

That would be enough

This has been issue 88 of *To Win Just Once*, published 22nd August 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 5th Sept.

Orders for *Les Petites Bêtes Soyeuses*, Fictionary Dictionary entries and any other contributions to Pevans by Friday 12th September 2008.

(Remaining deadlines for 2008 are 10th/17th October, 14th/21st November, 19th/24th December and first deadlines for next year are 23rd/30th January 2009.)

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Games only	
Per game turn	£0.50
11-turn subscription	£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 Replacement player needed in current game (page 18)– queue here for the next one. Rules provided.

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To Win Just Once

(incorporating *Les Petites Bêtes Soyeuses*)

AGRICOLA

Pevans gives
his verdict on
Agricola

Plus Spiel-
Champs and
GBBF 2008



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Chatter

From where I'm sitting it already looks like summer is over: all I can see is wind and rain. Taking a week's holiday at the end of September may be a mistake. ☺ But there's nothing like a spot of rain for a good British holiday.

I had a good day at Manorcon last month and an excellent afternoon at the Great British Beer Festival two weeks ago. My reports from both are here, along with my thoughts on *Agricola*. I've had to hold over my SF column, though, as there isn't enough room for it.

Mark Robinson has had to withdraw from the current *Star Trader* game (his job is taking him abroad a lot), so we have a position for someone else to take over. The game is only just getting going, so there's plenty to play for. Let Mike Dommett or me know if you're interested.

My ISP managed to lose the logs of www.pevans.co.uk for June, but I have got some figures for July's visitors to my website. My review of *Viking Fury* remains the most popular page, followed by several other reviews – though the Games from Pevans section seems to get more traffic in total than the reviews section. *TWJO* 87 arrived on the website with a week of July left and was downloaded 65 times – *TWJO* 86 racked up 69 downloads in the month. Both are beaten by the house rules for *LPBS*: 85 downloads! And *TWJO* 73 was downloaded 62 times, mostly on 4th July. Go figure.

SpielChamps 2008

I nearly forgot about reporting this – and it was my first visit to Manorcon, too! Yes, this year's board games championship took place at Manorcon's new home at Leicester University. It was a nice venue, though the blazing sunshine was making it pretty warm under the big windows. I shall have to try to get there for the whole thing one year.

SpielChamps took place on the Saturday (26th July). Sadly, there were only four teams involved – I'm told that several others had booked, but only four showed up. The *To Win Just Once* team was there. Me, Pete Card and Michael Colao were the usual suspects. Ben Brown stood in for Sebastian Bleasdale, who couldn't make it.

The Championship is played over four games: everybody plays all four against a changing array of opponents from the other teams. Players score points for their position in the game (5 for first and 3, 2 and 1 for 2nd-4th) and the team's score is the total of its members' scores. With four games to play, an average score is 11 for an individual and 44 for a team.

This year we had four substantial games to play, which made for a full day. The first game, *Augsburg 1520*, was familiar to most of the team as it was used in the European tournament (EuropeMasters) in 2006. Designed by Karsten Hartwig and published by alea and Rio Grande, this is a neat bidding game. The trick is not just winning the auctions, but hanging onto cards for the subsequent auctions, too. It has some clever barriers that players have to negotiate. It was certainly a good start for us, as Ben and Michael both won their games and I was only second thanks to the tie-break rule.



Cups and prizes

Second up was *Caylus Magna Carta*, which is the card game version of *Caylus*. It is a clever adaptation of his board game – crucially, without the board – by William Atta and published by Ystari and Rio Grande. Learning the game for the tournament, I was surprised that it's almost as long a game as *Caylus* despite not having several of the mechanisms that the board game does. Something I learnt must have stuck as I won my game (the tie-break was on my side this time!), but the team's result was completely average.

Game three was *Maestro Leonardo* (aka *Leonardo da Vinci* from da Vinci Games and Mayfair). Acchitocca's clever game is played over a set number of turns during which players accumulate the resources and facilities to create some of Leonardo's inventions. I messed up the end game by playing for the next set of cards only to realise they would not actually appear. D'oh! I still managed second place, but none of the team did any better and our score subsided a little.

We finished off with Martin Wallace's *Brass* from Warfrog. This can be a lengthy game, but was played with gusto by players who knew the game and went by quite briskly. Sadly, despite all my practice, I clearly don't understand this game. The way to play the game was demonstrated to me by two of my opponents (take a bow, Jerry Elsmore – playing for another team, hah! – and Adam Siejka) and all I could manage was third. Oh dear. It was almost a clean sweep of third place for the TWJO team and our worst result.

At the end of the tournament, we had accumulated an average score. Three of us had, though, managed to win just once. Our 44 points were enough to give us second place in the tournament, which brought some very unexpected cups and

prizes. The winning team was Shark Bait (Luke Ellis, Marek Siejka, Adam Siejka and Simon Forth). Well done to them. There was also a prize for the best individual score, which went to Timothy Luffingham. Congratulations, Tim. The teams now represent Britain in the European Championships, EuropeMasters, in Essen (as part of the Spiel games fair) in October.

Next year's event should be part of Manorcon again and I do hope some more teams will participate. Give it some thought and keep an eye on the Manorcon website: <http://devel.diplom.org/manorcon/>



Shark Bait celebrate their win

Great British Beer Festival

As regular readers will know, my *modus operandi* at the GBBF is to start with something familiar to get my taste buds warmed up. Then I hit the "Bar Nouveau" to try new beers. This year I decided to make my starter Timothy Taylor's Landlord (4.3% alcohol by volume). Knowing it's a Yorkshire beer, I headed for the "North East England" bar only to find no sign of Taylor's. Checking the programme (last resort – read the manual!), I found Taylor's was on the "North West England" bar – clearly West Yorkshire is well to the west!

My pint of Landlord was pulled with a full head – as it should be, rather than the London/south-east tradition of headless beer. It had an amber colour and a lovely, fresh, fruity aroma. The taste was fruity and bitter and wonderfully smooth. It's a lovely beer, as you'd expect from a brew that's been Champion Beer of Britain more than once. This was an excellent start: 10/10 on my beer scale.

By now I'd hooked up with my usual drinking buddies, Neil Packer and James Guiton. They'd bagged a table across from the stage, which gave us a base and, most importantly, somewhere to sit down! It also forced us to spectate on the auction, which was downright bizarre. The auctioneer solicited bids on a variety of beer-related objects by putting them down and bad-mouthing the breweries that produced them. Somehow I don't think describing something as a bit of tat from the anti-Christ is likely to boost the selling price.

I looked through the programme and, specifically, at the beers on offer at the "Bar Nouveau". Sponsored by Wetherspoon's, this is specifically for new beers and breweries. The description of Worth the Wait (Beeston's Brewery, Norfolk, 4.2% abv) in the programme said that it had "a refreshingly citrus tang" and "an underlying hoppiness". It sounded like my kind of beer, so I gave it a try. It's a golden colour and immediately smelt more pungent than the Landlord. It tasted a bit sweeter and maltier than the Landlord, but still with some fruit. It was dry and nicely bitter. A decent pint – 7/10.

Cambrian Gold (Stonehouse, Shropshire, 4.2%) sounded interesting, too. It was a bit darker to look at, more of an amber colour. There wasn't much nose when I smelled it – perhaps not strong enough after my previous beers. The taste was more robust, though, and nicely fruity. It wasn't really bitter enough for me, so it just gets 5/10.

The picture on the pump clip for Trappers Hat (Brimstage, Merseyside, 3.8%) showed a hat with various dead animals attached. Well, it got my attention. The beer was a golden colour and had a real smell of grapefruit! "Grapefruit" is regularly used as a descriptive term for dry beers, but this is the first time I've



noticed a real smell of grapefruit. Just as if a freshly-halved fruit was in my glass. Luckily what was there was a light, dry, fruity beer. Disconcertingly, there was a slightly sour aftertaste, so it only gets 9/10.

I was intrigued by Tamarind IPA (Grain, Norfolk, 5.5%) as well, though there's no actual tamarind involved. This was another gold beer, but with a more malty nose. The extra alcoholic strength was noticeable and the beer was slightly syrupy. It had a smooth, dry taste and then a bit of a kick. It had a bit of a tang, too (or "clean, grapefruit dryness" as the tasting notes put it) that got the saliva flowing. There was also a hint of the richness of a barley wine. It's nice, but too powerful for everyday drinking: 9/10.

I took a little diversion to the "Peak District" bar to sample Speedwell Bitter (Townes, Derbyshire, 3.9%), which Neil recommended. This was a noticeably different colour from my previous beers: very yellow. It had a sharp nose and tasted sharp too, but slightly musty as well. It was also fizzier than anything else I'd drunk so far. Another decent pint: 7/10.

Back at the "Bar Nouveau", I moved on to Black Grouse (Allendale, Northumberland, 4%), which is classified as a bitter despite its dark colour. It smelled of smoke and caramel, like most stouts. The taste was similar, but it was quite thin and fizzier than I expected. It was nice and dry, though – 6/10.

As I'd moved on to dark beers, I thought I'd try the other Brimstage beer, Oyster Catcher Stout (4.4%). This was, of course, a dark beer, with some brown tones. It smelled of roasted coffee beans and tasted bitter and very, very dry. It was surprisingly thin, though, so that's just a 7/10.

Time for another excursion, at random, to the "Mid-West England" bar where I picked Black Pear (Malvern Hills, Worcestershire, 4.4%), to try. This was a gold coloured beer with a powerful, slightly sour nose. It was oily and intense on the tongue and had a strong, concentrated taste. It was just too strong for me: 4/10.

