

That would be enough

This has been issue 91 of *To Win Just Once*, published 15th December 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 Friday 2nd January 2009.

Orders for *Les Petites Bêtes Soyeuses*, Fictionary Dictionary entries and any other contributions to Pevans by Friday 9th January 2009.

(Next deadlines for 2009: 6th/13 February, 13th/20th March, 17th/24th April, 22nd/29th May, 26th June/3rd July, 31st July/7th August.)

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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

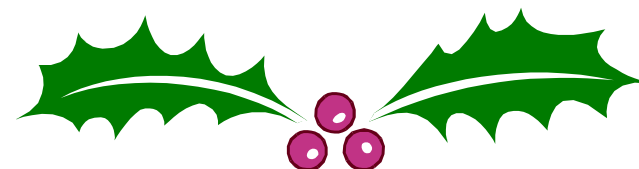
Railway Rivals Jonathan Palfrey is in the queue for the next (on the Yorkshire map – working copy provided).

Star Trader Mark Robinson is in the queue for the next one. Rules provided.

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To Win Just Once

(incorporating *Les Petites Bêtes Soyeuses*)



Pevans's
report from
Spiel '08



And
EuropeMasters
2008

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Chatter

First of all let me wish all my readers a very merry Christmas and a happy New Year for 2009. This is, of course, instead of sending you all cards. ☺

Now I've got this last 2008 issue of *To Win Just Once* out of the way, it must be time to start planning for Christmas. Mind you, my very organised siblings tell me they had everything done and dusted by the end of November!

I'm beginning to get into the new games that appeared at Spiel and this issue holds the first iteration of my report from the 2008 games fair. I will add it to my website (www.pevans.co.uk/Reviews) and update the report with further notes and comments as time allows.

Talking of the website, the figures for November show that my reviews of *Feudo* and *Viking Fury* remain at the top of pages visited. However, I can't see any search terms that would lead people to these pages, so they must be coming from somewhere else. *TWJO* 90 was downloaded 165 times, while issue 89 got a further 73 downloads (117 total). Spot the increased interest in games in the run-up to Christmas.

Letters

Jonathan Palfrey muses about Fictionary Dictionary.

I vote for the definitions I like best (in some sense), which I suppose is what we're supposed to do. But this will probably concentrate my votes on a few players who are likely to score better than me. Objectively, I may have a slightly better chance of winning if I vote at random and thus divide my votes equally among all players; or even if I deliberately vote for the worst definition. But this makes rather a nonsense of the game.

Perhaps it's a game that we should simply enjoy playing, rather than trying our utmost to win (?).

That's the way I approach it, Jonathan. It's an opportunity for a bit of amusement and trying to work out what other readers like. Jonathan continues.

Thanks for your review of *Rainbows End*. I think I have all of Vinge's other books, but so far I've hesitated over this one, as the outline didn't really grab me and I feel that his more recent books have been getting somewhat less appealing. However, you seem keen, so maybe I'll try it after all.

I was most impressed by *The Peace War* and *Marooned in Real Time*; I have reservations about his later books, although they have good points and seem popular with readers in general. Digging further back, I think *The Witling* is a good and rather unusual book, and seems under-appreciated generally. His short stories are somewhat variable, but always readable and sometimes memorable. In general his output is pretty varied: he doesn't seem to plug away at a single theme for long, or maintain favourite characters.

I originally knew Vernor Vinge through the occasional short story and was then blown away by *A Fire Upon the Deep*. Tim Macaire chips in.

Can't think of anything to say this month, but TWJO continues a bright spot in cold, wet November.

And so it should be! Thanks, Tim, the odd (!) word of encouragement is all I need.

Spiel '08

I am always energised by the Spiel games fair: the games, the people and everybody's enthusiasm. It is a huge event and, these days, very much an international one. The only problem, from the point of view of writing this report, is that I'm now there on business. Luckily this involves looking at the new games, too. Now I just have to find time to write up my report. It's taken a while, but here are my thoughts on Spiel '08 and the new games. I'll be adding to this as I play more of the games.

One of the things I enjoy is being in the halls while things are being set up. It's chaotic, it's noisy, there are cars and vans in the aisles and pallets stacked with games being manoeuvred about the place. Gradually order is imposed, things settle down and the show takes shape. The final tidying up – and laying of carpet – means it's a complete contrast when the fair opens on Thursday morning.

This is, of course, when the spiefreaks hit the show: getting in to grab the new games just as soon as they are available. This Thursday there were queues in three places. The first was at Lookout Games, where *Le Havre* was being launched. Nobody knew much about the game except that it was designed by Uwe Rosenberg. "What I did after *Agricola*" so to speak. The second queue was at Splotter's



The attractive buildings from *Master Builder* – see below

stand. Production issues meant they were only able to bring 200 copies of their new game to Spiel. And then there was the Warfrog line. Martin Wallace had two new, limited edition games plus the last 200 copies of *Tinners' Trail*. People were queuing up to come away with three games.

After a while things settled down and I was able to get a look at some of the games. As always, there was too much to see. You can spend four full days at Spiel and still not see everything. Hence this report only covers the things I saw and I'm sure there's a lot of good stuff I've missed. As always, if I compare a game to an existing one, this does not imply it is a copy, it's simply a shorthand way of giving readers an idea of the game.

Bambus Spieleverlag is one of the long-time regulars at Spiel. This year main man Günter Cornett had *Down Under* to show us. This is a re-working of his earlier *Schlangennest* with some great Australia-themed graphics. The game has long been a favourite of mine, so it's great to see it back in print. Each player has a set of tiles, each of which shows a length of path in the player's colour and a neutral path. Players lay tiles to extend their own path within the limits of a notional grid. They can connect to neutral paths, but not to other players' paths. The result is a network of twisting paths with the winner being the player with the longest. This version adds other scoring opportunities plus 'Billabong' pieces that can get players out of tricky situations. It's an excellent little package and I recommend it.

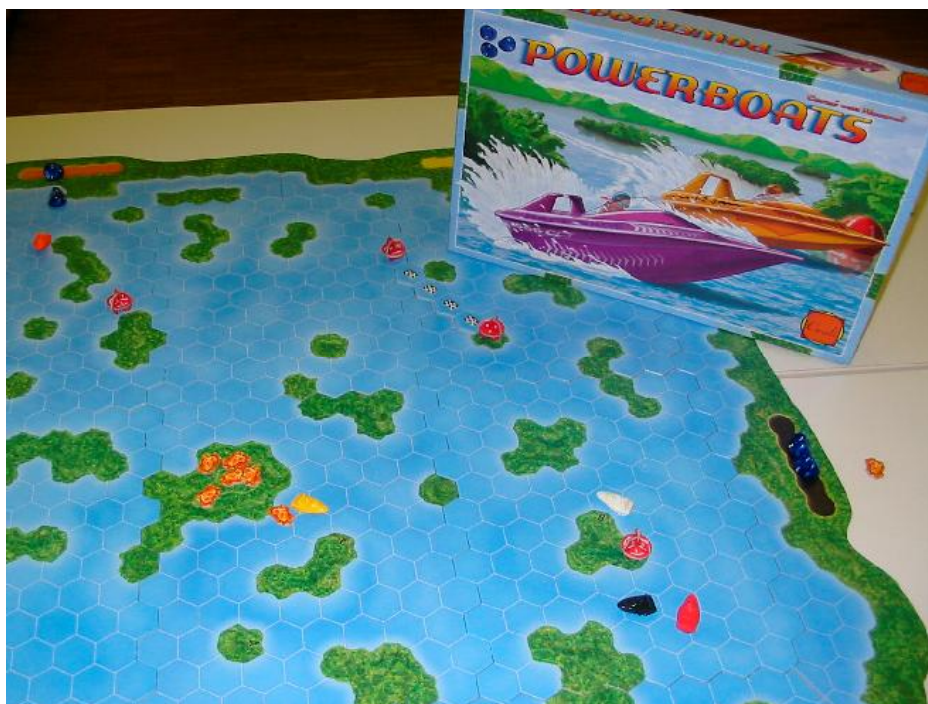
Peter Burley got the production of his new game, *Kamisado*, just in time for Spiel. This is a clever two-player abstract game played on an 8 x 8 gridded board. The squares are in eight bright colours and each player has pieces in the same colours. When one player moves a piece, the colour of the square it ends on dictates the colour of the piece the next player has to move (straight or diagonally forwards as long as there isn't anything in the way). Simple, eh? Certainly players can look several turns ahead, assuming they can work out just what the best moves are – and their opponent thinks the same. First to get a piece to the far side of the board wins the



I told you it was bright! *Kamisado* set out

round and promotes that piece so that it can push opposing pieces. Winning a set number of rounds wins the game. It's a fine game and very nicely produced.

I'm used to Corné van Moorsel's games being intense 'brain-burners', but his new game from Cwali is rather different. *Powerboats* is a neat simulation of powerboat racing. The board comes in several sections, allowing lots of different configurations. Once put together you have a lake dotted with islands onto which you place marker buoys to show the course of the race. The mechanics are quite simple as players decide whether to keep or re-roll their dice from the previous turn, adding or subtracting a die. Their speed is the total of their (special 3-sided) dice. This works very well as players having to decide between out and out speed and being able to manoeuvre around the islands and buoys. Excellent stuff and a really effective race game.



Crash by Crash is the latest from the Czech Board Games group, this one designed by Ivan Dostál and Monika Dilli. As you'd expect from a game about dodgems (or bumper cars as the Czechs keep calling them), the idea is to push other people's cars about. You do this not by moving your dodgems, but by placing them on the board. This pushes other dodgems and you get points if they go off the edge of the board. Add in a few wrinkles – like the ride's operator – and there's plenty of fun to be had despite the simplicity of the game.

