

That would be enough

This has been issue 84 of *To Win Just Once*, published 3rd April 2008. 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 2008

Deadlines

Orders for *Railway Rivals* and *Star Trader* to Mike Dommett by 18th April.
Orders for *Les Petites Bêtes Soyeuses* and any other contributions to Pevans by Friday 25th April 2008.

(Deadlines for 2008 are 23rd/30th May, 27th June/4th July, 1st/8th August, 5th/12th September, 10th/17th October, 14th/21st November, 19th/24th December)

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

Games played

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

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

Railway Rivals Jonathan Palfrey is in the queue for the next (on the Yorkshire map – working copy provided).

Star Trader Colin Parfitt, Thomas Frost, Mark S Robinson, Jerry Elsmore, Gina Teh, Michael Martinkat, Martin Jennings, Dominic Howlett and Pevans are waiting for the next game. Rules provided.

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To Win Just Once

(incorporating *Les Petites Bêtes Soyeuses*)

Jerry Elsmore struts
his stuff at 1897 –
Pevans reports

Plus the London Drinker
Beer Festival and *Pushing
Ice* reviewed

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Chatter

It's April, so it's time for my annual trip to the USA for The Gathering of Friends. This is the games convention organised by Alan Moon. It's attracting an increasing number of games designers and publishers – from the US and Europe. This makes the event part business, but it's also an opportunity to play new games. I'm looking forward to it and I'll be reporting back on the games.

In the meantime, here's the promised report from the weekend-long freeform game I was at in February. Followed by my tasting notes from his year's London Drinker Beer Festival.

1897

The year is 1897. The sixtieth year of the glorious reign of Her Imperial Majesty Queen Victoria. But it is also a fractious time across Europe and the rest of the world. There are tensions between nations, amongst the people and in the halls of academe. To mark the Queen's Diamond Jubilee, a great celebration is organised. This brings together the crowned heads of Europe (most of whom are closely related to Her Majesty, of course), the world's greatest thinkers and inventors, artists, adventurers, explorers and politicians.

A hundred people behind a hundred feet of solid stone; all alone for the weekend. The name of the place is Windsor Castle. This is Queen Victoria's Diamond Jubilee and it's our last best hope for peace.

Ahem. As I mentioned a few issues ago, I've started re-watching *Babylon 5* and it's affecting me. ☺

1897: Queen Victoria's Diamond Jubilee was actually a weekend-long freeform (or live role-playing) game. It took place at the West Retford Hotel in Retford, Notts over the weekend of 22nd-24th February (it was previously run in the UK in 1997). Yours truly was one of the players, taking on the role of Sherlock Holmes (last time I was Lord Kelvin). I had the able support of Doctor Watson, Mycroft Holmes and Inspector



A weary Doctor Watson fends off another medical query

Lestrade. All at Windsor Castle to provide security and, in Mycroft's case, to assist the Government (Parliament held several sessions at the castle).



Gentlemen demonstrate the fine art of Cricket to Johnny Foreigner

Things had barely started when Lestrade and Holmes had a body to deal with. An Austrian professor and chess champion had fallen to his death from his bedroom window. Holmes's painstaking examination of the scene simply confirmed this was suicide. More intriguing was the document found on the body. Addressed to "Holmes" it offered a return challenge and an assignation hidden beneath a simple cipher. It was several hours before we realised that this was intended for **Mycroft** Holmes, who had bested the man in a chess match. This was the beginning of a trail of puzzles that was to lead Mycroft to a deadly bomb set to destroy the whole castle.

The next body was a servant girl, hacked apart like one of Jack the Ripper's victims. This was particularly worrying for Holmes and Watson as



Lillie Langtry and Lord Roberts

we knew who Jack the Ripper was. Or rather who had carried out these atrocities under the influence of a condition that we, as chemist and doctor, now had under control. We **knew** the 'real' Ripper couldn't have done it. Oh dear. Several more bodies followed, with Holmes completely baffled. The climax of my game was being attacked by the Ripper. Twice!



The audience is rapt as Dorian Gray's portrait is about to be revealed in Saturday evening's play

Mycroft, Lestrade and I also had a fun Saturday evening. Infamous thief Arsène Lupin had promised to steal the Queen's pictures that night. The three of us laid in wait (apparently various shenanigans were laid on to distract us, but we didn't even notice!) and apprehended the villain and his accomplices in the act. Unfortunately, all made surprising getaways, only to re-appear later under different guises. What they didn't know was that we were aware of their alter egos, so we arrested them again. Faced with apprehending 'Harry Houdini,' Holmes took no chances: shoot first, arrest later! Watson's trusty service revolver came in handy.

What I saw of the game was, of course, just a small fraction of what was going on. Sherlock Holmes was not involved in any of the plots amongst royalty, the scientists, the heads of state, the British Parliament (which was debating such matters as women's suffrage and Home Rule for Ireland) or the various magic/religion goings-on. (The Archbishop of Canterbury kept going on about threats to the spiritual well-being of the Queen and the nation, but Holmes just

ignored him!) The set pieces in the game worked really well. Particularly the dramatisation of *The Picture of Dorian Gray* on the Saturday evening. It was a terrific performance from the cast, who added to the various plots of the game at the same time.



A large audience watches the formal duel between 'Captain Nemo' and 'Count Dracula' for the honour of Transylvania (or some such)

All in all, this was great fun and an excellent weekend. Made so not just by the game, but by the people who took part. The team of GMs did an excellent job and I had great fun with my character and my 'team'. Another weekend-long game is scheduled for next February. This sounds interesting as it's on two levels: players are characters in the Middle Ages, re-telling the tales of King Arthur and his Knights. If this kind of thing interests you: sign up with the UK Freeforms group at Yahoo! – <http://games.groups.yahoo.com/group/uk-freeforms>

London Drinker Beer Festival

I missed last year's London Drinker, so I made a point of getting along to this year's event. Though I was only able to spend a couple of hours at the Camden Centre. While it meant I didn't have time for as many beers, at least I wasn't standing up for so long – most of the seats at the hall are in the dining area.

Terry Pratchett was in the news the day before I visited the Beer Festival (announcing his donation of half a million quid to research into Alzheimer's – see box on page 9) and I was struck by how many people there looked like him: balding, bearded and be-hatted. Oops: that's me too! In which case I could add beer-bellied...

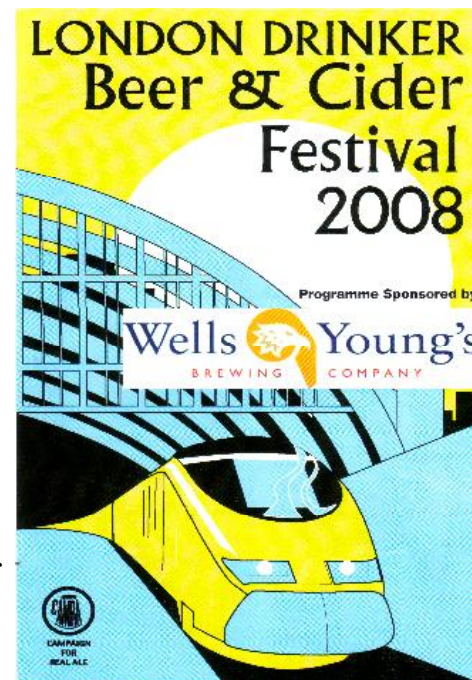
Be that as it may, I started with a familiar beer to get my taste buds into gear. This was the very refreshing JHB (from the Oakham Brewery in Cambridgeshire, 3.8% alcohol by volume). It took me a bit by surprise as it was much paler than I remembered – it was a very pale yellow. It still had a nice, hoppy aroma. On the tongue it was nicely bitter and dry and just a bit fizzy – it went well with the lamb curry (the day's special) I had for lunch. A fine start.