Returning to the "North-West", I thought I'd try Tabatha the Knackered (Anglo-Dutch Brewery, West Yorkshire, 6%). It was billed as a "Belgian-style Tripel" and it certainly looked the part: it was a golden yellow in the glass. It had minimal smell, but it tasted intensely fruity and hoppy. At 6%, it's certainly a sipping beer, but it didn't quite match a real Belgian beer: 8/10.

I wrapped up with another former Champion Beer of Britain, Pale Rider (Kelham Island, South Yorkshire, 5.2%). This was a golden yellow in the glass and had a slightly sour nose. It's a strong tasting beer with real bite and bitterness. Not quite as good as I remembered it: 9/10.

All in all, an excellent afternoon and some excellent beers. Roll on August 2009.

Agricola reviewed

I feel I really ought to give my two pennyworth on the hot game of the moment – though it's been a very long moment as the game was immediately popular after Spiel '07, even though it was only available in German. I'm full of respect for those who went to the trouble of pasting up English translations, but that kind of thing is too much work for me these days. The English edition makes *Agricola* that much more accessible and the game has a whole new, bigger crop of players and admirers. And some people who have played it so intensively that they know the game inside out and back to front. That's not me by the way: I was treated to a master class by two Americans back in April. A fast-moving three-player game ended with them tied on 52 points each and me on 24. Ouch.

But back to the basics first. The game is about developing a farm and is specifically set in medieval Germany (though I don't know what difference this makes). Each player has a board representing their farm. The board is divided into squares, which can become fenced pastures or ploughed fields or part of the farmhouse. The game is played over exactly 14 rounds, grouped into six stages. Crucially, there is a harvest at the end of each stage and players need to have enough food for their family at this point. There are four rounds before the first harvest, but only one between the last and penultimate harvests, making it that much harder to get enough food for that last harvest. Of course, by then you will have developed your farm to produce more food – but will have a bigger family, needing more food.

Players start with two family members – big, chunky wooden discs in their colour – one in each room of their house (tiles occupying two of the squares of your farm). This allows players to take two actions each turn, deploying one disc at a time to claim an action – and make sure no-one else can take it. As players get extra discs to play with (expand their family), they can take more actions in a round. One important action is thus expanding your family. However, you need an extra room on your house before you can get that extra disc. This makes



building rooms an important action. But to do this you need the raw materials for the room: wood and reeds (for the thatch). So, first you have to collect the raw materials, then take the room building action and then the family expansion action. And you also need to be getting enough food in time for the harvest. You begin to get an idea of how this game works.

The actions are one of the variable elements of the game and part of the way it is tuned for the number of players. The core actions are printed on the boards that go in the middle of the table. Alongside these are spaces for a set of action cards: a different set according to the number of players. Finally, a new action card is added each round. These are the same actions in every game, but are shuffled within the stages. Hence players know what four actions will become available in turns 1-4, for example, but not what order they will appear in.

I've already mentioned some of the actions. The most basic of these enable players to gather raw materials – wood, reeds, clay and stone, represented by coloured wooden discs – food (cardboard chits), grain and vegetables (more coloured wooden discs) and animals – sheep, 'wild' boar and cattle (coloured wooden cubes). Other actions allow players to fence in squares of their farm as pastures and to build barns, both of which can hold animals – players' barns and fences are limited to the set in their colour. They can also plough fields (placing field tiles on their farm), sow grain and vegetables (for later harvest) and, if they have an oven, bake bread – which converts grain to food. They can also 'Renovate' their house: from wood to clay and from clay to stone.

I brought up ovens above. These are some of the 'improvements', a set of cards that provide additional features for players' farms. The really useful thing about the cooking improvements is that they allow players to turn animals into food. Really useful when it comes to harvest time and you need to feed your family. The other improvements provide other useful abilities and all of them are worth victory points.

Ah yes, victory points: these are totted up at the end of the game and the player with the most points wins, of course. Players get points for the various parts of their farm, but get a minus point if they have none of something. For example, no sheep means -1 point, 1-3 sheep means +1 and 8 or more gets you 4 points. Improvements are worth points as well and may provide a bonus as well. The points scoring system rewards diversity: you need a bit of everything to avoid negative points. Getting lots of something is useful, but there's a point where you don't get any more points, regardless of how many you have.

There are several things to be aware of here. First off, you get three points for each member of your family, which is potentially a lot of points and a big inducement to expand your family. A stone house is worth 2 points for each room,

which could also be a lot of points. On the down side, every unused square of your farm costs you a point, so it's well worth filling your board. And the punishment for not feeding your family completely in each harvest is a 'Begging' card for each food you're short. And a Begging card costs you three points at the end of the game. Try not to do what I did in one game: be five food short at the last harvest and cancel out the 15 points my family members were worth. D'oh!

However, I haven't actually explained what happens in a round. It's very simple: players take it in turns to deploy one of their discs onto an action and take that action. The more discs (family members) you have, the more actions you can take in a round – another reason to grow your family. However, each action can only be taken once a round. Hence, it can also be important to be first to an action, making the action that makes you first player rather useful. What makes the game complex is deciding which route to take to develop your farm and coping with other players taking the actions you wanted.

Your first priority is, of course, making sure you have enough food for your family come the harvest. You don't need to have the food in front of you in advance, but you do need to know where it's coming from. Once you're comfortable with doing that (and it took me several games to get the hang of it), the next thing to look at is how you develop your farm. In particular, getting the raw materials and the actions to build extra rooms and add family members. This is very important as the family members get you extra actions during the game as well as victory points at the end.

Agricola is a resource management game, a development game and a limited action game. What I particularly like about this game is the way everything fits together. As noted above, as the game progresses players expand their families and use more actions. At the same time, the stages get shorter so players need to use more actions each round. And more actions are available as a new action card is added each turn. The whole thing is so carefully worked out – something that's characteristic of Uwe Rosenberg's games, I find.

Now, the question is, why am I smiling? Because I know something you do not know ... I am not left-handed! No, what I've described so far is the basic, "Family" version of *Agricola*. Things are about to get complicated.



The other major components of the game are decks of cards. These are divided into "Minor improvements" and "Occupations". The starting set of action cards are used with the other side up and include actions to play Minor improvements (usually in combination with something else) and Occupations. Like the Major improvements, the minor ones add extra facilities to players' farms. Typically these give you extra resources or food and are often worth victory points as well. However, they usually cost resources to play and some have a pre-requisite before they can be played. The Occupations mostly improve an action or provide another benefit. They don't have pre-requisites or cost materials, but the Occupation action usually costs food to use.

At the start of the game, each player is dealt a hand of seven Occupations and seven Minor improvements. These are your cards for the whole game and it's unlikely that you will play all of them during the game. What they do is add an extra dimension to your planning and suggest what your strategy should be, to take advantage of your cards. It makes sense to spend time at the beginning of the game, looking at your cards and deciding how best they can be used. In particular, there is often synergy between cards. For example, the "Spindle" and "Butter Churn" both provide extra food for a player who has sheep, while the "Shepherd's Pipe" allows the player to keep more sheep in their pastures and stables. And the "Master Shepherd" Occupation gets you some sheep.

The game really comes alive with the addition of the cards. They give players different strengths and opportunities and add depth to the game. They also add to the replay value of the game: everything else may remain the same, but you'll have a different set of cards each time you play. What's more, there isn't just one deck of cards, there are three. The 'E' set is the simplest. These cards are straightforward (my examples above are from this deck). The 'K' deck contains some more complex cards. Not in their effects, which are generally similar, but in their mechanics. The 'I' (Interactive) deck is also more complex, but includes cards that depend on what other people do. For example, the "Punner" allows a player to plough a field when someone else uses a "Plow" card (yes, the game uses American spellings). When setting up a game, you can stick to one specific deck or mix two of them or even all three. How's that for replay value?

Agricola is a monster of a game. The substantial box is packed with bits – boards, cards, tiles and stacks of wooden pieces. The game is carefully designed so that it works with different numbers of players – including options for solo play. Then there's the option of the Family game or the standard game with the addition of the Minor improvements and Occupations. And the choice of different decks or combinations of these. All of this works and provides a challenging game that is different every time you play and huge fun. It gets a definite 10/10 on my highly subjective scale.

Games Events

August ends with Gen Con UK, now at Reading University, on 28th-31st. RPGs and CCGs are the main focus of this, of course, but there is also plenty of board games stuff going on. In particular, there is a sizeable board games library with people to explain the games. Accommodation is available on the site, of course, and there are lots of details on the website: www.genconuk.com

September is fairly quiet until Psychocon erupts on 20th-21st. This is at the Golden Lion Hotel, Lower Briggate, Leeds. It promises role-playing, wargames and board games with a number of organised tournaments plus demos and traders. There's accommodation in the hotel and should be over 50 people there for the weekend. There's more information on the website: www.psychocon.co.uk

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: July at Stamford Hall, University of Leicester. The biggest board game event in the UK and host to numerous tournaments, including SpielChamps, the UK Board and Card Games Championship (and qualifier for the European Championships). 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 88 was written and edited by Pevans. The LPBS masthead (page 22) is by Lee Brimmicombe-Wood, as are the drawings on pages 17, 18 and 25. Tim Wiseman drew the illustrations on pages 22 and 24 and the one on page 27 is by Nik Luker. Pevans took the photos and played with his scanner and Photoshop. © Paul Evans, 2008

Games from Pevans

Mail order board and card games in the UK



Agricola



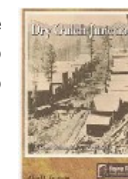
This enthralling game is about developing a medieval farm, starting with a two-room hut, open land and two workers. Key to the game is the set of cards each player has for the duration. Every few turns there's a harvest and players have to feed their people. Impressive stuff.

