

That would be enough

This has been issue 87 of *To Win Just Once*, published 22nd July 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 1st August.

Orders for *Les Petites Bêtes Soyeuses*, Fictionary Dictionary entries and any other contributions to Pevans by Friday 8th August 2008.

(Remaining deadlines for 2008 are 5th/12th September, 10th/17th October, 14th/21st November, 19th/24th December)

Subscriptions

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

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

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

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

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

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

Games only	UK & Europe (VAT @ 17½%)	Rest of world (tax free)
Per game turn	£0.50	£0.50
11-turn subscription	£5.00	£5.00

Games played

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

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

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

Star Trader A game is in progress: queue here for the next one. Rules provided.

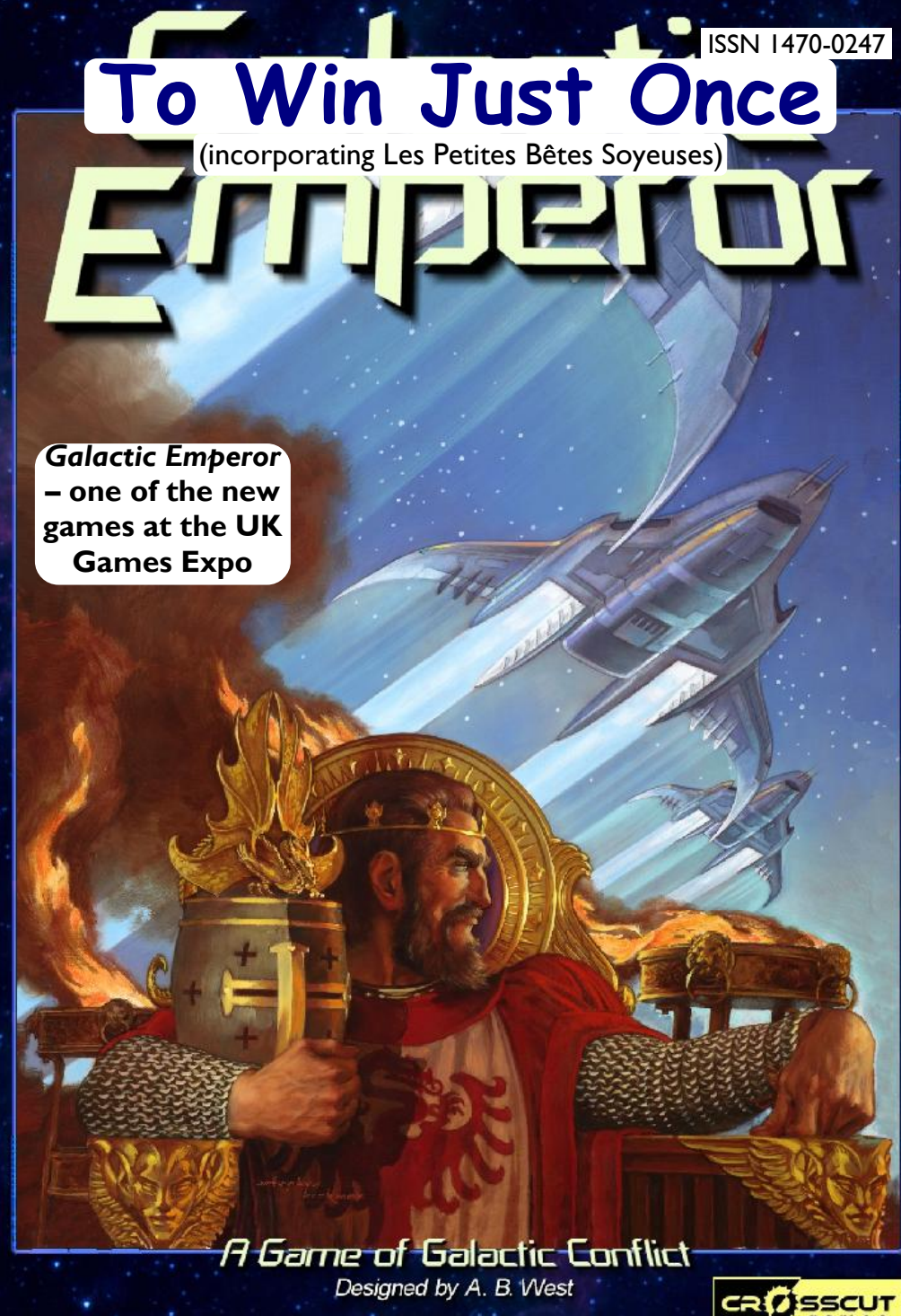
Printed and published by Margam Evans Limited, 180 Aylsham Drive, Uxbridge UB10 8UF
Tel: 05601 480486 E-mail: TWJO@pevans.co.uk Web: www.pevans.co.uk/TWJO

To Win Just Once

(incorporating *Les Petites Bêtes Soyeuses*)

EMPEROR

Galactic Emperor
– one of the new
games at the UK
Games Expo



Issue 87: July/August 2008
(LPBS 213: September 1661)

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

Contents

	Page
Contents.....	2
Chatter.....	3
I Don't Believe it!.....	3
UK Games Expo 2008.....	3
Science Fiction.....	9
Games Events.....	11
Credits.....	11
Fictionary Dictionary.....	12
Scores from Turn 1.....	12
Turn 2 Definitions.....	12
Bridgenorth Cliff Railway.....	14
<i>Railway Rivals</i> game 6 – Turn 6.....	14
GM Notes.....	14
The Cold Equations.....	15
<i>Star Trader</i> game 4 – Turn 2.....	15
Corporation Table.....	16
GM Notes.....	16
Star System Map.....	17
The Cold Equations.....	19
<i>Star Trader</i> game 4 – Turn 3.....	19
Corporation Table.....	20
Press.....	20
GM Notes.....	20
Star System Map.....	21
Les Petites Bêtes Soyeuses 213.....	22
September 1661.....	22
Press.....	30
Announcements.....	30
Social.....	30
Matters of Honour.....	31
Personal.....	31
Poetry Corner.....	32
Points Arising.....	33
New Characters.....	34
Announcements.....	34
Duels.....	34
Tables.....	35
Other Appointments.....	35
Battle Results.....	36
Army Organisation and Summer Deployment.....	36
Brigade Positions.....	36
Frontier Regiments.....	36
Regiments Organisation.....	37
Hell Hath no Furry.....	37
The Greasy Pole.....	38
That would be enough.....	40

Chatter

Apologies that this issue is late going out: I've been kept busy with family events and work commitments. Anyway, I have written up my notes from this year's UK Games Expo and some recent reading. But first...

I Don't Believe it!

I don't know whether I've mentioned it before, but my other half works in the NHS. Last week she asked me to help her with a policy document she was putting together. Aha, I thought: NHS policy, freelance consultant, what can I charge for this? Sadly, the help required was to sort out the formatting of the document in Word. Ah well.

Then I looked at the document: strange sort of policy, I thought. So I checked. According to the Trust's guidelines, a 'policy' document is an operational plan. Eh? Two questions immediately spring to mind. If they call an operational plan, a 'policy', what do they call a policy? And why not just call an operational plan an operational plan? That would be too easy: a policy is a policy, too. So, if handed a document that says 'Policy', it may be a policy or an operational plan. Aagh!

Compared to that, sorting out the format of a Word document is straightforward.

UK Games Expo 2008

After the success of last year's first event, the second UK Games Expo took place over the weekend of 31st May and 1st June this year. The venue was the same: the Clarendon Suites in Birmingham. This is a fascinating building. Despite having lots of large rooms, it is a real warren, spread over several floors. You go down a corridor, look round a room, go back, down another corridor and find you've come back into the same room. But the next corridor will take you into a little cubbyhole. I think I managed to find all the bits, but I can't be sure.

The building is a Masonic centre and is richly decorated and furnished, in particular with Masonic regalia and memorabilia. This makes it an intriguing setting for a bunch of gamers – though the event aims to draw in a wider audience and, to some extent, succeeds. Pride of place this year was given to a replica of the Tardis and we had a Doctor Who look-alike running around, along with the odd Dalek. I presume this was part of the launch of the *Doctor Who* RPG. There was also a squad of *Star Wars* stormtroopers (one of whom **was** a little short) led by 'Boba Fett' and escorting 'Princess Leia'. I'm not sure what they were doing there, though I do seem to recall that they were there last year.

The various role-playing events going on meant there were plenty of other people wandering around in costume, too.

My weekend was spent demonstrating games on the JKLM Games tables. The good thing is that this put me in the middle of the main board games area. The bad thing is that I didn't have time to play other games or look around. Luckily I was in the middle of the main board games area and I did get away at the end for a quick look round. So here's a round-up of the 2008 Games Expo from my perspective.

The things I can tell you most about, of course, are the games I was demonstrating. The main one was a pre-production copy of *Galactic Emperor* from new US publisher Crosscut Games. This drew a lot of gamers through the weekend. The general response was very favourable, with the game being characterised as *Twilight Imperium*-light or *Twilight Imperium* meets *Puerto Rico*. It's a good ten years since I played *Twilight Imperium*, but the similarity of theme is clear. Even more obvious are the borrowings from *Puerto Rico*, for which there is an acknowledgement in the rules.

The idea of the game is that players are vying for the empty throne of the galactic empire. They start in separate corners and expand the area they control (playing



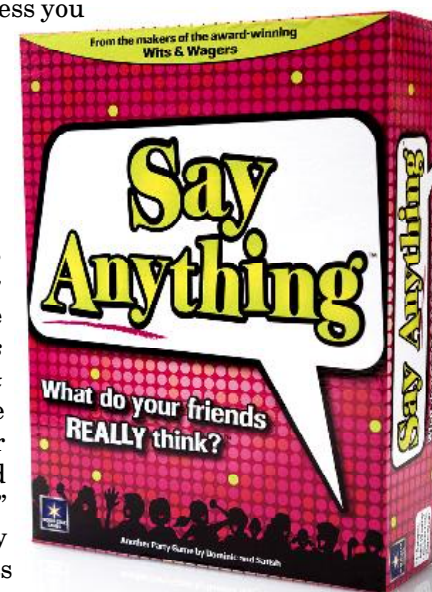
hexagonal tiles onto the board to add extra planets). They also build up their resources and spaceships. As the players' holdings begin to merge (which happens more quickly, the more players there are), the fighting starts. You can win outright by having all your 'ownership' tokens on the board at the end of a turn. My experience is that this is pretty difficult to achieve, so it will only happen if one player is running away with the game. In this case the others probably want it to end quickly. ☺

More usually, the game ends when the allocated victory point chits have all been taken. Depending on what triggers this, there may be a final scoring and a few bonus points, after which the player with the most points wins. The game is said to take 90 minutes to play and the demo games were certainly completing in under two hours, despite the learning involved.

The way the turns play is by players choosing roles. In *Puerto Rico* style, each player gets to carry out each role with a bonus for the player who picked it. They key roles are the Warlord and the Regent. The former allows players to move their fleets – and start fights (taking over a planet scores a victory point). The latter provokes political struggles for control of the planets. It also allows players to (try to) take over as first player and everybody scores victory points (for the planets they currently control).