Czech Games Edition's new game is *Space Alert*, a cooperative game designed by Vlaada Chvatil. Players are the crew of an exploration spaceship and their job is to respond to the threats of their current mission, determined by playing a CD (scenario cards can substitute for this). It looks very interesting, but the English language version was not ready in time for Spiel (it is available now). What were available were the expansions for *Galaxy Trucker* and *League of Six*. *Loyal Retinue* is the *League of Six* expansion. It provides additional pieces, allowing a sixth player to be added to the game. It also contains a replacement set of hexagonal tiles for the towns. On these, the central item is one of the 'retinue'. Each of these provides the player who owns it with some special ability, changing the balance of the game and providing players with additional options.

Designed by Peter Hawes, *Heads of State* is one of the new games from Eggertspiele. Players draw cards to build up sets that allow them to establish nobles of different ranks on the positions available on the board to gain control of western European countries. They can also use cards to dispose of other players' nobles. At the end of each 'century', players score points for their nobles and what they control. Most points after three centuries (16th, 17th and 18th) wins. There's nothing hugely innovative about the game's mechanics, but they all work well together to provide an intriguing challenge. I was quite taken with it.



Heads of State displayed

HaJo Peters was showing off his political/wargame set in the Middle East in the time of the Crusades, *Saladin*. This is a five-player, 15 hour game. Ah, that takes me back. The game looks quite interesting. I was particularly taken with the idea that events and objectives are worth different numbers of points depending on the sort of ruler who gains them. Set out to rule benevolently and you won't get many points for massacring people. The designer described this as a 'beta' version of the game and had 60 copies made up for those prepared to take it on.

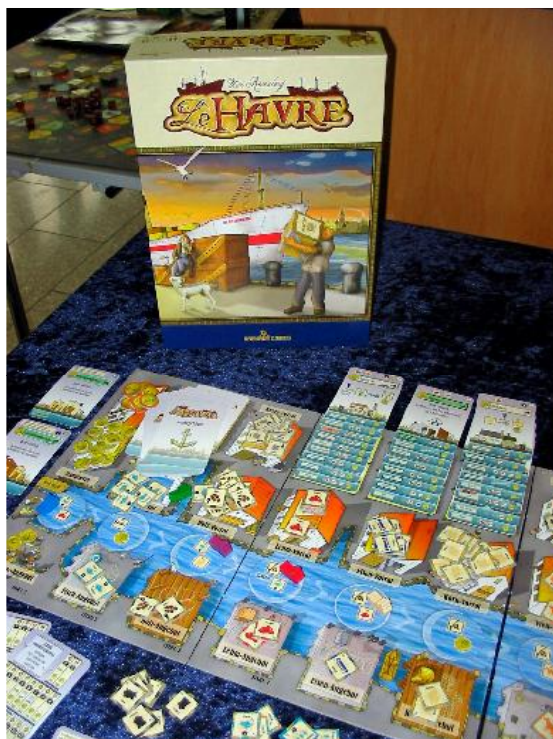
The game of the moment is clearly *Dominion*, published by Hans im Glück (in German) and Rio Grande (in English). Despite the large box, this is a card game. The box inlay holds the different sets of cards separately. Players start with the

same set of cards. Each turn, players play a hand of cards, discarding those they don't use and drawing a fresh hand for the next turn. They use the cards to buy others (amongst other actions), which get added to their set of cards. Each turn is quick and players cycle through their cards rapidly, bringing their new acquisitions into play. The aim is to upgrade your set of cards to contain the most victory points when the game ends.

Each game uses a selection of the types of cards available – though a standard mix is recommended when learning the game. Simply using a few different cards changes the game and the number of different cards provided give plenty of variety. Playing the game for the first time, I didn't think there was much to it, but I'm assured there is a lot of subtlety in the game once you get into it. Certainly it has proved very popular with gamers, both at and since Spiel.

Playing on the confusion over the pronunciation of 'Agricola', Lookout had crates of a specially commissioned drink, *Agri-cola*, available on their stand. Not being a cola fan, I didn't try it, but the Lookout team reckoned the caffeine was very useful! On to the game: *Le Havre* immediately has some touches that will be familiar to *Agricola* players. For a start, players need to have a minimum amount of food at the end of each round. This is set for each round (depending on the version of the game you're playing), so players can plan ahead for this. Each round has seven actions, so the number of actions each player gets in a round varies according to the number in the game. An action is either picking up raw materials (which build up with each action) or using an unoccupied building.

The first thing to use buildings for is to build more buildings! There is a clever mechanism that means the precise order of the buildings is different each game, yet still follows the same general sequence. Buildings offer all sorts of ways of using raw materials to provide better materials (iron to steel, for example) and to generate money.

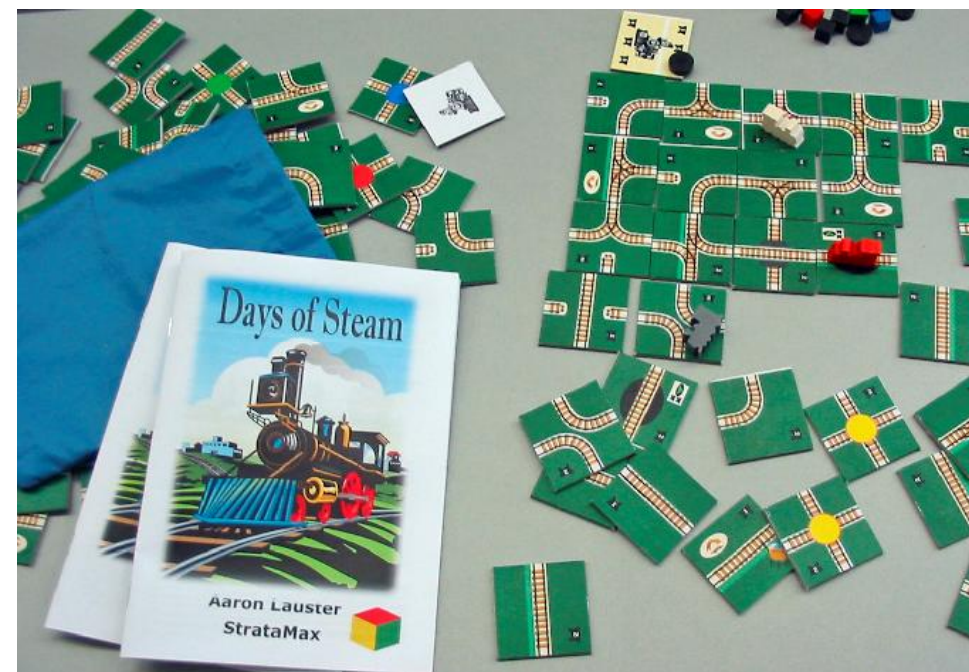


Le Havre display – there are plenty of bits in this

Some materials count as food, others as energy (which players need when using some buildings). At the end of the set number of rounds, the player with the most money wins. This is another clever development game from Uwe Rosenberg.

Red Glove is a new name to me, but this Italian publisher already has a few games under its belt. This year's offering is *Lungarno*, set along the banks of the river Arno in Pisa. Players fill in the districts of the area with buildings, placing merchants to 'trade' with one of the great families. The value of this depends on how many buildings each family has when the district is complete. The game ends when all the districts are full: there are some final bonuses and the player with the most cash wins. It sounds an interesting game and I look forward to trying it in practice.

Stratamax's new game, *Days of Steam*, was another victim of production problems. However, Max Michael and Aaron Lauster had demonstration copies of the game available for people to try. It's a neat tile-laying game. Players lay tiles to build up a network of railway lines linking towns. Placing a tile also gets a player the coal they need to move their train around the network. They get points for delivering coloured cubes to the appropriate town. It's not a deep game, but it is more subtle and challenging than at first appears. It should be available soon.



Valley Games had no beauty queen with them this year, but did have a slew of new games. The one I've tried is *Master Builder* by Hartmut Witt and Wolfgang Kramer. The neat thing here is that players do actually build buildings! Or at least assemble them from the cardboard sections in the game. To do this they need the appropriate workers – but have to pay their salaries at the end of each turn. At the start of the turn, players hire and fire workers. A random event may reduce or restrict workers for the turn and then players can build. After a set number of turns, the player who has constructed the most valuable buildings wins. This is a nice little game: an entertaining tussle, but not too challenging.

Kris Gould's new game from Wattsalpoag is *Jet Set*, which I've mentioned before. It's definitely my kind of game. Players spend their cash to gain control of air connections between pairs of European cities and place model planes on them. They take the planes off again to claim contracts for routes. These bring in victory points (the longer the route, the more points) and income. Each turn is usually pretty quick: you buy a route, place plane(s) on existing connections or take income. The key thing is to be ready to complete your 'final flight' – the secret route each player has from the start. It's clever, plays quickly and provides a bit of a challenge.



Jet Set on display

EuropeMasters 2008

Once again the "To Win Just Once" team qualified as one of the UK teams at this year's European Boardgames Championship. This took place on the Saturday of Spiel and is as good a way as I know of getting away from the overcrowded halls. Teams of four (drawn from a wide range of European countries) play a series of four games against members of other teams, scoring points for their finishing position in each game (5 for a win, 3 for 2nd, 2 for 3rd and 1 for last). Each player adds up their points and the team's score is the sum of its members'.

This year we had a selection of excellent, if demanding, games. First off the mark was *League of Six*. I like this game, which has a number of sub-games within it. There is a whole bidding game, for example, over who ends up at each town each turn (think *Amun-Re* or *Evo*). The currency for this ('guards') has no other function in the game. (Disclosure: JKLM has a badge on the box as we're handling the English language edition.) It's quite a subtle game with multiple paths to victory. My game (with a Belgian, a Dutchman and a German) was closely fought in each auction. I got a surprise bonus in the final scoring that left me a close, umm, third. Ah well. The rest of the team didn't do much better, so it was not a good start to the tournament.