For 1-5 players, 30 mins/player: £40.00 (back in stock early Sept)

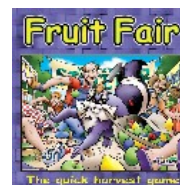
Dry Gulch Junction

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



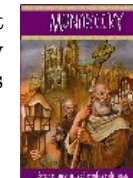
Fruit Fair is another clever game from Kris Gould. Players harvest fruit to win prizes: however, the player with the most of each fruit will get a special ability for the next turn, so there's a good reason to hang on to some fruit, too. Add big, bold artwork and it's good stuff.

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

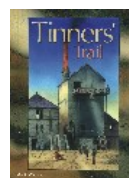
Monastery

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

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 2

Here are the real meanings of Turn 2's words.

chacma: (n) a large grey-coated southern African baboon (*Papio* or *Chaeropithecus comatus*).

dunducketty: (adj) of a drab muddy colour.

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

Pete Holland picks up a couple of points to maintain first place, but several others start to catch him up this turn.

Turn 3 Definitions

Ektexine

1 Female rodeo rider in southern USA from E(liza) K(arbootle) who came from Texas in the early part of 20th century. She was commonly announced as "E K the texan heroine", which became "Ektexine".

2 The layer of blubber immediately under the skin of a polar bear.

3 A Greek giant with a hundred legs, who won the football event (Gods v Mortals) at the first Olympic Games.

4 The green chemical seen bubbling through tubes in the professor's lab in classic sci-fi.

5 A mineral formed when fungi are fossilized.

6 A periodical dedicated to advancements in executive technology.

Players' Scores

Name	This round	Total
Al Tabor	4	6
Andy Kendall	2	2
Charles Burrows	0	1
Colin Parfitt	3	5
David Olliver	1	1
Gina Teh	0	0
Graeme Morris	1	1
Guy Arnold	0	0
Jonathan Palfrey	0	2
Michael Martinkat	0	2
Mike Bird	0	0
Nik Luker	3	5
Pete Holland	2	10
Ray Vahey	0	1
Tim Macaire	4	4

7 The extreme version of artexing, whereby workmen would spray a gravel & wood-chip mixture over the ceiling of previously tasteful rooms, usually to be greeted by shouts of Eeeeeeeeeeeek when the home owner arrived home.

8 A class of mind-expanding drugs, used by ghost hunters to improve the chances of noticing spirits.

9 A harmless synthetic compound with mild soporific effects. Frequently responsible for disappointment among dyslexic ravers.

Foozle

1 To con or latterly befuddle someone under the influence of drink. from Scottish "tis easy to foozle him".

2 To get someone drunk with the aim of defrauding him in some way.

3 A cross between a ferret and a weasel.

4 A 70s children's TV series that's full of hidden sexual, drug or racist references trotted out whenever a tabloid is too lazy to check facts.

5 A medieval fool-in-training. One who has yet to earn the right to his own bladder, and is only permitted one bell on his hat.

6 A special vacuum cleaner attachment for the removal of dog hair from trousers.

7 The lesser known, and not very bright, cousin of Christopher Robin's much feared Woozle.

8 A chilled dessert, of consistency and look between jelly and blancmange, usually yellow-orange in colour and topped with cream.

9 A female woozle. Unlike woozles, they are never seen with heffalumps.

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: guaiacum and humate.

Get your votes and definitions to TWJO, 180 Aylsham Drive, UXBRIDGE UB10 8UF or TWJO@pevans.co.uk by 12th Sept 2008.

Bridgenorth Cliff Railway

Railway Rivals game 6 – Turn 7

Races

Race	From	To	VROOM	BESTRAIL	SEAWEED	BILL	CR	MLX
1	15	21		20+3	10-3			
2	16	43						20
3	26	44		10-4	20-4	+4		+4
4	66	54	+2	20			10-2	
5	62	S5						
6	52	36					20	
7	35	S4		20-1			10+1	
Total			+2	68	23	+4	39	24

BESTRAIL took an early lead in the races and CHUFFIN' RAIL also benefited. CR built into the NW corner and across the Teme in BROMYARD. BESTRAIL built to the east into EVSHAM, MLX built into KIDDERMINSTER and BIRMINGHAM and SEAWEED connected to PERSHORE and BISHOP'S CASTLE.

Builds and points

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

Builds: None

Score: $36 + 2 + 3 = 41$

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

Builds: (PERSHORE) – L61 – EVESHAM (9 + 1 to CR)

Score: $33 - 10 + 68 = 91$

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

Builds: (D10) – BISHOP'S CASTLE (GREAT MALVERN) – H61 – PERSHORE (9 + 1 to CR)

Score: $53 - 10 + 23 = 66$

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

Builds: No Moves Received

Score: $48 + 4 = 52$

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

Builds: (D57) – C57 – B57 – A58 – BROMYARD (SHREWSBURY) – I2-H2-G2-F2-E2-D2 (12)

Score: $56 + 39 - 12 + 1 = 84$

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

Builds: (E49) – F49 – KIDDERMINSTER (WALSALL) – L45 – M46 – N46 – BIRMINGHAM (9 + 3 to VROOM)

Score: $44 + 24 - 12 = 56$

GM Notes

Templecombe

Please put race numbers (1) as well as towns (15-21) on your orders.

62-S5 is not a legal race, I have changed it and put it into the next set of races.

BESTRAIL is reported last turn as building (L48) – H47. This is what he wrote in his orders, but he meant, and I marked the map as (K49) – H47. Next time I will rule his orders as illegal.

BESTRAIL paid 1 to SEAWEED last turn because, having avoided paying for a junction on turn 3 by building from I16, he formed a junction last turn.

MLX, it's the usual dice I am throwing.

Next turn's races:

5 62-S3

8 13-S5

9 12-56

10 25-64

11 22-S2

12 63-33

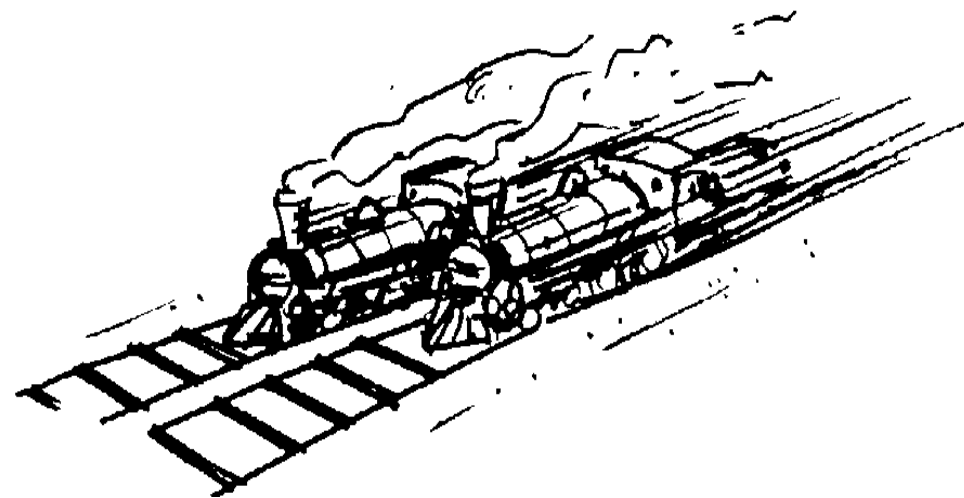
13 32-45

14 42-55

You may enter up to 5 races plus the one held over (number 5).

After this round of races, players may build up to 10 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 5th September 2008**



The Cold Equations Star Trader game 4 – Turn 4

"So, is this the spot?"

"Yes, Mr McRadie, Sir."

"Detectors?"

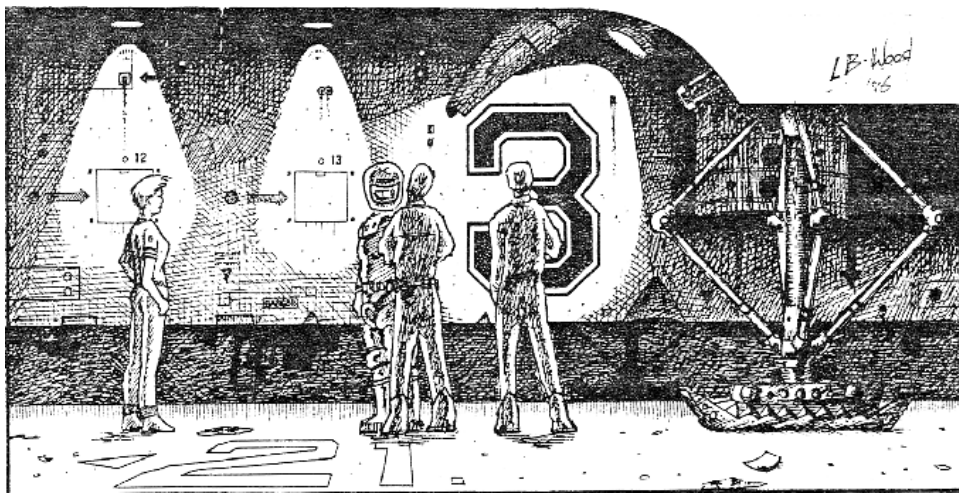
"It looks like it masses correctly – but it's well hidden in the asteroid cleft."

"Break out the shuttles, we're going in. This Dagger could really make us respected."