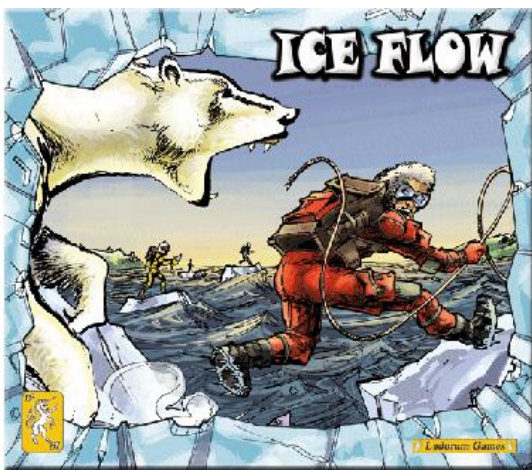
The game plays as you'd expect with an emphasis on exploration and development in the early turns. This switches to warfare in the later turns. The game system makes attack easier (and more rewarding) than defence. However, losing spaceships makes you a target – unless you can quickly build them again. The game works well and was well received at the Expo. It has just been launched in the US and should be available in Europe early in August. Oh, and it has neat spaceship pieces too.

The other pre-production game I was demonstrating at the Expo was *Say Anything*, the new party game from the designers and publisher of *Cluzzle* and *Wits & Wagers*. I'm rather taken with *Wits & Wagers* and *Say Anything* is in the same mould. Each player writes down their answer to a question, such as "If you could have a BIG anything, what would it be?" These are revealed and everybody secretly selects their favourite. Then everybody bets



on which answer the other players have chosen. It's a clever idea and can be great fun, though I feel it's a little over-complicated.

I demonstrated a few games of *Ice Flow* as well. This is Ludorum Games's new game and is jointly published with JKLM. The idea of this is that players have a team of explorers who are trying to get from their bases in Alaska across the Bering Strait to Siberia (though nobody can tell me *why*). They do this by hopping from ice floe to ice floe, using ropes to climb over the cliff edges and fish to distract the polar bears. Each turn, players move one of their explorers (or sit still and use rope to do some ice fishing) and may pick up a fish or some rope (they can only carry three things in their rucksack). They also move, rotate or add an ice floe on the board – either before or after moving their explorer.



It's the components that really make the game, though. The ice floes are clear, blue plastic hexagons with some straight and some jagged edges. And there are nice wooden polar bears! The whole ensemble looks very attractive. Playing the game is about looking for the best positions of ice floes for moving your explorers. The problem is that a clear route is open to your competitors as well. Hence it's useful; to be able to shift an ice floe **after** your move to close the route on anybody else. First to get all their explorers across wins the game. I find it a bit dry, but it went down well at the Expo, with games running all the time on both the JKLM and Ludorum tables. It was voted 'Best New Board Game' by the visitors to the show – just like Ludorum's first game, *Fagin's Gang*, last year.

JKLM's other joint production is *Confucius* with Surprised Stare Games. This is a board game designed by Alan Paull and set in Imperial China. The game is essentially about politics: players represent families striving to gain preferment. This they can do in three different areas: getting family members into the Ministries of Government; raising military units and conquering foreign lands; and building junks and exploring. Intriguingly, the key to the game is giving gifts to the other players. This creates obligations, preventing players from opposing you – and sometimes forcing them to help!

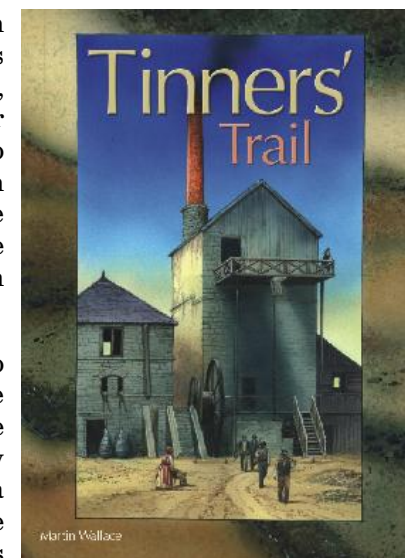
Confucius sounds a very interesting game. Sadly, I haven't got to play it yet. Even more unfortunately, only a few sample copies were available for the Expo. The suppliers failed to provide enough of one particular playing piece, so only a few complete copies could be made up. At the time of writing these have still not been supplied, but an alternative source has been found and the game should be available in quantity in August. I look forward to it.

Next to Surprised Stare were the Ragnar Brothers with their latest, *Monastery*. This is another good-looking game with some nicely-sculpted monks as playing pieces. This is another game I haven't played yet, but it looks really interesting. The whole thing is constructed around the elements of monastic life in the Middle Ages. Game turns follow the canonical hours and are divided into 'Study', 'Toil' and 'Service' rounds plus a 'Night' round. Players extend the monastery by adding tiles and using their monks to construct buildings. Each round they accumulate points from the various things their monks are doing. The points are used for letter tiles with any excess turned in for 'blessings'. Blessings are worth victory points, but it's the letters that are worth most to players. They are used to complete the player's fragment of the last phrase of the Lord's Prayer (in Latin, natch) that is the monastery's motto.

There seem to be a lot of tactical options in the game: which tiles to play, which buildings to construct, where to deploy your monks, how to use your points and which letters to take. This last is not just about what you need, but how you can mess up other players. All these options and the several layers of the game have me very intrigued. Now I just have to find time to play it!

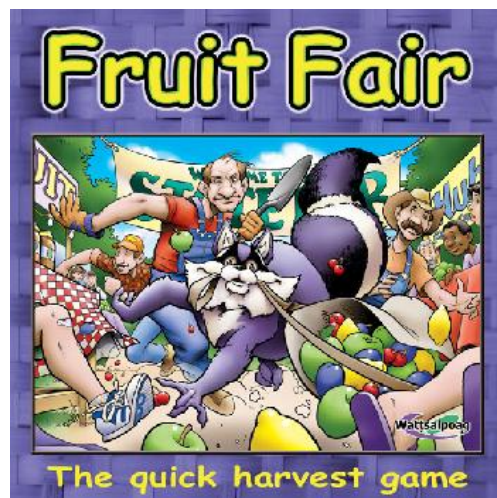
Across the room from the Ragnars was Martin Wallace and the Warfrog team with Martin's latest. This is the first of the Treefrog line, which is intended to be a series of lighter games than the usual Warfrog fare. Each is to be published in a strictly limited edition with just wooden pieces. A fascinating idea and the first game, *Tinners' Trail*, is a good start. The setting is 19th century Cornwall and the boom in the tin (and copper) mining industry.

The game has some clever mechanisms. To start with, each action takes time and the player who takes the next action is the one with the most time left for the turn. The key action is getting the mining rights for an area of Cornwall – though these have to be auctioned between the players. As well as



copper and tin, each mine will contain water, reflecting the problems the real life miners faced. In the game, this is what it costs to get metal out of the mine. Players can also buy various improvements to remove water. At the end of the turn, they must sell what they've mined and invest the money. These are what earn victory points – though players need to keep money for the next turn. *Tinners' Trail* does a good job of meeting the expectations of a Treefrog game. It's clever, medium-weight and very nicely produced.

The Wattsalpoag team had made the trip from the USA to launch their new game: *Fruit Fair*. I had forgotten what a neat little game this is (I played the prototype at Spiel last year). It's essentially a card game: players assign their workers to the four types of fruit. Workers either pick fruit, which players collect, or plant fruit for next turn. Players can cash in fruit to collect prizes that are worth victory points. However, a special ability goes to the player with the most of each type of fruit, so players also have an incentive to hang on to what they've picked. And one of the abilities gives some control over which ability goes with which fruit. He game plays until most of the prizes have been collected and the most points wins. It's not a particularly deep game, but it is a neat game with some tactical subtleties.



Not Tonight, Josephine comes from further afield: Australia, in fact. That's the origin of this good looking history trivia game, which I first saw at the Toy Fair in 2005. The game is an entertaining collection of fascinating historical facts. It's still a pretty standard trivia game, though.

At the Expo for a second year was *Symbolica*. This is a neat, children's game with brightly-coloured cards that are played into a grid, matching on colour and symbol. Another re-appearance was Shaun Derrick and *The World Cup Game*, now with three expansions – including Euro 2008 – and with more on the way.

My last minute dash round the rest of the show identified a couple more new games scattered around the show. *Solairis* is a card game of duelling magicians from Myndgames. Players use power cards to fuel their spells in an effort to reduce their opponent's life points. This makes it sound like an imitation of *Magic: the Gathering*, but this is a much simpler game and without the collectible aspects of *Magic*. Although the publisher bills *Solairis* as a collectible game with

expansion sets due out later this year. I have a copy in my 'to play' pile and look forward to trying it out.

Identity Crisis! was voted Best New Quiz Game at the show and was still popular even as the show was closing. The game builds on the old parlour game of sticking a name on people's foreheads and having them work out who they are by asking questions of everybody else. *Identity Crisis!* is more structured and provides information about the people to assist with answering the questions. Players progress through a sequence of person, object, place and animal with the winner being the first to identify all their identities. Play is controlled by position on a board, which decides what questions players can ask. It looks an entertaining game that puts a new slant on an old concept.



Science Fiction

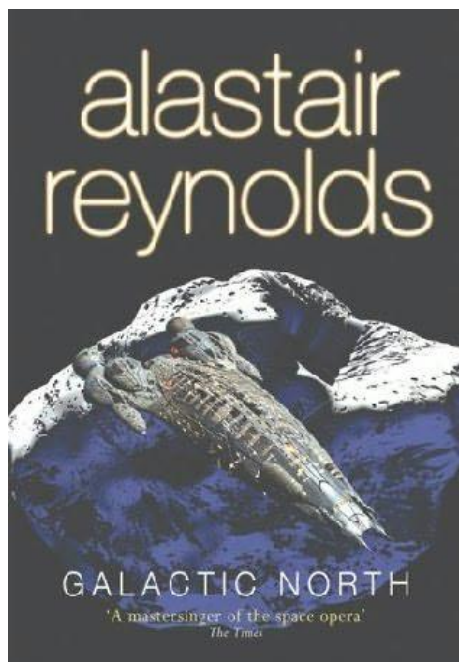
My recent Alastair Reynolds kick concludes with *Galactic North*, a collection of short stories set in the same future as his 'Revelation Space' series of novels. Three of the stories are billed as being new for this volume, though they aren't specifically identified (a visit to www.alastairreynolds.com dealt with that). The volume starts with "Great Wall of Mars", which tells the story of how Galiana and the Conjoiners (humans who use nano-technology to link their minds in a form of group mind) escape from Mars and how Nevil Clavain came to go along with them. Essentially it fleshes out a key part of the back story from the novels. It's followed by "Glacial", which is a neat SF murder mystery. The main character is Nevil Clavain again (as the story of the Conjoiners develops), but the story stands on its own. It was a bit different from the other stories and one I really enjoyed it.