The second game was *Amyitis*. This is a game I missed when it came out, but have been very pleased to be introduced to it. Essentially, it's a game system that gives players lots of opportunities to score points – rather like the same designer's *Yspahan*. Hence it makes sense to do something different from the other players. The theme is constructing the Hanging Gardens of Babylon: the players gain goods and trade these for plants and to improve their position. The EuropeMasters team do some analysis of the tournament game results and this suggests that being the last player in the turn order is good in this game. Guess who was fourth player in his game? I've only found one strategy I'm comfortable with and my opponents let me use it. It was enough to give me a narrow win. Marcus Pratt also won his game, which much improved the team's position.

Game number three was *In the Year of the Dragon*, the 2007 game from alea. This one I had played before, but hadn't thought much of it. Playing it again for the tournament made me realise that it is quite a subtle game within its



EuropeMasters 2008 in progress

regimented structure. It's played in 12 turns with an event at the end of each turn (you can see what these are, so you are able to plan for them). Players get 1 action each turn and add 1 person to their court. The people give various advantages, but you are limited in how many you can have by the number of buildings – one action is, of course, to add more buildings. I was

so taken with it, I signed up for several online games (www.mabiweb.com, where I'm still playing this game and others) to try out some different strategies. None of the games finished before EuropeMasters, though! The practice seems to have helped, as I got another win. The team's score looked reasonable after this round.

The final game was the terrific *Neuland* from Eggertspiele. This is the second edition of the game, which has a few tweaks from the original. It's an intricate game as players construct different buildings, each of which uses specific raw material(s) to produce other goods. For example, the farm produces food, which the mine uses to produce ore, which the smelter uses (along with coal) to produce metal, which the armourer can turn into weapons. At the end of the chain are buildings that are worth victory points. I like this game, but it is a real brain-burner (see my full review at www.pevans.co.uk/Reviews/Neuland.html). I got greedy, went for a high payoff strategy and was stuffed. That reduces my average quite a bit! And the rest of the team also suffered.

After a hard day's games-playing, we got the results. Top team this year was the top UK team, Shark Bait. Many congratulations to them for their second win (they also won EuropeMasters 2006). How about "To Win Just Once"? Well, we were the second placed British team. Ahem. We were 23rd, just half a point ahead of the third British team! I'm pleased to say that we did average one win each in the tournament – even if we didn't quite manage an average score.



Shark Bait with trophies and prizes

EuropeMasters will be back next year for the tenth time (there were 11 earlier tournaments under the title of Intergame). The qualifying tournament for UK teams is SpielChamps UK, which is held as part of Manorcon each July. Keep an eye on the website for more information: www.manorcon.org.uk

Games Events

December is a pretty barren month for board games events, but the New Year starts with a bang. Otherwise known as Winter Stabcon. This is held at the Britannia Hotel in Stockport (Greater Manchester) over the first weekend of the year: 2nd – 4th January 2009. It's a good fun event with a mixture of board games and role-playing – and just about anything else. Accommodation is available in the hotel of course.

Later in January is OxCon – 24th and 25th January at The Mitre, High Street, Oxford. Check the details at <http://users.ox.ac.uk/~board/>

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 91 was written and edited by Pevans. The *LPBS* masthead (page 15) is by Lee Brimmicombe-Wood, as are the drawings on pages 24 and 27. The illustrations on pages 23, 25 and 26 are by Nik Luker, the one on page 28 by Time Wiseman and those on pages 21 and 22 by Bryan lea. 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 5

Here are the real meanings of Turn 5's words.

Jaborandi: (n) the dried leaves of either of two S American shrubs (*Pilocarpus jaborandi* and *Pilocarpus microphyllus*) of the rue family that are a source of the drug pilocarpine.

Kurchatovium: (n) Russian name for Rutherfordium (an artificially produced radioactive chemical element of atomic number 104), named after nuclear physicist Igor Kurchatov.

So now you know. The table gives the scores from last turn and to date. A good score for Chris Boote adds him to the pack chasing Pete Holland with Colin Parfitt and Tim Macaire just behind.

Turn 6 Definitions

Khoum

1 The sound made by a camel shortly before a forcible expulsion of spittle.

2 Mohawk Expression of satisfaction

3 One of the moons of Saturn, named after the Greek god of clumsy accidents.

4 Cambodian word for a mango.

Players' Scores

Name	This round	Total
Al Tabor	0	7
Andy Kendall	1	10
Charles Burrows	1	5
Chris Boote	5	10
Colin Parfitt	1	9
David Olliver	0	3
Gina Teh	0	0
Graeme Morris	4	5
Guy Arnold	0	0
Jonathan Palfrey	2	10
Michael Martinkat	0	2
Mike Bird	0	0
Mike Dommett	0	2
Nik Luker	1	10
Pete Holland	0	15
Ray Vahey	0	1
Tim Macaire	3	9

5 The Sudanese capital after extensive attention by 1960's architects ("Khartoum with the 'eart ripped out of it").

6 A form of vodka created by Red Army soldiers from boot polish and antifreeze.

7 A recreational drug derived from opium, commonly used in parts of Afghanistan and less commonly in neighbouring countries.

8 Primitive device used for grooming. By manual application it assists in untangling and aligning hairs in a similar direction.

Lentiginous

1 Adjective used to describe someone who gives up more than one thing up for Lent.

2 An iginous that you have to give back some time.

3 Descriptive of that feeling of something stirring in the stomach after consumption of too many beans or other pulses (originally lentils). It promises much unpleasantness to come for anyone else forced to share a confined space in the near future.

4 Connected with beans: *Bohnanza* is a Lentiginous game, for example.

5 A term used to describe any job estimated to take 40 days or more to complete.

6 Leaning over, e.g. the Lentiginous Tower of Pisa.

7 (Of water drops) Precisely the right shape to focus the sun's rays to create flame. Uncommon, which is why not every rainstorm causes forest fires.

8 One of the oldest legal laws in Britain, which is "Finders Keepers".

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:
Nablab and Powan

**Get your votes and definitions to TWJO, 180 Aylsham Drive,
UXBRIDGE UB10 8UF or TWJO@pevans.co.uk by 9th January 2009.**

Bridgenorth Cliff Railway Railway Rivals game 6 – Turn 10

Races

Race	From	To	VROOM	BESTRAIL	SEAWEED	BILL	CR	MLX
22	14	33		20	10			
23	11	45	5 JR + ER		5 JR + ER			20 ER
24	21	53	5 -1 JR	20 -11 +3	5 -2 JR	+1	0 +4	+6
25	24	63		10			20	
26	36	51		0 +3	10 -6		20 +3	
27	52	54					10	20
28	65	42	+4		20 -8	+4	10 -4	+4
Total			13	45	34	5	63	50

JR = Joint Run, ER = Exchange of Running powers

CHUFFIN' RAIL regains the lead but there's very little between the top three as MLX falls away a bit.

Builds and points

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

Builds: None

Score: 75 +13 = **88**

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

Builds: None

Score: 181 +45 = **226**

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

Builds: None

Score: 183 +34 = **217**

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

Builds: No Moves Received

Score: 63 +5 = **68**

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

Builds: None

Score: 172 +63 = **235**

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

Builds: None

Score: 130 +50 = **180**

GM Notes

Next turn's races:

- 29 16-61
- 30 15-23
- 31 26-S2
- 32 35-44
- 33 32-55
- 34 41-51
- 35 S6-66

You may enter up to 5 races each turn.

After this round of races, players may build up to 4 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 to mike_dommett@yahoo.co.uk
by 2nd January 2009**

The Cold Equations Star Trader game 4 – Turn 7

"What's that disturbance?"

"Looks like ships coming through."

"We weren't expecting anything."

"And they don't seem to be decelerating enough."

"They aren't – quick, hit the alarm!"

As the sirens chimed out over the spaceport, the first missiles were being launched from the pirate squadron.

The Pirate Strike at Mu Herculis was a surprise to many of the Corporations, though by good fortune all the ships in the Spaceport managed to lift and escape the attackers. MCRADIE's ship was waiting in System Space, which was where GATES LEARJET were caught. The Dagger Hull was opposing a semi-armed Merchantman and, once it was obvious the Military Hull wasn't able to quickly overwhelm its prey, the Natasha started to knock lumps off the Dagger. The fight became much more even when the Heavy Weapons pod was crippled and shots started to hit the hull. MCRADIE's eventually boarded the Natasha, but the cost was great.

At Gamma Leporis HOUSTON FEARLESS became Dealers by buying 18 Alloys for 5 HTs each, shutting out bids of 1 from EON FLASHCORP and MONOGRAM.

HOUSTON were bidding for Isotopes at Tau Ceti, buying 7 for 1 HT each. GATES-LEARJET would have been selling Isotopes but for the loss of their ship to MCRADIE's. HOUSTON were left alone to buy 8 Monopoles for 11 HTs each and to gain a Dealership.

MONOGRAM did manage to pick up 4 Alloys for 1 HT apiece at Sigma Draconis.

MONOGRAM were selling Monopoles at Beta Hydri, first selling 12 for 14 HTs each, which made them Contractors, and then selling 6 more using Crip. HOUSTON FEARLESS closed out the trading by selling 4 Isotopes at a price of 10 HTs each.

HOUSTON FEARLESS increased their Reputation and bought warehouses at Beta Hydri and Gamma Leporis. The new ship was rolled out, the Ur-Lead, with 6 Cargo pods and an Augmented Jump pod, crewed with A class crew. They are still very grateful for MCRADIE's ignoring their ship as it hung in Mu Herculis System Space after evading the Pirate attack.