After which it was time to try something new and I'm a fan of Yorkshire beers. I went for Guzzler (York Brewery, north Yorkshire, 3.6% abv), which the programme described as having "dominant hop and fruit flavours". It was nearly as pale as the JHB, but smelled more malty and sweet. It tasted smooth and mellow, but with a bitter aftertaste. It felt almost flat after the JHB. Fine pint number two.

Matins was another Yorkshire beer (Abbeydale, south Yorkshire, 3.6%). It was a very pale yellow again. The beer smelled slightly musty and tasted ... something rotten. Rotten apple, perhaps. Not something I wanted to drink much of. I ditched it in favour of something else.

The something else was from a bit further south: Black Country Bitter from Holden's (West Midlands, 3.9%). Back in the days when I was a student in Birmingham, the place was a beer desert. To get decent, bitter beer, you had to go outside the city. There were lots of little breweries in the Black Country. One of those was Holden's, whose Black Country Bitter you could get in polypins even in Brum. So drinking it here was something of a nostalgia trip. In the glass it was a pale, golden yellow, as I remember. It smelled slightly sour, but was mouth watering at first taste. It's bitter and very, very dry. However, apart from that, it had little flavour. It was still rather nice in comparison with the Matins.

Back to Yorkshire to try Outlaw Wrangler (Roosters, north Yorkshire, 3.7%), another very pale yellow beer. It had a nice, refreshing smell with a definite tang of grapefruit. It tasted fruity and sharp – gorgeous stuff that produced more saliva! It had a rather bitter aftertaste, though. It's very nice, but I'm not sure I could drink this in any quantity.



My taste buds were feeling a bit overloaded by this point, but I could manage one more. So I tried Tipster (Battledown, Gloucestershire, 4.2%). This was a proper brown beer colour, if a bit light. It smelled and tasted maltier – almost caramel – than anything else I'd had to drink that afternoon. It was rich on the tongue and dry going down. An excellent beer.

That was enough for me, but I did pick up the dates for the Ealing Beer Festival: 2nd-5th July. This doesn't appear on the official CAMRA list of beer festivals, but it is being promoted by the West Middlesex branch. I'm intrigued that the venue is given as Walpole Park in Ealing. I hope the weather's fine! And this year's Great British Beer Festival is at Earls Court again over 5th-9th August. Who fancies the Thursday (7th) afternoon?

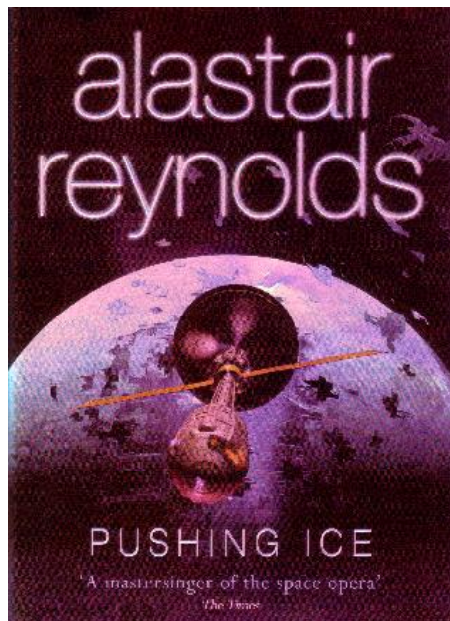
Science Fiction

When I started reading SF as a lad, I quickly learned there was a triumvirate of top authors: Asimov, Clarke and Heinlein. The recent death of Arthur C Clarke deprives us of the last of the three. Truly the end of an era, but Clarke, no less than the other two, leaves a huge body of work that will continue to enthrall its readers for many years.

Having said I was on an Alastair Reynolds kick last time, I've polished off *Pushing Ice* in short order. As you can tell, I found it rather more interesting than *Century Rain*. When I first read SF, asteroid mining was a standard idea.

Just like in Westerns, the protagonists were rough, tough prospectors looking for precious metals – only they had spaceships rather than mules. *Pushing Ice* has something similar: 50 years in the future, rough, tough miners are finding ice comets on the fringes of the solar system and sending them inwards to fuel the rapidly growing economy in near-Earth space. "Pushing Ice" is shorthand for their philosophy: just getting the job done.

We are quickly introduced to the key crew members of one of these nuclear-powered spaceships, Rockhopper. In particular we meet the Captain, Bella Lind. This is interesting as the prologue, set amid a galaxy-spanning human civilisation thousands of years in the



future, has already introduced Bella Lind as "The Benefactor". In the far future, her future, she is known as someone who was pivotal in humanity reaching the stars. By the time Bella Lind appears in chapter 1, the reader already knows that she is set to achieve something momentous – presumably the story we are about to read.

Rockhopper's mission is interrupted by the news that Janus, one of Saturn's moons, has broken orbit and is heading out of the solar system! Clearly it isn't a moon after all. The one ship in a position to reach it (and, perhaps, return) is Rockhopper. (You'll notice that Mike has called the new *Star Trader* game "The Cold Equations" after the excellent short story by Tom Godwin: it's these same equations that dictate that only Rockhopper can intercept Janus).

This is where Reynolds displays his talent for making the story about the people, rather than the technology – though there's a lot of technology in his stories. It is up to Rockhopper's crew to decide whether to pursue Janus and Reynolds makes it clear that this is a debate with several factions. And the kind of things they are debating are familiar: "how much will we be paid?" being one of them. This is a theme that continues through the book as the crew has, essentially, two main, competing leaders: Captain Bella Lind and her Chief Engineer, Svetlana Barseghian. Knowing from the prologue that Bella is the character with historical significance, it's a neat twist when Svetlana takes over quite early on.

As you'd expect, the Rockhopper goes in pursuit of Janus. Equally, it's no surprise that things get complicated. Just the journey to link up with Janus is full of incident (and takes a good third of the book). After this it gets really complicated. Our cast of characters is stuck on a spaceship, linked to a structure built of incomprehensible alien technology, hurtling out of the solar system. And they are split into factions with continuing in-fighting. What follows from here is a terrific story of aliens, technology, the future and ordinary human beings. Reynolds has a couple of neat twists that subvert what we think we know from the prologue. And at the end of the book, I still felt this was just the beginning. The story goes on – as do some of the characters. Whether Reynolds will write about this, I don't know. In the meantime, we have *Pushing Ice*, which I thoroughly recommend.

Match it for Pratchett

Dave Langford reported Terry Pratchett's donation (as \$1M) to Alzheimer's Research in the latest *Ansible* (www.ansible.co.uk). He added "The fevered brain of Pat Cadigan perceived that this could be equalled if a million fans each gave a [dollar] to the same cause, a campaign very soon named 'Match It For Pratchett'". You can donate at www.matchitforpratchett.org – running total was nearly £50k at the beginning of April.

Games Events

Oops: who spotted that I typed 'Maycon' instead of 'Baycon' last issue? No, I didn't think so!

Tringcon is this Saturday in, as the name suggests, Tring in Hertfordshire. This is a small-scale gathering of board gamers for a day of games playing. It is now organised by Keith Thomasson and you can find full details on his website at www.fwtwr.com/tringcon

In May we have Beer & Pretzels: 17th and 18th May in the Town Hall in Burton-on-Trent, Staffs. This is two days of board games, CCGs, RPGs, miniatures and anything else organised by the local games shop, Spirit Games. Full details are on the website: www.spiritgames.co.uk/bnpdetails.php

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.

Manorcon: 25th-28th July at Stamford Hall, University of Leicester. The biggest board game event in the UK, celebrating its 25th year. This year it's hosting SpielChamps, the UK Board and Card Games Championship (and qualifier for the European Championships), so I'm hoping to be there. More information from the website: www.manorcon.org.uk

Spiel: the board games event of the year. 23rd-26th October, 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. 14th-16th 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 84 was written and edited by Pevans. The LPBS masthead (page 17) is by Lee Brimmicombe-Wood and the other drawings (pages 18, 20 and 21) are by Nik Luker. Pevans took the photos and played with a scanner and Photoshop.
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Bridgenorth Cliff Railway Railway Rivals game 6 – Turn 3

CHUFFIN' RAILWAYS continues to build south along the Severn, connecting into Great Malvern and Cheltenham. VROOM, presumably thinking better of paying BILL, heads north into MLX's territory. SEAWEEED builds two main routes, one north west and the other north east. MLX continues to build radiating lines from the north. And Bestrail crosses the Severn.