Somehow word of the plague outbreak had got round and only GATES LEARJET tried to jump their poorly crewed Monarch Hull, which naturally failed. Angry passengers descended on the flight desks looking for their refunds. It was clear why ARCHANGEL had not taken bookings last Quarter, but it was making up for it this quarter with plenty of Passengers booked for Epsilon Eridani and Tau Ceti. The presumed threat of MCRADIE was addressed by the addition of many Light Weapons Pods to the liners.

ARCHANGEL increased their Business Connections and their Reputation was boosted by a cheap flight policy. The act of laying down another Phoenix Hull at Beta Hydri Shipyards also helped; the Jophiel should launch next quarter, with A class crew and Augmented Jump pods. All of this took money and ARCHANGEL repaid its loan to the Federal Bank and took out a new loan of 456 HTs over 4 Quarters.

MCRADIE was apparently On Planet at Tau Ceti, ignoring all warnings, and took delivery of a Dagger Hull and Arsenal Pod, swapping this for the Heavy



Weapons Pod on the Spear Hull. This makes a formidable force to intercept ordinary business men. MCRADIE has already been seen to be making approaches to Corporations to pay him protection money. No one would comment when we approached the more legal Businesses.

MONOGRAM INDUSTRIES had to sell 4 Monopole Factories to repay their loan. They, too, took out a larger loan, for 480 HTs over 4 Quarters. This was used to buy Warehouses at Beta Hydri and Epsilon Eridani, and 5 Monopole Factories at Mu Herculis. Theirs was the only trading this Quarter, when they sold 5 Monopoles on Contract at Mu Herculis

EON FLASHCORP continues to have a cash flow problem. There is little sympathy for them.

Corporation Table

Corporation letter & name	Conn'n Levels			Init've Turn		Cash Rep		Player
	Bus	Crim	Pol	Bid	Order			
A Archangel Lines	3	0	2	0	3rd	59	34	Jerry Elsmore
B Eon Flashcorp	4	8	8	0	2nd	10	27	Paul Evans
D Gates-Learjet	8	4	4	0	5th	124	27	Dominic Howlett
E McRadie's Crew	5	9	0	0	4th	95	0	Martin Jennings
F Monogram Industries	7	0	6	0+4	1st	156	37	Michael Martinkat
G Houston Fearless	10	0	4	F	6th	438	31	Player wanted
H GamLepCo	4	0	3	F	6th	98	23	Gina Teh

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

GM Notes

Mark Robinson (Houston Fearless) has had to withdraw from the game (his job is taking him abroad a lot), so we have a position for someone else to take over. The game is only just getting going, so there's plenty to play for. Let Mike or Pevans know if you're interested.

Gina (GamLepCo) is without a computer or e-mail at the moment. Hopefully she'll be back with us before long.

There are three new News chits – shown in bold:

Turn 5 **C8**

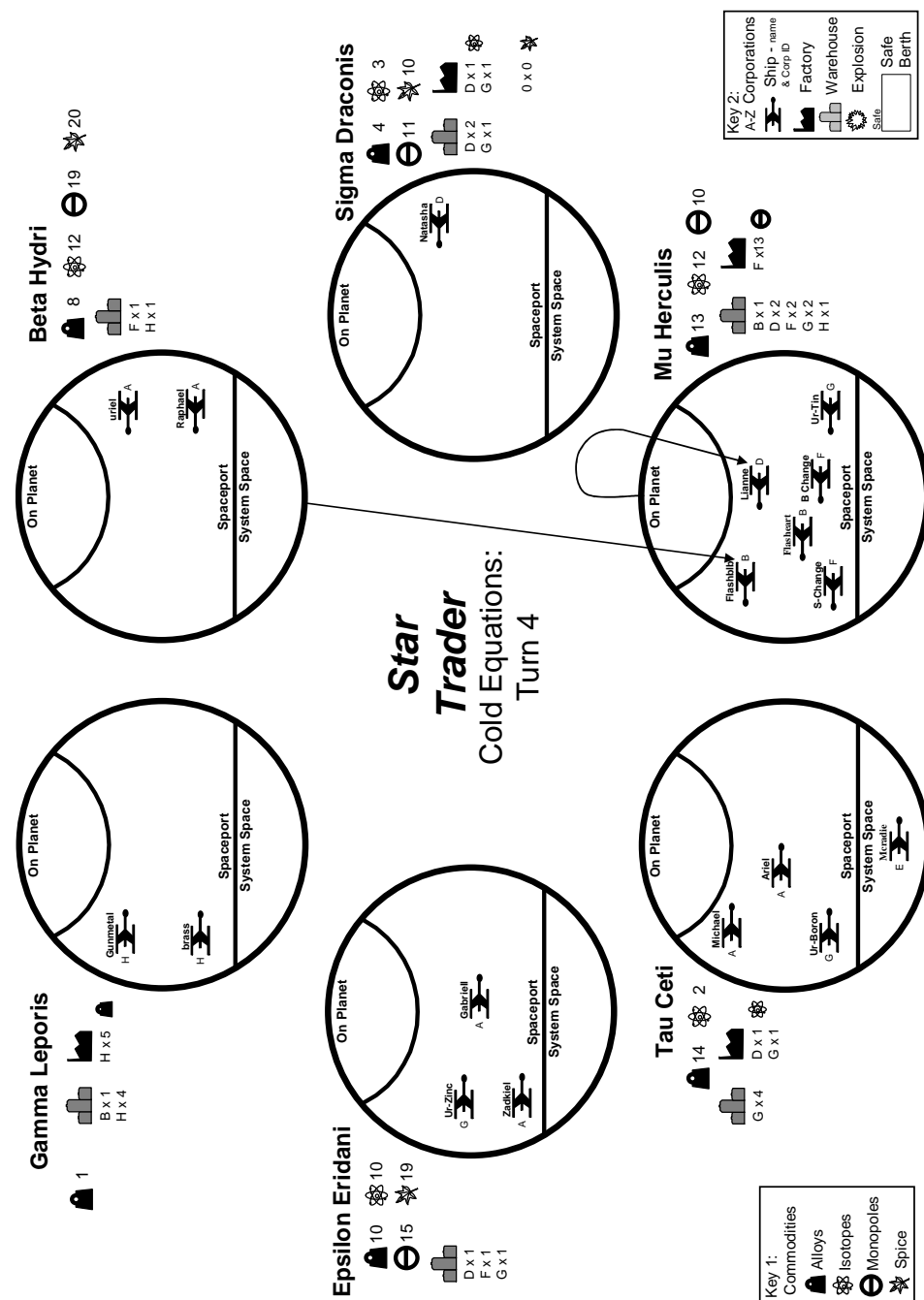
Turn 6 **B6**

Turn 7 **B5, P4, C2**

Turn 8 **P1**

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.

**Orders to Mike Dommett, 119 Victoria Road, ALTON GU34 2DD
or by e-mail to mike_dommett@yahoo.co.uk by 5th September 2008**



Les Petites Bêtes Soyeuses 214

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 November 1661 to
Pevans at 180 Aylsham Drive,
UXBRIDGE UB10 8UF or
lpsorders@pevans.co.uk
by Friday, 12th September 2008**



October 1661

There are several matters of honour to settle after September's shenanigans. Let's start with Aloysius Gnomeclencher and Swender de Jewel. The commander of the Queen's Own takes on the second in command of the Dragoon Guards. As good cavalymen, both men bring their sabres. Beppe de Marko seconds de Jewel; Gnomeclencher is alone. Both men are slightly built with de Jewel the smaller of the two. Gnomeclencher starts defensively: a parry, some blocks and a jump. De Jewel does better: his lunge goes through a block and his slash lands after the jump. Gnomeclencher regains his balance and attacks with a slash. It is blocked by de Jewel, who is now on the defensive. Gnomeclencher continues to slash and one of these blows finally connects. That's it for de Jewel: he surrenders before he gets battered any more. Gnomeclencher is prepared to meet Jean Paul Amiss, a more junior member of the DGs, but there's no sign of him.

Having assessed his injuries, de Jewel decides that he's not too badly hurt and squares up to QOC Major J'accuse L'amour. L'amour is no bigger a figure than the other two and is carrying an old injury that makes this a pretty even fight. Again, the duel is with sabres and de Marko seconds de Jewel. The adversaries start defensively. L'amour tries a lunge, but de Jewel jumps out of the way. He staggers, recovers and slashes. His blow hits just as L'amour strikes again with a cut. The cut knocks de Jewel to his knees and he gives in. L'amour is also disappointed by the non-arrival of JP Amiss, but takes the opportunity to cut the regimental badge off de Jewel's uniform jacket.



again with a cut. Laissez Faire surrenders. He is prepared to meet The Money Goes, but surrenders immediately. As The Money Goes is attacking with a furious lunge, the lunge still strikes home even as Laissez Faire concedes the duel. More bandages for him.

Caiser de Cheef has a busy start to the month, representing the 53rd Fusiliers against the Crown Prince Cuirassiers. He brings his rapier to meet his enemy's sabres. His weapon may be smaller, but de Cheef towers over the slight figure of his first opponent, Stewart Senquiry. Senquiry is a man who doesn't know the meaning of the word "surrender", however. Senquiry goes for a furious slash while de Cheef attacks with a furious lunge. The lunge strikes first, rocking Senquiry back on his heels, while de Cheef barely notices the slash. The two cuts strike together. "Ow," goes de Cheef as he notices this blow. "Thud," goes Senquiry's head as it bounces across the courtyard. RIP.