MONOGRAM's new ship was launched too, called Trump Change, with identical equipment.

EON FLASHCORP were grateful to Agent Willy, who enabled them to raise a huge price for their Tempus. They then spent money raising their Reputation and Business Connections.

GATES LEARJET lost one ship to interception, but did at least knock it around a fair bit. The surviving hull has now got A class crew and a better chance of escaping interception.

ARCHANGEL's ships were unbothered this Quarter, but they still show nervousness and not all of their fleet loaded passengers.

MCRADIE's obtained legitimate papers for their captured liner from last Quarter to ARCHANGEL's barely concealed fury.

Press

Remember 50 HTs is not too high a price to pay for your safety, think about it – McRadie

Something or someone bothering you, apart from me? Got an itch you need to scratch, with dynamite?

All jobs considered, the dirtier the better – McRadie

Corporation Table

Corporation letter & name	Conn'n Levels Bus Crim Pol	Init've Bid	Turn Order	Cash	Rep	Player
A Archangel Lines	4 0 2	0	5th	246	40	Jerry Elsmore
B Eon Flashcorp	5 8 8	0	3rd	659	35	Paul Evans
D Gates-Learjet	9 5 4	0	4th	142	28	Dominic Howlett
E McRadie's Crew	5 9 0	10	6th	55	0	Martin Jennings
F Monogram Industries	10 0 7	1+4	2nd	221	40	Michael Martinkat
G Houston Fearless	10 0 5	15	1st	263	38	Przemyslaw Orwat
H GamLepCo	5 0 4	N	7th	129	26	Gina Teh

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

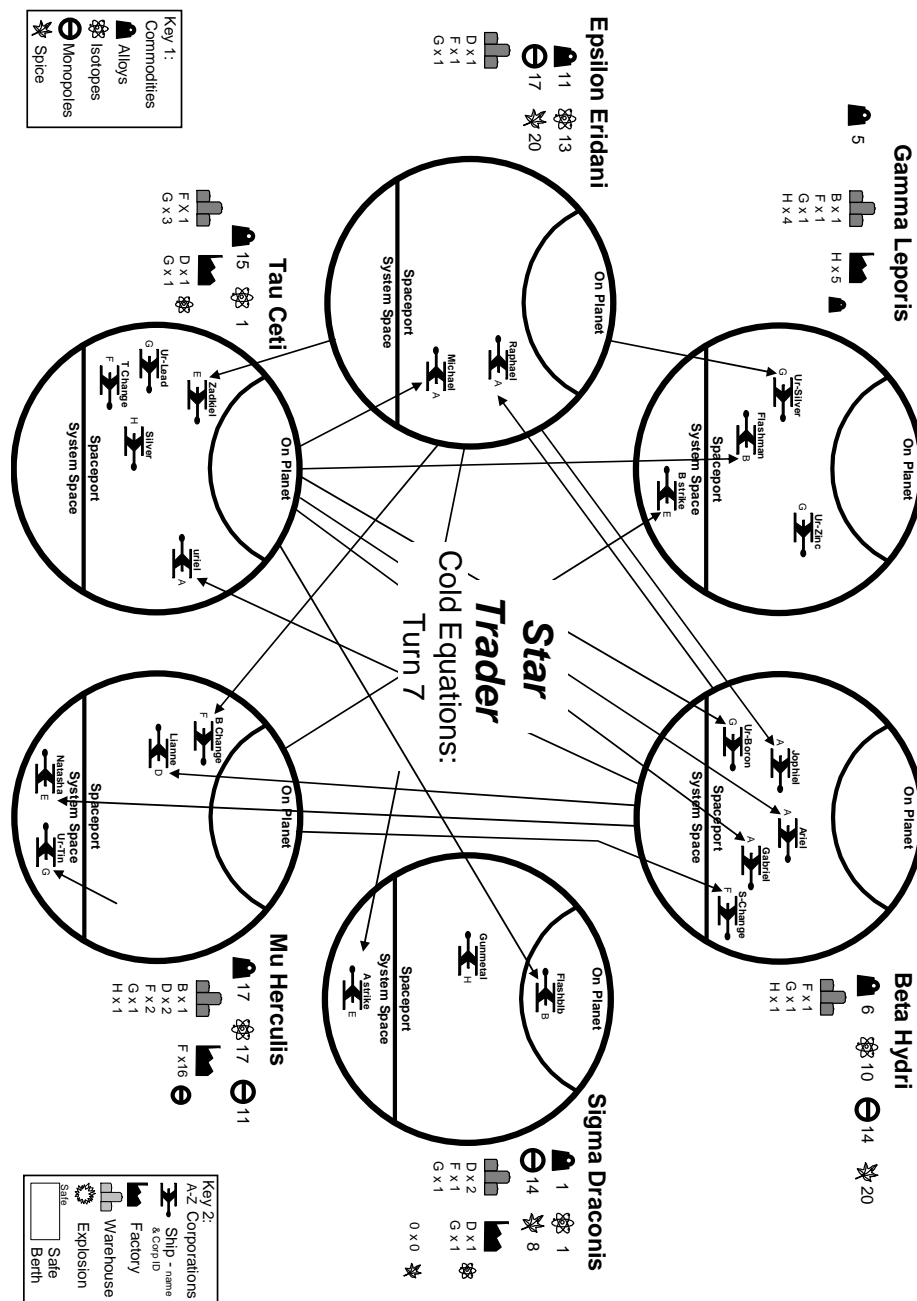
GM Notes

EV 12 Pirates Raid Mu Herculis and EV13 Federal Tax Imposed took place this turn.

There is one new News chit –shown in bold:

Turn 8 P1
Turn 9 B10, **P3**
Turn 10 C5

Orders to Mike Dommett, 119 Victoria Road, ALTON GU34 2DD or by e-mail to mike_dommett@yahoo.co.uk by 2nd January 2009



Les Petites Bêtes Soyeuses 217

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 February 1662 to
Pevans at 180 Aylsham Drive,
UXBRIDGE UB10 8UF or
lpbsorders@pevans.co.uk
by Friday, 9th January 2009**



January 1662

After last month's shenanigans, there are a lot of duels to be fought at the start of 1662. First up is one of the old rivalries: King's Musketeer Benedict d'Over versus Cardinal's Guard Jean Laissez Faire. Both men have rapiers and d'Over has Zachary The Money Goes as his second. Laissez Faire is almost as thin as his weapon, while d'Over is more heavily built. The odds are in his favour as the two men cross swords. D'Over's lunge is met with a parry, but Laissez Faire eschews a riposte, leaping to one side instead. As he regains his balance, the second part of d'Over's furious lunge comes in to play. He swings round and smacks the Cardinal's man with a cut. Laissez Faire surrenders at once.

Laissez Faire is now too injured to meet the other Musketeers, Jacques de Gain and The Money Goes. De Gain squares up to a neutral, Michel Entire, instead. Jacques de la Boite seconds Entire as he matches his rapier against de Gain's sabre. A lunge from the rapier is met with a slash from the sabre. Honour is even. Another rapier lunge meets a cut. Two wounds apiece, but Entire has been hit much harder. He continues with a cut of his own and looks to see what effect this has on his opponent. None. So he surrenders. Just as de Gain hits him with another slash. Luckily, the blow is not fatal and Entire leaves in one piece.

Next on de Gain's list is Pierre de Vin Rouge. This is no regimental rivalry; it's a matter of class. De Vin Rouge is not of noble quality and has a higher social standing than de Gain. Such a matter must be settled in blood: de Gain's sabre

against de Vin Rouge's rapier. Jacques de la Boite stands second to de Vin Rouge in what looks an even fight. A lunge from de Vin Rouge meets a slash from de Gain and both men score hits. However, de Gain's blow is just the first part of a furious slash and the cut does rather more damage. De Vin Rouge concedes the fight.



As a member of the Cardinal's Guard, William Liam Lee Yon is de Gain's enemy and his next opponent – de Vin Rouge's blow did little damage and de Gain has no problem meeting Yon. However, this and his older injuries put de Gain at a disadvantage to the Cardinal's man. De Gain is still using a sabre, while Yon has his regimental rapier. De Gain's approach isn't subtle: he goes for the furious slash again. The slash gives him first blood. However, Yon responds with a slash of his own. This is just enough to make de Gain abort his attack and surrender. Jacques de la Boite has been hanging around as he also has an appointment with de Gain. There won't be a fight, though, as de Gain is now too hurt to continue.

Benedict d'Over and Zachary The Money Goes have been loitering as well. That's because the next man on their list is Yon. He chooses to meet d'Over first. This is a more traditional rapier fight between members of the King's Musketeers and Cardinal's Guard. Yon's injury and lack of skill give d'Over the upper hand. His immediate lunge scores first blood, but Yon gamely comes back with a slash. D'Over's following cut is too much and Yon throws in the towel. After which he isn't able to meet The Money Goes.

Spilt blood

Meanwhile Pierre de Vin Rouge has met up with Pierre Cardigan, who is also affronted by de Vin Rouge's lack of class. De la Boite seconds de Vin Rouge again, while Swender de Jewel holds Cardigan's coat. There's nothing between these two men in terms of size, but de Vin Rouge has already been badly injured by de Gain (and could have avoided this fight without any loss of honour). Cardigan also has a sabre to de Vin Rouge's rapier. Despite this, Cardigan opens the fight with a lunge. It doesn't do much damage. De Vin Rouge's lunge is more punishing. But Cardigan is on a furious lunge and the cut does for de Vin Rouge. Completely. RIP.