A: VELOCITY RAILS OF ODD MOTION (VROOM) – Gina Teh (BLACK)
Builds: (C52) - C49 - B48 – BRIDGE-NORTH (+6)
(N49) - M50 - M53
(M53) - REDDITCH; (A52) - A51 - N10
- N8 - DITTON PRIORS (+3)
Score: 18 +9 (towns) +1 = 28

B: BEN'S ELECTRIC & STEAM TRAINS RUN ALONG INLAND LINES (BESTRAIL) – Ben Brown (RED)
Builds: (C61) - D60; (K17) – LEO-MINSTER - I16 (2 TO SEAWEEED)
(D60) - GREAT MALVERN - E59
(E59) - WORCESTER
Score: 35 -2 +4 = 37

C: SOUTH EAST & WEST EXPANDING ENTERPRISE DEVELOPMENTS (SEAWEEED) – Tim Macaire (BLUE)
Builds: (LEOMINSTER) - F14 - F13 (LEDBURY) - D60 (3 to BESTRAIL)
(D60) - GREAT MALVERN; (F13) - D12 - KNIGHTON (1 to BESTRAIL, +3)
Score: 32 +3 (towns) -4 +8 = 39

D: BILL'S INGENIOUS LEVERAGED LOCOMOTIVES (BILL) – Bill McKinley (GREEN)
Builds: (K14) - J14 - LEOMINSTER; (J14) - H15
(H15) - F14 - PRESTEIGN (+3, 6 to SEAWEEED)
(PRESTEIGN) - D16 - C17 - NEW RADNOR; (K13) - LUDLOW; (WEST BROMWICH) - H46 (+3, 1 to VROOM)
Score: 44 +6 (towns) -7 +4 = 47

E: CHUFFIN' RAILWAYS (CR) – Nathan Richards (BROWN)
Builds: (G59) - F59 - GREAT MALVERN; (I54) - BROMSGROVE (+9)
(G59) - G60 - H60 - H61 - H62
(H62) - TEWKESBURY - H64 - H65 - CHELTENHAM
SCORE: 46 +9 (towns) = 55

F: MOONS-LENS XPRESS (MLX) – Gerald Udowiczenco (ORANGE)
Builds: (I12) - LUDLOW HILLS - J13 - LEOMINSTER (+3, 4 TO BILL)
(F4) - C6; (WELLINGTON) - A43
(A43) - B42 - C43 - D43; (MUCH WENLOCK) - N6
Score: 29 +3 (towns) -4 = 28

Building rolls for the next turn: 4, 5, 4

**Orders to Mike Dommett, 119 Victoria Road, ALTON GU34 2DD
or by e-mail to mike_dommett@yahoo.co.uk by 18th April 2008.**

The Cold Equations

Star Trader game 4 – Start-up

We have eight players so this game is being played on the smaller (6 star systems) map. We are using the “Corporate Scenario”, so each player has a specific Corporation with its own victory conditions.

A Jerry Elsmore: ARCHANGEL LINES

A transport line serving passengers moving between major systems at the fringe of the Federation.

Market Positions: None.

Agents: None.

Loans Outstanding: None.

Special Rules: Archangel can never purchase factories, and no ship owned by Archangel may carry more than one cargo pod.

B Paul Evans: EON FLASHCORP

One of the shadier members of the business community, Eon is frequently indicted for smuggling and other illicit activities, always managing to avoid being disbanded through political contacts, technicalities, and various sly dealings.

Market Positions: None.

Agents: None.

Loans Outstanding: None.

Special Rules: Eon Flashcorp may take out no loans (except from other players).

C Thomas Frost: QUASAR ENTERPRISES

[The first Corporation I ever played!] A newly formed subsidiary of the Federation’s largest trading company, Galactic Trading, Inc. To a limited extent, it has the power of the parent company in support.

Market Positions: None.

Agents: None.

Loans Outstanding: None.

Special Rules: Quasar Enterprises may borrow up to 1000 HT, regardless of status, but may never borrow more than 1000 HTs, however. Add 200 HTs to the amount needed for victory for each level Quasar’s reputation falls below 20, even if the level rises to or above 20 again.

D Dominic Howlett: GATES LEARJET

Originally a manufacturer of small, intra-system craft, Gates-Learjet Corporation expanded into interstellar trade when a debtor company went bankrupt and gave Gates its vessels in partial compensation.

Market Positions: Contractor (Alloys, Isotopes) at Mu Herculis, Dealer (Alloys) at Epsilon Eridani.

Agents: None.

Loans Outstanding: None.

Special Rules: Add 1 to all Smuggling Check dice rolls made by Gates.

E Martin Jennings: MCRADIE’S CREW

During standard manoeuvres, a heavily armed Federation Spear class vessel disappeared. For several weeks, it was thought to have hit an asteroid and disintegrated, but then it was detected in the Gamma Leporis system. There, the ship intercepted and destroyed a group of four unarmed merchantmen. From then on, no craft was safe from the fire of First Officer McRadie’s mutinied crew.

Market Positions: None.

Agents: None.

Loans Outstanding: None.

Special Rules: McRadie’s crew never undergoes an inquiry, may never purchase warehouses, factories, or legal spaceships (except from other players), and may never take out loans.

F Michael Martinkat: MONOGRAM INDUSTRIES

Based on Mu Herculis, Monogram is one of the largest producers of Monopoles in the Federation.

Market Position: Market Manager (Monopoles) at Mu Herculis.

Agents: None.

Loans Outstanding: 300 HTs, due turn 4; interest rate is 28 HTs a turn.

Special Rules: None.

G Mark Robinson: HOUSTON FEARLESS

An Earth-based Corporation, specialising in the trade of super-Isotopes, the potent elements that power the fission generators of the 23rd Century. Founded in the 22nd Century, Houston Fearless has many archaic vessels.

Market Positions: Market Manager (Isotopes) at Tau Ceti; Contractor (Isotopes) Mu Herculis; Dealer (Isotopes) at Sigma Draconis and Epsilon Eridani.

Agents: None.

Loans Outstanding: None.

Special rules: None.

H Gina Teh: GAMLEPCO

The Gamma Leporis Corporation financed and guided the first expedition to and subsequent colonization of the Gamma Leporis System, and remains that system's most important operator.

Market Positions: Market Manager (Alloys) at Gamma Leporis, Dealer (Alloys) at Mu Herculis and Beta Hydri.
Agents: Dwarf in Gamma Leporis Spaceport.
Loans Outstanding: None.
Special Rules: None.

Corporation Table

Corporation letter & name	Conn'n Levels			Init'ive Bid	Turn Order	Cash Rep		Player
	Bus	Crim	Pol					
A Archangel Lines	2	0	2	-	-	250	27	Jerry Elmore
B Eon Flashcorp	1	7	7	-	-	200	10	Paul Evans
C Quasar Enterprises	10	3	5	-	-	1000	30	Thomas Frost
D Gates-Learjet	5	4	2	-	-	300	22	Dominic Howlett
E McRadie's Crew	5	6	0	-	-	900	0	Martin Jennings
F Monogram Industries	6	0	4	-	-	600	25	Michael Martinkat
G Houston Fearless	10	0	3	-	-	500	28	Mark Robinson
H GamLepCo	2	0	3	-	-	250	20	Gina Teh

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

GM Notes

That's 5 Traders, and then 3 increasingly dodgy Corporations.

Now that you know what the other players have chosen, I will want with your first turn's orders:

- a) the victory condition you have chosen;
- b) names for your ships please – I will allocate them on the initial map in case you forget!