CPC trooper William McGonagall is next on the list. He is more of an average build than his late CO, but he is still much smaller than de Cheef is. The Fusilier may be injured, but he still has a substantial advantage over the Cuirassier. The duel starts in the same way: a furious lunge on one side, a furious slash on the other. Once again, the cuts strike at the same moment. McGonagall grits his teeth and carries on. His blows may be more damaging, coming from a sabre, but he's the one looking battered. A slash apiece and the two men spring apart to inspect the damage. De Cheef decides this swordplay is just too subtle and closes in to give his adversary the boot. His kick misses, though as McGonagall jumps out of the way. Then McGonagall lunges, catching de Cheef as he recovers. McGonagall watches closely, but realises his opponent is carrying on. Quickly, he surrenders, but not quickly enough to avoid de Cheef's slash. This deposits McGonagall on the ground, but at least he's still alive.



Horatio d'Escargot has a duel with Roland Pollee d'Eaulee. Having failed to nominate a second, it's too late now for d'Escargot to bring anyone with him. Jean Laissez Faire turns up again to second d'Eaulee. The two principals are of average stature, but d'Escargot has the advantage of being considerably more skilled with his big, two-handed sword than d'Eaulee is with his sabre. The smaller weapon makes a difference, though. Both men go for a furious slash, but the two-hander is slower, meaning d'Eaulee's blows land first. Having traded slashes, it is d'Eaulee's cut that ends the fight – d'Escargot surrenders before his own cut can take effect.

This leaves Roget de Saurus and his rapier fighting Yves Vrai Breatheauteque and his sabre. These are two slightly built men again. Despite using a sabre, Breatheauteque opts for a furious lunge, the same attack as de Saurus. Both men lunge; both men cut; both men surrender. That's a score draw, then.

Gar de Lieu is ready to meet Beppe de Marko, but all he gets is a note: "I am fatigued after my duel last month and laid low by ill health," it says. It's not much of an excuse and de Marko suffers accordingly.

I'll be back!

In his office the Minister of State, Gaston de St Marque, sits behind his desk looking bemused. Standing on the other side of the desk is Zachary The Money Goes, looking sheepish. The Minister berates his erstwhile Commissioner of Public Safety for accepting the position of Third Army Quartermaster-General last month. The man in question mumbles some indistinct excuses and shuffles his feet. The Minister sighs, but re-appoints The Money Goes as CPS.

Second Army commander Jacques Shitacks signs up Johnny Sais-Pas as his Adjutant. Sais-Pas has had an uncomfortable interview at his regiment HQ where he points out the Lt-Colonel's shortcomings and invites the man to resign. Brigadier Gustav Ind chooses RFG Major Roget de Saurus as his Brigade Major – in spite of the bandages. William Liam Lee Yon and Indie Spencible can't get the positions they're after – Captain of the Cardinal's and King's Escorts, respectively – as the posts are already occupied. However, Spencible can be Adjutant of the Royal Foot Guards and is so appointed by CO Averell d'Alton.

Michel Entire and Pierre de Vin Rouge join forces to remove the senior Major of the Picardy Musketeers. This causes a vacancy in the Brigade, as the man was also Brigade Major. Stan Dandy Liver makes sure that the senior Major of the Archduke Leopold Cuirassiers resigns. Swender de Jewel and Yves Vrai Breatheauteque use their influence, too. The vacancy allows Breatheauteque to buy his way up the regiment's ranks to the level of Colonel. As the new boss, he quickly recruits Pierre Cardigan to the ALC. Cardigan buys up the vacant Major's slot with his borrowings.



In the Royal Marines Coeur Jette purchases a promotion to Major. He is followed up the ranks by Ilk Lamore Bartat, who buys a Captaincy. Jean Laissez Faire volunteers the Cardinal's Guard for active service. This takes Captain William Liam Lee Yon by surprise. He musters with the regiment and gloomily marches off for the frontiers. Roland Leveque is also heading for action, but he can only volunteer for a Frontier regiment.

They're six-year old kids. How much trouble can they be?

There are some odd goings-on in Paris this month. For example, a gang of urchins stands outside the barracks of the 27th Musketeers chanting a scurrilous little poem (see Press) until a volley over their heads frightens them off. No doubt all will be explained in due course. There is less of this at the lower end of the

social scale, so let's start in Red Phillips. Giles Etraseur shows Josephine Buonaparte a good time by taking her out to his club. Twice. Then they go partying. The second week sees other people in Red Phillips. Ilk Lamore Bartat and Ada Andabettoir are there after a week at home. And Charles de Paynim shows off his new conquest, Marie Antoinette. Then it's party time for them, too.

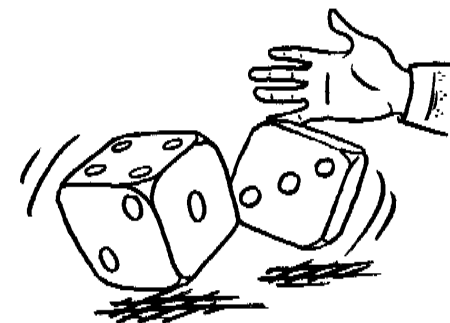
Caiser de Cheef takes his new mistress, Ava Crisp, to the Frog and Peach in week 2. Otherwise, the club is empty. The Blue Gables is busier. Quasi Le Bossu and Di Lemmere take a quiet drink for the first two weeks and then return at the end of the month to host the Boozers' and Bellringers' club. Caizer and Ava are two guests. Rob Anybody de Mac Feegle and Sal Munella are the other two.

Hunter's is the venue for both Yves Vrai Breatheauteque's and Michel Entire's parties later in the month. To start with, though, several socialites bring their ladies for a drink. Roland Pollee d'Eaulee brings Henrietta Carrotte. Sue Briquet accompanies Yves Vrai Breatheauteque. Lucy Fur is on the arm of Swender de Jewel. There is a bit of a kerfuffle when the servants are accused of stealing a lady's garter. Protestations of innocence abound and Yves smoothes things over. The following week Yves and Sue are absent, though there is a report that Yves was seen skulking round the kitchens at the back of the Fleur along with Rob Anybody de Mac Feegle. Nobody pays much attention to this as he is more obviously seen in the shops with Sue. Roland and Henrietta return to the club through the month. So do Swender and Lucy. They are joined by one Toady, Pierre Cardigan, for all three weeks. (Pierre's success in courting the week before is rather undone as he leaves his amour at home for the rest of the month.) Their

month is enlivened by the arrival of J'accuse L'amour and his new belle, Betty Kant, at the end. J'accuse and Swender are enemies and a colourful exchange of epithets ensues. Betty, meanwhile, has engaged one of the club servants in conversation and is able to bring her beau a set of the club's cutlery. Pierre de Vin Rouge comes to the club, too, bringing with him Polly Hydronne, whose favour he won the week before.

Yves and Sue hold their party in week 3. The main attraction is Yves' offer of a wager on the tables at his expense. Caizer de Cheef brings Ava with him and gets the first roll of the dice. He wins. Next up are Charles de Paynim and Marie. Charles reckons he can beat the house's roll of three. He can't. Coeur Jette is on his own, but his die rolling skills are no better. Dominique L'Etoile doubles the stake Yves puts down and loses the lot. He offers to pay for the drinks of his regimental colleagues, Michel and Pierre, but only Pierre is carousing. Josephine accompanies Giles Etraseur and rolls the dice for him. It doesn't help as he loses, too. Ilk Lamore Bartat stops Ada Andabettoir when the house rolls a 5: too rich for him. Johnny Sais-Pas and Emma Roides cut their bet, too, when the croupier rolled a 6. (They leave the party early as Johnny has arranged a tour of the city in a carriage bedecked in roses.) Freda de'Ath brings Michel Entire no luck and he cuts his bet as well. And Polly convinces Pierre de Vin Rouge that trying to beat a 6 is not on. Quasi Le Bossu beats the trend by winning his wager, much to Di Lemmere's delight. He buys Yves a drink in return. It's back to form for Rob Anybody de Mac Feegle and Sal Munella, who cut when faced with a 5. Stan Dandy Liver tells Lotte Bottle that it's all in the wrist action, wins his roll and pockets the dice. Once the dice have been retrieved from Stan, it's William McGonagall's turn. He cuts, which brings a jeer from Fusilier Caizer at the cowardice of the CPCs. An exchange of challenges follows. As everybody departs, Yves realises that the house has not only paid his guests their winnings, as he intended, but has also returned the stake (or half of it for those who cut their bets) to them, not him. No wonder his purse is so much lighter! Now, how many of them will return the money?

Michel Entire's party is a more relaxed affair involving no gambling at all. It does involve a fair amount of drinking, at Michel's expense. Charles de Paynim brings Marie along. Coeur Jette comes alone, as does Dominique L'Etoile. Giles Etraseur and Josephine are there. Johnny Sais-Pas brings Emma and Pierre de Vin Rouge has Polly with him. Lotte accompanies Stan Dandy Liver. On his own is William McGonagall,



while Zachary The Money Goes is last on the list, along with his companion, Anna Rexique. Stan visits the gaming tables, but doesn't place any bets.

Benedict d'Over and Ophelia Derriere take up residence in Bothwell's for the month. There are very few other visitors to the club. Aloysius Gnomeclencher and Deb Estaround come in for the first week, but there's nobody else until Horatio d'Escargot sticks his head (and, in due course, the rest of him) round the door at the end of October.

Consider that a divorce!