Stan Ding on à Chair is not amused: he wanted to fight de Vin Rouge next. Instead, he has to face Cardigan. He has the advantage of being unwounded and the disadvantages of using a rapier and having less expertise. Not that you'd know from the start of the fight. Chair blocks Cardigan's slash and dodges his cut. Then he hits him with a slash. A lunge might have put the other man down, but Cardigan fights on. His next attack is a slash, on which Chair's parry has no effect. Chair has had enough: he surrenders. Cardigan has had enough, too. He heads for home, ignoring his appointment with Yves Vrai Bretheauteque. Not that Bretheauteque has turned up either.

Swender de Jewel moves on to his own fights, choosing to meet Antoine Dubeque first. This is another round of the cavalry duels between the QOCs (Dubeque) and DGs (de Jewel) and so is fought with sabres. His comrade, Jean Paul Amiss, arrives to second de Jewel, who is one of the slightest men in Paris. Dubeque isn't. Both men start with some defensive moves before Dubeque attacks with a slash. De Jewel dodges it, but can't regain his ground quickly enough and is hit by the following cut. From his position on the ground, de Jewel wheezes a surrender and is dragged off for medical help.

Aloysius Gnomeclencher doesn't get to fight de Jewel. And Bretheauteque isn't around to meet Stan Ding on à Chair. So they can fight each other. It's often said that so-and-so could make two of such-and-such. In this case, Chair could make two of Gnomeclencher. In Gnomeclencher's favour, he is using a sabre against his adversary's rapier and he has substantially greater skill. Noting the rapier, Gnomeclencher starts by parrying. Then he blocks, just as Chair lunges. "Ow!" exclaims Gnomeclencher. He jumps to one side to inspect the damage, allowing Chair to catch up to him with a slash. Now he surrenders and is unable to face de Gain, Cardigan or Herve d'Conde.



Dubeque thus gets his second duel, which is against d'Conde, another DG. D'Conde is carrying some old injuries that make this an even contest, especially as both duellists are using sabre. Dubeque jumps around, neatly avoiding d'Conde's first slash. D'Conde launches into a furious slash instead. The slash deflects Dubeque's surprise lunge, though both blows do some damage. A cut from d'Conde is followed by a

cut from Dubeque. The two men recover their guard and look at each other. Dubeque surrenders. However, d'Conde is sufficiently wounded that he declines to fight Jacques de la Boite.

Fresh blood

Quasi Le Bossu is keen to get rid of the Divisional Adjutant of the Cavalry Division. He throws the weight of all his influence against the man and he quits. He is then appointed to fill the vacancy, so that's a result. Coeur Jette gets to be Adjutant of First Army, courtesy of Gar de Lieu, who prefers him to Renaul Baptiste Grenoble. Johnny Sais-Pas calls in a couple of favours to remove a junior Captain from the 13th Fusiliers – the man who happens to be Regimental Adjutant. This works too.

As the new commander of the 27th Musketeers, Ivor Bean D'One is busy recruiting people to the regiment. This month he signs up L'Hay Ceede and Warren Peece (and gets some money from Aloysius Gnomeclencher). Peece buys his way to the junior Major's position while Ceede stays as a trooper, despite getting a donation from Euria Humble. Things are not so rosy for Godoffle de Pieux. Michel Entire turns down his application for the Picardy Musketeers. Then Devlin Carnate rejects him from the Princess Louisa Light Dragoons.

The prospect of cold weather doesn't seem to have deterred any volunteers. Devlin Carnate gives the Dragoon Brigade its marching orders, so PLLD Lt-Col Quasi Le Bossu is on his way into action. Yves Vrai Bretheauteque volunteers the Heavy Brigade, which means Renaul Baptiste Grenoble and Roland Chainat of the CPCs get their marching orders. Pierre Cardigan gets the message and



THE NEW RECRUITS

leads the ALCs. And then the Guards Brigade is mobilised by Gustav Ind. That's an awful lot of people who are heading for the frontier. Finally, Michel Entire adds the Picardy Musketeers to the fray.

Bad blood

After all the soldiers have departed for the frontiers there aren't too many socialites left in Paris. Almost the only event that takes place is Swender de Jewel's birthday party at Bothwell's in week 3. First to arrive are Aloysius Gnomeclencher and Deb Estaround. As commander of the Queen's Own Carabiniers, Aloysius cheerfully applies his glove to his host's face. Swender is, after all, a member of the Dragoon Guards. Swender's CO, Herve d'Conde, arrives at this point (with Fifi in tow). He joins Swender in responding to Aloysius's challenge. Being outnumbered keeps Aloysius quiet for the rest of the party. Coeur Jette slips in on his own. Jacques de la Boite brings Pet Ulante to the party. Bess Ottede arrives on Johnny Sais-Pas's arm. Field Marshal Revaulvin d'Or gets a good reception when he appears. Roland Pollee d'Eaulee is accompanied by Henrietta Carrotte. Stan Ding on à Chair is last to arrive, bringing Marie Antoinette with him.

Jacques Shitacks volunteered to host Quasi Le Bossu's Bellringers at the Fleur to start the month. The ringleader may be away, but a couple of his followers turn up: Coeur Jette and Warren Peece. Warren has Ingrid la Suède with him, but she shows little interest in the bells. Ivor Bean D'One arrives as Jacques's own guest. He gives his host a donation with the suggestion that he pass it on to a charity of his choice. Charles de Paynim also arrives at the door of the Fleur, but he's not on Jacques's guest list and doesn't get any further. Jacques and Kathy Pacific remain in the Fleur until Jacques feels the need for a workout with his cutlass at the end of January.

Euria Humble and Edna Bucquette spend the whole month in the Fleur, waving the Orphanage collecting box around. Sean Sondamour and Ella Fant manage to ignore them all. Gaston de St Marque visits in weeks 1 and 3 with Bette Noire on his arm. The other weeks his arm is holding his rapier. Charlemagne le Gosse and Lois de Lowe are in the club at the start of the month. Charlemagne makes much of his new role as Keeper of the Royal Spittoon. Before he is required at the Louvre, he spends some time practising: catching gobbets of mud in a bucket. By the time he arrives at court,



resplendent in his new outfit, he feels fully prepared for his task. Clutching the pot, he stalks His Majesty around the corridors of the Louvre. Every time the King turns his head or raises his kerchief, Charlemagne is there, spittoon poised. Hurdling furniture, diving to the floor, Charlemagne makes sure he is in the perfect position at all times. Yet his spittoon remains empty. Gradually it dawns on him: His Majesty does not spit!

Rich blood

There are a few visitors to Bothwell's this month. Roland Pollee d'Eaulee takes Henrietta there to start their month. He gets in two weeks practice with his sabre around Swender's party. The following week Herve d'Conde shows off his new conquest, Fifi. Horatio d'Escargot is his only audience. Having started his January with a trip to the Bawdyhouses, Horatio visits Bothwell's again during Swender's party and then spends a week with a two-handed sword.

Hunter's has more people on the doorstep than inside the club. Johnny Sais-Pas brings Bess to the club to start the month. Next week, he's one of the bellringers left outside the club as Quasi isn't around. With him are Charles de Paynim, Coeur Jette, Giles Etraseur, Jean de Nim, L'Hay Ceede and Warren Peece. Only Charles, Giles and Warren are dim enough to turn up again the following week. One man does get in to Hunter's, though: Antoine Dubeque. He's showing Lucy Fur a good time after he won her affections the previous week. The rest of Antoine's time is spent in the gyms with a sabre. Johnny completes his month practising rapier.

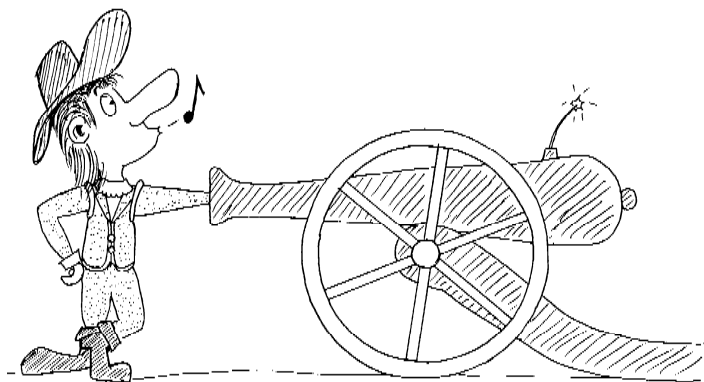


Stan Ding on à Chair successfully woos Marie Antoinette and takes her to Blue Gables before they visit Swender's party. Stan completes January with a rapier. Cath de Thousands comes to the club with her new beau, Jean de Nim, after the abortive visit to Hunter's. (It wasn't the flowers and wine that Jean gave her, it

was the carriage he arrived in...) Jean, too, is to be found in the gym at the end of the month – cutlass is his chosen weapon.

Giles Etraseur and Josephine Buonoparte are the only visitors to the Frog & Peach. It's not a very good month for Giles as his two weeks outside Hunter's are followed by a rejection from a certain young lady. After three weeks outside clubs, Charles de Paynim concludes January with a visit to Red Phillips. He's on his own as he dumped Marie at the start of January over their choice of Christmas presents. He gave her a diamond ring; she gave him a pair of socks! Ivor Bean D'One can't go to a club as his re-application to the Frog & Peach is turned down. Luckily, his month is full with parties and rapier practice.

Stan Dandy Liver's January is just full of practice: four weeks with a cutlass. Aloysius Gnomeclencher fits in three weeks with his sabre. Jacques de la Boite does two weeks with his rapier and Swender de Jewel practises sabre for two weeks. He concludes the month at the Bawdyhouses and attracts the footpads' attention on the way home. He's spent his cash, so they jump Godoffle de Pieux. His purse is empty after three weeks' fruitless courting. Coeur Jette avoids the muggers on his way back from the red light district. L'Hay Ceede was there at the start of the month, but much of his time is carrying out his regimental duties.



