That would be enough

This has been issue 96 of *To Win Just Once*, published 11th June 2009. 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 2009

Deadlines

Orders for *Star Trader* and *Railway Rivals* sign-ups to Mike Dommett by Friday 31st July 2009.

Orders for *Les Petites Bêtes Soyeuses*, Pick-a-Low entries and any other contributions to Pevans by Friday 3rd July 2009.

(Remaining 2009 deadlines: 31st July/7th August, 4th/11th Sept, 23rd/30th Oct, 27th Nov/4th Dec.)

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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, Pevans, Ben Brown, Gerald Udowiczenko with room for 1-2 more (on the Yorkshire map – working copy provided).

Star Trader Mark Robinson, Steve Lyder, Andrew Burgess are in the queue for the next one. Rules provided.

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(incorporating Les Petites Bêtes Soyeuses)

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Contents

Page
Contents....2
Chatter....3
Letters....3
Games at the Gathering (part 2)....4
Science Fiction....9
Games Events....10
Credits....10
Fictionary Dictionary....11
Final Scores....11
Pick-a-Low....11
Eagle Tavern....12
Railway Rivals game 7—Turn 1....12
The Cold Equations....13
Star Trader game 4—Turn 12....13
Corporation Table....14
GM Notes....14
Star System Map....15
Les Petites Bêtes Soyeuses 222....16
June 1662....16
Tables....21
Other Appointments....21
Battle Results....22
Army Organisation and Summer Deployment....22
Brigade Positions....22
Frontier Regiment....22
Regiments Organisation....23
Hell Hath no Furry…....23
The Greasy Pole....24
July 1662....26
Press....29
Announcements....29
Despatches from the Front....30
Matters of Honour....30
Social....30
Personal....30
Poetry Corner....32
Points Arising....32
Announcements....34
Duels....34
Trials....35
New Characters....35
Tables....35
Other Appointments....35
Frontier RegimentsBattle Results....35
Battle Results....36
Army Organisation and Summer Deployment....36
Brigade Positions....36
Regiments Organisation....37
Hell Hath no Furry…....37
The Greasy Pole....38
That would be enough....40

Chatter

I'm just back from this year's UK Games Expo in Birmingham. I'll try to do a report for next issue, but I have to admit that I didn't see much of the show. I spent the weekend demonstrating new games on JKLM's tables. I got to play a few games in the evenings, but had little time to look round the many rooms at the Expo. Several new games were launched at the show, so I'll cover these in the next issue.

The Fictionary Dictionary game ends in this issue (see page 13 to find out who's won), so I'm starting a new all-reader game. This is the fiendish Pick-a-Low competition, as run by Bruce Linsey at the Gathering for several years. It sounds simple, but let's see…

David Olliver asked me about forthcoming Beer Festivals. Well, the Great British Beer Festival is, as usual, the first week in August at Earl's Court. I shall be making my usual pilgrimage on the Thursday afternoon (6th August)—feel free to join me. More generally, the Camra website is the best place to find out about Beer Festivals (the Camra ones, anyway): www.camra.org.uk. The Ealing Beer Festival seems to be later than usual this year (8th-11th July). It's convenient for me, so I may well get along to it, too.

I haven't mentioned my website stats for a while—mainly because they don't seem to change much. The same pages are at the top, fuelled, apparently, by searches for "Feudo" (which takes people to my review of the game) and "toy guns" (my coverage of *Cash 'n' Guns* at Spiel '05—though the word "toy" isn't in my text). I can report that, over the last 3 months, the PDF version of *TWJO* 93 was downloaded some 200 times, *TWJO* 94 150 and issue 95 100 times.

This issue concludes my report from the Gathering of Friends, but first I have some correspondence to deal with.

Letters

Nik Luker writes:

Glad to hear you enjoyed *Ilium*—top notch stuff in my opinion too. You'll be glad to know that *Olympos* picks up where *Ilium* leaves off and draws all the narratives together nicely. I won't go into details as that would spoil it for you—suffice to say that you really do need to read *Olympos* asap!

I've just finished Richard Morgan's *Black Man*, which is another decent thriller in his usual hyper-violent style. Trips along very well and introduces an interesting new protagonist. Hopefully we'll see some sequels…

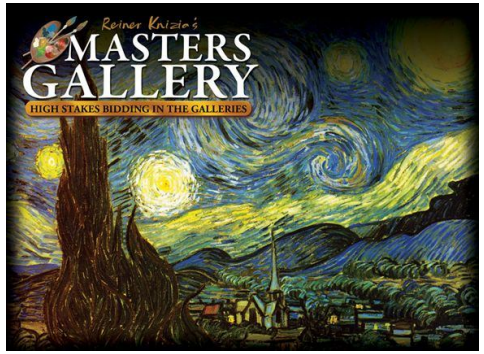
That's two books at the top of my 'to buy' list then. Jonathan Palfrey gets in on the reviewing:

I recently read my first Alastair Reynolds novel, *House of Suns*, and reviewed it at www.thurb.com/reviews/houseofsuns.htm, in case you're interested.

Games at the Gathering (part 2)

(The story picks up with my third day at this year's Gathering of Friends—the first part is in *TWJO* 95.)

After another good night's sleep, I tried a third option for breakfast in the hotel: ordering 'á la carte'! This proved to be an excellent idea as I had a better selection of cereal than the buffet—and toast as well. I think I may finally have cracked breakfast! (Though others tell me, the best thing is to go somewhere else.)



My first game of my third day was *Masters Gallery*, one of the second batch of games from Gryphon Games, the new imprint of FRED Distribution. This is essentially Reiner Knizia's card game version of his classic *Modern Art*. As the original game was pretty much a card game anyway, the changes are not huge. Like *Modern Art*, players have a hand of cards representing works by a number of artists. They play one a turn, carrying out the action on the card. At the end of each round, the artists are valued according to how many of their pictures have been played and players get money for the pictures they have. After a set number of rounds, the player with the most money wins.

Unlike *Modern Art*, the artists represented in *Masters Gallery* are masters rather than fictional version of modern artists and the pictures are recognisable works rather than pastiches of modern art. (A separate version of the game, *Modern Art: the Card Game*, uses the original game's artwork.) However, the main difference is that cards are played rather than auctioned to the other players. The game remains pretty much the same, though—as I demonstrated by doing as badly as I usually do.

Next was a chance to catch up with last year's *Castle for all Seasons* from Eggertspiele and Inka and Markus Brand. The game is about constructing the bits of the castle that is laid out on the board. One side of the board shows the castle in summer, the other in winter, which makes things a bit trickier for the

players. As beginners, we stuck with the summer side. Players have a set of workers and choose one each turn, revealing them together. Each worker allows players to do different things: get cash, collect raw materials and construct buildings. Players only get their cards back by playing a specific worker and may score points when they do this—they also get points from constructing buildings.

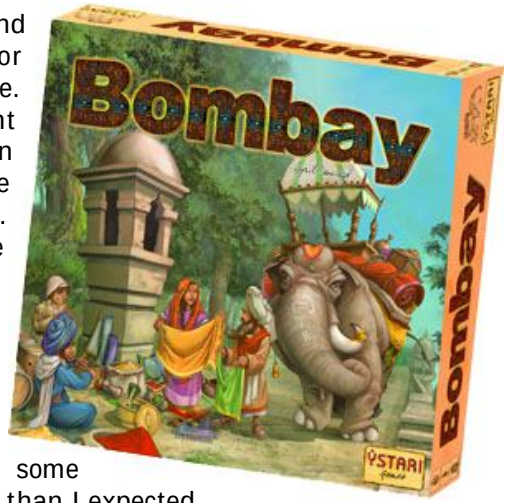
The larger buildings provide bonuses for the players who construct them, which can be very significant at the end of the game. However, the key to the game seems to be making the correct choice of worker to benefit from what the other players are doing as well as what that specific worker does. My first experience is that this is much easier to do when you're an experienced player with a bunch of newcomers. ☺ While the game clearly has a lot in common with some others from the last couple of years, it offers some different challenges and stands on its own as a middleweight offering.

There has been quite a buzz about *Diamonds Club*, so I was keen to try it out. It was rather overlooked at Spiel '08 as it's published by Ravensburger, who are best known for their children's games. However, designer Rüdiger Dorn has come up with a game that appeals to—and challenges—gamers. Players are

landscaping the garden of their stately home—a separate board for each player. They do this with buildings (gazebos, orangeries et al), collections of animals or just by growing trees. These have to be bought with sets of precious stones, which in turn are acquired by taking actions.

The turn starts with players using their stack of coins to take actions available from the board (which changes each turn). Actions allow them to improve their bonuses (including the value of any trees in their garden), collect animals (which are only worth serious points for complete sets of different animals) and gain contracts, ships and mines. Once this phase is over, players get gems for each set of contract, ship and mine they have. Then they use their gems to buy buildings and plant trees. The game ends once at least one player has filled their board and the player with the most points wins. This is a challenging game with lots of tactical options and I'm not surprised it's got people talking.

As it was a Friday, I was able to have a go at Friedemann's Friday game. This is a project under development by 2F Spiele's Friedemann Friese—but only on Fridays! The game is a fairly simple, but very clever stock market simulation using wooden cubes drawn out of a bag. As players buy and sell shares, their value goes up and down—influenced by what the players do, but with a significant random element. As the game goes on, there is an increasing chance of the whole market crashing, at which point only the gold players own is worth anything. Key to the game is deciding when to take your profit and invest in gold. As he's only working on the game on Fridays, Friedemann has it slated for release in 2013, but I do hope it's out sooner than that.



Bombay is a new game from Ystari and Cyril Demaegd and is most notable for the model elephants players use. Especially the pink one. Each elephant has a howdah that will hold two wooden cubes—the 'bales of silk' that are sparsely available around the board. Players move their elephant around the board, buying and selling silk, building palaces and collecting clients. At the end of the game, they get bonuses for having sold silk at all the cities on the board and for the total of palaces and clients they have. The player with the most money wins. The game offers some tactical options, but was much slighter than I expected.

From Bombay to Frankfurt—Frankfurt am Main, that is—for *Bürger, Baumeister & Co*, a game that celebrates the 150th anniversary of that city's Saalbau (meeting hall). Published by Abacus and designed by Michael Schacht, the game is a bit of an oddity. The small board shows a plan of Frankfurt, divided into different coloured districts, each sub-divided. Players have a hand of building tiles in the same colours and showing a particular type of building. Each turn players play one of these onto an empty space of the correct colour and buy a fresh one. When placing a tile, players score its value, plus the value of any other tiles of the same type already in that district. Instant town planning! Some spaces also give players bonus points or coins.

In addition to the standard buildings, players have the option of completing a 'great project' each turn—there's one in each district. These are either worth 4 points or double a player's score for that turn. The game ends when the building tiles run out, players get bonus points for some of the tiles they have left and the player with the most points wins. I have to say I was underwhelmed by this game. It's quite slight and lacks the intensity that I expect from a Michael Schacht game.