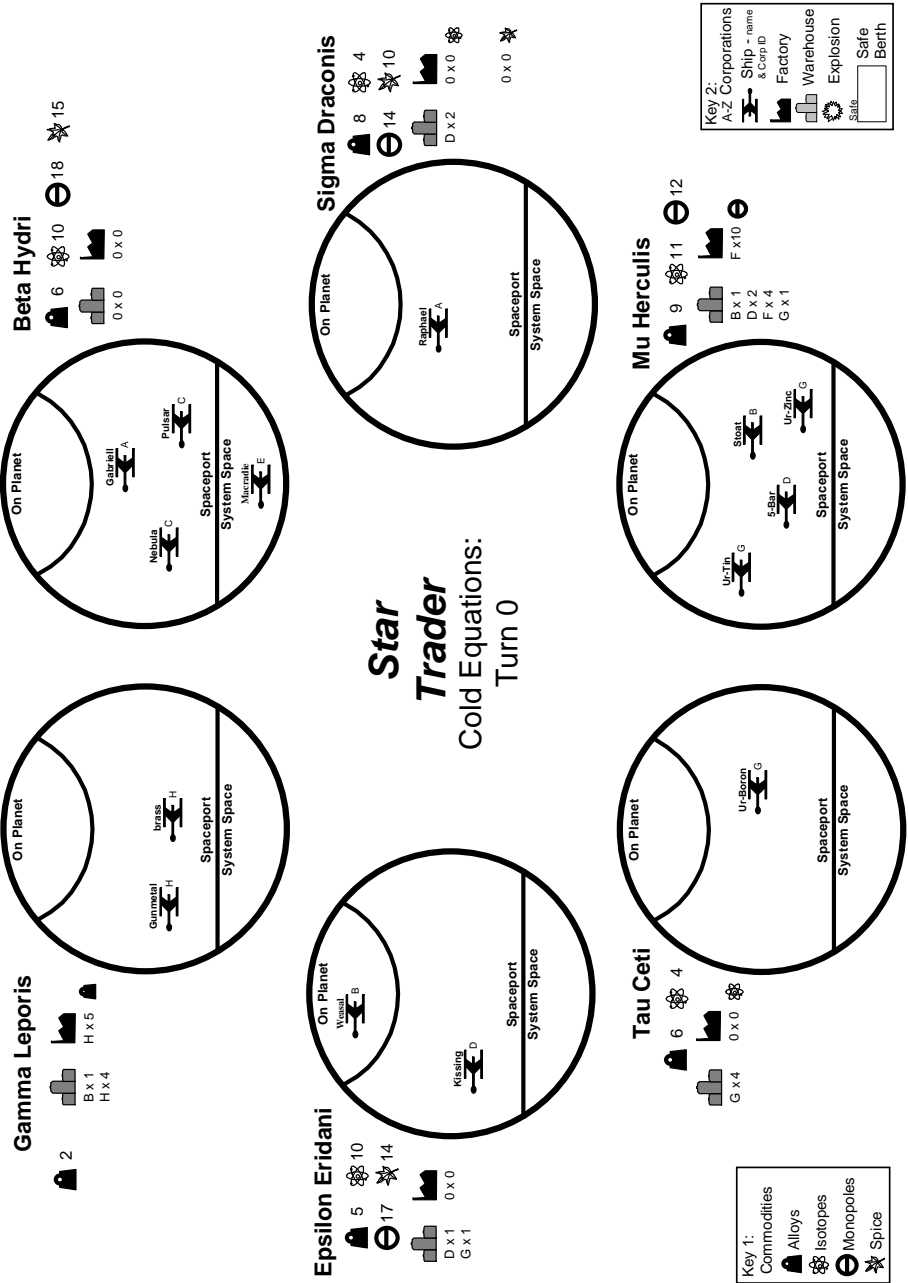
NOTES:

- 1) Houston Fearless does not have to commit itself to the commodity in victory option C at the start of the game.
- 2) McRadie's Crew can only buy warehouses, ships and factories from other players. The other players can

charge what they see fit in cash and intangibles for this.

- 3) Any loans made to Eon Flashcorp are agreed between the players. You can charge more or less than the rates for commercial loans.
- 4) Monogram has only one victory condition. The other two in the original game are impossible to achieve.
- 5) You can give your ships any names you like.
- 6) McRadie's Crew cannot make ships legal. (He's a pirate, not just a dodgy customer.)
- 7) Corporations have to have a minimum reputation to carry passengers.

Orders to Mike Dommett, 119 Victoria Road, ALTON GU34 2DD or by e-mail to mike_dommett@yahoo.co.uk by 18th April 2008.



Games from Pevans

Mail order board and card games in the UK



Aapep



In Egyptian mythology, Aapep is the snake demon who tries to swallow the sun – epitomised by the Sun God, Ra. These are the two sides of a struggle between light and dark, sunshine and shadow.

The game is played on a 4 x 4 grid of squares. Players take turns to place tiles with different patterns of light and shade. The aim is to create a view from one edge of

the board that is either all dark or all light – depending on which side you're on. This is a quick-playing game with some tactical subtlety.

For 2-4 players, aged 8+, playing time 20 minutes: £5.00

Camper Tour

A holiday in a camper is a series of short adventures. You have the freedom to decide your own route, day by day. Eventually, though, you have to return home. Now you can reproduce the adventure and freedom of a camper holiday in Camper Tour. You can go where you want and as far as you like, but must pick the right moment to head back.

Camper Tour is a family race game, where each player has a limited amount of energy. Energy is used on the return



journey as well as the outward one, so players have to gauge their resources carefully to make sure they get home. Each turn, players decide how fast to move, taking the risk that they may not be able to move at all if they go too fast. And they get the opportunity to extend the route.

For 2-4 players, aged 10+, playing time 60 minutes: £15.00

Plus special offers online
(www.pevans.co.uk/Games)

Les Petites Bêtes Soyeuses 210

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 June and July 1661 to
 Pevans at 180 Aylsham Drive,
 UXBRIDGE UB10 8UF or
lpbsorders@pevans.co.uk
 by Friday, 25th April 2008**



May 1661

The squabble between the Dragoon Guards and Queen's Own Cuirassiers continues this month as DG Major Swender de Jewel meets QOC Lieutenant-Colonel Aloysius Gnomeclencher again. Dee Arth Maul seconds de Jewel as the two protagonists cross sabres. Both men are lightweights, but de Jewel is the lighter of the two and correspondingly at a disadvantage. Gnomeclencher starts with a parry and a block. De Jewel's lunge goes straight through the block, scoring first blood. This is not enough to stop Gnomeclencher, who attacks with a slash. His swing coincides with de Jewel's own slash, both of which cause further wounds. This is enough for de Jewel, who surrenders and is helped from the scene by Arth Maul.

The fight between Giles Etraseur and Jean-Pierre le Crow is over even more quickly. His old, unhealed injuries make le Crow far weaker than Etraseur. He is also less skilled with the rapier both men are using. However, le Crow is first to strike, starting a furious lunge that goes straight into Etraseur. He comes back with a lunge of his own. From his position on the ground, le Crow concedes the duel.