RECKLESS BRAVERY

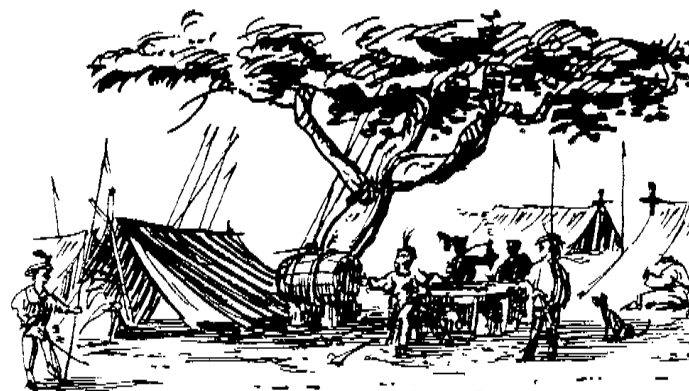
Raging blood

Out on the frontiers a lot of troops are shivering in the cold. Shame there's no-one much for them to fight. The Guards Brigade has decided the country needs protecting against Piedmontese peasants and has marched to the south coast. Where it's nice and warm. Brigadier Gustav Ind is promoted to (Brevet) Lieutenant-General for this excellent stratagem. He wins 200 crowns for himself. Brigade Major Roget de Saurus has a relaxing time. Ind's Aide, Jean Paul Amiss is brevetted a Captain for his energy in running around getting the drinks.

Brigadier-General Averell d'Alton keeps the Royal Foot Guards fit by organising races and other games along the beach. Needles to say wagers are laid. D'Alton comes away with a brief Mention in Despatches and 150 crowns. Lt-Colonel Egon Mad 2 encourages sword practice in his battalion, which leads to several unfortunate soldiers losing the odd limb. There are two Mentions in Despatches for Mad ("Excellent move, encouraging good swordsmanship!" "But where did the severed bits go?"). He wins a hundred crowns, too. Captains Beau Romir and Indie Spencible urge their men on in the competitions, earning a Mention apiece. Romir's men do better and their commander collects 50 crowns.

The Cardinal's Guard commander, Bdr-Gen Jean Laissez Faire, takes their military mission more seriously. He despatches patrols, sets the watch and is ready for any trouble. There is none, but he is Mentioned twice for his keenness. Majors Dan Stallnite and William Liam Lee Yon go into the Despatches as well. And Yon becomes Sir William. By contrast, the King's Musketeers don't want to be there and show no inclination to anything martial. Hence, there are no rewards for Bdr-Gen Zachary the Money Goes, Lt-Colonel Benedict d'Over or Subaltern Jacques de Gain. Oh, except for the 250 crowns that come to The Money Goes.

The cavalry would like the warm weather as well, but they are sent to the north-east instead. Their weather is cold and snowy. Firewood is at a premium. Heavy Brigadier Yves Vrai Bretheauteque spots an opportunity and organises wood-gathering patrols. He earns 150 crowns. The Archduke Leopold Cuirassiers venture into the forests, but soldiers keep getting buried in snowfalls as they disturb the trees. Lt-Colonel Pierre Cardigan is Mentioned in Despatches for his efforts with a shovel. Colonel Renaul Baptiste Grenoble keeps the Crown Prince Cuirassiers to the outskirts of the forest and they have a lot less trouble. There's no reward for him, but CPC Captain Roland Chainat earns 50 crowns from his shovel hire concession.



The Dragoon Brigade doesn't suffer as much as the Heavies, but it's still an uncomfortable month for them. Brigadier Devlin Carnate has his men marching up and down to keep warm. He starts charging admission to the locals to watch and pockets 200 crowns. Lt-Colonel Ferdinand Franz has his brevet rank made permanent in the Grand Duke Max Dragoons. Lt-Colonel Quasi Le Bossu in Princess Louisa's Light Dragoons doesn't even get that.

Michel Entire was hoping for some winter sun, but the Picardy Musketeers end up in action as Spanish forces probe their positions along the Franche Comté border. It's just a matter of several exchanges of musketfire, but Major Dominique L'Etoile stands up at the wrong moment and is cut down by a volley. RIP. Lt-Colonel Michel Entire is promoted to Colonel and grabs 350 crowns worth of booty.

General Gar de Lieu is serving with Frontier regiment 2. The General is Mentioned in Despatches for his suggestions on keeping the soldiers warm, but the regiment's commander ignores him and several die in the cold. Private Jean-Luc Mascard serves with Frontier regiment 3. His innovative 'musket mittens' bring him a Mention in Despatches. ❖

Press

Announcements

To All Fleur Bond Holders,
I am looking to increase my holdings.
If anyone is interested in selling their bonds please contact me and hopefully we can come to some sort of arrangement.
† ZTMG

To Members 13th F.
Instruction to Orders for the Regiment
We shall be spending February AT THE FRONT.
Prepare your orders for battle in the next month.

To 27th Musketeers
We are off to the front in February to defend the honour of our glorious king.
† Commander of 27th Musketeers,
IBDO

To Gentlemen of Paris
If you wish to join the fine 27th Musketeers please contact me and I will make the necessary arrangements.
† Commander of 27th Musketeers,
IBDO



To the DG
Off to the front for glory and cash in February.

† BBG Herve d'Conde

I need you!
If you can answer yes to these questions:
Are you a man of military skill?
Do you want to learn about fine wines?
Are you resourceful?
Do you know your sherry from your port?
Do you like to keep book after book of really very boring records?
Would you get a kick out of constantly saying 'no' to requests for new equipment?
Do you want to be QMG of 2nd Army?
Apply directly to General Shitacks if you are this man!

To all,
France's Premiere Cavalry regiment is recruiting.
To apply, please send your details to the DG HQ.

† BBG Herve d'Conde

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 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

Matters of Honour

Aloysius Gnomeclencher presents his apologies to those he was unable to meet to settle the matter of honour, but since all Frenchmen are nobler than any foreigner feels that a slight on nobility is of much less importance than other causes.

Social

Next practise session for the Boozers and Bellringers club will be at Hunters in Week 4, for all Gentleman of SL10 or less and their Ladies. Usual format, a quick ding-ding, then a quick chin-chin. New members always welcome. I'm paying, if you're ringing,
† Quassi Le Bossu

Just a shame you won't be there!
† Le Roi

Week 3 February
Come to Aloysius Gnomeclencher's party for Members of the military (SL 8+) and their ladies. Swender de Jewel is allowed in, if he allowed me into his party.

Fanny and Beau – “At home”
 Capt Beau Romir and his ‘life-partner’
 Frances will be “at home” in the
 private function rooms of the Fleur
 throughout February. All gentlemen
 and ladies of quality (SL 15+) will be
 most welcome to our weekly “tea-and-
 conversation” soirees.

Week 1 – Art appreciation;

Week 2 – flower arranging;

Week 3 – new trends in shoe buckle
 design;

Week 4 – and in-depth look at colonic
 irrigation.

No, you won't be in Paris either!

† Le Roi

Personal

To Brigadier General of Third Foot
 Thank you very much for allowing me
 to serve you by appointing me as your
 Brigade Major. I will carry out my
 duties diligently while in your service.

Yours faithfully,

† Major Ivor Bean D'One

The Cardinal's Guard may have
 heaven's backing, but they need it.
 There's not a Regiment in Paris
 prepared to call themselves their
 friends – and that has to be saying
 something.

† Le Bladder Blanc

It's worth remembering that the
 Cardinal's last Aide died mysteriously
 when he accidentally stabbed himself
 17 times and then threw himself into
 the Seine.

† Le Plume Poisson

To the unknown Wag (Press December
 1661), it will take more than 200
 crowns to stop me getting me bells out
 in public!

† QLB

Two ladies of the night discussing a
 client from one of the infantry
 regiments close to the religious head of
 the country.

“My dear – his dress sense!”

“Well, it must have been a surprise
 seeing him in a basque and tights?”

“Yes but worse still...”

“What?”

“It suited him so well!”

Dear Aloysius

Forty a day is a tad extreme even for a
 fine cavalry man.

In the interest of a fair duel, I must
 offer you some advice: aim for the one
 in the middle.

† Swender

Warren,

Most of the Regiments are worth
 joining though obviously I would
 recommend the 27th Musketeers over
 the rest. The Picardy Musketeers are
 also a regiment worthy of your
 consideration full of fine gentlemen. Of
 course, you could have your brain
 removed and fit right in with the 13th
 Fusiliers.

† IBDO

To AG

Thank you for admitting that the DG's
 are superior to the QOC's.

See you on the Field of Honour.

† BBG Herve d'Conde

Dear Cowherd Jacques,

Oi've arrived in Paris. Oi've got to
 see some gennelmen who ring bells.
 Well – we know about this doan we!?
 Them cowbell-ringing games we
 played 'ud stand me in good sted so I
 doan let the village down.

Oi've also joined regimen' ... time
 to learn to be a gennelman.

There is a man 'ere in Paris what
 'as written naasty fings about moi noo
 regimen'. ...Dunno 'oo is he tho. He
 couldn't – or would not – even sign 'is
 own name! Fancy that!

Your frend, † L'hay Ceede
 (what can sign 'is own name)

Lord Percy Percy says, as fashion is
 tending towards the exposure of acres
 (hectares?) of flesh, Jean Laissez Faire
 is extremely fashionable – at least
 until he purchases a better fitting
 uniform.

Warren

I am intrigued as to why you are using
 your Father's name, Monsieur Peece,
 rather than your Step Father's name,
 Monsieur Karenina (Anna's Father). I
 assume you must be taking after your
 Uncle Tolstoy with poetic license :-)

† IBDO

Primus: Did you go to Shitack's party?
 Secundus: I did. Not much drinking
 done.

Primus: Really?

Secundus: Yes, they were quaffing.