Saturday, my fourth full day, was the climax of the event. It started with a flea market first thing in the morning—well, 10 o'clock anyway, which is pretty much first thing for a games convention. I usually just browse, but decided I had to have a first edition copy of *Jenseits von Theben*. A cracking game in any version, but the first edition has some wonderfully idiosyncratic components. My day was spent playing familiar games—including showing some Yanks how to win at *Phoenicia* and a second go at Friedemann's Friday game. (We're allowed to play the game on other days, but Friedemann will only discuss it on a Friday.)

Then it was an early dinner before the prize giving. One feature of the Gathering, since imitated by others (not least Furrycon in the UK), is that all those attending bring a game or two for the prize table. The key to this is that what you bring is of the quality you would want to take away as a prize. Names are called at random (tournament winners get to go first) for everybody to choose what they want off the table. There are generally enough prizes for everybody to get two picks—and I was particularly pleased to pick up a copy of *Tribune*, Karl-Heinz Schmiel's 2007 excellent game.

As this was the twentieth Gathering of Friends, there was rather more speechifying than usual. In particular, Alan Moon picked out the people who have been to every Gathering and then the couples who met at a Gathering! One of the competitions this year was to produce a Gathering-related video and we got to see all the entries (there weren't too many). The results were of varying quality, but they were all very entertaining. After this, I spent a convivial couple of hours in the bar with a mixed bag of European and American drinkers.

Old lags—Alan Moon introduces the guys who've attended every Gathering

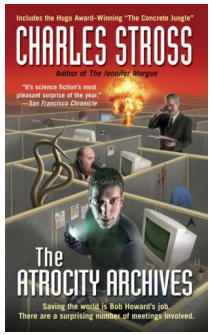
I finished off the day with *Wasabi*—suitably light fare to follow several beers, we thought. This is an odd little game from Z-Man, designed by Adam Gertzbein and Josh Cappel. Players are making sushi, deploying ingredient tiles on to the square grid of the board. Each player has a selection of recipes and gets points for these when they have the right ingredients together on the board—more points if they're in the right sequence. Completing a recipe gets you an action card, which you can use to switch or stack ingredients or otherwise change the board. I found the game pretty lightweight and rather abstract. I wonder whether it might appeal more to people who like sushi?!

A lot of people leave on Saturday evening (particularly this year as many wanted to get back to their families for Easter Sunday), so Sunday is always a bit of an

anti-climax. I joined in one of my few tournaments of this Gathering, getting knocked out in the first round of *Can't Stop*. (My other tournament was *Liar's Dice*, where Pete Card and I made it to the final, only for me to be first out. I should know better than trying to take on Americans at bidding/bluffing games!)

And so ended five days of games playing, during which I'd played loads of old favourites (most of which I've skipped over here), tried lots of new games and spent time with old friends and new acquaintances. I'd also made sure to tire myself out so that I had some chance of sleeping on the aeroplane seat on the way back. Well, dozing anyway. I can't really pull out a single highlight, but I'm most looking forward to seeing more of *Automobile*, *Princes of Machu Picchu* and *Wars of the Roses*. Keep an eye open for them.

Science Fiction



Another book I picked up in America was one that's been on my list for some time: *The Atrocity Archives* by Charles Stross, originally published in 2004. The main story, 'The Atrocity Archive,' starts off intriguingly. Our hero, Bob Howard (which was my first giggle—I have a brother-in-law called Bob Howard!), is an IT nerd working for some obscure branch of the security services and is on his first field mission. This goes well enough, but we quickly discover that the organisation is also dominated by *Dilbert*-style management stupidity and brainless bureaucracy. It's all very British!

At this point, I'm expecting the story to be an amusing dig at modern management from an IT point of view with a bit of a fantasy element. However, it morphs into something very different. First it becomes a spy thriller with occult elements and then a full-blown Lovecraft-style horror. With amusing digs at modern management and the use of computer systems to summon horrors from other dimensions. In effect, this is horror that has a scientific basis!

The story is not at all what I was expecting after reading the first couple of pages. It is none the worse for that and I enjoyed the combination of spy thriller and arcane horror. My only quibble is that I think Stross pulls his punches a bit. Some very, very nasty things happen, yet the main characters survive and shrug it off as just another day in the office.

The volume also contains 'The Concrete Jungle', Stross's Hugo-winning short story that is a sequel to 'The Atrocity Archive'. The style is the same, but here Bob Howard is dealing with nefarious goings on in Milton Keynes. The twist comes when we discover just who is behind all this—and why. The story is very much *Dilbert* meets Cthulhu! My overall verdict: worth a try.

Games Events

UK Games Expo having just gone, the next board games event is Summer Stabcon: 3rd-5th July at the Britannia Hotel in Stockport. This is a friendly con that mixes board games and role-playing and has always been one of my favourites when I've attended. For more details, see the Yahoo! group stabconinfo: http://games.groups.yahoo.com/group/stabconinfo

17th-20th July is Manorcon, the 27th event, now settled in its Leicester venue, Stamford Hall at the University of Leicester. As well as the tournaments—including UK SpielChamps, the qualifying competition for the European board games championship—there is plenty of room for people to just sit and play games. Full details at www.manorcon.org.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.

UK Games Expo: early June in Birmingham. More information at www.ukgamesexpo.co.uk

Manorcon: 17th-20th 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.

Mid*Con*: 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 96 was written and edited by Pevans. The *LPBS* masthead (page 16) is by Lee Brimmicombe-Wood, as is the drawing on page 13. Nik Luker drew the illustrations on pages 20, 26 and 28. Pevans took the photos and played with Photoshop.

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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.

Players' Scores

Name	This round	Total
Al Tabor	0	7
Andy Kendall	3	29
Charles Burrows	2	12
Chris Boote	0	10
Colin Parfitt	1	21
David Olliver	0	3
Graeme Morris	2	20
Jonathan Palfrey	0	17
Michael Martinkat	0	2
Mike Bird	0	0
Mike Dommett	0	8
Nik Luker	3	25
Pete Holland	4	23
Ray Vahey	0	1
Tim Macaire	5	22

Final Scores

Here are the real meanings of Turn 10's words.

vilipend: (vt) 1 [formal] to express a low opinion of; disparage; 2 [archaic] to hold or treat as contemptible.

zwitterion: (n) Ion that has both a positive and a negative charge, such as an amino acid in neutral solution.

So now you know. The table on the right gives the scores from last turn and to date. This turn's votes are spread about with a strong showing from Tim Macaire, but Andy Kendall hangs on to win. Congratulations, Andy! A suitable (?!) prize is on its way…

Pick-a-Low

A new all-reader game. All you have to do is send me a number (a positive integer, for the finicky). The winner will be the person who selects the lowest number that no-one else chooses. Think about it…

Send your number to Pevans at 180 Aylsham Drive, UXBRIDGE UB10 8UF or TWJO@pevans.co.uk by Friday, 3rd July 2009

Eagle Tavern

Railway Rivals game 7—Turn 1

THURB starts building south to York and then branches into the Yorkshire Wolds. TRX builds North West from Hull and is surprised to run into THURB to the east of York. BESTRAIL spread branches out from Leeds, while GOR built a North easterly line across the Aire, heading for the Ouse.

A—Jonathan Palfrey

THE HEAVILY UNDERFUNDED RAILWAY BUSINESS (THURB), Green
Start: THIRSK
Builds: (Thirsk) - Y16 - X16 - W17 - V17
(V17) - U18 - T18 - S19 - York; (S19) - S20 - T20 (+6)
(T20) - U21 - V21; (Thirsk) - Y15
Points: 20 +6 +1 = 27

B—Gerald Udowiczenko

THE RELEGATION XPRESS (TRX), Black
Start: HULL
Builds: (Hull) – N28 – Beverly – Q27 (+3)
(Q27) – Q26 – P25 – Market Weighton – Q24 – R23 – S23 (+3)
(S23) – S20 (1 to THURB)
Points: 20 +6 -1 = 25

C—Paul Evans

GOD'S OWN RAILWAY (GOR), Orange
Start: SHEFFIELD
Builds: (Sheffield) – B14 – Rotherham – E16 (+6)
(E16) – K19
(K19) – L19
Points: 20 +6 = 26

D—Ben Brown:

BEN'S ELECTRIC AND STEAM RAILWAYS, RUN ALONG INLAND LINES (BESTRAIL), Red
Start: LEEDS
Builds: (Leeds) – N14- O15 – P14
(P14) – Harrogate; (Leeds) – Dewsbury (+6)
(Leeds) – Bradford (+3)
Points: 20 +9 = 29

GM Notes

Note the long deadline due to Mike's holiday.

Next turn's builds are: **4**, **5**, **4**

Orders to Mike Dommett, 119 Victoria Road, ALTON GU34 2DD or by e-mail to mike_dommett@yahoo.co.uk by 31st July 2009

The Cold Equations

Star Trader game 4—Turn 12

The Flute hull bobbed on the water. Even from a distance the damage to the hull was visible and the patching was obviously temporary even now.

But the pods were undamaged, and the hover tanks were driven across the calm waters from the shore into the open ports.

Sat on the beach, the EON FLASHCORP Captain raised a glass to the short military figure opposite: "To big deals and good landings."

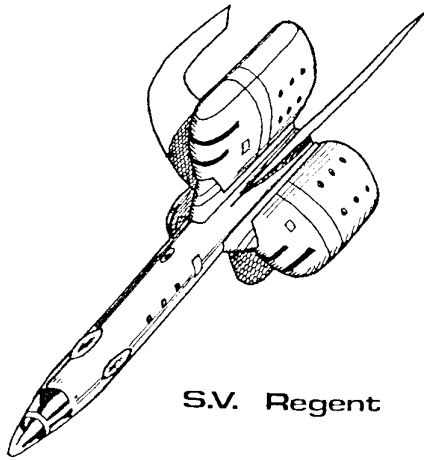
Trading started at Epsilon Eridani, where MONOGRAM sold 2 units of Alloys for 5 HTs each. MONOGRAM also sold Spice: 9 units at 14 HTs apiece to gain a Dealership. ARCHANGEL sold 7 Isotopes for 4 HTs each and HOUSTON FEARLESS sold 5 on Contracts. EON FLASHCORP also gained a Dealership, selling 12 Monopoles at 15 HTs each.

GATES LEARJET sold 8 units of Isotopes at Mu Herculis for 10 HTs each, after which HOUSTON sold 5 on contract. Monopoles were bought by MONOGRAM: 12 units for 13 HTs apiece to become Contractors. EON FLASHCORP and HOUSTON FEARLESS bought 5 Monopoles each on Contract.