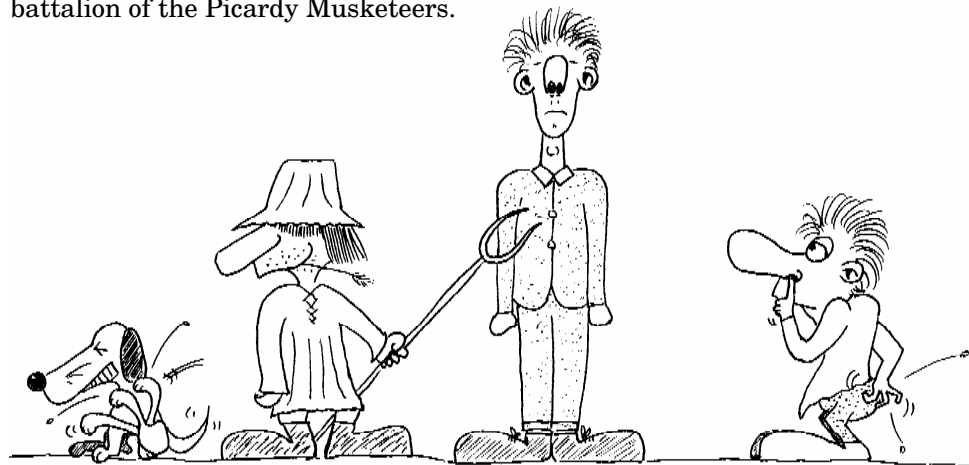
Paris votes for Michel Entire's challenge to Johnny Sais-Pas and the two men meet to settle matters with their rapiers. It's an even fight, though Entire has less expertise than Sais-Pas. He does have a second, though – Jacques de la Boite is on hand to back him up. Sais-Pas tries to fox his opponent with a furious slash.

Entire parries, in case there's an initial lunge, and then goes for the more conventional furious lunge. Entire's lunge meets Sais-Pas's slash and is partially deflected. Both blows do some damage, though. The two men swing round and cut. Sais-Pas strikes first, but doesn't stop Entire. At least not immediately. However, having considered the damage, Entire surrenders before Sais-Pas can hit him again.

New ranks

Sais-Pas's next move is to use what influence he has to remove the Brigade Major of Second Foot. He has not applied for the job, though, and it remains vacant – though it will surely be filled next month for the summer campaign. Herve d'Conde buys his way to the Colonelcy of the Dragoon Guards, allowing Swender de Jewel to take over as Lieutenant-Colonel. Dominique L'Etoile purchases the rank of Major in the Picardy Musketeers. Devlin Carnate accepts Quasi Le Bossu into the Princess Louisa Light Dragoons. He is able to afford the rank of Major and the horses to go with it. New arrival Roland Toussaint applies to the Gascons, is accepted and buys a Subaltern's commission.

Charlemagne le Gosse turns down Alain Hermès's application to be Quartermaster-General of Second Army. General le Gosse keeps his headquarters vacant despite the imminent campaign. Other soldiers decide to get some practice. Colonel Averell d'Alton volunteers the Royal Foot Guards – much to the dismay of RFG Captain Beau Romir, who was planning a series of parties this month. The new Colonel d'Conde mobilises the Dragoon Guards, taking his men to join their regimental enemies in action. Colonel Senquiry gives the Crown Prince Cuirassiers their marching orders. Lt-Col. Michel Entire adds his battalion of the Picardy Musketeers.



THE NEW RECRUITS

What, no Tiddlywinks?

The departure of the Royal Foot Guards from Paris – and Beau Romir in particular – puts a large hole in this month's social calendar. Euria Humble, Horatio d'Escargot and Gustav Ind spend three weeks outside the Fleur, waiting fruitlessly for Beau to show up. The Minister of State, Gaston de St Marque, joins them for two weeks, as does Jacques Shitacks. Gustav makes it into the Fleur at the end of the month under his own steam, giving Jacky Tinne a week out. This gives him the chance to spend some of the cash he borrowed from the Shylocks this month – though much of it has been donated to Charlemagne le Gosse. Jacques gets some female company at the Bawdyhouses in his first week and then gets more when he is successful courting at the end of the month. Gaston just spends two weeks with his rapier. And Euria is busy helping paint the Paris Orphanage. Sean Sondamour and Ella Fant are in the Fleur for their third week. Sean spends the missing week practising his sabre. The final visitors to the Fleur are Angelina di Griz and Devlin Carnate, who's relaxing after three weeks hard work with his sabre. Lois de Lowe and Charlemagne de Gosse are there at the start of the month, before Charlemagne moves to the gym for three weeks with his rapier.

There is one social event this month. Johnny Sais-Pas spends May with Marie Antoinette at the Frog & Peach. Come week 2 and they have guests for Marie's flower arranging class. Di Lemmere brings her new conquest, Quasi Le Bossu. Jenny Russe accompanies Renauld Culvert d'Eau. And Emma Roides has Zeus Aspillais with her. Emma's fine arrangement of spring flowers wins her the prize offered by Johnny. Renauld has already had one week's practice with his rapier and concludes May with a second after visiting his own club, Blue Gables. Zeus sticks with three weeks sabre practice. Quasi and Di stay in the Frog & Peach for the rest of the month and are joined by Ilk Lamore Bartat and Di Lemmere. Ilk has already spent a week with Di and a week drinking in the Bawdyhouses. Dee Arth Maul arrives at the Frog & Peach with May Banquot l'Idée on his arm after two weeks courting. Only one was with May, but she doesn't know this... They are in the club for two weeks.

Other clubs

After his disappointment at the Fleur, Horatio picks up Henrietta Carrotte and takes her to Bothwell's for a week, spending money donated by Lun a'Tic. Gar de Lieu brings Katy Did to Bothwell's to start May and then practises rapier for the rest of the month. Benedict d'Over follows two weeks' practice with two weeks in Bothwell's with Ophelia Derriere.

The visitors to Hunter's all come at the beginning of the month. Aloysius Gnomeclencher spends a week there with Deb Estaround, then three in the gym with his sabre. Ava Crisp accompanies Alain Hermès to the club for a week. He

then prefers the company of his rapier. The final visitors are Pierre de Vin Rouge and Mary Huana. This relationship doesn't last much longer as Pierre goes courting Leia Orgasma. Her very public rejection of Pierre's advances loses him Mary's affections and earns him a duel with her lover, Stewart Senquiry. After which, it's two weeks with his rapier for Pierre.

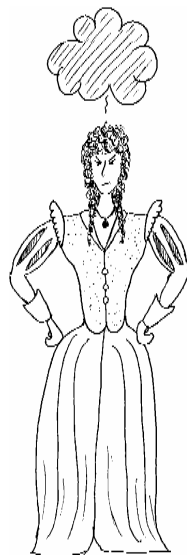
After visiting his mistress, Jacques de la Boite visits the Blue Gables. He repays his debts, thanks to a further loan from Michel Entire. Then he visits the gym for two weeks' practice with a rapier. New arrival Roland Toussaint signs up with Red Phillips and immediately hits the gaming tables: eight losses and one win. So he heads for the Bawdyhouses and some female company. He places another nine bets: seven losses and two wins. It's only five crowns a time, but it leaves him with a declining social standing – and loses him his membership of Red Phillips. A week's unsuccessful courting doesn't help and he spends the last week carrying out his regimental duties. Giles Etraseur is the other visitor to Red Phillips. He's there for two weeks after getting some female company at the Bawdyhouses and before going courting.

Dominique L'Etoile practises rapier for two weeks around an unproductive visit to a certain young lady. He concludes May with a trip to the Bawdyhouses for female company. Jean-Pierre le Crow does the same after his three weeks practice. Stan Dandy Liver and Orson de Combat are in the gyms all month: the former with his cutlass, the latter with his sabre.

Musketballs all round

As the weather gets better, there is more military activity on France's borders. The Crown Prince Cuirassiers are assigned to support First Frontier regiment, but things work out rather differently. The cavalry is ambushed while still on the road. Colonel Stewart Senquiry is the first to leave the battlefield, followed by most of his men. This brings the Colonel some censure from his superiors – and most of society. Lt-Colonel Renaul Baptiste Grenoble endeavours to hold things together, receiving two Mentions in Despatches for his efforts. Only the arrival of the Frontier troops saves the day. Marching to the sound of the guns, Frontier Regiment 1 puts in some well-aimed volleys to stop the attack. This is aided by the attached Battalion of Picardy Musketeers under the command of Lt-Colonel Michel Entire. A MiD comes Entire's way along with the best part of 500 Crowns booty as he helps clear the field of battle.