"A Spy in Europa" is the first of the two stories that were familiar to me as it was originally published in *Interzone* (again, the publishing history of the stories isn't given in the book, but the website gave me this). Ostensibly a high-tech espionage story, it has a vicious twist at the end that puts it into position at the beginning of Reynolds' future history. It's a cracking story and one that has stayed with me since I first read it. "Weather" is the first of the new stories. Its

main purpose seems to be to reveal the secret of the Conjoiners' spaceship engines (in Reynolds' universe Conjoiner engines are the mainstay of interstellar travel) and I found it a little dull. However, it sheds a new light on some of the other stories. "Dilation Sleep" is the oldest story in the collection and Reynolds' second published story (also in *Interzone*, though I don't remember it). There is a bit of a twist to the story, but I didn't find it particularly interesting and it felt a bit out of place against the others in this volume.

"Grafenwalder's Bestiary" is the second of the new stories and an entertaining piece that brings together an awful lot of things from the novels and other stories. It's set in the 'Rust Belt' of decaying space stations in orbit around the planet of Yellowstone, which is very familiar to readers of the novels. It brings in elements from other stories: the planet of Sky's Edge, the political factions of the future and even the events on Europa. It's clever stuff and another intriguing story with a nasty twist. "Nightingale" is the last of the new stories and the best of the three. It starts off *noir* and ends black – and chilling. In the beginning is a team recruited for a heist (of sorts). The story follows their mission and the interactions between the assortment of characters carrying it out – something that Reynolds is very good at portraying, particularly in his novels. Again, there is a serious twist in the tale that leads to an unexpected, and unsettling, conclusion.

The cream of the crop is the title story, 'Galactic North'. This is another story that was published in *Interzone*, where I first read it. And then sat back and said "wow!" It's an amazing epic that follows a vendetta played out across the galaxy between constantly accelerating starships. As their speed becomes a bigger and bigger fraction of *C*, time dilation pitches them further and further into the future. They bypass most of Reynolds' future history, taking us into the far future. The vendetta becomes its own motivation, long outlasting its original cause. But the final message from this story is one of hope. A fine conclusion to a collection of excellent stories.



Games Events

Last call for Manorcon, which is this weekend (25th-28th July) in its new venue at Leicester University. I shall be along for the SpielChamps tournament on Saturday, but that's just a small part of what's going on. More details on the website: www.manorcon.org.uk

After which there doesn't seem to be anything until UK Gen Con: 28th-31st August at Reading University. While the main focus of the event is role-playing and CCGs, there are plenty of board games as well. Find out more at www.genconuk.com

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 87 was written and edited by Pevans. The *LPBS* masthead (page 22) is by Lee Brimmicombe-Wood, who also drew the pictures on pages 25, 26 and 28. The illustration on page 23 is by Nik Luker. Tim Wiseman drew the one on page 24 and Bryan Lea the one on page 29. Pevans took the photos and played with his scanner and Photoshop. © Paul Evans, 2008

Fictionary Dictionary

This game is open to all readers and I guess most of you will know it. Each issue I will put up a couple of obscure words. Any of you who want to participate then write in with (fictional) definitions for the words. I publish these, anonymously. All readers can then vote for their favourite definition (but not their own!).

Players score points according to how many people choose their definition. (Usually the definitions include the correct one and players get points for spotting it. However, it's too easy to look words up in a dictionary, so I've left that out for this game.) We'll run this for 10 issues. The winner is the player with the most points at the end.

Scores from Turn 1

Here are the real meanings of Turn 1's words.

Arenite: (n) a rock composed largely of cemented sand or sand particles; a sandstone.

Byssinosis: (n) a long-lasting industrial disease of the lungs that is characterized esp by bronchitis and is associated with the inhalation of cotton dust over a long period of time.

So now you know. The table gives the scores from last turn and to date.

Turn 2 Definitions

Chacma

1 Mexican equivalent of bubble and squeak, made with left over food and comes from bastardisation of shortening of "chuck ma?"

2 An abbreviation for "Chancellors Account Manager". People who hold this office tend to desire a low profile and are only too happy to be known only as Chacmas.

3 Fossilized smegma. (Apologies for that; it was sparked by an unfortunate very recent conversation.)

4 A kind of rock formed by lava emerging from underwater volcanoes.

5 The chemical term for the unpleasant mix of sun cream, sand, sweat and dead skin cells that is impossible to wash out of your holiday t-shirt.

6 A vampiric zombie monkey of the Central American jungles. Believed to be mythical and/or extinct.

7 A Scottish term equivalent to the English "pass my" as in "Chacma coat over, Jimmy!!"

8 A vague point of view that may or may not be correct, but hey, who cares?

Players' Scores

Name	This round	Total
Al Tabor	2	2
Andy Kendall	0	0
Charles Burrows	1	1
Colin Parfitt	2	2
David Olliver	0	0
Gina Teh	0	0
Graeme Morris	0	0
Guy Arnold	0	0
Jonathan Palfrey	2	2
Michael Martinkat	2	2
Mike Bird	0	0
Nik Luker	2	2
Pete Holland	8	8
Ray Vahey	1	1
Tim Macaire	0	0

Contrasts with dogma. See also chacmatic.

9 The all-but-vanished act of donating a cigarette at a range greater than arm's length. As in "Ey John, chac m'a fag, will ya?"

10 Middle-Eastern curved weapon of complicated design – lots of curves, not much else.

11 "Chapped lips, mum!"

Dunducketty

1 A traditional Irish version of bread pudding.

2 Adjective describing somebody resembling or having the properties of a dunduck. A dunduck is a creature of literary myth, found only in the following limerick.

There was a young man from Nantucket,
Who wanted to please a dunduck.

The creature said "Pish,
You can blow all you wish.

But to really give pleasure, son, suck it!"

3 A shout of pure joy, which became popular in America during the gold rush. Thought to originate from the pan or "duck" which was dunked into the stream in the hope of finding gold to fill the "ketty", or kitty as it is now known.

4 Hill fort built in eastern USA by Celtic settlers from Ireland.

5 Scottish word meaning "are you finished cleaning up?" Originally came from overseers checking that estate workers had finished cleaning their tools.

This was traditionally done through ducking them in a stream. Hence [are you] 'done ducking it'?

6 The term for a woman's moustache when it spreads into a full set of sidewhiskers. Rare, except in Southern Italy.

7 The bright attachments (ribbons, artificial flowers, and such) used to decorate a woman's summer bonnet style hat.

8 Old country expression applied to someone who has cooked a meal and stuffed their face without waiting for anyone else. Thought to derive from a common response to the question "What's for dinner?" The reply being "Done duck...ate 'e!"

9 A town in the Scottish Highlands that is the home to the factory that makes tartan paint. (The manufacture of sky-hooks has recently been outsourced to Poland.)

10 The accumulated unidentifiable gunk that builds up in such places as the tops of cookers and the inside of ovens. Possibly the greatest mystery of modern times – where does all the dunducketty come from in a student oven that never gets used?

11 You are close if you thought this was related to ducks. However, it really means a case of duckets – the habit of carrying yellow bath duckies around while wearing a set of yellow duckies pyjamas. "Quack! Quack!"

All readers (not just those who submitted definitions) are invited to vote for their favourite definition of each word.

And send in definitions for our next two words: ektexine and foozle.

**Get your votes and definitions to TWJO, 180 Aylsham Drive, UXBRIDGE
UB10 8UF or TWJO@pevans.co.uk by Friday, 8th August 2008.**

Bridgenorth Cliff Railway

Railway Rivals game 6 – Turn 6

CHUFFIN' RAILWAYS builds into Shrewsbury and across the river at Worcester. VROOM builds south-west from Much Wenlock. BESTRAIL builds branches in the Midlands and a line towards New Radnor. SEAWEEED builds to Monmouth and further north towards Bishop's Castle. MLX continued to build radiating lines and also across the Severn at Bridgenorth.

A: VELOCITY RAILS OF ODD MOTION (VROOM) - Gina Teh (BLACK)

Builds: (L7) - K7; (H59) - H58 (1 to BESTRAIL)

(K7) - MUCH WENLOCK; (H58) - WORCESTER; (K7) - I8 (1 to BESTRAIL)

(I8) - G9 - G11

Score: 37 -2 +1 = 36

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

Builds: (WORCESTER) - J59 - PER-SHORE

(I16) - G17 - F16 - E17 - D16 (1 to BILL, 1 to SEAWEEED)

(L48) - M48; (L48) - H47 (2 to BILL, 2 to CR, 1 to VROOM)

Score: 36 -7 +2 +2 (corrections) = 33

C: SOUTH EAST & WEST EXPANDING ENTERPRISE DEVELOPMENTS (SEAWEEED) – Tim Macaire (BLUE)

Builds: (E13)- E11 - D10; (M27) - M28

(M28) - L28 - K28 - MONMOUTH (+6)

(L15) - M15 - TENBURY

Score: 48 + 6 + 1 -2 (corrections) = 53

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

Builds: No Moves Received

Score: 47 +1 -1 (Adjustment) = 48

E: CHUFFIN' RAILWAYS (CR) - Nathan Richards (BROWN)

Builds: (M3) - L3; (M4) - L4 (1 to MLX)

(WORCESTER) - F57 - E58 - D57

(L3) - K3 - SHREWSBURY

Score: 55 -1 +2 = 56

F: MOONS-LENS XPRESS (MLX) - Gerald Udowiczenko (ORANGE)

Builds: (D18) - A20 - HAY

(C70 - D7 - BISHOPS CASTLE (+3);

(BRIDGENORTH) - C48

(C48) - D48 - E49

Score: 40 +3 (towns) +1 = 44

GM Notes

Templecombe

Part of MLX's build was missed off last turn, he built G18 - F17 - E18.

BESTRAIL and SEAWEEED got to C68 at the same time last turn, so I have

rescinded the payments between them.

When BESTRAIL built from Leominster to I16, it only cost him one rather than two, as he didn't make a junction. This was reported last turn, but SEAWEEED's points were not

adjusted. This was the second correction. BESTRAIL was re-credited rather than BILL.

62-S5
52-36
35-S4

Next turn's races:

15-21

16-43

26-44

66-54

After this round of races, players may build up to 12 Build points. All KNOWN construction costs (inc junctions, building alongside others) come from this total.

**Orders to Mike Dommett, 119 Victoria Road, ALTON GU34 2DD
or by e-mail to mike_dommett@yahoo.co.uk by 1st August 2008**

The Cold Equations

Star Trader game 4 – Turn 2

"What's going on?"

The young Ensign was walking alongside his Superior who had just returned from their Local Corporation Offices.

"Not a lot, apparently, young shaver."

"No?"

"Apparently we're to wait for a delivery of napkins..."

Houston Fearless seemed to slumber through this Quarter – however, elsewhere...

At Gamma Leporis, GAMLEPCO bought 12 Alloys for 6 HTs each and regained their Market Managership.

Epsilon Eridani saw MONOGRAM selling 13 Monopoles for 13 HTs each, to gain a Dealership, and shutting out QUASAR who bid to sell at 16.

QUASAR did get a Dealership itself, selling 10 Alloys for 8 HTs apiece at Mu Herculis. EON FLASHCORP bought 10 Monopoles at the price of 12 HTs and gained a Dealership, while MONOGRAM sold 2 more at 11 HTs, dragging the price down again.

EON FLASHCORP spent 50 HTs hiring agent Willy at Mu Herculis and then increased their Political Connections and their Reputation as well.

ARCHANGEL LINES rolled out its fleet of Liners, all of which loaded passengers. Michael is believed to be going to Tau Ceti.