At Sigma Draconis HOUSTON undercut MONOGRAM, buying 8 Isotopes for 2 HTs apiece to shut out their competitor. ARCHANGEL gained a Dealership in Spice by buying 21 Spice for 11 HTs each. HOUSTON lost out this time, having only bid 10 HTs to buy.

Beta Hydri saw HOUSTON selling 4 Isotopes at 1 HT and MONOGRAM selling 2 Monopoles on Contract.

ARCHANGEL enjoyed their excursion into trading and then took on their 40 passenger groups. A new Cargo pod went into the Sigma Draconis Warehouse and new Warehouses were bought at Beta Hydri and Epsilon Eridani. They then upgraded the crews on Asmodai and Azazel to A class.



EON FLASHCORP took 4 units of Weapons on Epsilon Eridani on Planet. It was noticed that both of their ships that landed in

Spaceports immediately docked into a safe berth – obviously concerned about further sabotage attacks. They also bought a Warehouse at Epsilon Eridani.

HOUSTON FEARLESS loaded two passengers for Tau Ceti at Gamma Leporis. OP 9 was delivered for 150 HTs paid into the Corporation coffers. The Isotope Factory at Sigma Draconis went under the hammer. Ur- Silver swopped Light Weapons for Cargo pods, receiving a poor price for the armed pods. A new Phoenix Hull, Ur-Iridium, was laid down at Tau Ceti with A crew, Augmented Jump and 6 Cargo pods.

Two new ships were laid down for MONOGRAM at Gamma Leporis and Tau Ceti Shipyards, with Augmented Jump and A class crews. They will be launched next Quarter.

MCRADIE's boasting and threats were notable by their absence!

Corporation Table

Corporation letter & name	Conn'n Levels Bus	Crim	Pol	Init've Bid	Turn Order	Cash	Rep	Player
A Archangel Lines	5	0	2	0	5th	147	34	Jerry Elsmore
B Eon Flashcorp	7	9	9	0	3rd	421	40	Paul Evans
D Gates-Learjet	9	6	5	0	4th	169	29	Dominic Howlett
E McRadie's Crew	5	10	0	N	6th	39	0	Martin Jennings
F Monogram Industries	10	0	7	5+5	2nd	186	40	Michael Martinkat
G Houston Fearless	10	0	5	20	1st	487	40	Przemyslaw Orwat
H GamLepCo	5	0	4	N	7th	134	26	Player wanted

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

GM Notes

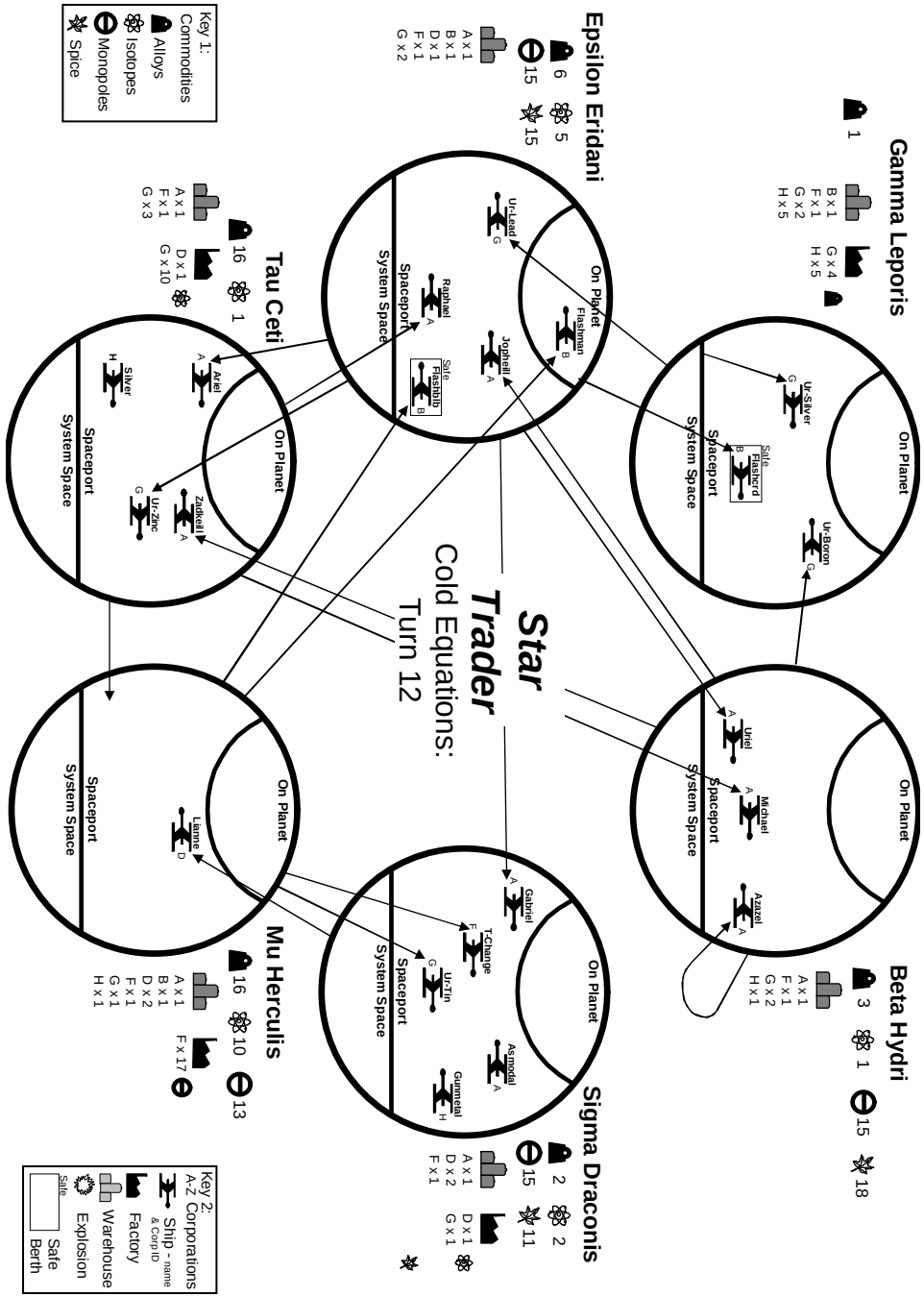
Note the long deadline, due to Mike's holiday.

A replacement player for GamLepCo would be welcome—it's a chance to learn the game.

Eon Flashcorp took OP 23 this turn.

There are four new News chits this turn (in bold):
Turn 14 **C3**, **P8**, **B3**
Turn 15 **P8**

Orders to Mike Dommett, 119 Victoria Road, ALTON GU34 2DD or by e-mail to mike_dommett@yahoo.co.uk by 31st July 2009



Les Petites Bêtes Soyeuses 222

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 August 1662 to Pevans at 180 Aylsham Drive, UXBRIDGE UB10 8UF or lpbsorders@pevans.co.uk by Friday, 3rd July 2009

June 1662

The only thing that should happen before the army leaves Paris is settling affairs of honour. However, Jacques de la Boite waits in vain for Herve d'Conde to turn up for their duel. After which, it's marching orders for everybody. Everybody who's in the military, anyway. Their route takes them to the coast where they embark for Africa. Yes, while there's relative peace with Spain and England, it's a good time to grab some land elsewhere.

There's just time for some last minute adjustments in the ranks. Devlin Carnate and Gustav Ind join forces to remove the commander of Third Division, but Horatio d'Escargot refuses to appoint Lieutenant-General Ind to the position. Nor does d'Escargot appoint Ind to command Second Division, giving that job to a non-entity. A commander is needed for Third Division, so the Brigadier of First Foot takes over for this month. He is replaced, on an acting basis, by the Picardy Musketeers' commander, Bdr-Gen Michel Entire.

Roland Pollee d'Eaulee calls in a couple of favours to try to persuade the commander of Third Army to resign. However, d'Eaulee doesn't know anyone who's able to influence the General. Devlin Carnate still has some influence left: enough to make sure he gets command of the Dragoon Brigade in place of his Ministerial position. General Jacques Shitacks appoints new Colonel Chris P Bacon as the Adjutant of Second Army. Brigadier Herve d'Conde offers the post

of Horse Guards Brigade Major to Antoine Dubeque, but Dubeque prefers to serve with his regiment. D'Conde has to make do without a Brigade Major.

Captain Mouton Rothschild uses some influence to get the resignation of the Major above him in the King's Musketeers. Quasi Le Bossu uses more influence to make sure this doesn't happen. Hence, Rothschild can't buy himself a Majority. Captain Thomas le Matelot wants to command the 4th Arquebusiers. A loan from Swender de Jewel funds his rapid rise to Colonel.

Johnny Sais-Pas signs up two recruits for the 13th Fusiliers: new boys Ali Vouzon and Pierre LeFart. Both men buy the ranks of Captain, but only Vouzon does so with money provided by his CO. LeFart has had to borrow money from the Shylocks. Thierry Fitoux is more ambitious: he is accepted into the Queen's Own Carabiniers and purchases the rank of Major. Luckily his borrowing provides him with plenty of funds. The recruits don't have long to pack their uniforms for the sea voyage. Strangely, it's KM Lt-Col Benedict d'Over who runs out of time: he just doesn't seem to be expecting to be in action during the campaign, despite being Adjutant of First Division.

Zachary The Money Goes has applied for an awful lot of jobs. He gets none of them. Minister of State Charlemagne le Gosse keeps the positions of Minister of Justice and Chancellor of the Exchequer vacant. This leaves a big hole in his cabinet—what is he waiting for?

Into Africa

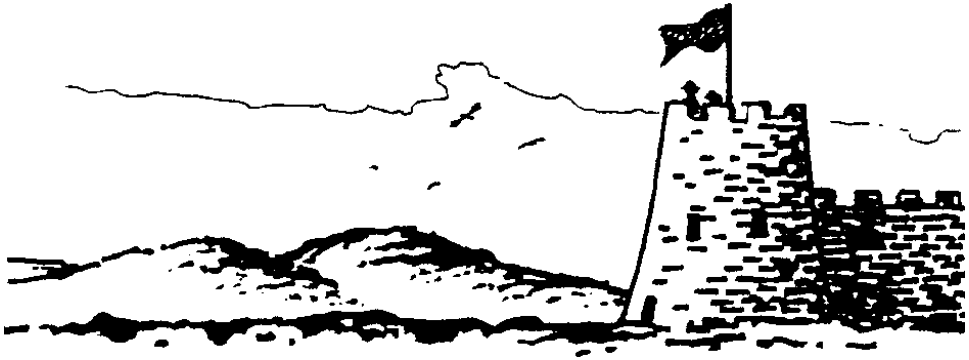
Third Army is the first to take ship and the first to arrive on the West African coast. Their job is to establish and hold a beachhead for the rest of the troops. The Royal Marines are, of course, in their element. They remain shipboard, maintaining discipline and adding musketry to the ships' weaponry. Major Jacques Blanc recovers quickly from his seasickness, but does not distinguish himself. Lt-Colonel Ilk Lamore Bartat sees his name go into the Despatches.