The QOCs' support of Frontier Regiment 2 is bolstered by the arrival of the Dragoon Guards (though 1st Squadron was already attached). The Queen's Own let the gung-ho fresh troops take the brunt of the action. This does not mean that



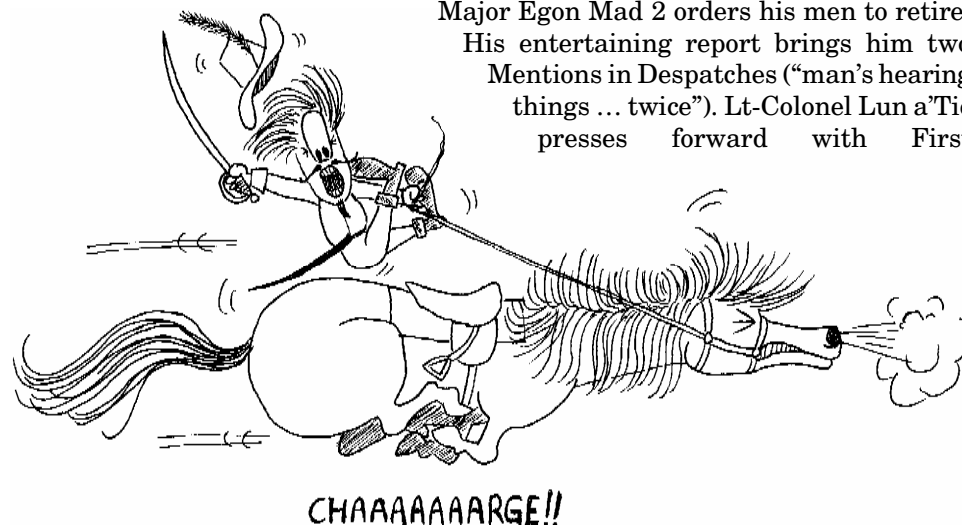
the month is without rewards for them, though. QOC commander Roland Pollee d'Eaulee is Mentioned in Despatches and sweeps up a hundred or so crowns of booty. Brevet Major J'accuse L'amour has his rank made permanent. The Dragoon Guards see off an attack by Spanish forces, with Swender de Jewel's first Squadron leading the way. A Mention in Despatches for new Lt-Colonel de Jewel brings him a Knighthood as well. And he collects over a hundred crowns in loot. Colonel Herve d'Conde is promoted to (brevet) Brigadier-General and picks up more than twice as much booty. And Subaltern Jean Paul Amiss survives his first month in action as a junior officer.

The Cardinal's Guard is still with Frontier Regiment 3, though the attached Battalion of the Royal Foot Guards has been re-assigned. The two regiments have a relatively quiet month. A few skirmishes see a few casualties. Armand dan Gerous meets a musketball with his name on it. RIP. Alan à Ganatcher Alie keeps out of the way of any bullets, which brings him a further reprimand. Lt-Colonel Leffe Bier eschews the safety offered by his rank and prestigious regiment and leads patrols in person. Sadly this catches up with him when one of his patrols is ridden down by Spanish cavalymen. RIP. CG commander Jean Laissez Faire has a brief Mention in Despatches for his eulogy and pockets a small amount of plunder.

The Royal Foot Guards join the battle-scarred Archduke Leopold Cuirassiers in support of Frontier Regiment 4 in the Pyrenees. Ignoring the advice of the men on the ground, the RFG Battalions march into the mountains in search of the enemy. They find them, in the form of guerrillas who attack and run. Second Battalion is hit first, an unexpected fusillade killing Captain Jon de Pull before he knows what hit him. RIP. After a couple of musketballs zip past his ears,

Major Egon Mad 2 orders his men to retire.

His entertaining report brings him two Mentions in Despatches ("man's hearing things ... twice"). Lt-Colonel Lun a'Tic presses forward with First



Battalion, only to come under fire as well. He orders his men to return fire, but they are unprepared. His Captains try to rally the men, but a musketball ricochets off a rock and hits Captain Emmanuel Banois. RIP. The men take cover and the attackers melt away. The Lt-Colonel is Mentioned twice himself and there is another Mention for Captain Indie Spencible. Brevet Subaltern Jacen Moulan has his rank made permanent.

As acting commander of Third Battalion, Captain Beau Romir is more circumspect. After all, he didn't expect to be in action this month. There is a Mention for him, though. Colonel Averell d'Alton is promoted to (brevet) Brigadier-General and also sees his name in the Despatches. Meanwhile Major Roget de Saurus is not serving with his regiment as he is Brigade Major. Attached to Frontier Regiment 4, he can only watch his battered colleagues return to camp. He still receives a Mention in Despatches. His Majesty is eager that his favourite regiment gets more recognition and bestows a Knighthood on the Regimental Adjutant, Indie Spencible.

The Royal North Highlanders have something of a rest. General Revaulvin d'Or and RM Lt-Colonel Beau de Cire pass a relatively peaceful month. The General manages to add a few hundred more crowns to his financial reserves. ❖

Press

Announcements

Applications Invited:

Applications are invited for the position of Regimental Adjutant of the Picardy Musketeers due to the original choice promoting himself out of eligibility!

Please reply to Pierre de Vin Rouge, Colonel, Picardy Musketeers, thank you.

To all suitable officers of France.

I am in need of an Aide for myself and QMQ for Third Army (the present incumbents are not so good and I can help to show them the door).

Please apply direct to the undersigned.

† General Shitacks

Sirs, I see that there is a lack of pomp and ceremony in this City. I have yet to hear or see the King's Musketeers or His Majesty's Guards parade through the city in ceremony.

I shall be taking a turn in the third week of the month to parade through the city with the men under my command.

I invite all persons of rank in the city to contribute and attend as well to show the dastardly Spaniards that they may never insult our King, or befoul our streets.

Vive Le Roi!

While we appreciate the sentiment, we should point out that we expect our troops to be in action next month, not slouching around the streets of Paris!

† Le Roi

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 (just read the dispatches...) and to soften the occasional jump from a fair damsel's balcony? The Cardinal Escort [sic] is needing new members – from Privates to a Captain. Consider your choices well and apply today!

His Eminence will grant you his blessings.

The Dragoon Guards are looking for new recruits,

Sign up today for Glory, Cash and Honour.

All enquiries to my box.

† Colonel Herve d'Conde

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

Matters of Honour

All gentlemen are invited to enter a duelling contest to be held in September at my Club. Entries must be received before the armies depart to the front so that a draw can be made. The competition shall be scheduled for the 4th week in September and will cost 100 crowns per entrant. The

winner will receive 70% of all the entry monies, while the defeated finalist will claim 30%. it will be playing out over the best of three 'touches' -- with padding and blunted swords to keep actual damage to a minimum. All entries included in your next orders please.

† GI

Social

MEGA PRIZE PARTY-QUIZ WIN A CHANCE TO MEET THE CROWN PRINCE!

The fun just goes on and on! You were wowed by the "Meet-the-Prince Darts Tournament", thrilled by the "Grand Tiddlywinks Tournament", now stretch your minds in the the Mega Prize Party-quiz during weeks 1-3 of June (+ chance to party) at my club. Show that your wits are as sharp as your swords! This party-quiz is open to all of SL 14+ and is free. There will be three separate party-quizzes, 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 player with the highest single-week score 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).

† Beau Romir (Aide to the Crown Prince)

Oh dear: another man who doesn't realise he will be on active service next month.

† Le Roi

I have mailed a number of gentlemen to invite them to Bellringers and Boozing club meeting at my Club. Roland Toussaint has declined already, but I am hopeful a few of the others make it. † QLB

Personal

The Cardinal's Guard helps the needy! Several privates of the Cardinal's Guard were seen last month offering cart loads of Emmental cheese to the poorest citizens of Paris. We caught up with them as they were crossing paths with a funeral procession:

"We call this the 'de Saviour memorial cheese handout'" one of them said before offering us a hole-filled cheese bit. We saw them heading off down Red Phillips way, to celebrate, no doubt, another good deed done.