GAMLEPCO bought two Warehouses, one at Mu Herculis and a second at Beta Hydri, both locations where the Alloy market is hungry for goods. The Corporation increased their Business Connections as well.

MONOGRAM INDUSTRIES bought a Warehouse at Epsilon Eridani, hired Dragon, took on Passengers, improved their Reputation and bought another Monopole Factory at Mu Herculis.

QUASAR were buying at Mu Herculis as well – 5 Factories and a Warehouse. They went to the shipwrights too and laid down a Phoenix hull with a mix of Cargo, Passenger and Light Weapon pods.

MACRADIE'S blood-thirsty crew turned up at Mu Herculis Spaceport, where they managed to recruit more than enough A class crew to improve the fighting capacity of their ship. They also are believed to have done a deal with the local mafia, increasing their Criminal Connections.

Corporation Table

Corporation letter & name	Conn'n Levels Bus Crim Pol	Init'ive Bid	Turn Order	Cash	Rep	Player
A Archangel Lines	2 0 2	7	2nd	218	27	Jerry Elsmore
B Eon Flashcorp	2 8 8	0	6th	0	21	Paul Evans
C Quasar Enterprises	10 3 5	0	4th	229	34	Thomas Frost
D Gates-Learjet	6 4 3	N	7th	153	22	Dominic Howlett
E McRadie's Crew	5 8 0	0	5th	575	0	Martin Jennings
F Monogram Industries	7 0 5	7	1st	73	36	Michael Martinkat
G Houston Fearless	10 0 4	N	7th	460	31	Mark Robinson
H GamLepCo	4 0 3	0	3rd	98	23	Gina Teh

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

GM Notes

There are 2 new News chits –shown in bold:

Turn 4 **B6**

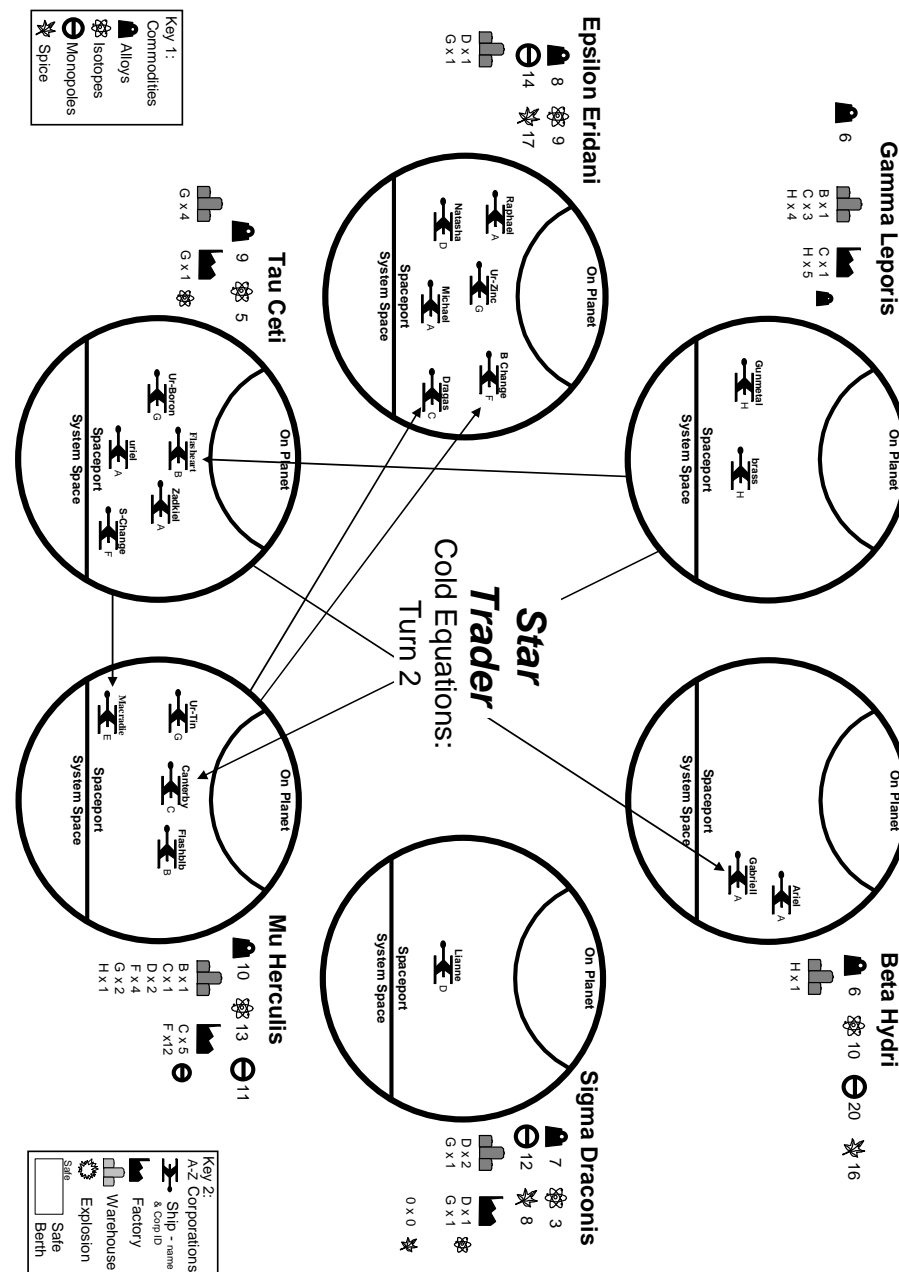
Turn 6 **C5**

I do need orders in on time – but if you miss the deadline, it is still worth sending your orders in, as I may be able to incorporate some of them.

When you put in orders to buy or sell commodities, you must give a price.

There are no factories at Epsilon Eridani or Beta Hydri. Factories exist at other systems, but you can only build factories of certain commodities. The map shows the commodities you can build at a system next to the factory symbol; The star system details at the bottom of page 16 in my copy of the rules lists abundant commodities – those you can build factories for.

This is the turn that should have been in the last issue of TWJO. It was sent direct to players so we could get in another turn.



Games from Pevans

Mail order board and card games in the UK



Agricola



This enthralling game is about developing a medieval farm, starting with a two-room hut, open land and two workers. Key to the game is the set of cards each player has for the duration. Every few turns there's a harvest and players have to feed their people. Impressive stuff.

For 1-5 players, playing time 30 mins/player: £40.00

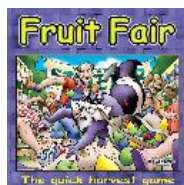
Dry Gulch Junction

Dry Gulch Junction is a card game of developing the eponymous one-horse town in the Wild West. Each player has a set of buildings and is trying to build them and add extra storeys. At the same time, they need income to pay for their developments. A clever, intricate game.

For 2-4 players, aged 8+, playing time 45 minutes: £10.00



Fruit Fair



Fruit Fair is another clever game from Kris Gould. Players harvest fruit to win prizes: however, the player with the most of each fruit will get a special ability for the next turn, so there's a good reason to hang on to some fruit, too. Add big, bold artwork and it's good stuff.

For 3-5 players, aged 10+, playing time 60 minutes: £20.00

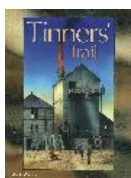
Monastery

The latest from the Ragnar Brothers, *Monastery* is about the development of a medieval monastery. Each player has a team of monks (nicely sculpted pieces) and their aim is to complete a fragment of the Lord's Prayer. *Monastery* is hugely tactical and has bags of atmosphere.

For 2-4 players, aged 14+, playing time 60 minutes: £25.00



Tinners' Trail



Tinners' Trail is about mining in Cornwall. Players struggle with flooding and volatile markets as well as each other. They must decide whether to convert money to victory points or keep it for further development. Another of Martin Wallace's clever business games.

For 3-4 players, aged 13+, playing time 90 minutes: £25.00

Buy online from the full catalogue at www.pevans.co.uk/Games

The Cold Equations Star Trader game 4 – Turn 3

"So what's up, Number One?"

The breezy young Ensign stood at attention in front of the Officer of the Day.

"Recall, I'm afraid."

"Sir?"

"Yes, I'm afraid so. Head office have decided to re-trench and this sector has been dumped."

"But sir?"

The young man's voice was pleading. Behind his head the First Officer could see the QUASAR logo on the dock side.

"We have to obey our orders."

Trading was brisk this quarter. At Mu Herculis, GATES LEARJET sold 11 Isotopes for 11 HTs each and became a Market Manager, a challenge for HOUSTON FEARLESS. EON FLASHCORP bought 10 Monopoles for 12 HTs apiece and became Contractors, while MONOGRAM sold 5 Monopoles on Contract.

Sigma Draconis saw GATES LEARJET buying 10 Isotopes for 4 HTs and a Contractorship.

Finally, at Beta Hydri EON FLASHCORP sold 10 Monopoles for 16 HTs each and gained a Dealership.

ARCHANGEL LINES' passenger fleet all jumped successfully, but then refused to take on Passengers to onward destinations without proffering a reason.

MONOGRAM INDUSTRIES hired Agent Crip at Mu Herculis and then sold 2 of their Warehouses at Mu Herculis. They then decided to increase their Political Connections

EON FLASHCORP decided to use solvency to increase their Reputation, which they did, but not by much.

GATES LEARJET increased their Political Connections and bought an Isotope Factory at Tau Ceti. They also took on passengers to Sigma Draconis

MACRADIE left Mu Herculis Spaceport and is believed to be in or around the Tau Ceti System. Their Criminal Connections have increased still further.

Corporation Table

Corporation letter & name	Conn'n Levels			Init've Bid	Turn Order	Cash Rep		Player
	Bus	Crim	Pol					
A Archangel Lines	2	0	2	14	1st	198	27	Jerry Elsmore
B Eon Flashcorp	4	8	8	0	3rd	30	27	Paul Evans
C Quasar Enterprises	DROPPED OUT							Thomas Frost
D Gates-Learjet	8	4	4	0	4th	164	27	Dominic Howlett
E McRadie's Crew	5	9	0	0	5th	485	0	Martin Jennings
F Monogram Industries	7	0	6	4+4	2nd	69	37	Michael Martinkat
G Houston Fearless	10	0	4	N	6th	449	31	Mark Robinson
H GamLepCo	4	0	3	N	6th	98	23	Gina Teh

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

Press

I can always be persuaded not to capture you or blow you up, only 50 HTs. Cash only, non-sequential notes. McRadie

Dirty deeds, done relatively cheap, contact McRadie's and see what we can do for you.

For hire, Tender, make sure you do not lose those precious goods, contact McRadie for terms.

50 HTs buys you your freedom.

Dirty deeds done not so cheap, tell me who what and where and I am sure a mutual understanding can be come to.