The success of the Marines—and their comrades in the Picardy Musketeers—reflects well on the acting Brigadier of First Foot, Bdr-Gen Michel Entire. The unfortunate loss overboard of the acting Division commander just as the ships arrive leaves the way clear for Entire to get command of the Brigade by right. This puts him in the front line for acting command of the Division... He is Mentioned twice in Despatches. His Brigade Major, PM Lt-Col Jacques de al Boite, earns himself 300 crowns.

The troops of Second Foot Brigade are the first ashore, with the 13th Fusiliers leading the way. The Fusiliers establish a perimeter and make contact with the locals. Some of them are wearing faded and battered red coats. Sure enough, there is soon a reconnaissance by English colonial troops. The Fusiliers drive

them off with a few volleys. Their commander, Johnny Sais-Pas, is made a Baron and pockets some 400 Crowns worth of booty. New Captain Ali Vouzon's introduction to warfare is literally explosive. A fusil blows up in his face when he commands the first volley to be fired! He survives the incident and grabs himself slightly more loot than his commander. Fellow newbie, Captain Pierre LeFart, is the star of the skirmish, though. He secures twice as much swag—plenty of cash with which to buy the extra horses he needs to go with his new rank of Major.

Second Division disembarks and expands the area controlled by the French troops, building up a substantial encampment. This is routine stuff with no surprises—though they do locate the English base, a substantial coastal fort. Colonel Tomas le Matelot leads the 4th Arquebusiers competently, but has no reward. Colonel Warren Peace does a similar job with the 27th Musketeers and gets the same result. There's nothing for his Major, Rex de Leon, either.



African King

Second Army now arrives and is despatched to lay siege to the English fort. The ships blockade it from the sea, while the Frontier regiments surround it by land. Frontier regiment 3 has a sticky moment when they walk into a swamp. Lt-Gen Euria Humble, who is serving with the Frontier troops, pitches in and the regiment recovers to move into the right position. There's a Mention in Despatches for Lt-Gen Humble, who acquires the best part of 500 crowns as well.

General Jacques Shitacks, commanding Second Army, gets the promotion to the top job: he is named as Field Marshal for the next year (from September). A Mention comes his way, as well, and he pockets 300 crowns of loot. There's a promotion, too, for the Army Adjutant, Colonel Chris P Bacon, making him a brevet Bdr-Gen. His share of the plunder is more than twice what his boss gets.

Lost in Africa

The French base is well established by the time First Army arrives. The sea voyage has not been kind to the horses, so the cavalry units are pleased to get off the ships and into action. Horse Guards goes scouting to the north, Heavy Brigade to the south and the Dragoons accompany the Guards Brigade (as First Division) exploring further into the interior.

Heavy Brigade has little to report, though they do find several native villages. Bdr-Gen Pierre Cardigan leads the Archduke Leopold Cuirassiers effectively, but earns nothing. Heavy Brigadier Yves Vrai Bretheauteque gets his name into the Despatches ("nothing to report") and picks up a few hundred crowns for himself.

It's harder work for the Horse Guards as they move into a forested area. Brigadier Herve d'Conde is promoted to full Brigadier-General all the same. Lt-Colonel Swender de Jewel is acting commander of the Dragoon Guards and quickly decides that the regiment doesn't need to go any further. He is Mentioned in Despatches all the same and brings back some interesting fruits—150 crowns worth. D'Conde's promotion makes de Jewel the actual regimental commander.

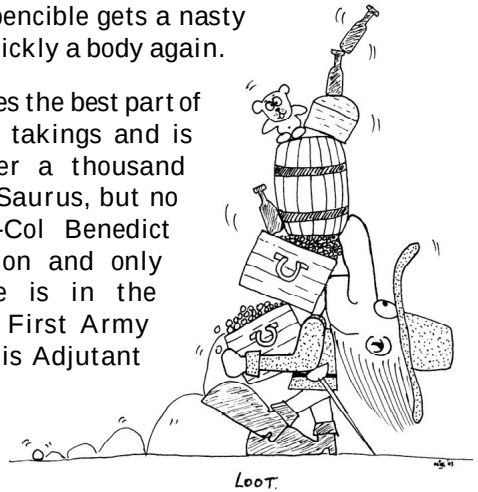
The Queen's Own Carabiniers venture further into the forest, but it soon becomes too dense and wet, so they retire. Major Antoine Dubeque is promoted to Lt-Colonel in the wake of their CO being bumped up to Colonel. He also takes the time to grab a bit of loot: over 300 crowns worth. His fellow Major, Thierry Fitoux, is Mentioned in Despatches.

Cavalry Division command stays back at base, so there's nothing for Divisional Adjutant Quasi Le Bossu. His regiment, the Princess Louisa Light Dragoons, is acting as scouts and support for the Guards—alongside their fellow Dragoons. The Dragoons have a torrid time when the whole Division comes under attack and they retire in confusion. Brigadier Devlin Carnate has a narrow escape when a spear parts his hair. He still gets promoted, though, becoming full Bdr-Gen.

The Cardinal's Guard take the brunt of the attack when arrows and spears fly at the column of marching troops. Major William Liam Lee Yon doesn't realise what the missiles are at first. Trying to catch a spear proves to be a mistake: a big mistake. RIP Major Yon. Bdr-Gen Jean Laissez Faire takes evasive action and survives to be Mentioned in Despatches. His spear collection earns 150 crowns.

The King's Musketeers respond to the attack in good order, loading their muskets and driving off the enemy with a concerted volley. This gives them the chance to collect what's left on the battlefield. That makes 350 crowns worth of plunder for Captain Mouton Rothschild. Major Jacques de Gain takes the same amount and has a Mention in Despatches to go with it. Bdr-Gen Zachary The Money Goes pockets 50 crowns more than these two and sees his name Mentioned twice.

Too late for the fighting, but in good time for the looting, the Royal Foot Guards arrive on the scene. Colonel Averell d'Alton liberates 300 crowns worth and is brevetted to Brigadier-General. Lt-Col Egon Mad 2 gets 1½ times as much booty, but no promotion—he is Mentioned in Despatches instead. The same amount accrues to Major Indie Spencible, but he has a nasty shock. One of the 'bodies' comes back to life and lunges at him. Spencible gets a nasty cut and then gets nasty, so the body is quickly a body again.



Guards Brigadier Gustav Ind accumulates the best part of a thousand crowns as his share of the takings and is Mentioned in Despatches. There's over a thousand crowns for his Brigade Major, Roget de Saurus, but no Mention. As Divisional Adjutant, Lt-Col Benedict d'Over is a bit further from the action and only manages 300 crowns of goodies. He is in the Despatches, though. This brings us to First Army command, where the commander and his Adjutant each take 200 crowns from the pot. General Gar de Lieu has his rank made permanent while Colonel Coeur Jette is brevetted to Bdr-Gen.

Meanwhile, back in Paris…

…the new Commissioner of Public Safety is getting into his stride. The start of the month sees Roland Pollee d'Eaulee take Henrietta Carrotte to Bothwell's. Also in the club is Adjutant-General Sir Horatio d'Escargot, accompanied by Lucy Fur. Roland excuses himself for a moment, goes to the door and beckons in two burly gentlemen in Public Safety livery. The three of them march up to Horatio's table and present him with a warrant for his arrest on charges of "felonious conversation, treasonous communication and actionable cultivation of continentalism." While Horatio is still trying to work this off, he is hauled off to the Bastille for a week.

With Horatio tucked up in jail, Roland heads to Lucy's place with a large bunch of flowers. Oh dear, now Horatio has cause for a duel. And Roland has a good reason for spending the second half of the month practising with his sabre. Horatio returns to Bothwell's for the rest of the month, but without any company.

Things are much quieter in the Fleur. Charlemagne le Gosse and Lois de Low are there all month. Sean Sondamour pops in a couple of times with Ella Fant. This is because he can't take more than one week at a time practising sabre. The Fleur's only other visitors are Revaulvin d'Or and Katy Did. Revaulvin isn't good

company as he's still grumbling about not being able to command an Army now he's Field Marshal. The rest of his month is spent in the gym with his sabre.

Roland Moulin hits Hunter's for a drink to start March and then hits the Bawdyhouses for another drink—and a woman. The he uses his rapier to hit a few targets and concludes the month hitting on someone. Who turns him down. Ah well…

Giles Etraseur starts with some female company in the red light district. The Frog & Peach is his next stop, where he finds Pierre Theroux le Brouillard. Belle Epoque comes with him, as Pierre spent his first week gaining a less transient form of female company. All three are back in the club the following week. Giles follows Pierre's example for the last week and finishes the month courting. Pierre can be found at the one social event of the month—though he doesn't take Belle. Pierre joins Paul le Gros as the guests of Luc Around at the Blue Gables. This is the high point of Luc's month as he's tried his luck with three different women and got nowhere. Paul, on the other hand, won his woman at the first attempt and has visited Red Phillips and got in some rapier practice in the meantime.

This brings us to the tale of two Irish brothers. Neither has any luck courting until they both turn up on the same woman's doorstep. Bragen Declan courteously gives way to Patrick Declan, which impresses the object of their affections. She is less impressed when Bragen comes back the following weeks and tries to persuade away from his brother. What she doesn't know is that Patrick is already trying it on somewhere else. Bragen ends up in the red light district, exchanging cash for female company. But his brother is never far away. As Bragen leaves the bawdy house, Patrick is waiting to greet him. Well, it's more like "hiding behind a bush with a cosh." Luckily, Patrick realises who it is and puts the cosh away. ❖

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 N	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 RPdE		
Chancellor of the Exchequer __	Minister of Justice __	
Minister of War SDL	Minister of State CIG	

Battle Results

First Army: 5
- First Division: 3
  - Guards Brigade: 2
    - Royal Foot Guards: 3
    - Cardinal's Guard: 5
    - King's Musketeers: 1
  - Dragoon Brigade: 5
    - Grand Duke Max's Dragoons: 6
    - Princess Louisa Lt Dragoons: 4
- Cavalry Division: 4
  - Horse Guards Brigade: 4
    - Dragoon Guards: 3
    - Queen's Own Carabiniers: 3
  - Heavy Brigade: 3
    - Archduke Leopold Cuirassiers: 5
    - Crown Prince Cuirassiers: 3

Second Army: 3
- Frontier Division: 4
  - Frontier regiment 1: 4
  - Frontier regiment 2: 6
  - Frontier regiment 3: 3
  - Frontier regiment 4: 4