Primus: Ah yes: unable to find their
 mouths and throwing in the general
 direction.

Secundus: Exactement!

To Aloysius Gnomeclencher

Sir, the Gascons happen to be a fine
 regiment ... if your idea of serving His
 Majesty is shivering in the cold under
 a soggy tent somewhere in the middle
 of nowhere. For those whose idea of
 doing their bit for King and Country
 consists of three square meals a day,
 light to nonexistent duties, and the
 lights of Paris twinkling above their
 heads as they walk a fair (if not
 necessarily distressed*) damsel home
 after having wined and dined her,
 there is only one regiment one can
 join. I'm not speaking of the Royally
 Foolish Gnomes, nor the Kipper
 Merchants, neither do I mean the
 Cowardly Geese; I piss on all those
 from a great height with a very full
 bladder! But those men in steel, on
 horses swift and mighty, charging the
 enemy the way an irresistible force
 meets an unmovable object ... plagued
 by a misspell, for surely they are the
 Dragons of today's battles, with horses
 to match the worthiest steeds of old
 and riders any Valkyrie would be glad
 to snatch off the saddle and escort to
 Walhalla ... to be one of them, that's
 what I aspire to! And if the powers-
 that-be will grant my wish, never will
 they rue it!

Your humble servant,

† Charles de Paynim

Dear Charles de Paynim,

When you have sufficient social
 standing I would be most happy for
 you to join the King's Musketeers.

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

Dear General Shitacks and Lady
Kathy Pacific

Thanks for hosting the Bellringers in
Fleur de Lys last month. If there is a
finer Gentleman – other than the King
himself – in the whole of Paris than
your goodself, I have yet to meet him.

I remain your loyal servant, in
gratitude, † Quasi Le Bossu

To zack da money bloke
wots yous payin for dem bonds then?
i's can get da diary too.

† da bond snatcha

My dear Swender de Jewel

I enclose a ripe peach from the family
greenhouses and trust that it finds you
well. † Aloysius Gnomeclencher

To Gentlemen of Paris

Being the Commanding Officer of the
27th Musketeers, I can assure you I
have never heard of “Scum Sucking”. I
suggest you speak to the 13th
Fusiliers – it is probably one of
their training exercises. † IBDO

“Why is SDL wandering around
with what looks like half a dressing
table strapped to his back when he
goes to the front?”

“Oh, I don't know. Something about
a lover's token”

Poetry Corner

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

Poetry in Emotion

It's true, it's true, I have to say,
That many a Frenchman will not say

What's on their minds this night and
day

Is the front soon beckons, and we're
away.

1 And so a new year we face
Time's fled at an egregious pace
To find the travails of the year
Checked off against each hope and
fear

2 Who know what the future holds?
Neither the ambitious and the bold
Nor the craven and the weak
Are granted but the merest peek

3 To protect what we hold in our
hearts

We all must play our parts
In the Lord we place our trust
Knowing to heed his call we must

4 For me I find myself in charge
With responsibilities writ large
To lead the finest group of men
To battle, and then home again

5 'Tis no small thing to lead
This fearless and imposing breed
Into the very maw of death
Perhaps to draw their final breath

6 In such a time of bright renewal
When frost sparkles like a jewel
Such dark thoughts cannot survive
For long when fresh hopes thrive

7 So to my own warring host
I proudly raise a toast
And indeed to all who serve
And demonstrate that soldier's verve

8 May this new found year
Bring you health and good cheer
But above it all may it bring
Further glory to our King

† Coeur Jette

Points Arising

**Next deadline is
Friday 9th January 2009**

Several characters wanted to second at
duels where they were not listed as
seconds. You can only second a
character who has asked you to do so,
in which case this will be shown on the
“Grudges to be settled next month” list
and on your character sheet. If you're
not on the list, you won't be at the
duel.

If you want seconds at your duels, you
must state this in advance (and it will
be shown on your character sheet). By
the time you have cause for a duel, it's
too late to nominate your seconds!

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

FF Ferdinand Franz (Mark
Barrowcliffe) has NMR'd. Total
now 1

JLM Jean-Luc Mascard (Dave
Challoner) has NMR'd. Total now 2
and is sent to a Frontier regiment
VdL Vincenzo de Louvois (Gina Teh)
has NMR'd. Total now 1

BdM (Mark Moores) has been floated
as Mark was “a little uncoordinated”
after his birthday...

ILB (Andrew Kendall) has been
floated as Andrew was on holiday in
South America and the Pacific (!)

X1 (Robert Carter) has been floated at
his request.

X3 (Aaron Sibley) has been floated as
Aaron was ill.

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

Charlemagne le Gosse applies for Minister of State
 Euria Humble asks NPC Captain, King's Escort to resign
 Euria Humble asks NPC Captain Cardinal's Escort to resign
 Gaston de St Marque applies for Minister of State

Herve d'Conde asks NPC Brigadier of Guards Brigade to resign
 Ivor Bean D'One asks NPC Regiment Adjutant of 27th Musketeers to resign
 Renaul Baptiste Grenoble asks NPC Regiment Adjutant of Crown Prince Cuirassiers to resign

Duels

Results of last month's duels:

Ferdinand Franz didn't turn up to fight Quasi Le Bossu and lost SPs.
 Herve d'Conde (gains 1 Exp) beat his enemy Antoine Dubeque.
 Antoine Dubeque (gains 1 Exp) beat his enemy Swender de Jewel.
 Aloysius Gnomeclencher declined to meet Herve d'Conde as he was under half Endurance.
 Aloysius Gnomeclencher declined to meet Jacques de Gain as he was under half Endurance.
 Aloysius Gnomeclencher declined to meet Pierre Cardigan as he was under half Endurance.
 Swender de Jewel declined to meet Aloysius Gnomeclencher as he was under half Endurance.
 Benedict d'Over (with ZTMG, gains 1 Exp) beat his enemy Jean Laissez Faire.
 Benedict d'Over (with ZTMG, gains 1 Exp) beat his enemy William Liam Lee Yon.
 Jacques de Gain declined to meet Jacques de la Boite as he was under half Endurance.

Jean Laissez Faire declined to meet Jacques de Gain as he was under half Endurance.
 Jacques de Gain (gains 1 Exp) beat Michel Entire (with JdlB).
 Jacques de Gain (gains 1 Exp) beat Pierre de Vin Rouge (with JdlB).
 William Liam Lee Yon (gains 1 Exp) beat his enemy Jacques de Gain.
 Jean Laissez Faire declined to meet Zachary The Money Goes as he was under half Endurance.
 Pierre Cardigan (with SdJ, gains 1 Exp) killed Pierre de Vin Rouge (with JdlB).
 William Liam Lee Yon declined to meet Zachary The Money Goes as he was under half Endurance.
 Stan Ding on à Chair (gains 1 Exp) beat Aloysius Gnomeclencher.
 Pierre de Vin Rouge was dead before duelling Stan Ding on à Chair.
 Pierre Cardigan (with SdJ, gains 1 Exp) beat Stan Ding on à Chair.
 Neither Pierre Cardigan nor Yves Vrai Bretheauteque turned up for their duel and both lost SPs.
 Yves Vrai Bretheauteque didn't turn up to fight Stan Ding on à Chair and lost SPs.

Herve d'Conde declined to meet Jacques de la Boite as he was under half Endurance.
 Yves Vrai Bretheauteque didn't turn up to fight Michel Entire and lost SPs.
 Charles de Paynim didn't turn up to fight Roland Chainat and lost SPs.

Gnomeclencher (Sabre, Seconds AD, adv.) as he's not Noble but higher SL.

Aloysius Gnomeclencher (Sabre, Seconds AD, adv.) and Swender de Jewel (Sabre, 1 rests) have mutual cause for being in enemy regiments.

Grudges to be settled next month:

Swender de Jewel (Sabre, adv.) has cause with Antoine Dubeque (Sabre, 2 rests) for pinching Lucy.
 Aloysius Gnomeclencher (Sabre, Seconds AD, adv.) and Herve d'Conde (Sabre, 3 rests) have mutual cause for being in enemy regiments.
 Stan Ding on à Chair (Rapier, 4 rests) has cause with Aloysius

"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

Keith Bristow gets the Second son of a very wealthy Marquis: Init SL 8; Cash 750; MA 1; EC 4 (X2).
 Dominic Howlett gets the Second son of a very wealthy Gentleman: Init SL 5; Cash 750; MA 2; EC 4 (X4).

Tables

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

Battle Results

Guards Brigade: 3
Royal Foot Guards: 3

Cardinal's Guard: 5
King's Musketeers: 3
Heavy Brigade: 3
Archduke Leopold Cuirassiers: 5
Crown Prince Cuirassiers: 3
Dragoon Brigade: 4
Grand Duke Max's Dragoons: 2
Princess Louisa Lt Dragoons: 4
Picardy Musketeers: 2
Frontier regiment 1: 5
Frontier regiment 2: 5
Frontier regiment 3: 2
Frontier regiment 4: 2
RNHB regiment: 1

Army Organisation and Summer Deployment

First Army (Field Ops) GdLi/___/CJ/___
First Division (Field Ops) N2/N/BdO
Guards Brigade (Field Ops) – RFG CG KM
Dragoon Brigade (Field Ops) – GDMD PLLD
Cavalry Division (Field Ops) N1/N/QLB
Horse Guards Brigade (Field Ops) – DG QOC
Heavy Brigade (Field Ops) – ALC CPC
Second Army (Siege) JS/JdN/JSP/___
Frontier Division (Siege) N4/N/N4
Frontier Regiments (Siege)
Third Army (Defence) N2/N/N1/N
Second Division (Defence) N3/N/N4
3rd Foot Brigade (Defence) – 27M 4A
4th Foot Brigade (Defence) – 69A Gscn
RNHB Regiment (Defence)
Third Division (Defence) N2/N/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):
ID for chars, N (+ MA for CO and Adj't) for
NPC, ___ for vacant

Brigade Positions

Guards Brigade GI/JPA/RdS
Horse Guards Brigade N6/N/N6
Heavy Brigade YVB/___/___
Dragoon Brigade DC/CPC/N3
First Foot Brigade ___/___/IdB
Second Foot Brigade N4/N/N1
Third Foot Brigade N5/N/IBDO
Fourth Foot Brigade N5/N/___

Entries as Army Organisation Table

Frontier Regiments

((Defence for Dec-Feb))

	F1	F2	F3	F4	RNHB
Colonel	N2	N2	N6	N5	N9
Attached		GdLi	JLM	2 Bn 53F	

Also at the Front

Guards Brigade (Royal Foot Guards, Cardinal's Guard, King's Musketeers)
Heavy Brigade (Archduke Leopold Cuirassiers, Crown Prince Cuirassiers)
Dragoon Brigade (Grand Duke Max's Dragoons, Princess Louisa Lt Dragoons)
Picardy Musketeers

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

Hell Hath no Furry...