ILB: It is traditional, not to say manly, to stand all of your brother officers a drink when joining a Regiment. Anyway, what sort of Regiment needs to offer bribes to get recruits? And what sort of true-blooded Frenchman eager to serve his Majesty requires a bribe to call him to his duty?

† Aloysius Gnomeclencher

Major Johnny Sais-Pas, You spare the man's blushes. Grenoble is known among the fair ladies of Paris for trying to use the self-same socks as a contraceptive. If only his performance were enough to require the use of such precautions.

† Le Bladder Rouge

Colonel Senquiry, The new machines (codenamed, as you suggested, VATS for Vehicular Assistance To Stallions) have met an unexpected setback. The prototypes were sent off on a troopship, but the crew broke into the crates, expecting to find something drinkable. Incensed at finding merely a war-winning secret weapon, they threw it all overboard. Rest assured, however, that I am accompanying the Mark 2 (floatable) version to the front myself this month. French horses will indeed press on – 'through mud and manure to the green fields beyond'. † Lt-Col Entire

In a bid to aide Michel Entire in his quest for the advancement of the military using scientific methods I attempted to add to the firepower of the French cavalry by the judicious attachment of muskets to the saddle and the addition of a series of firing aids (for the technically minded: 'pieces of string') to enable a volley to accompany the riders' cavalry charge. Sadly the resultant discharge was found to have a negative effect on the horses' disposition, so I would not advise its adoption unless your mount is already deaf or you have great skill at landing after forcibly leaving a fast-moving animal. † JdlB

I don't think it was building a wall with our men that really upset Igor's commander, but the use of soft rubbers and quinted returns. † AG

Can anybody translate this?

† Le Roi

Lord Percy Percy says, as fashion is tending towards the wearing of pink shirts, Beau Romir is extremely fashionable.

Don't you get smoke without fire by rubbing two boy scouts together?

† AG

"Boy" scouts?! That's no job for a boy, sir!

† Le Roi

Primus: "When Egon Madd said 'Join the army, it'll make you a man', I thought he was being rhetorical."

Secundus: "Brains..."

I'd like to congratulate my companion, Lt. Col. Bier, publicly for his Mention in Dispatches last month and for his overall conduct leading the CG's first battalion at the front.

† Brigadier-General (brevet) Laissez Faire

Points Arising

**Next deadline is
Friday 25th April 2008**

IMPORTANT

As most characters will be at the front for the next three turns, **I've decided to run June and July together** (to speed things up). Your next set of orders should be for both months – July orders can be conditional on what happens in June. (Any replacements for characters who die in June will be floated for July; any duels due at the start of July will be held over to August.)

Cher Swender de Jewel I hope that you weren't too badly hurt in our little course of honour.

I have take the liberty of sending a man round with a dozen [bottles of] fine port for your health.

† Aloysius Gnomeclencher

Poetry Corner

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

A Poem entitled The Women In My Life

Firstly there is Ada, so beautiful and bright.

Then there is my Rapier, so strong yet feels so light

Thirdly theres my country, for which I'd give me life.

Finally theres my horse, which I bang like a wife.

Neigh!!!! It's lonely sometimes.

June (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 a rank that allows you to appoint other characters to posts, don't forget to appoint people).

June is the start of the campaign season. **All units listed on the "Army Organisation" table will be in action** (any volunteers will serve with the Frontier regiments).

Characters who are part of one of these units can only avoid active service by resigning from their regiment and/or appointment.

Next turn (June) is the last month characters can make investments. The return on investments is paid in September.

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 2 and is sent to a Frontier regiment

BdM Beppe de Marko (Mark Moores) has NMR'd. Total now 1

X3 (Mark Gilby) has NMR'd. Total now 2 and is sent to a Frontier regiment

WB (Richard Newby) has been floated as "as I'm up to my ears in it at the moment."

X1 (Pam Udowiczenko) and ZTMG (Gerald Udowiczenko) were floated as

Pam and Gerald were on holiday over Easter.

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

Announcements

Alain Hermès applies for Quarter Master Gen. of Second Army
Gar de Lieu asks NPC Commander of First Division to resign
Gar de Lieu asks NPC Commander of Second Division to resign
Gar de Lieu asks NPC Commander of Cavalry Division to resign
Gar de Lieu asks NPC Commander of Frontier Division to resign

Gustav Ind asks NPC Brigadier of 1st Foot Brigade to resign
Gustav Ind asks NPC Quarter Master Gen. of Third Army to resign
Gustav Ind applies for Brigadier of 1st Foot Brigade
Gustav Ind applies for Army Quarter Master Gen. of Second Army
Gustav Ind applies for Army Quarter Master Gen. of Third Army

Quasi Le Bossu asks NPC Brigade Major of Dragoon Brigade to resign
Quasi Le Bossu applies for Brigadier of Dragoon Brigade
Roland Pollee d'Eaulee asks NPC Brigadier of Horse Guards Brigade to resign

Roland Pollee d'Eaulee applies for Brigadier of Horse Guards Brigade
Swender de Jewel asks NPC Brigadier of Horse Guards Brigade to resign

Duels

Results of this month's duels:

Aloysius Gnomeclencher (gains 1 Exp) beat his enemy Swender de Jewel (with DAM).

Giles Etraseur (gains 1 Exp) beat Jean-Pierre le Crow.

Johnny Sais-Pas (gains 1 Exp) beat Michel Entire (with JdlB) - voted cause 6:1.

Grudges to be settled next month:

Alain Hermès (Rapier, adv.) and Walter Butts (Rapier, Seconds ZTMG & SS, 2 rests) have mutual cause for enemy regiments.

Ferdinand Franz (Rapier, Seconds SDL) has cause with Quasi Le Bossu (Sabre, adv.) for pinching Di.

Stewart Senquiry (Sabre, Seconds RBG & ZA, 1 rests) has cause with Pierre de Vin Rouge (Rapier, Seconds JdlB, adv.) for an indiscretion with Leia.

Beppe de Marko (Sabre, Seconds ZTMG, 1 rests) has cause with Jacques Shitacks (Cutlass, adv.) for pinching Kathy.

"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.

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 ___	
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 OdC	Minister of Justice GI	
Minister of War SDL	Minister of State GdSM	

Army Organisation and Summer Deployment

First Army (Defence)	RdO/N/N5/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)	J5/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

Royal Foot Guards: 5
 Cardinal's Guard: 3
 Dragoon Guards: 2
 Queen's Own Carabiniers: 4
 Archduke Leopold Cuirassiers: 3
 Crown Prince Cuirassiers: 6
 Frontier regiment 1: 2
 Frontier regiment 2: 4
 Frontier regiment 3: 3
 Frontier regiment 4: 4
 RNHB regiment: 3

Brigade Positions

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

Entries as Army Organisation Table

New Characters

Barry Townsend gets the First son of an Impoverished Knight: Init SL 7; Cash 44; MA 2; EC 4 (X2).

Chris Martin gets the Second son of a Peasant: Init SL 2; Cash 10; MA 5; EC 4 (X3).

Ben Brown gets the Bastard son of a wealthy Baron: Init SL 6; Cash 450; MA 6; EC 4 (X4).

Robert Carter gets the Bastard son of an Impoverished Earl: Init SL 8; Cash 36; MA 2; EC 4 (X5).

Mark Gilby gets the Second son of an Impoverished Count: Init SL 11; Cash 40; MA 3; EC 3 (X6).