GM Notes

There are three new News chits – shown in bold:

Turn 4 B6

Turn 5 C8

Turn 6 C5

Turn 7 B5, P4

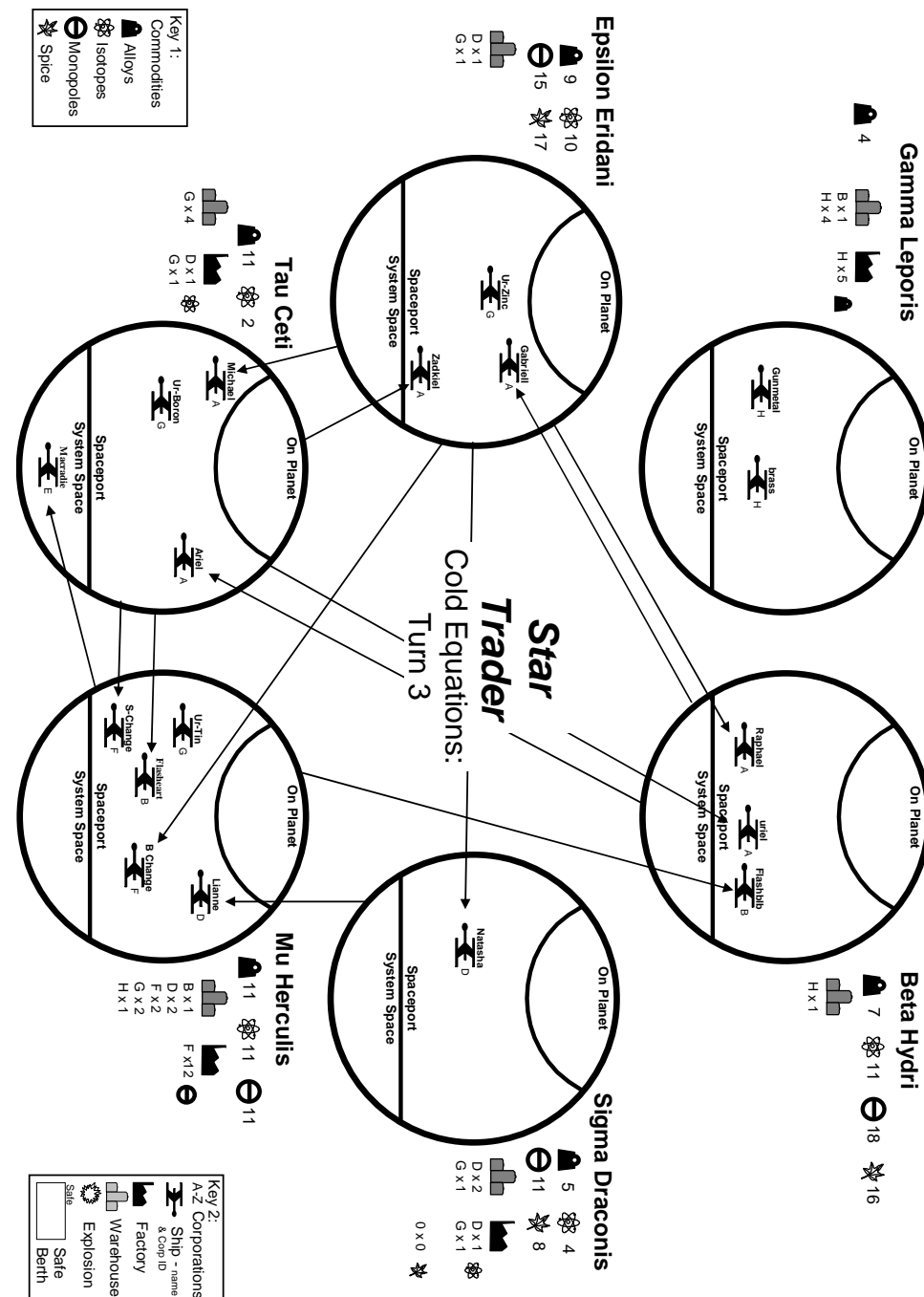
B5 means that there is a chit that needs Business Connections of Level 5

to read. You can therefore work out who else can see the chit.

Part of the press should have been published last issue – sorry, Martin.

Thomas Frost has had to pull out due to pressure of work, so QUASAR ceases to operate.

Orders to Mike Dommett, 119 Victoria Road, ALTON GU34 2DD or by e-mail to mike_dommett@yahoo.co.uk by 1st August 2008



Les Petites Bêtes Soyeuses 213

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 October 1661 to
Pevans at 180 Aylsham Drive,
UXBRIDGE UB10 8UF or
lpsorders@pevans.co.uk
by Friday, 8th August 2008**



September 1661

The soldiers are back in Paris! Suddenly the city comes back to life after the torpor of the summer. First things first: there are a couple of affairs of honour to settle. The first is between the sabre-wielding Beppe de Marko and the man with the cutlass, Jacques Shitacks. Zachary The Money Goes turns up to second de Marko, whose slight build contrasts strongly with the bulk of Shitacks. Shitacks does what is expected with a cutlass: he slashes. De Marko does nothing until he is knocked over by the slash. Then he surrenders.

Our second fight of the month is J'accuse L'amour versus Ron Anybody de Mac Feegle. Cavalryman L'amour brings his sabre to meet de Mac Feegle's foil. He also has Aloysius Gnomeclencher as his second. And a large bottle of wine. Both men are definite lightweights, but the size advantage, such as it is, is with de Mac Feegle. L'amour starts the fight staggering backwards. He takes a large swig of wine and is run through by de Mac Feegle's lunge. Undaunted, L'amour comes back with a slash. This doesn't do much damage, but it's enough to cause de Mac Feegle's surrender as L'amour weaves around. L'amour staggers up to his opponent. He mutters "let that be a lesson to ... me" and is spectacularly sick.

Two Ministers forward; one Minister back

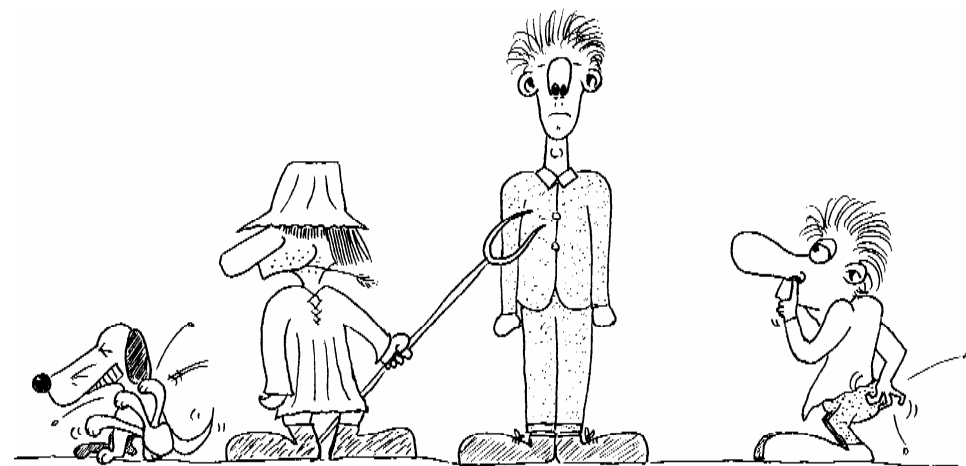
The end of the campaign has brought lots of new faces to Paris and most of them sign up for military service. Caizer de Cheef and Roland Leveque apply to the 53rd Fusiliers and are both accepted. Leveque buys the rank of Captain, while de

Cheef goes all the way to Major. The Royal Marines admit Coeur Jette (Gustav Ind pulls some strings to make sure he gets in) and Ilk Lamore Bartat. Bartat feels Subaltern is sufficient rank for him, while Jette goes for a Captaincy.

Stewart Senquiry signs up William McGonagall for the Crown Prince Cuirassiers. McGonagall is just a Trooper, though, despite getting some cash from Euria Humble. Yves Vrai Breatheauteque joins the Archduke Leopold Cuirassiers, but there isn't a vacancy for a Major so he has to make do with the rank of Captain. Jean Laissez Faire admits William Liam Lee Yon to the Cardinal's Guard where he buys a Captaincy.

Now that everybody's sorted out their regimental positions, it's time to allocate the rest of the military appointments for the next twelve months. But first we have to decide on the new Minister of War. Stan Dandy Liver and Gaston de St Marque have the ear of the King. Both want Liver to get the job and so he does. De St Marque appoints a nobody as Minister of Justice, refusing the applications of Aloysius Gnomeclencher and Zachary The Money Goes. Gnomeclencher gets to be Chancellor of the Exchequer instead. De St Marque refuses to appoint any Ministers without Portfolio, disappointing Horatio d'Escargot as well as The Money Goes. The Money Goes didn't get a new Ministerial job and is still Commissioner of Public Safety. Hence, applicants Devlin Carnate and Herve d'Conde can't have the job.

Field Marshal Revaulvin d'Or is the man who appoints the Army commanders. Gar de Lieu gets to lead First Army in preference to Charlemagne le Gosse or Jacques Shitacks. Shitacks takes command of Second Army. D'Or then leaves



THE NEW RECRUITS



LE GENERAL

command of Third Army vacant rather than appoint le Gosse. Gar de Lieu has no shortage of applicants to be his Quartermaster-General, but he turns them all down to keep the position vacant. De Lieu rejects Johnny Sais-Pas as First Army Adjutant and keeps this post vacant, too. And the job as his Aide remains empty. Shitacks follows the same pattern in Second Army, turning down Carnate and The Money Goes for the job of QMG and Sais-Pas for Army Adjutant. However the Third Army staff feel they really need a Quartermaster-General and Zachary The Money Goes gets the post. Interestingly, this leaves Commissioner of Public Safety available next month.

D'Or also appoints the Adjutant-General. He decides to give the job to Horatio d'Escargot in preference to Euria Humble. D'Escargot declines to appoint any Division commanders, giving him the opportunity to exercise some patronage in later months. This month he re-cycles his debts. Benedict d'Over calls in some favours to make sure he gets to be First Division Adjutant, despite the lack of a CO. D'Or's final appointment is to place Swender de Jewel as his Aide, turning down Michel Entire.

As the Minister of War, Stan Dandy Liver does not fill either Inspector-General position, disappointing Euria Humble. However, Humble does succeed in his application to be City Military Governor. In this role he turns down Indie Spencible's application to be Captain of the King's Escort. With no Inspectors-General, there is a general scramble for the Brigadier positions. Gustav Ind uses his influence to get himself appointed Guards Brigadier. He does not appoint a Brigade Major, but does make Jean Paul Amiss his Aide. Stewart Senquiry gets command of the Heavy Brigade. He does not appoint a Brigade Major. Dragoon Brigadier is taken by Devlin Carnate and Pierre de Vin Rouge gets to be Brigadier of First Foot. The Brigade Major positions are filled from the candidates available, allowing Dion Thibault to get the post in Third Foot. Beau Romir returns to his role as Aide to the Crown Prince. Expect more partying.

Once the dust has settled, Revaulvin d'Or is back off to the frontiers to serve the rest of his sentence. Egon Mad 2 accompanies him on the way to the Frontier Regiments, hotly pursued by the bailiffs. Battalion 2 of the 13th Fusiliers is on the road as well, led by its commander, Major Stan Ding on à Chair.

