique L'Etoile	3	8	Poor	Subaltern PM	2	RP	2	Dominic Howlett
ILB	Ilk Lamore Bartat	3+	9	OK		6		6	Andrew Kendall
AaGA	Alan �� Ganatcher Allie	1	F	Poor		5		6	Chris Boote

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, Flthy = 25000+
Last seen is the lady the character was last seen with in public.