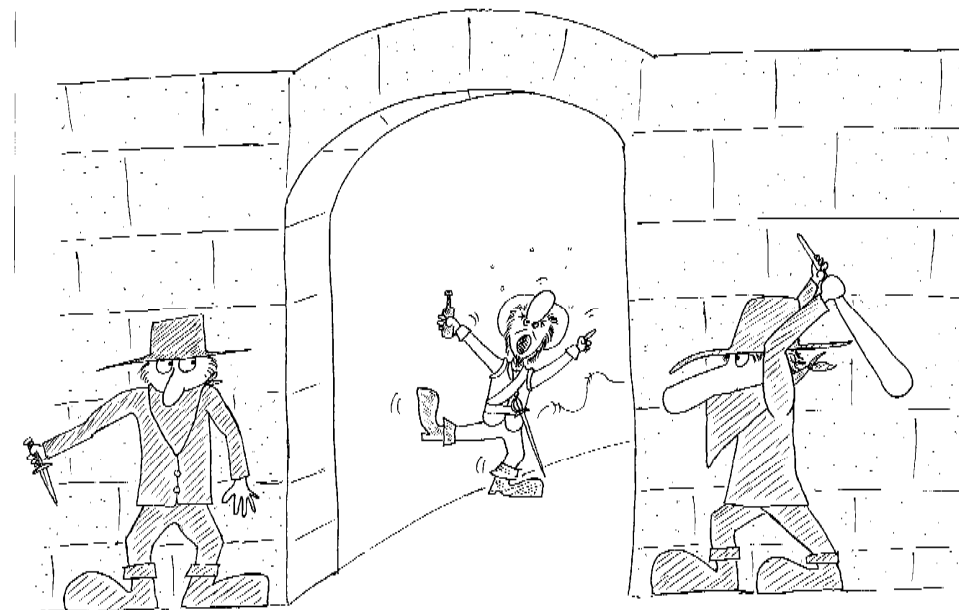
As always, the Fleur de Lys is busy. Notably, Devlin Carnate is there all month with Angelina di Griz. They are joined by the same four guests each week: Averell d'Alton and Guinevere d'Arthur and Gustav Ind and Jacky Tinne. Beppe de Marko and Katy Did are also in the Fleur all month. So are Beau Romir and Frances Forrin. Euria Humble is there each week, too, but he leaves Edna at home in the third week. He puts down a substantial wager on his first visit and watches the croupier sweep it into the bank. Charlemagne le Gosse brings Lois de Low to the Fleur at the start of October and spends the rest of the month with his rapier. Kathy Pacific gets to the club for two weeks with Jacques Shitacks, but is then left at home as he practises with his cutlass.

Stan Dandy Liver brings Lotte to the Fleur to start October. He demands to see the head chef and pays him a substantial amount for a set of the club's cutlery. They go partying later in the month, but Stan is lucky that Lotte doesn't hear about his antics in between. The Fleur sees Zachary the Money Goes bring Anna along initially, but Zack gets increasingly agitated. In week 2, he makes himself busy at the King's Musketeers' barracks, organising extra guards and patrols. He insists these continue for the month ("to protect the regiment's colours") while he returns to his club with Anna. Gar de Lieu appears in the Fleur after he's visited the Bawdyhouses for some female company. He makes a bet of over a thousand crowns and loses. The following week he does the same, but wins. That leaves him ahead on points and he's happy just to have a drink in the last week. The Fleur's final visitors are Ella Fant and Sean Sondamour, who are there twice in between Sean's sessions in the gym with his sabre.

Fifi is a popular lady this month. To start with, she finds Indie Spencible and Michel Entire on her doorstep. Neither will give way to the other, but they manage to be discreet about their encounter. Indie returns the following week to try again. This time he bumps into J'accuse L'amour, Roget de Saurus and Stan Dandy Liver, who all have the same intention. Roget is prepared to give Stan precedence, but not the other two. And none of the others will stand down. This time the argument is loud enough that news gets back to Charlotte de Gaulle who gives Indie the boot.

Maggie Nifisent also has men fighting over her. In this case, Roget de Saurus (he gets everywhere!) and Renaul Baptiste Grenoble. There's no standing down here. Roget, we know, moves on to Fifi and then his club. He finishes October at the Bawdyhouses where all he needs is cash to get some company. Renaul goes straight to the Bawdyhouses, but doesn't bother with female company, before practising with his rapier. It's not been a good month for him as it started with the debt collectors calling. Horatio d'Escargot fails in his courting, but not at the Bawdyhouses. Then he goes Toadying to someone called "DI", but can find no-one of that name in Paris. Coeur Jette has his first two weeks the other way round: female company in the red light district, then failing to court the object of his affections. Ah well, at least he found someone to Toady to. Jacques de Gain also starts in the Bawdyhouses, but he is successful when he goes courting (as Pierre Cardigan knows only too well!). Then it's time for his regimental duties.

Rob Anybody de Mac Feeble turns out to be a victim of robbery. After a week's drinking in the Bawdyhouses, he is attacked by some footpads, but has spent all his cash (on booze and buying a set of dice). Yves Vrai Breatheauteque hits the red light district at the end of the month to do some gambling of his own. He loses and is then ejected from the house when he pockets the dice. Also in the Bawdyhouses is Herve d'Conde, getting some female practice after three weeks of sabre companionship. Quite why he borrowed so much money is a mystery. The only other socialite spending much time in the gym is Aloysius Gnomeclencher, who is with his sabre for three weeks. Others are there for the odd week.



Hasta la vista, baby

The Cardinal's Guard arrive on the frontier to join the Frontier troops in laying siege to a Spanish outpost. The Spaniards make a sally and give Frontier regiment 4 a bloody nose. They weren't expecting to run into a Guards regiment, though. The Cardinal's Guard stand firm and Frontier regiments 1 and 3 chase the attackers back behind their ramparts.

CG commander Jean Laissez Faire is prominent at the head of his men and is Mentioned in Despatches ("very prominent"). This success brings him a Knighthood and he gleans over 500 crowns in loot from the field of battle. Captain William Liam Lee Yon's first taste of action is both safe (well, he is in the Guards) and remunerative: his share of the spoils is well over 500 crowns.

RFG Lt-Colonel Egon Mad 2 is serving with Frontier regiment 2 and doesn't see any action this month. Also attached to the regiment is Major Stan Ding on à Chair's Battalion of the 13th Fusiliers. The Major marches his troops to the scene of the fighting and helps clear the battlefield. He acquires a couple of horses, which he needs for his new rank, and pockets a hundred crowns as well.

53F Captain Roland Leveque is with Frontier regiment 3 and throws himself into the fray. Unfortunately, he throws himself onto a Spanish pike. RIP. Field Marshal Revaulvin d'Or leads a battalion with the Royal North Highlanders. He, too, gets his men into action. There is a Mention in Despatches for him and he picks up some loot – to the tune of a couple of hundred crowns. ✦

Press

Announcements

Recruits required for QOC, financial assistance available for the right men, apply AG C/O Bothwell's or the QOC regimental headquarters.

Officers of France,
I am looking for experienced men of courage and honour to join the command staff of Second Army as Quartermaster-General and my personal Aide.
All suitably qualified men please apply direct to my offices.

Yours, † General Shitacks

For those wishing to join the Cardinal's Guard, if balconies are not your things, the Cardinal has a troupe of young attractive altar boys, we hear.

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

There seems to be a dearth of suitable candidates to serve as Divisional commanders. I urge all Brigade commanders who feel they would like an appointment to volunteer their Brigades and obtain the brevet rank that would qualify them. Alternatively, if you feel you could serve as acting-divisional commander should a vacancy still persist, apply to my Adjutant-General, Horatio d'Escargot, and he will keep the position open.

† Field Marshal d'Or, Soldier of France

To the 13th Fusiliers

Advance Notice – Regiment will depart for the front promptly on 1st January 1662.

Your attendance is required in the Regimental HQ for sword practise in the 2nd week of December.

To the commander 1st Squadron.

I am unimpressed with your performance on the battlefield.

To that end, I suggest that the Regimental Lt/Col leaves the regiment for the sake of his own honour.

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.

Matters of Honour

Sirs –

Are you in need of a dutiful second during spars of honour?

Then just call upon me and I shall ensure you are suitably accompanied.

† JSP

Social

To all Gentleman of SL8 or less
With Christmas approaching, final rehearsals of the Boozers' and Bellringers' club will be Week 4 November 1661 at Blue Gables. I'll foot the bar bill for all ringers and their ladies.
† Quasi Le Bossu

Advance Notice:

Gentlemen of Paris (with the exception of the scum-sucking 27th), I would like to ensure you are suitably entertained in the month of December.

To that end, a fair will be run at my club that month. As such, please note in advance that I invite all in the 1st week of December to visit me.

A prize to the most inventively dressed person (or couple) will be given. All drinks will be paid for.

Further details to be released in November.

Yours, † JSP

Aloysius Gnomeclencher will be holding a party in week 2 of next month. All of SL 7 + are invited, except for members of the Dragoon Guards (sorry lads, can't have our quarrels disturbing the guests). Costs met for those bringing their mistress.

November Week 1 – The Scavenger Hunt Finale

If you've spent the month scavenging in Zeus Aspillais' memory, then please join me in my club in Week 1 of November.

There is a cost of 10 crowns for entry, with a prize of 100 crowns of my money plus all the entry fees for the best scavenger.

As a reminder, you need to find:

1. The garter of a mistress other than your own
2. The colours of an enemy regiment
3. Cutlery from Le Fleur
4. The dice from the gaming table of a club lower than your own

Oops!

† Le Roi

RPdE would like to invite officers of the King's army to his club next month in week 2 for an evening of quiet celebration and good fellowship to remember our victories and our fallen comrades over the last year. Ladies are welcome.

† RPdE

Personal

Lord Percy Percy says, as fashion is tending towards the over-use of scent to disguise bad odours, the Cardinal's Guard are obviously extremely unfashionable. Maybe it's an odour of sanctity.