Frontier Regiments

(On Campaign for June-Aug)

Colonel	N6	N3	N6	N4	N6
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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	
64	Edna Bucquette	18	W	
3	Kathy Pacific	17	B	
35	Katy Did	16	I	GdLi
42	Maggie Nifisent	16	B	
55	Jacky Tinne	16		GI
60	Polly Hydronne	16	W	
52	Guinevere d'Arthur	15	B/W	
10	Frances Forrin	14	B	
48	Fifi	14	B/W	
16	Ophelia Derriere	13		BdO
26	Ella Fant	13	B	SS
27	Lucy Fur	13	B	
30	Leia Orgasma	13	B	
45	Cath de Thousands	13		
8	Lotte Bottle	12	B	
12	Charlotte de Gaulle	12		
17	Henrietta Carrotte	12	I/W	HdE
28	Vera Cruz	12		
31	Bess Ottede	12	I/W	
1	Sue Briquet	11	B	
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	
38	Pet Ulante	10	W	
43	Di Lemmere	10	I	QLB
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		DAM
2	Betty Kant	8	I	
19	Jenny Russe	8	W	RCdE
32	Sal Munella	8	W	
41	Marie Antoinette	8	B/I	JSP
47	Eve Ningalle	8	I/W	
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	
13	Josephine Buonoparte	6	I/W	
24	Violet Bott	6	I/W	
15	Ada Andabettoir	5	B/I	ILB
25	Lois de Low	5	B	CIG

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

The Greasy Pole

ID	Name	SL	SPs	Cash	Rank, Regiment/Appointment	MA Last seen	Club	EC	Player	GdSM	
CIG	Count Gaston de St Marque	26	65	Comfy	General/State Min.	9	Flr	3	Nathan Richards		
	Earl Charlemagne le Gosse	26	59	OK	B.General/2nd Army Commndr	14	Lois	2	Neil Packer		
ZTMG	Count Zachary The Money Goes	24	60	Rich	B.Bdr-General KM/CPS	11	Flr	4	Gerald Udowiczenko		
SDL	Count Stan Dandy Liver	24	45	Rich	Lt-General/War Minister	11	Flr	4	Guy Arnold		
SS	Baron Sean Sondamour	22	55	Comfy	Fld Marshal	5	Ella	2	Pete Holland		
OdC	Earl Orson de Combat	22	46	Withy	Bdr-General/Chancellor	6	Flr	5	Francesca Weal		
JS	Baron Jacques Shitacks	20	48	Poor	B.General/3rd Army Commndr	3	Flr	4	David Olliver		
BR	Marquis Beau Romir	20	F	Withy	Captain RFG/C.Prnce Aide	10	Flr	3	Graeme Morris		
EH	Earl Euria Humble	19	48	Comfy	B.Lt-General/Adjutant Gen	15	Flr	5	Matthew Wale		
BdM	Viscount Beppe de Marko	19	41	Fthy	Bdr-General	17	Flr	2	Mark Moores		
DC	Sir Devlin Carnate	19	40	Comfy	B.Bdr-General PLLD/1st Army QMG	4	Angelina	2	Bruno Giordan		
RdO	Earl Revaulvin d'Or	19	F	Rich	B.General/1st Army Commndr	12		4	Jerry Spencer		
GdLi	Baron Gar de Lieu	17	26	Poor	Lt-General	3	Katy	Both	4	Bill Hay	
HdE	Sir Horatio d'Escargot	16	33	Comfy	B.Bdr-General ALC/Hvy Brigadier	4	Henrietta	Both	3	Graeme Wilson	
AdA	Averell d'Alton	16	F	Poor	B.Bdr-General RFG	4		4	Martin Jennings		
GI	Sir Gustav Ind	15	38	OK	B.Bdr-General RM/Justice Min.	2	Jacky	Flr	5	Ashley Casey	
LaT	Lun a'Tic	15	F	OK	Lt.Colonel RFG/1st Div Adjutant	1		Both	2	Paul Wilson	
RdS	Roget de Saurus	14	F	Poor	Major RFG/Gds Brigade Maj.	7		BG	2	Gerry Sutcliff	
JLF	Jean Laissez Faire	13	F	OK	B.Bdr-General CG	2		Both	3	Filipe Silva	
StSy	Stewart Senquiry	13	F	OK	Colonel CPC/3rd Army Adjutant	2		BG	2	Colin Parfitt	
AG	Aloysius Gnomeclencher	12	30	Comfy	Lt.Colonel QOC/HGds Brigade Maj.	6	Deb	Hunt	2	Mike Dommett	
BdO	Benedict d'Over	12	26	Comfy	Lt.Colonel KM/KM Regt. Adj.	6	Ophelia	Both	4	Mark Stretch	
WB	Sir Walter Butts	11	23	Withy	Colonel 13F	5		Hunt	3	Richard Newby	
EM2	Egon Mad 2	11	F	OK	Major RFG	3		2	Tym Norris		
IdP	Jon de Pull	11	RIP						Ben Brown		
ZA	Zeus Aspillais	10	20	Poor	Major CPC/Hvy Brigade Maj.	4	Emma	Hunt	3	Jerry Spencer	
IS	Sir Indie Spencible	10	F	OK	Captain RFG/RFG Regt. Adj.	4		Hunt	1	Charles Burrows	
HdC	Herve d'Conde	10	F	OK	B.Bdr-General DG	7		4	Simon Burling		
BdC	Sir Beau de Cire	10	F	OK	Lt.Colonel RM	7		F&P	5	Andrew Burgess	

ID	Name	SL	SPs	Cash	Rank, Regiment/Appointment	MA Last seen	Club	EC	Player
EB	Sir Emmanuel Banois	10	RIP						Chris Martin
SdJ	Sir Swender de Jewel	10+	F	OK	Lt.Colonel DG	3	HGds	1	Ray Vahey
AH	Alain Hermès	9	16	OK	B.Bdr-General 27M	2	Ava	4	Rob Shirai
PdVR	Pierre de Vin Rouge	9	15	Poor	Colonel PM	4	Mary	3	Keith Bristow
JdlB	Jacques de la Boite	9	11	Poor	Captain PM	1		5	Justin Key
RPdE	Roland Pollee d'Eaulee	9	F	OK	B.Bdr-General QOC	6	HGds	3	Pete Card
LB	Lefte Bier	9	RIP						Robert Carter
RCdE	Renauld Culvert d'Eau	8	12	Poor	Captain RM/RM Regt. Adjt.	2	Jenny	2	Gina Teh
ME	Michel Entire	8	F	OK	Lt.Colonel PM/Bdr's Aide (GI)	6	BG	3	Tim Macaire
RBG	Renaul Baptiste Grenoble	7	F	Comfy	Lt.Colonel CPC	3	BG	4	Olaf Schmidt
JM	Jacen Moulan	7	F	Poor	Subaltern RFG	1		6	Aaron Sibley
JSP	Johnny Sais-Pas	6	20	Poor	Major 13F	4	Marie	4	Mike Bird
JaLa	J'accuse L'amour	6	F	Poor	Major QOC	7	HGds	2	Mark Booth
QLB	Quasi Le Bossu	6+	19	Poor	Major PLLD	6	Di	6	Mark Cowper
FF	Ferdinand Franz	5	13	Poor	Major GDMD	4		3	Mark Barrowcliffe
DAM	Dee Arth Maul	5	8	Poor		2	May	1	Michael Blasebalk
JPA	Jean Paul Amiss	5	F	Poor	B.Subaltern DG	5		3	Tim Skinner
JPIC	Jean-Pierre le Crow	4-	4	Poor	Major Gscn	2	RP	3	Dave Challoner
GE	Giles Etraseur	4	10	Poor		1	RP	4	Nik Luker
DLE	Dominique L'Etoile	4	6	Poor	Major PM	2	RP	2	Dominic Howlett
XI		4	0	Poor		1		2	Pam Udowiczenko
AdG	Armand dan Gerous	3	RIP						Barry Townsend
X3		3	RIP						Mark Gilby
ILB	Ilk Lamore Bartat	3+	17	OK		6	Ada	6	Andrew Kendall
RT	Roland Toussaint	2-	7	Poor	Subaltern Gscn	2		2	Roland Lee
AaGA	Alan à Ganatcher Alie	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.

EC is Endurance Class: 1 = <60, 2 = 60-90, 3 = 91-120, 4 = 121-159, 5 = 160-200, 6 = 201+