Third Army: 3
- Second Division: 4
  - 3rd Foot Brigade: 2
    - 27th Musketeers: 4
    - 4th Arquebusiers: 4
  - 4th Foot Brigade: 5
    - 69th Arquebusiers: 4
    - The Gascon Regiment: 5
  - RNHB regiment: 2
- Third Division: 2
  - 1st Foot Brigade: 2
    - Royal Marines: 2
    - Picardy Musketeers: 1
  - 2nd Foot Brigade: 4
    - 13th Fusiliers: 1
    - 53rd Fusiliers: 3

Army Organisation and Summer Deployment

First Army (Field Ops)	GdLi/__/CJ/N
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/N/CPB/N
Frontier Division (Siege)	N5/N/N4
Frontier Regiments (Siege)	
Third Army (Defence)	N2/N/N1/N
Second Division (Defence)	N5/__/N4
3rd Foot Brigade (Defence) – 27M 4A	
4th Foot Brigade (Defence) – 69A Gscn	
RNHB Regiment (Defence)	
Third Division (Defence)	__/__/N1
1st Foot Brigade (Defence) – RM PM	
2nd Foot Brigade (Defence) – 13F 53F	

Organisation and Deployment for the Campaign Season plus Army and Division posts (CO/Aide/Adj't/QMG):
ID for chars, N (+ MA for CO and Adj't) for NPC, __ for vacant

Brigade Positions

Guards Brigade	GI/JPA/RdS
Horse Guards Brigade	HdC/N/__
Heavy Brigade	YVB/__/N5
Dragoon Brigade	DC/CPC/__
First Foot Brigade	ME/__/JdlB
Second Foot Brigade	N5/N/N1
Third Foot Brigade	N5/N/N3
Fourth Foot Brigade	__/__/__

Entries as Army Organisation Table

Regiments Organisation

	RFG	CG	KM	DG	QOC	ALC	CPC	RM	GDMD	PM	13F	PLLD	53F	27M	4A	69A	Gscn
Col	AdA	JLF	ZTMG		N5	PC	N5+	CJ+	CPB+	ME+	JSP			WP	TIM	N6	N5
LCol	EM2	N3	BdO+	SdJ	AD		N4	ILB	N2	JdlB+		QLB+		N3+			
Maj	RdS+	N2	N4	N2	TF	N3		JB	N4	N4	N1+	N4	N6	RdL	N1		N1
Maj	IS		JdG	N6*		N1*		N2	N3*		PLF	N1	N5*	N5	N1		
Capt	N1	N5	N2	N4	N5	N2	N5	N1*	N2	N4	N4	N4	N1	N2	N6	N5	N3
Capt		N4	N1*	N3		N6	N6		N5		N1	N6	N3	N4	N2	N3	
Capt			N1				N3*				N6*		N2		N2*	N4*	
Capt			MR								AV		N5				
Capt											N5		N3				
Capt																	

Entries are Character abbreviations, N (+ Military Ability) for NPC, blank for vacant, * shows the regiment adjutant. + shows ranks held by characters with a brevet rank or an appointment elsewhere.

Hell Hath no Furry...

No	Name	SL	Attr	Last
64	Edna Bucquette	18	W	
3	Kathy Pacific	17	B	
54	Madelaine de Proust	17		
35	Katy Did	16	I	RdO
42	Maggie Nifisent	16	B	
55	Jacky Tinne	16		
52	Guinevere d'Arthur	15	B/W	
10	Frances Forrin	14	B	
21	Helen Highwater	14	W	
48	Fifi	14	B/W	
62	Alison Wunderlandt	14		
11	Laura de Land	13		
16	Ophelia Derriere	13		
26	Ella Fant	13	B	SS
27	Lucy Fur	13	B	HdE
30	Leia Orgasma	13	B	
45	Cath de Thousands	13		
8	Lotte Bottle	12	B	
12	Charlotte de Gaulle	12		
17	Henrietta Carrotte	12	I/W	RPdE
28	Vera Cruz	12		
31	Bess Ottede	12	I/W	
1	Sue Briquet	11	B	
4	Anne Tique	11	W	
9	Deb Onairre	11	I	
40	Sheila Kiwi	11		
63	Carole Singeurs	11		
20	Emma Roides	10	I	
33	Anna Rexique	10	I	
38	Pet Ulante	10	W	
43	Di Lemmere	10	I	
53	Angelina de Griz	10	B	
56	Ingrid la Suede	10		
6	Viv Ayschus	9		
57	Ava Crisp	9	I	
59	May Banquot l'Idee	9		
2	Betty Kant	8	I	
19	Jenny Russe	8	W	
32	Sal Munella	8	W	
41	Marie Antoinette	8	B/I	
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	PTlB
13	Josephine Buonoparte	6	I/W	
24	Violet Bott	6	I/W	
15	Ada Andabettoir	5	B/I	
25	Lois de Low	5	B	ClG

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

The Greasy Pole

June 1662

ID	Name	SL	SPs	Cash	Rank, Regiment/Appointment	MA	Last seen	Club	EC	Player
ClG	Count Charlemagne le Gosse	26	72	Comfy	General/State Min.	14	Lois	Flr	2	Neil Packer
ZTMG	Count Zachary The Money Goes	25	F	Rich	B.Bdr-General KM	12		Flr	4	Gerald Udowiczenko
SS	Marquis Sean Sondamour	23	60	Comfy	General/Min w/o Port	5	Ella	Flr	2	Pete Holland
SDL	Count Stan Dandy Liver	23	45	Rich	Lt-General/War Minister	11		Flr	4	Guy Arnold
DC	Baron Devlin Carnate	23	F	Comfy	Bdr-General/Drgn Brigadier	5		Flr	2	Bruno Giordan
RdO	Viscount Revaulvin d'Or	22	54	Wlthy	Fld Marshal	13	Katy	Flr	4	Jerry Spencer
EH	Earl Euria Humble	21	F	OK	B.Lt-General/City Mil.Gov	15		Flr	5	Matthew Wale
JS	Baron Jacques Shitacks	21	F	OK	General/2nd Army Commndr	3		Flr	4	David Olliver
GdLi	Marquis Gar de Lieu	21	F	Poor	General/1st Army Commndr	3		Flr	4	Bill Hay
BdM	Viscount Beppe de Marko	19	41	Flthy	Bdr-General	17		Flr	2	Mark Moores
GI	Sir Gustav Ind	19	F	Comfy	B.Lt-General/Gds Brigadier	5		Flr	5	Ashley Casey
HdE	Sir Horatio d'Escargot	17	43	Comfy	B.Lt-General/Adjutant Gen	5	Lucy	Both	3	Graeme Wilson
AdA	Sir Averell d'Alton	17	F	Poor	B.Bdr-General RFG	4		Both	4	Martin Jennings
RdS	Sir Roget de Saurus	17	F	Comfy	Major RFG/Gds Brigade Maj.	10		Both	2	Gerry Sutcliff
BdO	Benedict d'Over	15	F	Comfy	Lt.Colonel KM/1st Div Adjutant	9		Both	4	Mark Stretch
RPdE	Sir Roland Pollee d'Eaulee	14	33	Poor	B.Lt-General/CPS	7	Henrietta	Both	3	Pete Card
SdJ	Sir Swender de Jewel	14	F	Comfy	Lt.Colonel DG/FMshl's Aide	5		Both	1	Ray Vahey
JLF	Sir Jean Laissez Faire	13	F	Comfy	B.Bdr-General CG	2		Both	3	Filipe Silva
JdlB	Jacques de la Boite	12	F	OK	Lt.Colonel PM/1 F Brigade Maj.	1		Hunt	5	Justin Key
IS	Baron Indie Spencible	12	F	Comfy	Major RFG/Min w/o Port	4		Hunt	1	Charles Burrows
YVB	Yves Vrai Bretheauteque	12	F	OK	B.Lt-General/Hvy Brigadier	3			1	Chris Boote
JSP	Baron Johnny Sais-Pas	12	F	Comfy	B.Bdr-General 13F/Min w/o Port	7			4	Mike Bird
HdC	Baron Herve d'Conde	12	F	Comfy	Bdr-General/HGds Brigadier	9		Both	4	Simon Burling
QLB	Quasi Le Bossu	11	F	OK	Lt.Colonel PLLD/Cav Div Adjutant	6		Hunt	6	Mark Cowper
ME	Sir Michel Entire	11	F	Comfy	B.Bdr-General PM/1 F Brigadier	8		Hunt	3	Tim Macaire
EM2	Baron Egon Mad 2	11	F	OK	Lt.Colonel RFG	5			2	Tym Norris
TF	Thierry Fitoux	11	F	Poor	Major QOC	7			1	Timothy Hunt
WLLY	Baron William Liam Lee Yon	11	RIP							Paul Wilson

ID	Name	SL	SPs	Cash	Rank, Regiment/Appointment	MA	Last seen	Club	EC	Player
AD	Antoine Dubeque	11	F	OK	Lt.Colonel QOC	8		Hunt	2	Andrew Burgess
JdG	Sir Jacques de Gain	10	F	OK	Major KM	7			4	Ben Brown
RM	Roland Moulin	9	9	OK		5		Hunt	4	Roland Lee
MR	Mouton Rothschild	9	F	Comfy	Captain KM	1		Hunt	4	Keith Bristow
CJ	Coeur Jette	9	F	Poor	B.Bdr-General RM/1st Army Adjutnt	6		BG	2	Mike Weston
PC	Pierre Cardigan	9	F	OK	B.Bdr-General ALC	6		BG	4	Matt Shepherd
X3		8	RIP							Aaron Sibley
LA	Luc Around	7-	4	Poor		4		BG	5	Colin Parfitt
GE	Giles Etraseur	7	11	Poor		1		F&P	4	Nik Luker
ILB	Ilk Lamore Bartat	7	F	OK	Lt.Colonel RM	6		BG	6	Andrew Kendall
WP	Warren Peece	7	F	OK	Colonel 27M	4		F&P	2	Pam Udowiczenko
CPB	Chris P Bacon	7	F	OK	B.Bdr-General GDMD/2nd Army Adj	1		F&P	3	Rob Lee
JB	Jacques Blanc	6	F	OK	Major RM	2		F&P	4	Dominic Howlett
PTIB	Pierre Theroux le Brouillard	5	11	Poor		5	Belle	F&P	2	Barry Townsend
TIM	Tomas le Matelot	5	F	OK	Colonel 4A	5		F&P	4	Tim Skinner
PIG	Paul le Gros	5+	17	Poor		2		RP	4	Mike Dommett
RdL	Rex de Leon	4	F	Poor	Major 27M	9			3	Robert Carter
PLF	Pierre LeFart	4	F	OK	Major 13F	4			3	Olaf Schmidt
GDP	Godoffle De Pieux	4	RIP							Alec Chapman
AV	Ali Vouzon	3	F	OK	Captain 13F	3			1	Graeme Morris
PD	Patrick Declan	2+	6	Poor		2			4	Nathan Richards
BD	Bragen Declan	1-	1	Poor		2			1	Mark Booth
X1		1	0	Poor		3			2	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 = 500-1500, Comfy = 1500-5000, Wlthy = 5000-10000, Rich = 10000-25000, Flthy = 25000+
Last seen is the lady the character was last seen with in public.
EC is Endurance Class: 1 = <60, 2 = 60-90, 3 = 91-120, 4 = 121-159, 5 = 160-200, 6 = 201+

July 1662

Nothing much happens in Paris in the full heat of summer. Apart from Luc Around signing up for the Queen's Own Carabiniers. He buys the rank of Captain and heads to Africa to join his new regiment.