Horses and Hoop-la

The major social event of the month has to be the Crown Prince's horse race in week 2. First, though, Jacques Shitacks has shifted his celebration for Third

Army to the start of the month. Jacques and Kathy welcome their guests to the Fleur de Lys. Quasi Le Bossu and Di Lemmere are the first to arrive. Then the Dragoon Guards arrive: Jean Paul Amiss brings Belle Epoque with him and Swender de Jewel has Lucy Fur on his arm. They are still exchanging greetings with their host when J'accuse L'amour turns up to represent the QOCs. Oops! That's a round of challenges between the enemy regiments. Renaul Baptiste Grenoble is the last to join the party and take a look at Swender's "war trophies".



Beau Romir's Grand Hoop-la Tourney takes place in the club's garden as the staff are worried about potential damage to the fixtures and fittings. Frances and Beau explain the rules to their guests and then let them loose. Egged on by Guinevere d'Arthur, Averell d'Alton pitches his hoops with some skill and a success rate of some 62%. Euria Humble has Edna Bucquette for encouragement, but can't get even half of his hoops to land right. Neither can the unaccompanied Horatio d'Escargot. That leaves Gaston de St Marque, with Bette Noire as cheerleader, pitching hoops. His score is as good as d'Alton's until the last couple of throws which miss completely. D'Alton is definitely the winner of this session.

Other visitors to the Fleur in week 1 are Charlemagne le Gosse and Lois de Low, Devlin Carnate and Angelina di Griz and Stan Dandy Liver with Lotte Bottle. Over at Bothwell's are Aloysius Gnomeclencher and Deb Estaround, Benedict d'Over and Ophelia Derriere, Gustav Ind and Jacky Tinne and Stewart Senquiry and Leia Orgasma. Jacques de la Boite and Pet Ulante are in the Blue Gables. Red Phillips is busy, too, with Giles Etraseur and Josephine Buonaparte, Ilk

Lamore Bartat and Ada Andabettoir, Rob Anybody de Mac Feegle and Sal Munella and Roland Leveque.

Come the second week and Ilk remains in Red Phillips with Ada. Gustav and Jacky stay in Bothwell's. Devlin and Angelina remain in the Fleur, as do Stan and Lotte. Everybody else heads off to the Prix d'Or and the horse race sponsored by the Crown Prince. Lots of people turn up to watch the fun: Averell and Guinevere, Benedict, Caizer de Cheef, Gar de Lieu, Indie Spencible and Charlotte de Gaulle, Jacques de la Boite, Jean Laissez Faire, Jean Paul Amiss, Pierre de Vin Rouge, Rob and Sal, Roget de Saurus, Sean Sondamour and Ella Fant, Vincenzo de Louvois, Yves Vrai Breatheauteque.

There are even more who are participating in the race. As the riders come out in their colours, they cause a few cheers – and a few challenges! Aloysius and J'accuse represent the QOCs and exchange abuse with Jean Paul and Swender, who's also in the race. Benedict and Zack ride out in the KM's colours and head straight for Cardinal's man, Jean L-F, to issue their challenges. Stewart's presence provokes Caizer and the two swap noisy insults. The other riders are Beppe de Marko, Beau, Coeur Jette, Dominique L'Etoile, Euria, Gaston, Giles, Jean-Luc Mascard, Jacques Shitacks, Johnny Sais-Pas, Michel Entire, Quasi Le Bossu and Roland Pollee d'Eaulee. J'accuse and Swender are joint favourites with Aloysius expected to do well and Beppe the best of the non-cavalrymen.

The horses come away from the start in a long ragged line. As the faster horses assert their dominance, the riders move in towards the rail and they spread out along the track. At the halfway point J'accuse is out in front. Swender is a good length down on him and has Beppe, Gaston and Zack for company. Aloysius, Benedict, Coeur, Roland and Stewart are jostling together just behind them. Euria has got some speed out of his horse and is unexpectedly up with the pack alongside Jean-Luc. Johnny is last in the main group. The remaining horses straggle back. Beau, Dominique and Jacques are a length down, but just ahead of Michel and, surprisingly, Giles. It's mainly surprising that he's still on his horse. Last of all is Quasi, whose horse stumbled at the start and is just not running very quickly.

The horses thunder round the final bend and head down the straight for the finish line. J'accuse maintains his pace to stay at the front and win the race. Zack pushes hard to come alongside the leader,

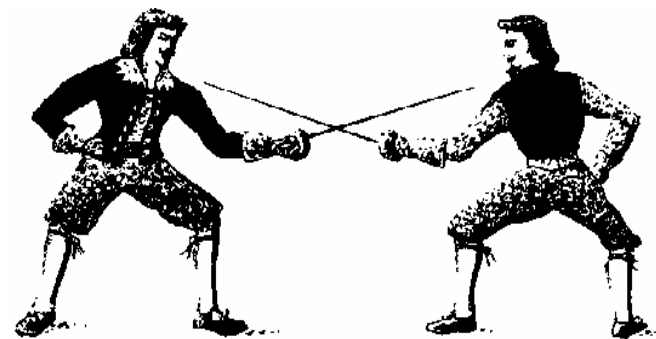


but can't quite catch him. He takes second place. Swender speeds up only to find Gaston sticking doggedly by his side. The two cross the line together to share third. Benedict can't maintain his early speed and stays just behind these two. He is surprised to find Euria on his shoulder when he reaches the line. Behind them are Aloysius, Coeur, Stewart and a sprinting Johnny. Beppe has eased off and dropped back to join Jean-Luc. Jacques and Roland complete the main pack. Trailing a couple of lengths behind them are Beau, Dominique and Michel, now treating this as a country excursion. Giles and Quasi amble in right at the very back. Prinny is hugely entertained by the race: well worth a few crowns sponsorship!

Hoop-la and Swordplay

Week 3 and Beau is back in the Fleur with Frances and round 2 of the Grand Hoop-La Tourney. Horatio is much relieved as he spent the previous week outside the club wondering where Beau was. His hoop throwing is only marginally better than the first round, though. Averell has another go, cheered on by Guinevere, but can't equal his first round success. Roget de Saurus joins the party and tosses a few hoops nonchalantly. He does the best so far this week, but only just over half his hoops score. Euria Humble is the man who finally wins the tournament, scoring an excellent 83% of his hoops and generating a lot of excitement from Edna. Beppe and Katy, Devlin and Angelina and Stan and Lotte are also in the Fleur.

Meanwhile Gustav Ind's duelling competition gets under way at Bothwell's. To begin with Gaston de St Marque takes his rapier to Stewart Senquy's sabre to decide which of the two weakest duellists will qualify. Gaston lunges to get the first touch, but an immediate slash from Stewart evens the score. Then they switch: a slash from Gaston and a lunge from Stewart. These hit together, leaving the score still even. However, the tempo is now with Gaston, who lunges again to win the bout.



His reward is to square up to Pierre de Vin Rouge, who also uses a rapier. Gaston parries, stopping Pierre's opening lunge. A riposte gets Gaston the first touch and he lunges just as Pierre slashes. These two blows strike together, but Gaston has two touches and the win. Jacques de la Boite has not shown up, so Jacques

Shitacks gets a bye and faces Gaston with his cutlass in the final. There's not a lot of subtlety with a cutlass and Jacques doesn't even try. Gaston is probably over-subtle, repeating the parries that were so successful against Pierre. Jacques' slash goes straight through Gaston's guard. Gaston responds with a lunge to even the score, but Jacques slashes again for his second touch before Gaston can re-group. Oh dear: brute force beats finesse!

Watching the fun in Bothwell's are Aloysius and Deb and Benedict and Ophelia. Yves Vrai Breatheauteque appears at Hunter's to show off his new conquest, Sue Briquet. William Liam Lee Yon is also in the club. The Blue Gables has Jacques de la Boite as its only visitor. He is without any female company this time. Johnny Sais-Pas holds court at the Frog & Peach. He is joined by Caïser de Cheef, Coeur Jette, Rob Anybody de Mac Feegle (who brings Sal with him) and Vincenzo de Louvois. Johnny tries to show off by placing a few wagers on the tables, only to embarrass himself by losing a couple of hundred crowns. Jean-Luc Mascard is also in the club, basking in the company of his new lady friend, Mary Huana. Quasi Le Bossu and Di are the final visitors. Red Phillips sees its last occupants of the month: Giles Etraseur and Josephine.

Final party

The end of September sees Quasi's "Boozers and Bellringers" bash at the Frog & Peach. Quasi has Di with him and they greet Caïser, Coeur, Jean-Luc, Jean Paul, Rob and Sal, Vincenzo and William McGonagall. William and Caïser discover that they are in opposing regiments and exchange challenges. Jacques de la Boite is in the Blue Gables again. So are Benedict and Ophelia in Bothwell's. Gustav and Jacky return with Pierre as their guest again.

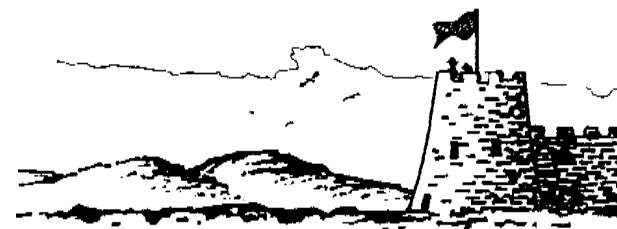
Outside the Fleur de Lys are Aloysius Gnomeclencher, Gaston de St Marque, Stewart Senquiry and William Liam Lee Yon, none of whom seems to have heard that Shitacks' event was moved to the beginning of the month. However, there are more people inside the Fleur. Notably the once and present Aide to the Crown Prince, Beau Romir, who Toadies to Prinny with Hoop-La winner Euria Humble and his lady, Edna Bucquette. Beppe de Marko is also there with Katy. So are Devlin Carnate and Angelina. Stan Dandy Liver brings Lotte for another week. As does Sean Sondamour with Ella Fant and Zachary The Money Goes and Anna Rexique.

Herve d'Conde ignores all this socialising and spends his September in the company of his sabre. Indie Spencible and Michel Entire only divert from exercising with their rapiers



for the horse race. Charlemagne le Gosse avoids the horse race to spend three weeks practising rapier. Gar de Lieu fits in two weeks practice with rapier around the race and a visit to the Bawdyhouses. Sean Sondamour and Swender de Jewel organise their month differently, but both get in two weeks with a sabre.

William Liam Lee Yon is the unlucky man in the red light district this month: the only one attacked by the footpads. He is relieved of his last few crowns, but it's unlikely he'll miss them. Johnny Sais-Pas may regret his visit to the Bawdyhouses as he has a few drinks, but doesn't bother with any female company. Jean Laissez Faire has better luck with the ladies this month, but it's not something he wants to make public. Roland Pollee d'Eaulee perseveres and wins where others failed earlier. We know about this one as it's cause for a duel with Horatio d'Escargot. Dominique L'Etoile and Vincenzo de Louvois also have cause when they meet on Violet's doorstep and neither will stand down. Not that Violet is in a mood to be wooed as another socialite finds out later in the month. Jean Laissez Faire and Roget de Saurus meet at Katy Did's place, but stand down to each other in a flurry of bowing and declarations: "after you, sir". It doesn't matter, as Katy's out on the town with the man who courted her at the start of the month, Beppe de Marko. It's not a successful month with the ladies for Roget or Jean, or Renaul Baptiste Grenoble, or J'accuse L'amour, or Jacques de Gain, or Roland Leveque, or William Liam Lee Yon.