Dominique Le Etoile rode down the road towards the bawdy house. When he came back, his horse was on bricks and the shoes had been stolen.

Dear Chancellor,
I am humbled by your interest in my little Bellringers' and Boozers' club, you being a high and mighty important minister and me being born a stone's throw from Notre Dame. I can assure you that the Hallelujah Chorus is all me own work; I originally composed it as the Winkers Ditty but all the staff in Frog and Peach cried out 'Hallelujah' each time we finished, so we renamed it. Perhaps you could host us at your club for a private rendition – I'm sure the ringers would appreciate the gesture and your patronage.

Respectfully yours,

† Quasi Le Bossu

To YVB:

Thanks for the invite and the bet. Happy to buy my own drinks, as I'm very particular about what goes past my tonsils – no Spanish rot gut for me (liberated or not). If you like, I'll ask dad to sell you some very good wines at even better prices.

Dear Papa

As promised, another missive from your devoted son. Here are the highlights.

Parisian politics prove perplexing:

Lots of people seemed to be engaged in letter writing and whispering campaigns in order to swap jobs, or keep their jobs or get other people jobs – it's all beyond me, although, apparently, as I am now trying for promotion in my new regiment, government service may beckon!

Many military men make manoeuvres:

Again, there seems to be a terribly confusing scramble for Army positions – we have already been told that next year there will be THREE armies, so I suggest that if you have any spare crowns, that you invest in Uniform manufacturers.

I seem to have missed out on the plum roles, so now I'm looking for a General who needs an Adjutant.

Seriously surreal socialising shenanigans:

I went to the races and met the Crown Prince. My word can that man drink! He filled the winner's stirrup cup with claret and drained it in a single quaffing! May people saw me drinking with him, which could do well for my future standing.

It also appears that the club I have joined is considered somewhat uncouth by the higher echelons of society, patronised by low life elements such as the Gay Drunken Moron Dragoons. I must find the wherewithal to join a more exclusive establishment. I am told that Le Fleur is the ne plus ultra of society residences, but sadly I do not feel I am yet well enough known about town to apply for membership.

Well, that brings me to the end of another busy month, I will write to you again soon.

Your loving son,

† Yves

From the diary of Egon Madd.

When I asked Igor to give the men a hand, I forgot that he tends to take things literally. But I'm sure the ability to fire THREE pistols at once will come in handy.

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 to process it upon your return and maybe we could meet up to discuss my application.

Yours,

† Stan Ding on á Chair

Cher Stan Ding on a chair avez-vous carried out a risk-assessment thingie yet?

† AG

Dear Earl Revaulvin d'Or,
I send thanks for my appointment, and look forward to such time as you return to Paris so that I can take you out on the town for a few well-earned drinks!

Yours,

† Baron Shitacks

To Brigadier Senquiry

Sir,

I thought your idea of a scavenger hunt was a fantastic idea. A real way to see Paris and to meet different people. I was thinking up ways in which I could fulfil the tasks but have had to give up as for me task two is impossible. The scum of the 4th Arquebusiers are all nobodies and are never around. Shame as we never get the chance to shove a rapier up where their regimental comrades have been the night before.

I hope it is a roaring success though.

Best Regards,

† Dominique Le Etoile

Oh dear.

† Le Roi

Poetry Corner

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

Quasi le Bossu

1 All Hail to Quasi le Bossu
For in September Sixty-One
He invited us to his party
To which we all saw fit to come.
2 It took place at the Frog and Peach
A club for gentlemen,
I counted every person there:
In all, we numbered ten.
3 We all drank to our hearts' content
Which made us really glad
Until I met that boulder Cheef
He really is a cad.
4 Next month we are invited
To a rehearsal to make us mellow,
Our genial host once more, le Bossu,
He really is a most capital fellow.

Roses are pink, Pansies are blue,
The 27th dance like drunkards
and they smell bad too!

† Anon

1 My first month in this fair city
Found me wallowing in self pity
So much to do, so little time
What chance of producing decent
rhyme?
2 Revelling in its proud tradition
I took up a captain's commission
And threw my lot with the Marines
To serve our noble Kings and Queens
3 I owe a debt to a noble knight
Who, much to my delight,

Provided his staunch backing
Where I was sorely lacking.
4 To Gutsav (sic) Ind I raise a toast
And I am proud to boast
That no finer man, besides the King,
From French stock could ever spring.
5 Having, for now, found my feet
To parties, off I went to meet
The great and good and in between
And caroused until my gills were
green
6 In the city's rougher parts –
Not shown on any maps or charts –
I followed a comrade's direction
To seek some feminine affection.
7 Those ladies' services negotiable
Proved satisfactorily sociable
Yet failed to fill my heart's gaping
canyon
As would a more refined companion
8 And thus I do resolve
This relationship conundrum to solve
And set my sights on maidens fair
To entrance with all my charm and
flair
9 In the Prince's race my trusty steed
Presented insufficient speed
And couldn't quite match the pace
Of the others in the race
10 And so a month of eating dust
And barely slaked primal lust
Drew to a uninspiring close
What's next, who knows?
† Coeur Jette
Fifi,
Your beauty renders me speechless...
(& he shuts up!!)

Points Arising

Next deadline is Friday 12th September 2008

Matt Shepherd rejoins the game this turn. Welcome back, Matt.

However, we lose Rob Shirai, who is just too busy at the moment. Thanks for playing, Rob, and we hope to see you back some time.

The following didn't get their orders in on time ("No Move Received") and suffered the consequences.
JPA Jean Paul Amiss (Tim Skinner) has NMR'd. Total now 1

FF (Mark Barrowcliffe) was floated at his request.

JdlB (Justin Key) was floated due to Justin's computer problems.

JLM (Dave Challoner) was floated as Dave's on holiday.

VdL (Gina Teh) was floated as Gina's incommunicado while she waits for a new computer.

X2 (Aaron Sibley) was floated.

X7 (Francesca Weal) was floated as Fran's away on holiday.

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.

There's a Yahoo! group for *En Garde!* players that provides 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/>

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

Aloysius Gnomeclencher asks NPC Aide to Brigadier (AG) to resign
 Aloysius Gnomeclencher asks NPC Regiment Adjutant of Queen's Own Carabiniers to resign
 Johnny Sais-Pas asks NPC Lt.Colonel of 13th Fusiliers to resign
 Quasi Le Bossu asks NPC Division Adjutant of Cavalry and Frontier Divisions to resign
 Quasi Le Bossu applies for Division Adjutant of Cavalry and Frontier Divisions

Stan Dandy Liver asks NPC Aide to Lt. General (SDL) to resign
 William Liam Lee Yon asks NPC Captain Cardinal's Escort to resign
 William Liam Lee Yon applies for Captain Cardinal's Escort
 Yves Vrai Bretheauteque asks NPC Regiment Adjutant of Archduke Leopold Cuirassiers to resign
 Yves Vrai Bretheauteque applies for Commnr. of Public Safety

Duels

Results of last month's duels:

Roget de Saurus (no Expertise) drew with Yves Vrai Bretheauteque (no Expertise).
 Beppe de Marko didn't turn up to fight Gar de Lieu and lost SPs.
 Jean Paul Amiss didn't fight J'accuse L'amour and lost SPs.
 J'accuse L'amour (gains 1 Exp) beat his enemy Swender de Jewel (with BdM).
 Jean Paul Amiss didn't turn up to fight Aloysius Gnomeclencher and lost SPs.
 Aloysius Gnomeclencher (gains 1 Exp) beat his enemy Swender de Jewel (with BdM).
 Benedict d'Over (with ZTMG, gains 1 Exp) beat his enemy Jean Laissez Faire.
 Caizer de Cheef (gains 1 Exp) killed his enemy Stewart Senquiry.
 Zachary The Money Goes (gains 1 Exp) beat his enemy Jean Laissez Faire.

Roland Pollee d'Eaulee (with JLF, gains 1 Exp) beat Horatio d'Escargot.
 Caizer de Cheef (gains 1 Exp) beat his enemy William McGonagall.

Grudges to be settled next month:

Ferdinand Franz (Rapier, Seconds SDL) has cause with Quasi Le Bossu (Sabre, adv.) for pinching Di.
 Dominique L'Etoile (Rapier, Seconds ME) and Vincenzo de Louvois (Foil, adv.) have mutual cause as neither stood down over Violet.
 Renaul Baptiste Grenoble (Sabre, 2 rests) and Roget de Saurus (Rapier, adv.) have mutual cause as neither stood down over Maggie.
 Indie Spencible (Rapier, Seconds AdA, adv.) and Michel Entire (Rapier, Seconds JdlB, 3 rests) have mutual cause over Fifi.
 Pierre Cardigan (Sabre, Seconds SdJ) has cause with Jacques de Gain (Sabre) for pinching Vera.

Indie Spencible (Rapier, Seconds AdA, adv.) and J'accuse L'amour (Sabre, Seconds AG, 1 rests) have mutual cause over Fifi.

Indie Spencible (Rapier, Seconds AdA, adv.) and Roget de Saurus (Rapier, 2 rests) have mutual cause as neither stood down over Fifi.

Indie Spencible (Rapier, Seconds AdA, 4 rests) and Stan Dandy Liver (Cutlass, Seconds SS, adv.) have mutual cause over Fifi.

J'accuse L'amour (Sabre, Seconds AG, adv.) and Roget de Saurus (Rapier) have mutual cause over Fifi.

J'accuse L'amour (Sabre, Seconds AG, 5 rests) and Stan Dandy Liver (Cutlass, Seconds SS, adv.) have mutual cause over Fifi.