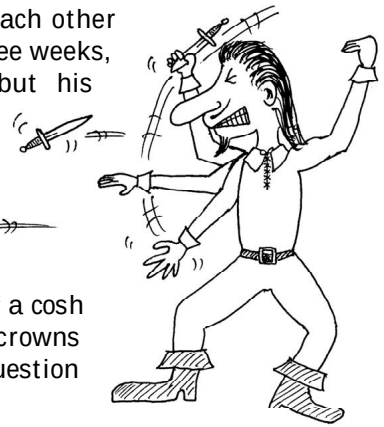
The nobs languish in the Fleur where flunkies wield fans to reduce the temperature. Keeping cool through August are Charlemagne le Gosse and Lois de Low, Revaulvin d'Or and Katy Did, and Sean Sondamour and Ella Fant. A few chilled drinks go down well as well.

Bothwell's doesn't run to fanning flunkies, so Horatio d'Escargot has to put up with a warm club all month. He sits out on the terrace and relishes the sunlight after his spell in jail. He is disconcerted when CPS Roland Pollee d'Eaulee shows up in the first week. And even more disconcerted that Lucy Fur is on Roland's arm rather than his own. Roland and Lucy ignore Horatio. Roland ignores Lucy for the rest of the month, preferring to practise rapier for his duel with Horatio.

Roland Moulin hits Hunter's for a week, but is quickly bored with the empty club. He hits the red light district for some female company before practising hitting things with his rapier. He concludes August by hitting up a certain young lady and is very happy with the result. Paul le Gros spends the whole month hitting things with his rapier.

Giles Etraseur takes Emma Roides to the Frog & Peach for a week before taking his rapier to the gym for some practice. Well, that's the plan. Unfortunately, Giles can only afford one week's fees, which leaves him at a loose end for the second half of August. The Frog & Peach is not empty though. Belle Epoque and Pierre Theroux le Brouillard are there for the rest of the month, after Pierre spent the first week at her place.

The Irish brothers manage not to bump into each other this month. Patrick Declan is in the gym for three weeks, practising dagger. Then he goes courting, but his intended is out with her current beau. Bragen Declan, on the other hand, is turned down three times. The old blarney is clearly not working. He slouches off to the Bawdyhouses in a bad temper and gets some female company there. He feels much better when he leaves only to feel the impact of a cosh on his skull. He is relieved of the spare couple of crowns in his pocket and left nursing a sore head. The question is, does his brother actually have an alibi?



The heat, Carruthers, the heat…

Off in Africa GDMD commander Chris P Bacon tries to remove the senior Major from the regiment even though he himself is serving with Second Army. Despite calling in a favour, Bdr-Gen Bacon is unable to shift the Major. Swender de Jewel cements command of the Dragoon Guards by buying the vacant Colonel's position. Gustav Ind's re-application to command Third Division is turned down again by the Adjutant-General, Horatio d'Escargot, back in Paris.

First Foot Brigadier Michel Entire is acting Division commander this month. Acting command of his Brigade goes to Royal Marines Lieutenant-Colonel Ilk Lamore Bartat, as the Picardy Musketeers' Lt-Col, Jacques de la Boite, is Brigade Major. This leaves the RMs under the command of its senior Major, Jacques Blanc. The Marines are still deployed on board the various men of war that are blockading the English position on the coast. Bdr-Gen Entire makes an inspection of the Marines, but the English realise that a senior officer is on board the pinnace being rowed between the French ships. A well-aimed cannonade takes the pinnace to the bottom—and Entire with it! RIP. There's nothing Major Blanc can do but watch. There's nothing for him this month

As acting Brigadier, Lt-Col Ilk Lamore Bartat steers clear of trouble. This brings him a fulsome Mention in Despatches ("he stays out of trouble!"), a bit of cash and a Knighthood. His Brigade Major, Lt-Col Jacques de la Boite is promoted to Colonel to fill the vacancy left by his deceased commander. The question is, will he remain as Brigade Major next month or resign to get acting command of the Brigade (or even the Division if it's still available)?

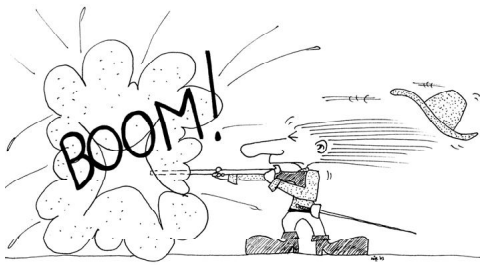
Second Foot Brigade guards the French beachhead. There's a MiD for Bdr-Gen Johnny Sais-Pas, promotion to (brevet) Lt-Col and a few crowns for Major Pierre LeFart and a near-death experience for Captain Ali Vouzon. Vouzon is inspecting the recent deliveries when a pile of crates falls over. One of the crates smashes into him, but he escapes with a few bruises.

Second Division is maintaining the outer perimeter of the French positions and has a quite month. A bunch of natives mount a raid, but are seen off by a few brisk volleys from the 4th Arquebusiers. 4A Colonel Thomas le Matelot collects well over 500 crowns of loot as a result and gets a pat on the back. The 27th Musketeers don't get in on the action, much to the disappointment of the CO, Colonel Warren Peece. It's an uneventful month for him and Major Rex de Leon. Major de Leon does a good job training his battalion and gets a pat on the back.

…and the drums … will they never stop?

The Frontier regiments, making up Second Army, are dug in around the English fort in siege positions. Frontier regiment 3 makes a sally. They gain a foothold in

the English lines, but have to retire as there's no support from their comrades. Lieutenant-General Euria Humble is attached: he waves the Frontier troops on, but doesn't actual participate in the attack. He still gains a Mention in Despatches for "his encouraging presence." There's a Mention for the Second Army commander, General Jacques Shitacks, as well. He spots that the Frontier troops have brought some loot back with them an exercise his prerogative of 'first dibs.' That's 700 crowns-worth of goodies for him. His Adjutant, Colonel Chris P Bacon, goes one better—one hundred crowns better, in fact. His name is to be found in the Despatches as well.



First Army makes the main advance into the interior, its flanks guarded by the Cavalry Division. To the north, Bdr-Gen Herve d'Conde leads the Horse Guards across some difficult terrain. Talking to the locals brings news of some red-coated troops in the area. These turn out to be a detachment of English Fusiliers, who are soon run off by the Dragoon Guards. DG Colonel Swender de Jewel gathers up what they've left behind and earns himself 700 crowns when he sells it. D'Conde is brevetted to Lt-General and takes a little more booty for himself.

The Queen's Own Carabiniers just have to look after themselves and their horses for the month. They manage this okay, but it means there's no reward for Lt-Colonel Antoine Dubeque, Major Thierry Fitoux or Captain Luc Around. Oh, apart from what Major Fitoux makes as a result of his excellent foraging skills. He seems to know just where and when the animals go to eat and is able to provide plenty of fodder. His income is less than 500 crowns, but not by much.

To the south, Heavy Brigade find relatively open grassland and are able to have a good gallop. There is no sign of any enemy forces. Archduke Leopold's Cuirassiers commander Pierre Cardigan is Mentioned in Despatches, as is Brigadier Yves Vrai Bretheauteque. There's a promotion for the Cavalry Division Adjutant, making him Colonel Quasi Le Bossu.

The main thrust of the French advance consists of the Guards and the Dragoons. Following a major river eastwards, they find an English trading post. Not expecting attack from a European army, it is poorly defended. The King's Musketeers have the privilege of overrunning it and the Dragoons chase off the survivors. Then the French troops strip it bare. Bdr-Gen Zachary The Money Goes, commanding the Musketeers, gets almost 400 crowns for himself and is Mentioned in Despatches. Major Jacques de Gain pockets exactly 400 crowns and is also in the Despatches. Captain Mouton Rothschild gets nothing.

The Cardinal's Guard arrive too late for the fighting, but in time for the looting. There's over 400 crowns for Bdr-Gen Jean Laissez Faire, who's also Mentioned.

Lastly, the Royal Foot Guards stroll in and appropriate what's left. Bdr-Gen Averell d'Alton tries to set a more austere tone by only taking 50 crowns. This gets him a footnote in Despatches ("austere"). Nearly 300 crowns go the way of Lt-Col Egon Mad 2, whose surgery skills are not needed this month. He is also Mentioned. And there's a Mention in Despatches for Major Indie Spencible, whose share of the loot is exactly 300 crowns.

There's under 300 for Guards Brigadier Gustav Ind and the same amount for his Brigade Major, Roget de Saurus. As a member of the RFG, de Saurus goes into the Despatches, of course, and this brings him a Barony. Dragoon Brigadier Devlin Carnate is brevetted to Lt-Gen. He does well from the plundering, taking almost a thousand crowns away with him. First Division Adjutant Lt-Col Benedict d'Over has just a Mention. There's 300 crowns for First Army commander Gar de Lieu and 500 for his Adjutant, Bdr-Gen Coeur Jette. Jette is Mentioned once while de Lieu's name goes into the Despatches twice. ❖

Press

Announcements

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

Paul le Gros is looking for employment in his Majesty's Armies—all offers considered.

Bvt. Brig-General Sir Johnny Sais-Pas seeks diligent young Sub-Altern as Aide.
Apply by pigeon post.

To those newly arrived in Paris:
The Cardinal's Guard is the leading regiment in the kingdom of France. Who else has God's own hand to protect their backs on the battlefield and to soften the occasional jump from a fair damsel's balcony?
The Cardinal's Escort is needing new members!! Consider your choices well and apply today!
His Eminence will grant you his blessings.