A bit of a siege

On the frontiers, the troops are laying siege to a Spanish outpost. RFG Lieutenant-Colonel Egon Mad 2 is attached to Frontier Regiment 2, along with Major Stan Ding on à Chair's second Battalion of the 13th Fusiliers. The regiment is surprised by a sudden sally and driven back from its positions. The Fusiliers hold the line, though, which brings a Mention in Despatches for Major Chair. There's a Mention, too, for Mad, who is active in helping clear bodies off the battlefield.

Field Marshal Revaulvin d'Or takes over a Battalion of the Royal North Highlanders. They have a steady month, along with most of the Frontier troops. This is enough to bring a Mention for d'Or, who also sweeps up the best part of a thousand crowns in loot.



Press

Announcements

Gentlemen of Paris.

The 13th Fusiliers are recruiting for daring exploits.

Recruitment fee paid on joining.

A 3-month retention signing bonus paid!

Beat the dastardly Spaniards and insult the 27th Muskrats for free.

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? The Cardinal's Escort is needing new members!! Consider your choices well and apply today!

His Eminence will grant you his blessings.

To All Loyal Men of Paris,

Come and join the country's premier regiment, the King's Musketeers, and ensure that France's enemies are hunted down and dispatched. Places are still available, but please apply early to avoid any disappointment. Generous bonuses available and help with purchasing your commission.

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

I would like to join an army. Offers welcome.
† ILB

Social

To All Gentleman of SL7 or less

The next rehearsal of the Messiah Chorus by the Boozers and Bellringers club will be week 4 October 1661 at my club. I've still got some Spanish Calvados brandy liberated by the PLLD, so I'll cover the tabs for all drinks for all ringers and their ladies.

Regards,

† Quasi Le Bossu

As a slightly belated welcome to our beautiful city, I would like to invite all new arrivals (and any veterans who would care to assist) to join me in Hunter's during the fourth week of October. Fine wines will of course be available: I think I can say with all modesty that nobody is better acquainted with a GoodYear than I am!

† Michel Entire

Welcome Party

To all men of Paris (and your ladies) I would like to invite each and every one of you to my club, Hunter's, for a party in the Third week of October, to celebrate my recent arrival in Paris. While I cannot afford to buy all of you drinks, I will place a small wager for each person upon the Chemin de Fer table at my own expense.

Until October,

† Yves Vrai Breatheauteque

To commemorate the death of my good friend, and grade A scavenger, Zeus Aspillais, I will be holding a scavenger hunt throughout October. Entry to the competition will be 10 Crowns (payable in October), with the pot going to the winner.

The items to scavenge are:

1. The garter of a mistress, other than your own.
 2. The colours of an enemy regiment (RFG to scavenge from CGs).
 3. Cutlery from the kitchens of Le Fleur.
 4. The dice from a gaming table of a club with a lower standing than your own (Members of Red Phillips to scavenge from the Bawdy House).
- Points will be awarded on an entirely subjective scale, depending on creativity and amusement caused. You have a month to scavenge, as I will be holding a party in my club in Week 1 of November to determine the winner. All will be invited. Please ask for clarity if needed.

† Stewart Senquiry

To the CPS – please note that all items will be returned undamaged.

Matters of Honour

Gentleman second sought with Mutual Arrangement for Royal Foot Guards Officer.
† RdS

Personal

This Hallelujah chorus? Isn't it, like, English? French composers not good enough for you?
† AG

Dear Papa,

Being newly arrived in Paris, I decided to seek gainful employment, like my cousins before me.

Disbarred from the church due to that unfortunate misunderstanding a few years ago, and declining the open invitation to join the CG for the selfsame reason, I felt that the cavalry was the life for me.

Accordingly, I presented myself at the offices of the Archduke Leopold Cuirassiers, where my slight frame and inexperience were overlooked in favour of my keen intellect and shrewd wit.

The next stop was a place of refreshment. The first establishment I tried, Phillippe or some such name, reeked of swill, so I ventured more up-market and became a member of a small club called Hunter's.

This afternoon, I intend to seek out a lady who might better educate me in Parisian culture and manners, and next week I am to attend a race meeting, where I hope to be presented to Le Dauphin himself!

I will write again next month.

Your loving son,

† Yves

To Colonel Johnny Sais-Pas,

Sorry my application to join your regiment arrived late; I hope you were able to process it quickly enough for me to join you at the Front. If not, then I hope you will be able process it upon your return and maybe we could meet up to discuss my application.

Yours,

† Stan Ding on á Chair

From the Diary of Egon Madd
 D*** those Shylocks: after all this time
 at the Front I STILL can't pay them
 back! I would call them evil blood-
 sucking vampires, BUT some of my
 best friends are evil blood-sucking
 vampires. Still, hopefully, I can pick
 something up this time, just as long as
 Igor remembered the ice.

Swender de Jewel
 The wine was superb! Many thanks.
 † Gnomeclencher

Lord Percy Percy says, as being hen-
 pecked is becoming fashionable,
 Johnny Sais-Pas is immensely
 fashionable.

Dominique Le Etoile rode into Paris
 with a smile on his face. As his horse
 walked in you could hear the chink,
 chink sound of crowns bulging in his
 bag. He quietly sang to himself.
 'Everyone considered him, ze coward of
 ze country.'

Is the real reason for Stewart
 Senquiry's order on wearing clean
 trousers anything to do with his Lt
 Col's habit of wearing a dress?

Poetry Corner

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

1 'Tis September Sixteen Sixty One,
 And I my father's favourite son,
 Hailing from poor merchant stock,
 Find Great Paris quite a shock.
 2 Born a sickly child I was,
 Barely escaped from Thanatos,
 But to make my family proud,
 I've joined this somewhat madding
 crowd.
 3 Teaming with intrigue and plots,
 Melodic campanologists or sots,
 And some tale of ministerial trousers,
 Is on the lips of all the carousers.
 4 From battle there appears brief
 respite,
 As duellists line up in the dawn to
 fight,
 Regarding some romantic slight,
 Caused by others bumping in the
 night.
 5 It falls to me to choose a course,
 Service on foot or atop a horse,
 Or in this month of Morning Glory,
 Perhaps a completely different story.
 6 As they say, time will tell,
 So in closing I wish all well,
 And thank you your kind attention,
 For this a modest introduction
 Yours, † Coeur Jette

Points Arising

**Next deadline is
 Friday 8th August 2008**

Apologies for the confusion over the
 week of the duelling competition – I
 gave it as week 3 and week 4 last time.
 I trust everybody got my correction
 notice.

There aren't many *En Garde!* games
 that have been running as long as
LPBS. One of these is *The Paris
 Tribune*, which originated at the
 University of Kent. It's run these days
 by Jon Longhurst, who is looking for
 new players. I suggest take a look at
 the game on the Canterbury Gamers
 News website:

www.canterburygamers.org.uk

While we're talking about other *En
 Garde!* games, Carol Kocian (GM of
 'Elan') has launched a Yahoo! group
 for *En Garde!* players. The idea is to
 provide a forum for players of different
 games to swap stories and ideas. Sign
 up and get talking at:
[http://games.groups.yahoo.com/group/
 EnGardePlayers/](http://games.groups.yahoo.com/group/EnGardePlayers/)

The following didn't get their orders in
 on time ("No Move Received") and
 suffered the consequences.
 DT Dion Thibault (Rob Shirai) has
 NMR'd. Total now 1

FF (Mark Barrowcliffe) has been
 floated

Aaron Sibley's new character was
 floated as he's been ill. Hope you've
 recovered, Aaron.

X7 (Francesca Weal) has been floated
 as Fran was busy with family and
 work commitments.

This turn we say goodbye to Michael
 Blasebalk "as my mind is not in this
 right now." Sorry to see you go,
 Michael. Thanks for your input to the
 game and maybe we'll see you again.

We also welcome back the one and
 only HaJo "Red" Schlosser, who re-
 starts with a new character.

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](mailto:lpbsorders@pevans.co.uk) and you'll get an automated
 reply when your message arrives in
 my mailbox. Please give your name
 and your character's name and specify

actions in full (since it's without your character sheet). Attached files should have your character ID and the month in the name. If you want queries

answered before the deadline, e-mail LPBS@pevans.co.uk. ◇ P

New Characters

HaJo 'Red' Schlosser gets the Second son of a wealthy Merchant: Init SL 3; Cash 250; MA 6; EC 3 (X1).

Announcements

Indie Spencible applies for Regiment Adjutant of RFG

Indie Spencible applies for Captain, King's Escort

Pierre de Vin Rouge asks NPC Major 1 of Picardy Musketeers to resign

Renaud Baptiste Grenoble applies for Division Adjutant of Second Division

Roget de Saurus applies for Brigade Major of Guards Brigade

Yves Vrai Bretheauteque asks NPC Major 1 of Archduke Leopold Cuirassiers to resign

Yves Vrai Bretheauteque asks NPC Major 2 of Archduke Leopold Cuirassiers to resign

Duels

Results of last month's duels:

Jacques Shitacks (gains 1 Exp) beat Beppe de Marko (with ZTMG).

J'accuse L'amour (with AG, gains 1 Exp) beat Rob Anybody de Mac Feegle.

Grudges to be settled next month:

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

Roget de Saurus (Rapier) has cause with Yves Vrai Bretheauteque (Sabre) for pinching Sue.

Dominique L'Etoile (Rapier, Seconds ME) and Vincenzo de Louvois (Foil, adv.) have mutual cause as neither stood down over Violet.

Gar de Lieu (Rapier, Seconds SDL, adv.) has cause with Beppe de Marko (Sabre, Seconds ZTMG, 3 rests) for pinching Katy.

J'accuse L'amour (Sabre, Seconds AG, 1 rests) and Jean Paul Amiss (Sabre, adv.) have mutual cause for being in enemy regiments.

J'accuse L'amour (Sabre, Seconds AG, 1 rests) and Swender de Jewel (Sabre, Seconds BdM, adv.) have mutual cause for being in enemy regiments.

Aloysius Gnomeclencher (Sabre, adv.) and Jean Paul Amiss (Sabre) have mutual cause for being in enemy regiments.

Aloysius Gnomeclencher (Sabre, adv.) and Swender de Jewel (Sabre,

Seconds BdM) have mutual cause for being in enemy regiments.

Benedict d'Over (Rapier, Seconds ZTMG, 1 rests) and Jean Laissez Faire (Rapier, adv.) have mutual cause for being in enemy regiments.

Caiser de Cheef (Rapier, 2 rests) and Stewart Senquiry (Sabre, Seconds RBG, adv.) have mutual cause for being in enemy regiments.

Jean Laissez Faire (Rapier, 5 rests) and Zachary The Money Goes (Rapier, adv.) have mutual cause for being in enemy regiments.

Horatio d'Escargot (2-Hand, adv.) has cause with Roland Pollee d'Eaulee

(Sabre, Seconds JLF, 4 rests) for pinching Henrietta.

Caiser de Cheef (Rapier, 1 rests) and William McGonagall (Sabre, adv.) 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.