No	Name	SL	Attr	Last
61	Bette Noire	19	W	GdSM
64	Edna Bucquette	18	W	EH
3	Kathy Pacific	17	B	JS
35	Katy Did	16	I	
42	Maggie Nifisent	16	B	
55	Jacky Tinne	16		
60	Polly Hydronne	16	W	
52	Guinevere d'Arthur	15	B/W	
10	Frances Forrin	14	B	
48	Fifi	14	B/W	HdC
16	Ophelia Derriere	13		
26	Ella Fant	13	B	SS
27	Lucy Fur	13	B	AD
30	Leia Orgasma	13	B	
45	Cath de Thousands	13		JdN
8	Lotte Bottle	12	B	
12	Charlotte de Gaulle	12		
17	Henrietta Carrotte	12	I/W	RPdE
28	Vera Cruz	12		
31	Bess Ottede	12	I/W	JSP
1	Sue Briquet	11	B	
4	Anne Tique	11	W	
9	Deb Onairre	11	I	AG
40	Sheila Kiwi	11		
63	Carole Singeurs	11		
20	Emma Roides	10	I	
33	Anna Rexique	10	I	
38	Pet Ulante	10	W	JdIB
43	Di Lemmere	10	I	
53	Angelina de Griz	10	B	
56	Ingrid la Suede	10		WP
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	
41	Marie Antoinette	8	B/I	SDC
47	Eve Ningalle	8	I/W	
49	Mary Huana	8	B/I/W	
34	Freda de Ath	7	W	
39	Thomasina Tancenjin	7	I	
50	Ulla Leight	7	I	
5	Belle Epoque	6	B/I	
13	Josephine Buonoparte	6	I/W	GE
24	Violet Bott	6	I/W	
15	Ada Andabettoir	5	B/I	
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	69	Withy	General/State Min.	9	Bette	Flr	3	Nathan Richards
CIG	Viscount Charlemagne le Gosse	26	49	Comfy	General	14	Lois	Flr	2	Neil Packer
ZTMG	Count Zachary The Money Goes	25	F	Rich	B.Bdr-General KM/CPS	11		Flr	4	Gerald Udowiczenko
SDL	Count Stan Dandy Liver	24	45	Rich	Lt-General/War Minister	11		Flr	4	Guy Arnold
SS	Baron Sean Sondamour	22	46	Comfy	General	5	Ella	Flr	2	Pete Holland
EH	Earl Euria Humble	21	56	Poor	B.Lt-General/City Mil.Gov	15	Edna	Flr	5	Matthew Wale
JS	Baron Jacques Shitacks	21	46	Poor	General/2nd Army Commndr	3	Kathy	Flr	4	David Olliver
BR	Earl Beau Romir	21	F	Withy	Captain RFG/C.Prnce Aide	14		Flr	3	Graeme Morris
DC	Sir Devlin Carnate	21	F	OK	B.Bdr-General PLLD/Drgn Brigadier	5		Flr	2	Bruno Giordan
RdO	Viscount Revaulvin d'Or	21+	69	Rich	Fld Marshal	13		Flr	4	Jerry Spencer
BdM	Viscount Beppe de Marko	19	42	Fthly	Bdr-General	17		Flr	2	Mark Moores
GdLi	Baron Gar de Lieu	19	F	Poor	B.General/Ist Army Commndr	3		Flr	4	Bill Hay
GI	Sir Gustav Ind	18	F	OK	B.Lt-General/Gds Brigadier	4		Flr	5	Ashley Casey
AdA	Sir Averell d'Alton	17	F	Poor	B.Bdr-General RFG	4		Both	4	Martin Jennings
HdE	Sir Horatio d'Escargot	16	41	Comfy	B.Lt-General/Adjutant Gen	5		Both	3	Graeme Wilson
RdS	Sir Roget de Saurus	16	F	OK	Major RFG/Gds Brigade Maj.	10		BG	2	Gerry Sutcliff
SdJ	Sir Swender de Jewel	14	37	Comfy	Lt.Colonel DG/FMshl's Aide	3		Both	1	Ray Vahey
AG	Aloysius Gnomeclencher	14	33	Comfy	B.Bdr-General QOC/Chancellor	6	Deb	Both	2	Mike Dommett
BdO	Benedict d'Over	14	F	Comfy	Lt.Colonel KM/Ist Div Adjutant	9		Both	4	Mark Stretch
RBG	Sir Renaul Baptiste Grenoble	13	F	Comfy	Colonel CPC	4		Hunt	4	Olaf Schmidt
PdVR	Pierre de Vin Rouge	13	RIP							Keith Bristow
JLF	Sir Jean Laissez Faire	13	F	Comfy	B.Bdr-General CG	2		Both	3	Filipe Silva
HdC	Sir Herve d'Conde	12	35	OK	B.Bdr-General DG	9	Fifi	Both	4	Simon Burling
RPdE	Sir Roland Pollee d'Eaulee	12	28	OK	B.Lt-General	7	Henrietta	Both	3	Pete Card
IS	Sir Indie Spencible	12	F	Comfy	Captain RFG/RFG Regt. Adjt.	4		Hunt	1	Charles Burrows
YVB	Yves Vrai Bretheauteque	12	F	OK	B.Bdr-General ALC/Hvy Brigadier	2		Hunt	1	Chris Boote
JdIB	Jacques de la Boite	11	23	Poor	Major PM/I F Brigade Maj.	1	Pet	Hunt	5	Justin Key
AD	Antoine Dubeque	11	20	Poor	Major QOC	6	Lucy	Hunt	2	Andrew Burgess
WLLY	Sir William Liam Lee Yon	11	F	Comfy	Major CG	5		Hunt	4	Paul Wilson

ID	Name	SL	SPs	Cash	Rank, Regiment/Appointment	MA	Last seen	Club	EC	Player
ME	Michel Entire	11	F	Comfy	Colonel PM	7		Hunt	3	Tim Macaire
EM2	Sir Egon Mad 2	11	F	Poor	Lt.Colonel RFG	5			2	Tym Norris
JSP	Johnny Sais-Pas	10	29	Comfy	Colonel 13F/2nd Army Adjutnt	6	Bess	Hunt	4	Mike Bird
QLB	Quasi Le Bossu	10	F	OK	Lt.Colonel PLLD/Cav Div Adjutant	6		Hunt	6	Mark Cowper
DS	Dan Stallnite	10	F	OK	Major CG	5			2	Colin Parfitt
X3		9	0	Poor		4			4	Aaron Sibley
PC	Pierre Cardigan	9	F	Poor	Lt.Colonel ALC	4		BG	4	Matt Shepherd
CJ	Coeur Jette	9+	41	Poor	Colonel RM/Ist Army Adjutnt	6		BG	2	Mike Weston
SDC	Stan Ding on à Chair	8	24	OK	Lt.Colonel 13F	2	Marie	BG	4	Barry Townsend
JdN	Jean de Nim	8+	24	Poor	Major RM/Gen's Aide (2nd Army)	1	Cath	BG	4	Mark Booth
JdG	Jacques de Gain	7	F	OK	Subaltern KM	6			4	Ben Brown
RC	Roland Chainat	7	F	OK	Captain CPC	5		BG	2	Roland Lee
DLE	Dominique L'Etoile	7	RIP							Dominic Howlett
GE	Giles Etraseur	6-	5	Poor		1	Josephine	F&P	4	Nik Luker
IBDO	Ivor Bean D'One	6	20	Poor	Major 27M/3 F Brigade Maj.	4			2	Rob Lee
ILB	Ilk Lamore Bartat	6	10	OK	Major RM	6		F&P	6	Andrew Kendall
WVP	Warren Peece	6+	25	Poor	Major 27M	4	Ingrid	RP	2	Pam Udowiczenko
JLM	Jean-Luc Mascard	5	F	OK		4		F&P	3	Dave Challoner
FF	Ferdinand Franz	5	F	Comfy	Lt.Colonel GDMD	5		RP	3	Mark Barrowcliffe
X1		4	0	Poor		6			3	Robert Carter
JPA	Jean Paul Amiss	4	F	OK	B.Captain DG/LtGen's Aide (Gds Div)	5			3	Tim Skinner
VdL	Vicenzo de Louvois	3-	1	OK		6			5	Gina Teh
CdP	Charles de Paynim	3-	4	OK		6		RP	3	Hajo 'Red' Schlosser
GDP	Godoffle De Pleux	3	3	OK		1		RP	1	Alec Chapman
LHC	L'Hay Ceede	1	1	Poor	Private 27M	5			4	Francesca Weal

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 = 500-5000, Comfy = 5000-10000, Rich = 10000-25000, Fthly = 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+