To All 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

Despatches from the Front

My dear Monsieur Entire,
It appears to have escaped your notice that some of the QOC have been busy defending the honour of Her Majesty at the Front, and we know exactly which end of our horses is which. To imply otherwise is a slight on Her Majesty herself.
Yours from the Front, † AD

Matters of Honour

To all 13th Fusiliers
Please note that I am of course available to be your formal Duelling Second.
† Sir Johnny Sais-Pas

Social

Mes Amis, I must apologise for not taking notice of the impending army orders.
As a result my party this month has obviously been cancelled.
I shall reschedule it and announce it shortly.
Yours, † Johnny Sais-Pas

Personal

Gentlemen,
I come to Paris to visit my cousin, Emile, having received a letter from him telling me that his commanding officer, a Monsieur Bacon, had instructed him that his regiment would be fighting at the front, and to make plans accordingly. It seems he made such plans, headed off to the front, while M. Bacon and the rest of the regiment stayed in Paris. My cousin was assigned to a Frontier Regiment, and killed. I would like to discuss this with M. Bacon. At dawn with weapons drawn.
† T. Fitoux

Who knows what evil lies in the hearts of men?
That would be my job. † RPdE

To CPS
I fear that there has been some skulduggery and ask on behalf of the people that you investigate the weird circumstances of the late lamented people's champion, Chancellor Gnomeclencher's death. Why would a lowly man who by sheer hard work risen to a position of great power suddenly resign and reappear in a lowly frontier regiment as a private, only to 'die as a result of a musket misfiring'? The word on the street is that some high and mighties felt threatened by him (just look at all the challenges in the press) and been trying to fawn favour with His Majesty by putting a fatwa on the head of our good Chancellor—this would explain his hasty exit from Paris!! Look at his last letter "...and should I be spared my life after the duel..." He knew others were conspiring against him—well, I was no good at maths, but even I know that 2 + 2 = 4! I would look no further than Rothschild, Ding on a Chair or de Gain, meself.
Yours,
† Lt Colonel Quassi Le Bossu, on behalf of the Common Man on the Street

Dear Field Marshal d'Or,
As battle approaches I would like to take this opportunity to wish you the very best of fortune. France is, indeed, well-placed in your hands. I would also like to recommend that we take this opportunity to field test Lt Col Quasi Le Bossu's idea of attaching cow bells to cavalry units, by placing these most decorative items about his person as a trial to their usefulness in the heat of battle.
After all, we always had ships' bells in the Royal Marines and it never did us any harm. Your obedient servant,
† General Shitacks

My dear Colonel Le Bossu, your inventiveness and dedication to improving His Majesty's army does you credit. But surely your sheep must be given bells of the same tone so the enemy is confused about which formation to fire at? In any case, the loss of so may sheep, forcing our soldiers and even—heaven forfend!—officers to dine on horse, goat or even the odd camel in foreign lands (and let me tell you, I've had the odd camel, if you take my meaning) would incite mutiny. No, no, let us stick to the tradition of His Majesty's royal armies and equip our cavalry with swords—bladders on sticks will simply not do any more—before dilly-dallying with cowbells. I must sadly reject your request.
† Viscount d'Or, Soldier of France

Lord Percy Percy says, as fashion is tending towards the minuscule, our new Minister of State has a very fashionable Codpiece.

Paddy, my man,
See you got as far with that Lois lass as I did, that Count's quite the goer, never lets 'er have time to 'ersen. Not been faring any better with Ada though, but wi' "er beau off at the front, I reckon I got a better chance this month.
What I don't understand is why all these chaps with perfectly good mistresses don't spend more time with 'em. They seem happier down at their barracks, practising with their weapons, if you know what I mean, rather than keeping their women happy.
Anyways, I got some courtin' to do. Meet you down in the Bawdyhouses some time.
As always, watch your back,
† Bragen

Overheard by QLB whilst passing RFG Barracks
"What a Disaster! I heard some of the sun loungers were turned into matchwood and the beach parasols shredded beyond repair. I mean, you can't buy that design anymore... how can the regiment survive such losses...?"
"It could have been worse. I read in the Dispatches that Egon Madd risked life and limb to save the Regimental Colours that were being used as a beach towel and D'Alton and Indie-spencible saved the volleyball equipment and real tennis racquets bequeathed to the regiment by the Crown Prince!"
"Mon Dieu!!!!!!!!"

Poetry Corner

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

The blooms of Paris are many
and the scent of the flowers are strong
But it's off to the front that the army
will go kill the Spanish, they Pong!
† JSP

An ode writ upon the death of a Dear Friend, by His Royal Highness, the Crown Prince
While revelling, Beau ne'er ducked his round,
And in the battle's roar
Another round he failed to duck,
And so he is no more.
Oh dear, oh dear,
'Tis true I fear.
I weep sad tears for Beau Romir.

1 As I roved out thro' Galway city
At the hour of twelve at the night,
Who should I see but a handsome damsel,
Combing her hair by candlelight.
"Lassie, I have come a courtin'
Your kind favours for to win;
And if you'll but smile upon me,
Next Sunday I'll call again."
Chorus:
Raddy a the too dum, too dum too dum
Raddy a the too dum doo dum day,
Raddy a the too dum too dum too dum
Raddy a the too dum doo dum day.

2 "So to me you came a courting,
My kind favours for to win;
But t'would give me the greatest pleasure
If you never did call again.
What would I do when I go walking,
Walking out in the morning dew?
What would I do when I go walking,
Walking with a lad like you?
Chorus
"Lassie I have gold and silver;
Lassie, I have houses and lands;
Lassie, I have ships on the ocean;
They'll be all at your command."
"what do I care for your ships on the ocean?
What do I care for your houses and lands?
What do I care for your gold and silver?
All I want is a handsome man.
Chorus
3 Did you ever see the grass in the morning?
All bedecked with jewels rare?
Did you ever see a handsome lassie,
Diamonds sparkling in her hair?
Did you ever see a copper kettle
Mended with an ould tin can?
Did you ever see a handsome damsel,
Married off to an ugly man?
Chorus

Yet another song overheard in the Bawdyhouses, enthusiastically sung by Bragen Declan.

Points Arising

Next deadline is Friday 3rd July 2009

The Ministers of State and War have determined that the Force Organisation for next year's campaign will be number 72.

This means that the Army Organisation for the year from September will be:
First Army (Defence)
- Frontier Division
  - Frontier regiments
- Cavalry Division
  - Heavy and Dragoon Brigades

Second Army
- First Division (Assault)
  - Guards, First Foot and RNHB
- Second Division (Siege)
  - Second, Third and Fourth Foot
- Horse Guards (Field Ops)

All military appointments lapse at the end of August and the new posts (according to the new organisation above) will be filled at the beginning of September. With your orders for August you should let me have your applications for the new posts in September – these may be conditional on getting promoted (or not) in August.

SDL's term as Minister of War also runs out at the end of August. Anyone wishing to apply should do so next month for resolution in September.

Several people may be wondering why their character hasn't joined a new club as they requested. As clubs have no relevance for characters who are at the front, you can only join a club when you're in Paris. Remember to check and sign up to any new club with your September orders.

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

CJ Coeur Jette (Mike Weston) has NMR'd. Total now 4 and is sent to a Frontier regiment

BdM (Mark Moores) has been floated

SDL (Guy Arnold) was floated as Guy is in the middle of exams.

X1 (Francesca Weal) was floated at Fran's request.

Alec Chapman has resigned from the game as he's not been able to find enough time. Thanks for playing, Alec, and we hope to see you back again some time.

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

Euria Humble asks NPC Captain, King's Escort to resign
Euria Humble asks NPC Captain Cardinal's Escort to resign
Gustav Ind applies for Division Commander of First Division
Gustav Ind applies for Division Commander of Second Division
Gustav Ind applies for Division Commander of Third Division
Gustav Ind applies for Division Commander of Cavalry Division
Gustav Ind applies for Division Commander of Frontier Division
Johnny Sais-Pas asks NPC Brigadier of 1st Foot Brigade to resign
Johnny Sais-Pas asks NPC Brigadier of 2nd Foot Brigade to resign
Johnny Sais-Pas asks NPC Brigadier of 3rd Foot Brigade to resign
Johnny Sais-Pas asks NPC Brigadier of 4th Foot Brigade to resign
Johnny Sais-Pas applies for Brigadier of 1st Foot Brigade
Johnny Sais-Pas applies for Brigadier of 2nd Foot Brigade
Johnny Sais-Pas applies for Brigadier of 3rd Foot Brigade
Johnny Sais-Pas applies for Brigadier of 4th Foot Brigade
Thierry Fitoux asks NPC Colonel of Queen's Own Carabiniers to resign

Duels

Results of last month's duels:

Herve d'Conde didn't turn up to fight Jacques de la Boite and lost SPs.

Grudges to be settled next month:

Horatio d'Escargot (2-Hand, adv.) has cause with Roland Pollee d'Eaulee (Sabre, 3 rests) for pinching Lucy.

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

Duels held over until September:

Stan Dandy Liver versus Jacques Shitacks.
Devlin Carnate versus Paul le Gros.
Jacques Blanc versus Patrick Declan.

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.

Trials

Horatio d'Escargot will be on trial at the beginning of next month (after duels, so it won't happen if either he or the CPS dies in their duel...). The Minister of State, Charlemagne le Gosse, will act as judge. Players are welcome to make statements and attend the trial, but will need to send material to CIG if they want to influence the outcome.

New Characters

Paul Wilson gets the Second son of a very wealthy Baron: Init SL 7; Cash 750; MA 6; EC 4 (X3).
Aaron Sibley gets the Second son of a well-to-do Earl: Init SL 9; Cash 250; MA 5; EC 1 (X4).
Tim Macaire gets the Second son of a very wealthy Merchant: Init SL 3; Cash 500; MA 3; EC 6 (X2).

Tables

Other Appointments

King's Escort: Ensign N	Captain N
Cardinal's Escort: Ensign N	Captain N
Aides: to Crown Prince N	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 RPdE	
Chancellor of the Exchequer __	Minister of Justice __
Minister of War SDL	Minister of State CIG

Shows who holds appointments outside military units: ID for Characters, N for NPC, __ for vacant, CPS for additional posts held by the CPS.