Tables

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

Army Organisation and Summer Deployment

First Army (Field Ops) GdLi/___/___
 First Division (Field Ops) ___/___/BD O
 Guards Brigade (Field Ops) – RFG CG KM
 Dragoon Brigade (Field Ops) – GDMD PLLD
 Cavalry Division (Field Ops) ___/___/N5
 Horse Guards Brigade (Field Ops) – DG QOC
 Heavy Brigade (Field Ops) – ALC CPC
 Second Army (Siege) JS/___/___/___
 Frontier Division (Siege) ___/___/N4
 Frontier Regiments (Siege)
 Third Army (Defence) ___/___/N1/ZTMG
 Second Division (Defence) ___/___/N4
 3rd Foot Brigade (Defence) – 27M 4A
 4th Foot Brigade (Defence) – 69A Gscn
 RNHB Regiment (Defence)
 Third Division (Defence) ___/___/N1
 1st Foot Brigade (Defence) – RM PM
 2nd Foot Brigade (Defence) – 13F 53F

Organisation and Deployment for the Campaign
Season plus Army and Division posts
(CO/Aide/Adj't/QMG):

Frontier Regiments

(Siege for Sept-Nov)

Colonel	F1 N7	F2 N5	F3 N5	F4 N4	RNHB N9
Attached	2 Bn 13F EM2				RdO

Also at the Front

This table shows the Colonels of Frontier regiments (N + MA for NPCs), together with the volunteers assigned this season.

Battle Results

Frontier regiment 1: 4
Frontier regiment 2: 5
Frontier regiment 3: 4
Frontier regiment 4: 3
RNHB regiment: 3

Brigade Positions

Guards Brigade	GI/JPA/___
Horse Guards Brigade	N6/___/N6
Heavy Brigade	StSy/___/___
Dragoon Brigade	DC/CPC/N3
First Foot Brigade	PdVR/___/N5
Second Foot Brigade	N4/N/N1
Third Foot Brigade	N5/N/DT
Fourth Foot Brigade	N5/N/

Entries as Army Organisation Table

July/Aug 2008

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	JS
35	Katy Did	16	I	BdM
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	BR
48	Fifi	14	B/W	
16	Ophelia Derriere	13		BdO
26	Ella Fant	13	B	SS
27	Lucy Fur	13	B	SdJ
30	Leia Orgasma	13	B	StSy
45	Cath de Thousands	13		
8	Lotte Bottle	12	B	SDL
12	Charlotte de Gaulle	12		IS
17	Henrietta Carrotte	12	I/W	
28	Vera Cruz	12		
31	Bess Ottede	12	I/W	
1	Sue Briquet	11	B	YVB
4	Anne Tique	11	W	
9	Deb Onairre	11	I	AG
40	Sheila Kiwi	11		
63	Carole Singeurs	11		
20	Emma Roides	10	I	
33	Anna Rexique	10	I	ZTMG
38	Pet Ulante	10	W	JdIB
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	
59	May Banquot l'Idee	9		
2	Betty Kant	8	I	
19	Jenny Russe	8	W	
32	Sal Munella	8	W	RAMF
41	Marie Antoinette	8	B/I	
47	Eve Ningalle	8	I/W	
49	Mary Huana	8	B/I/W	JLM
34	Freda de Ath	7	W	ME
39	Thomasina Tancenjin	7	I	
50	Ulla Leight	7	I	
5	Belle Epoque	6	B/I	JPA
13	Josephine Buonoparte	6	I/W	GE
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

Regiments Organisation

	RFG	CG	KM	DG	QOC	ALC	CPC	RM	GDMD	PM	I3F	PLLD	53F	27M	4A	69A	Gscn
Col	AdA	JLF	ZTMG	HdC	AG		StSy+			PdVr+	JSP	DC+					
LCol	EM2	N3	BdO	SdJ	N5		RBG		FF	ME	N5	QLB	N2			N6	N5
Maj	RdS		N2	N4	JalA	N2	N5		FF+	N5+	N1+	N3+	N4	DT+	NI		
Maj	N5		N4		N6+	N6	N2			DLE	SDC		CdC				
Capt	BR	N5	N5	N2	N2	N2	N3	N5	NI	JdIB	NI	N4	N2	N3	N6	NI	NI
Capt	IS	N1	N2	N5	N4	N3	NI	N2	N5	N5	N6	NI	N6	N2	NI	N5	N3
Capt	N2	N3	N4	N6	NI	NI	N5	NI	NI	NI	N6	N4		N4	N2	N3	N3
Capt	N5	NI*	NI*	N5	N4*	N2*	N4*	NI*	N2*	N2*	N6*	NI*	N5*	NI*	N2*	N4*	N4*
Capt		WLLY				YVB		CJ					RL				

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.

The Greasy Pole

ID	Name	SL	SPs	Cash	Rank, Regiment/Appointment	MA Last seen	Club	EC	Player
CIG	Viscount Charlemagne le Gosse	26	73	Comfy	General	14 Lois	Flr	2	Neil Packer
GdSM	Count Gaston de St Marque	26	61	Withy	General/State Min.	9 Bette	Flr	3	Nathan Richards
ZTMG	Count Zachary The Money Goes	25+	77	Rich	B.Bdr-General KM/3rd Army QMG	11 Anna	Flr	4	Gerald Udowiczenko
SDL	Count Stan Dandy Liver	24	51	Rich	Lt-General/War Minister	11 Lotte	Flr	4	Guy Arnold
SS	Baron Sean Sondamour	22	46	Comfy	General	5 Ella	Flr	2	Pete Holland
BR	Earl Beau Romir	21+	80	Withy	Captain RFG/C.Prnce Aide	13 Frances	Flr	3	Graeme Morris
JS	Baron Jacques Shitacks	20	57	OK	General/2nd Army Commndr	3 Kathy	Flr	4	David Oliver
EH	Earl Euria Humble	20+	69	Comfy	B.Lt-General/City Mil.Gov	15 Edna	Flr	5	Matthew Wale
DC	Sir Devlin Carnate	19	53	Comfy	B.Bdr-General PLLD/Drgn Brigadier	5 Angelina	Flr	2	Bruno Giordan
BdM	Viscount Beppe de Marko	19	49	Fithy	Bdr-General	17 Katy	Flr	2	Mark Moores
RdO	Viscount Revaulvin d'Or	19	F	Rich	Fld Marshal	12		4	Jerry Spencer
GdLi	Baron Gar de Lieu	18+	56	Comfy	B.General/Ist Army Commndr	3	Both	4	Bill Hay
AdA	Sir Averell d'Alton	17+	55	OK	B.Bdr-General RFG	4 Guinevere		4	Martin Jennings
HdE	Sir Horatio d'Escargot	16	49	Comfy	B.Lt-General/Adjutant Gen	5	Both	3	Graeme Wilson
GI	Sir Gustav Ind	16+	48	Comfy	Bdr-General/Gds Brigadier	4 Jacky	Both	5	Ashley Casey
RdS	Sir Roget de Saurus	15+	46	OK	Major RFG	10	BG	2	Gerry Sutcliffe
StSy	Stewart Senquiry	14+	53	OK	B.Bdr-General CPC/Hvy Brigadier	2 Leia	Both	2	Colin Parfitt
JLF	Jean Laissez Faire	13	33	OK	B.Bdr-General CG	2	Both	3	Filipe Silva
AG	Aloysius Gnomeclencher	13+	43	Comfy	B.Bdr-General QOC/Chancellor	6 Deb	Both	2	Mike Dommett
BdO	Benedict d'Over	13+	42	Comfy	Lt.Colonel KM/Ist Div Adjutant	8 Ophelia	Both	4	Mark Sretch
YVB	Yves Vrai Bretheauteque	11	25	OK	Captain ALC	2 Sue	Hunt	1	Chris Boote
EM2	Sir Egon Mad 2	11	F	OK	Lt.Colonel RFG	5		2	Tym Norris
X2		11	0	Poor		2		4	Aaron Sibley
SdJ	Sir Swender de Jewel	11+	67	Comfy	Lt.Colonel DG/FMshl's Aide	3 Lucy	Hunt	1	Ray Vahey
RBG	Sir Renaul Baptiste Grenoble	11+	58	Comfy	Lt.Colonel CPC	4	Hunt	4	Olaf Schmidt
RPdE	Sir Roland Pollee d'Eaulee	11+	51	OK	B.Lt-General	7	Hunt	3	Pete Card
JaLa	Sir J'accuse L'amour	11+	68	Poor	Major QOC	9	Hunt	2	Mark Booth

ID	Name	SL	SPs	Cash	Rank, Regiment/Appointment	MA Last seen	Club	EC	Player
IS	Sir Indie Spencible	11+	41	Comfy	Captain RFG	4 Charlotte	Hunt	1	Charles Burrows
HdC	Sir Herve d'Conde	11+	40	Poor	B.Bdr-General DG	9		4	Simon Burling
WLLY	William Liam Lee Yon	10	15	OK	Captain CG	4	Hunt	4	Paul Wilson
PdVR	Pierre de Vin Rouge	10+	54	Comfy	B.Bdr-General PM/I F Brigadier	6	Hunt	3	Keith Bristow
JdIB	Jacques de la Boite	10+	31	OK	Captain PM	1 Pet	BG	5	Justin Key
ME	Michel Entire	9+	41	Comfy	Lt.Colonel PM	7 Freda	BG	3	Tim Macaire
SDC	Stan Ding on à Chair	7	F	Poor	Major 13F	2		4	Barry Townsend
QLB	Quasi Le Bossu	7+	55	OK	Lt.Colonel PLLD	6 Di	F&P	6	Mark Cowper
JSP	Johnny Sais-Pas	7+	30	Comfy	Colonel 13F	6	F&P	4	Mike Bird
JdG	Jacques de Gain	6	7	OK	Private KM	6	F&P	4	Ben Brown
JPA	Jean Paul Amiss	6+	41	OK	Subaltern DG/Bdr's Aide (Gds Bde)	5 Belle	F&P	3	Tim Skinner
JLM	Jean-Luc Mascard	6+	25	OK		4 Mary	F&P	3	Dave Challoner
DT	Dion Thibault	5	11	Comfy	Major 27M/3 F Brigade Maj.	7		2	Rob Shirai
FF	Ferdinand Franz	5	8	OK	B.Lt.Colonel GDMID	4	RP	3	Mark Barrowcliffe
DAM	Dee Arth Maul	5+	RIP						Michael Blasebalk
RAMF	Rob Anybody de Mac Feeble	5+	32	OK		1 Sal	RP	2	Pam Udowiczenko
CJ	Coeur Jette	5+	32	Poor	Captain RM	6	RP	2	Mike Weston
DLE	Dominique L'Etoile	5+	31	Comfy	Major PM	2	RP	2	Dominic Howlett
CdC	Caiser de Chief	5+	30	Poor	Major 53F	1	RP	6	Robert Carter
GE	Giles Etraseur	5+	25	Poor		1 Josephine	RP	4	Nik Luker
ILB	Ilk Lamore Bartat	4+	12	OK	Subaltern RM	6 Ada	RP	6	Andrew Kendall
WMG	William McGonagall	3	7	Poor	Private CPC	2		3	Andrew Burgess
RL	Roland Leveque	3	6	Poor	Captain 53F	4	RP	1	Roland Lee
X7		3	0	Poor		5		4	Francesca Weal
VdL	Vicenzo de Louvois	3+	27	Poor		6		5	Gina Teh

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+