Caizer de Cheef (Rapier) and William McGonagall (Sabre, adv.) have mutual cause for enemy regiments.
 J'accuse L'amour (Sabre, Seconds AG) and Swender de Jewel (Sabre, Seconds JPA & PC, adv.) have mutual cause for enemy regiments.

"Adv." shows who (if anyone) has the advantage in Expertise: his first duelling sequence need only contain six Actions.

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

New Characters

Matt Shepherd gets the First son of a wealthy Knight: Init SL 7; Cash 550; MA 4; EC 4 (PC).

Colin Parfitt gets the Bastard son of an Impoverished Count: Init SL 10; Cash 36; MA 4; EC 2 (X1).

Roland Lee gets the Second son of a very wealthy Baron: Init SL 7; Cash 750; MA 5; EC 2 (X3).

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 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 ZTMG		
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) _/_/_/BdO
 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/_/_/JSP/_/_
 Frontier Division (Siege) _/_/_/N4
 Frontier Regiments (Siege)
 Third Army (Defence) _/_/_/NI/_/_
 Second Division (Defence) _/_/_/N4
 3rd Foot Brigade (Defence) – 27M 4A
 4th Foot Brigade (Defence) – 69A Gscn
 RNHB Regiment (Defence)
 Third Division (Defence) _/_/_/NI
 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):

Battle Results

Cardinal's Guard: 3
 Frontier regiment 1: 2
 Frontier regiment 2: 4
 Frontier regiment 3: 2
 Frontier regiment 4: 5
 RNHB regiment: 4

Brigade Positions

Guards Brigade GI/JPA/RdS
 Horse Guards Brigade N6/_/_/N6
 Heavy Brigade _/_/_/_
 Dragoon Brigade DC/CPC/N3
 First Foot Brigade PdVR/_/_/_
 Second Foot Brigade N4/N/NI
 Third Foot Brigade N5/N/_/_
 Fourth Foot Brigade N5/N/_/_

Entries as Army Organisation Table

Frontier Regiments

(Siege for Sept-Nov)

	F1	F2	F3	F4	RNHB
Colonel	N6	N5	N5	N4	N9
Attached	2 Bn 13F EM2				RdO
Also at the Front	Cardinal's Guard				

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	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	PdVR
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	
45	Cath de Thousands	13		
8	Lotte Bottle	12	B	SDL
12	Charlotte de Gaulle	12		
17	Henrietta Carrotte	12	I/W	RPdE
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	JSP
33	Anna Rexique	10	I	ZTMG
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	CdC
59	May Banquot l'Idee	9		
2	Betty Kant	8	I	JaLa
19	Jenny Russe	8	W	
32	Sal Munella	8	W	RAMF
41	Marie Antoinette	8	B/I	CdP
47	Eve Ningalle	8	I/W	
49	Mary Huana	8	B/I/W	
34	Freda de Ath	7	W	ME
39	Thomasina Tancenjin	7	I	
50	Ulla Leight	7	I	
5	Belle Epoque	6	B/I	
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

The Greasy Pole

ID	Name	SL	SPs	Cash	Rank, Regiment/Appointment	MA Last seen	Club	EC	Player
GdSM	Count Gaston de St. Marque	26	65	Withy	General/State Min.	9	Flr	3	Nathan Richards
CIG	Viscount Charlenagne le Gosse	26	53	Comfy	General	14	Lois	2	Neil Packer
ZTMG	Count Zachary The Money Goes	25	62	Rich	B.Bdr-General KM/CPS	11	Anna	4	Gerald Udowiczenko
SDL	Count Stan Dandy Liver	24	36	Rich	Lt-General/War Minister	11	Lotte	4	Guy Arnold
SS	Baron Sean Sondamour	22	44	Comfy	General	5	Ella	2	Pete Holland
BR	Earl Beau Romir	21	52	Withy	Captain RFG/C.Prnce Aide	13	Frances	3	Graeme Morris
JS	Baron Jacques Shitacks	21+	67	OK	General/2nd Army Commndr	3	Kathy	4	David Oliver
EH	Earl Euria Humble	21+	65	Poor	B.Lt-General/City Mil.Gov	15	Edna	5	Matthew Wale
DC	Sir Devlin Carnate	20+	68	Poor	B.Bdr-General PLLD/Drgn Brigadier	5	Angelina	2	Bruno Giordan
BdM	Viscount Beppe de Marko	19	28	Fthy	Bdr-General	17	Katy	2	Mark Moores
RdO	Viscount Revaulvin d'Or	19	F	Rich	Fld Marshal	13		4	Jerry Spencer
GdLi	Baron Gar de Lieu	19+	61	Comfy	B.General/1st Army Commndr	3		4	Bill Hay
AdA	Sir Averell d'Alton	17	50	OK	B.Bdr-General RFG	4	Guinevere	4	Martin Jennings
GI	Sir Gustav Ind	17+	56	Comfy	Bdr-General/Gds Brigadier	4	Jacky	5	Ashley Casey
HdE	Sir Horatio d'Escargot	16	46	Comfy	B.Lt-General/Adjutant Gen	5		3	Graeme Wilson
RdS	Sir Roget de Saurus	15	38	OK	Major RFG/Gds Brigade Maj.	10		2	Gerry Sutcliff
StSy	Stewart Senquiry	14	RIP						Colin Parfitt
AG	Aloysius Gnomeclencher	13	40	Comfy	B.Bdr-General QOC/Chancellor	6	Deb	2	Mike Dommett
BdO	Benedict d'Over	13	38	Comfy	Lt.Colonel KM/1st Div Adjutant	8	Ophelia	4	Mark Stretch
JLF	Sir Jean Laissez Faire	13	F	Comfy	B.Bdr-General CG	2		3	Filipe Silva
RBG	Sir Renaul Baptiste Grenoble	12+	40	Comfy	Lt.Colonel CPC	4			Olaf Schmidt
SdJ	Sir Swender de Jewel	12+	38	Comfy	Lt.Colonel DG/FMshl's Aide	3	Lucy	1	Ray Vahey
HdC	Sir Herve d'Conde	12+	37	OK	B.Bdr-General DG	9	Henrietta	4	Simon Burling
RPdE	Sir Roland Pollee d'Eaulee	11	34	OK	B.Lt-General	7	Betty	3	Pete Card
JaLa	Sir J'accuse L'amour	11	30	OK	Major QOC	9		2	Mark Booth
IS	Sir Indie Spencible	11	20	Comfy	Captain RFG/RFG Regt. Adjt.	4		1	Charles Burrows
YVB	Yves Vrai Bretheauteque	11	19	Poor	Colonel ALC	2	Sue	1	Chris Boote
EM2	Sir Egon Mad 2	11	F	OK	Lt.Colonel RFG	5		2	Tym Norris

ID	Name	SL	SPs	Cash	Rank, Regiment/Appointment	MA Last seen	Club	EC	Player
X2		11	0	Poor		2		4	Aaron Sibley
PdVR	Pierre de Vin Rouge	11+	41	Comfy	B.Bdr-General PM/I F Brigadier	6	Polly	3	Keith Bristow
JdIB	Jacques de la Boite	10	15	OK	Captain PM	1		5	Justin Key
WLLY	William Liam Lee Yon	10	F	Comfy	Captain CG	4		5	Paul Wilson
ME	Michel Entire	10+	34	Comfy	Lt.Colonel PM	7	Freda	3	Tim Macaire
JSP	Johnny Sais-Pas	8+	35	Comfy	Colonel 13F/2nd Army Adjutant	6	Emma	4	Mike Bird
PC	Pierre Cardigan	8+	31	Poor	Major ALC	4		4	Matt Shepherd
QLB	Quasi Le Bossu	8+	29	OK	Lt.Colonel PLLD	6	Di	6	Mark Cowper
SDC	Stan Ding on à Chair	7	F	Poor	Major 13F	2		4	Barry Townsend
JdG	Jacques de Gain	6	17	OK	Private KM	6		4	Ben Brown
JLM	Jean-Luc Mascard	6	7	OK		4		3	Dave Challoner
CdC	Caiser de Chief	6+	34	Poor	Major 53F	1	Ava	6	Robert Carter
DLE	Dominique L'Etoile	6+	26	Comfy	Major PM	2		2	Dominic Howlett
CJ	Coeur Jette	6+	22	Poor	Major RM	6		2	Mike Weston
GE	Giles Etraseur	6+	18	Poor		1	Josephine	4	Nik Luker
JPA	Jean Paul Amiss	5-	1	OK	Subaltern DG/Bdr's Aide (Gds Bde)	5		3	Tim Skinner
RAMF	Rob Anybody de Mac Feegle	5	16	OK		1	Sal	2	Pam Udowiczenko
FF	Ferdinand Franz	5	8	OK	B.Lt.Colonel GDM	4		3	Mark Barrowcliffe
DT	Dion Thibault	5	RIP						Rob Shirai
ILB	Ilk Lamore Bartat	5+	19	OK	Captain RM	6	Ada	6	Andrew Kendall
CdP	Charles de Paynim	4+	27	Poor		6	Marie	3	Hajo 'Red' Schlosser
WMG	William McGonagall	4+	15	Poor	Private CPC	2		3	Andrew Burgess
X7		3	0	Poor		5		4	Francesca Weal
VdL	Vicenzo de Louvois	3	0	OK		6		5	Gina Teh
RL	Roland Leveque	3	RIP						Roland Lee

An F under SPs means that the character was at the Front, RIP means that he died.
+ against SL means it went up this month, - means it went down.

Cash: Poor = <500, OK = 500-1500, Comfy = 1500-5000, Withy = 5000-10000, Rich = 10000-25000, Fthy = 25000+

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

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