Frontier Regiments

(On Campaign for June-Aug)

	F1	F2	F3	F4	RNHB
Colonel	N3	N4	N6	N5	N8
Attached			EH		
Also at the Front					

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

Battle Results

First Army: 3
- First Division: 3
  - Guards Brigade: 3
    - Royal Foot Guards: 4
    - Cardinal's Guard: 3
    - King's Musketeers: 1
  - Dragoon Brigade: 2
    - Grand Duke Max's Dragoons: 4
    - Princess Louisa Lt Dragoons: 3
- Cavalry Division: 4
  - Horse Guards Brigade: 2
    - Dragoon Guards: 2
    - Queen's Own Carabiniers: 3
  - Heavy Brigade: 5
    - Archduke Leopold Cuirassiers: 3
    - Crown Prince Cuirassiers: 2

Second Army: 3
- Frontier Division: 4
  - Frontier regiment 1: 3
  - Frontier regiment 2: 6
  - Frontier regiment 3: 2
  - Frontier regiment 4: 4

Third Army: 3
- Second Division: 2
  - 3rd Foot Brigade: 3
    - 27th Musketeers: 3
    - 4th Arquebusiers: 1
  - 4th Foot Brigade: 2
    - 69th Arquebusiers: 4
    - The Gascon Regiment: 2
  - RNHB regiment: 2
  - Third Division: 1
    - 1st Foot Brigade: 2
      - Royal Marines: 3
      - Picardy Musketeers: 3
    - 2nd Foot Brigade: 4
      - 13th Fusiliers: 3
      - 53rd Fusiliers: 4

Army Organisation and Summer Deployment

First Army (Field Ops)	GdLi/__/CJ/N
First Division (Field Ops)	N2/__/BdO
Guards Brigade (Field Ops) – RFG CG KM	
Dragoon Brigade (Field Ops) – GDMD PLLD	
Cavalry Division (Field Ops)	YVB/__/QLB
Horse Guards Brigade (Field Ops) – DG QOC	
Heavy Brigade (Field Ops) – ALC CPC	
Second Army (Siege)	JS/N/CPB/N
Frontier Division (Siege)	N6/N/N4
Frontier Regiments (Siege)	
Third Army (Defence)	N5/__/N1/N
Second Division (Defence)	__/__/N4
3rd Foot Brigade (Defence) – 27M 4A	
4th Foot Brigade (Defence) – 69A Gscn	
RNHB Regiment (Defence)	
Third Division (Defence)	N6/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	HdC/N/__
Heavy Brigade	PC/__/__
Dragoon Brigade	DC/CPC/__
First Foot Brigade	__/__/JdIB
Second Foot Brigade	JSP/__/N1
Third Foot Brigade	N6/N/__
Fourth Foot Brigade	N5/__/__

Entries as Army Organisation Table

Regiments Organisation

	RFG	CG	KM	DG	QOC	ALC	CPC	RM	GDMD	PM	13F	PLLD	53F	27M	4A	69A	Gscn
Col	AdA	JLF	ZTMG	SdJ	N6	PC+		CJ+	CPB+	JdIB+	JSP+	QLB+		WP	TIM	N6	
LCol	EM2	N3	BdO+	N2	AD	N3		ILB	N3		PLF		N6		N1		
Maj	RdS+		N4	N6*	TF	N1*		JB	N4	N5	N1+	N5	N2	RdL	N6		N1
Maj	IS		JdG	N4		N6		N2	N2	N4	PLF+	N1	N3	N2			
Capt	N6	N5	N2	N3	N5	N2	N5	N3	N5	N2	N1	N4	N1	N2	N2	N3	N3
Capt		N2	N1*		LA	N6	N3*		N2		N6*	N6	N5			N4*	
Capt			MR								AV						
Capt											N5						
Capt																	
Capt																	

Entries are Character abbreviations, N (+ Military Ability) for NPC, blank for vacant, * shows the regiment adjutant. + shows ranks held by characters with a brevet rank or an appointment elsewhere.

Hell Hath no Furry...

No	Name	SL	Attr	Last
64	Edna Bucquette	18	W	
3	Kathy Pacific	17	B	
54	Madelaine de Proust	17		
35	Katy Did	16	I	RdO
42	Maggie Nifisent	16	B	
55	Jacky Tinne	16		
52	Guinevere d'Arthur	15	B/W	
10	Frances Forrin	14	B	
21	Helen Highwater	14	W	
48	Fifi	14	B/W	
62	Alison Wunderlandt	14		
11	Laura de Land	13		
16	Ophelia Derriere	13		
26	Ella Fant	13	B	SS
27	Lucy Fur	13	B	RPdE
30	Leia Orgasma	13	B	
45	Cath de Thousands	13		
8	Lotte Bottle	12	B	
12	Charlotte de Gaulle	12		
17	Henrietta Carrotte	12	I/W	
28	Vera Cruz	12		
31	Bess Ottede	12	I/W	
1	Sue Briquet	11	B	
4	Anne Tique	11	W	
9	Deb Onairre	11	I	
40	Sheila Kiwi	11		
63	Carole Singeurs	11		
20	Emma Roides	10	I	GE
33	Anna Rexique	10	I	
38	Pet Ulante	10	W	
43	Di Lemmere	10	I	
53	Angelina de Griz	10	B	PIG
56	Ingrid la Suede	10		
6	Viv Ayschus	9		
57	Ava Crisp	9	I	
59	May Banquot l'Idee	9		
2	Betty Kant	8	I	
19	Jenny Russe	8	W	
32	Sal Munella	8	W	
41	Marie Antoinette	8	B/I	
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	PTIB
13	Josephine Buonoparte	6	I/W	
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

July 1662

ID	Name	SL	SPs	Cash	Rank, Regiment/Appointment	MA	Last seen	Club	EC	Player
ClG	Count Charlemagne le Gosse	26	72	Comfy	General/State Min.	14	Lois	Flr	2	Neil Packer
ZTMG	Count Zachary The Money Goes	25	F	Rich	B.Bdr-General KM	13		Flr	4	Gerald Udowiczenko
SS	Marquis Sean Sondamour	23	62	Comfy	General/Min w/o Port	5	Ella	Flr	2	Pete Holland
SDL	Count Stan Dandy Liver	23	45	Rich	Lt-General/War Minister	11		Flr	4	Guy Arnold
DC	Baron Devlin Carnate	23	F	Wlthy	B.Lt-General/Drgn Brigadier	6		Flr	2	Bruno Giordan
RdO	Viscount Revaulvin d'Or	22	56	Wlthy	Fld Marshal	13	Katy	Flr	4	Jerry Spencer
EH	Earl Euria Humble	21	F	OK	B.Lt-General/City Mil.Gov	15		Flr	5	Matthew Wale
JS	Baron Jacques Shitacks	21	F	Comfy	General/2nd Army Commndr	3		Flr	4	David Olliver
GdLi	Marquis Gar de Lieu	21	F	OK	General/1st Army Commndr	3		Flr	4	Bill Hay
BdM	Viscount Beppe de Marko	19	41	Flthy	Bdr-General	17		Flr	2	Mark Moores
GI	Sir Gustav Ind	19	F	Comfy	B.Lt-General/Gds Brigadier	5		Flr	5	Ashley Casey
HdE	Sir Horatio d'Escargot	17	40	Comfy	B.Lt-General/Adjutant Gen	5		Both	3	Graeme Wilson
AdA	Sir Averell d'Alton	17	F	OK	B.Bdr-General RFG	4		Both	4	Martin Jennings
RdS	Baron Roget de Saurus	17	F	Comfy	Major RFG/Gds Brigade Maj.	10		Both	2	Gerry Sutcliff
BdO	Benedict d'Over	15	F	Comfy	Lt.Colonel KM/1st Div Adjutant	9		Both	4	Mark Stretch
RPdE	Sir Roland Pollee d'Eaulee	14	32	Poor	B.Lt-General/CPS	7	Lucy	Both	3	Pete Card
SdJ	Sir Swender de Jewel	14	F	Comfy	Colonel DG/FMshl's Aide	5		Both	1	Ray Vahey
JLF	Sir Jean Laissez Faire	13	F	Comfy	B.Bdr-General CG	2		Both	3	Filipe Silva
IS	Baron Indie Spencible	12	F	Comfy	Major RFG/Min w/o Port	5		Hunt	1	Charles Burrows
HdC	Baron Herve d'Conde	12	F	Comfy	B.Lt-General/HGds Brigadier	10		Both	4	Simon Burling
YVB	Yves Vrai Bretheauteque	12	F	Comfy	B.Lt-General/Cav Div Commandr	3			1	Chris Boote
JdlB	Jacques de la Boite	12	F	OK	Colonel PM/1 F Brigade Maj.	1		Hunt	5	Justin Key
JSP	Baron Johnny Sais-Pas	12	F	Comfy	B.Bdr-General 13F/2 F Brigadier	8			4	Mike Bird
ME	Sir Michel Entire	11	RIP							Tim Macaire
EM2	Baron Egon Mad 2	11	F	OK	Lt.Colonel RFG	6			2	Tym Norris
TF	Thierry Fitoux	11	F	OK	Major QOC	7			1	Timothy Hunt
QLB	Quasi Le Bossu	11	F	OK	Colonel PLLD/Cav Div Adjutant	6		Hunt	6	Mark Cowper

ID	Name	SL	SPs	Cash	Rank, Regiment/Appointment	MA	Last seen	Club	EC	Player
AD	Antoine Dubeque	11	F	OK	Lt.Colonel QOC	8		Hunt	2	Andrew Burgess
JdG	Sir Jacques de Gain	10	F	Comfy	Major KM	7			4	Ben Brown
ILB	Sir Ilk Lamore Bartat	10+	F	OK	Lt.Colonel RM	6		BG	6	Andrew Kendall
RM	Roland Moulin	9	13	OK		5		Hunt	4	Roland Lee
MR	Mouton Rothschild	9	F	Comfy	Captain KM	1		Hunt	4	Keith Bristow
X4		9	0	Poor		5			1	Aaron Sibley
CJ	Coeur Jette	9	F	OK	B.Bdr-General RM/1st Army Adjutnt	6		BG	2	Mike Weston
PC	Pierre Cardigan	9	F	OK	B.Bdr-General ALC/Hvy Brigadier	7		BG	4	Matt Shepherd
GE	Giles Etraseur	7	8	Poor		1	Emma	F&P	4	Nik Luker
LA	Luc Around	7	F	Poor	Captain QOC	4		BG	5	Colin Parfitt
X3		7	0	OK		6			4	Paul Wilson
WP	Warren Peece	7	F	OK	Colonel 27M	4		F&P	2	Pam Udowiczenko
CPB	Chris P Bacon	7	F	Comfy	B.Bdr-General GDMD/2nd Army Adj	1		F&P	3	Rob Lee
JB	Jacques Blanc	6	F	OK	Major RM	2		F&P	4	Dominic Howlett
PTIB	Pierre Theroux le Brouillard	5	9	Poor		5	Belle	F&P	2	Barry Townsend
PIG	Paul le Gros	5	8	Poor		2	Angelina	F&P	4	Mike Dommett
TIM	Tomas le Matelot	5	F	OK	Colonel 4A	6		F&P	4	Tim Skinner
RdL	Rex de Leon	4	F	Poor	Major 27M	10			3	Robert Carter
PLF	Pierre LeFart	4	F	OK	B.Lt.Colonel 13F	5			3	Olaf Schmidt
AV	Ali Vouzon	3	F	OK	Captain 13F	3			1	Graeme Morris
PD	Patrick Declan	2	3	Poor		2			4	Nathan Richards
BD	Bragen Declan	1	2	Poor		2			1	Mark Booth
X1		1	0	Poor		3			2	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 = 500-1500, Comfy = 1500-5000, Wlthy = 5000-10000, Rich = 10000-25000, Flthy = 25000+
Last seen is the lady the character was last seen with in public.
EC is Endurance Class: 1 = <60, 2 = 60-90, 3 = 91-120, 4 = 121-159, 5 = 160-200, 6 = 201+