

That would be enough

This has been issue 100 of *To Win Just Once*, published 12th November 2009. It incorporates *Les Petites Bêtes Soyeuses*, a postal/online 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* to Mike Dommett by Friday 27th November 2009.

Orders for *Les Petites Bêtes Soyeuses*, *Easy Money* bids and any other contributions to Pevans by Friday 4th December 2009.

(Initial deadlines for 2010: 8th/15th January, 12th/19th February, 19th/26th March, 23rd/30th April, 28th May/4th June, 2nd/9th July, 6th/13th August, 10th/17th Sept)

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Per game turn	£0.50
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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 Mark Cowper is interested in the next game—anyone else?

Star Trader Mark Robinson, Steve Lyder, Jerry Elsmore, Mark Cowper are in the queue for the next one. Rules provided.

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To Win Just Once

(incorporating Les Petites Bêtes Soyeuses)

Issue 100

Tulipmania 1637 reviewed

Spiel '09 report

Issue 100: November 2009

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Chatter

Welcome to the hundredth issue of *To Win Just Once*. It's customary on these occasions to say that I never expected to make it this far. However, the *LPBS* and magazine schedules have been part of my life for so long, that I never expected not to. Number 100 is just another issue. Next up: issue 101.

LPBS players who've been with the game for a while will remember that there was a hiatus back in 1998. I re-started the game in 1999, but felt the need to write more. Hence the arrival of *To Win Just Once* in February 2000. This means that issue 100 doesn't quite complete ten years of the 'zine. The five-week (give or take the odd week) publishing schedule means that I've fitted in slightly more than 10 issues a year.

I suppose I should do something special for this issue, but I have to say that inspiration has failed to strike. The obvious thing would be to do a retrospective of the previous 99 issues, but that's just too ... obvious. Highs and lows, perhaps? Though I can't think of any...

One change was the shift of emphasis to publishing primarily online rather than on paper. If I were starting in 2009 rather than 1999, I might well be writing a blog rather than a 'zine. However, print has been my medium for the best part of forty years and I intend sticking with it. Not least because I appreciate the discipline of regular deadlines. Looking at the figures, some 25% of my subscribers/players get *TWJO* on paper—it was only 20% when I first shifted to online publishing.

It seems my theme for this issue is business as usual, so it's time for one of my occasional whinges (though I'm not very good at being a grumpy old man).

I Don't Believe it!

What is it about supermarkets? I hit Sainsbury's this week to find they had re-organised the layout, forcing me to trek all the way round. Geraldine reckons this is the purpose of a re-organisation: it forces shoppers to trudge down every aisle to find all the things they're looking for, thus prompting extra impulse buys. I think she has a point.

The latest re-organisation isn't radical. Some stuff has just moved across one aisle. This means I now go up aisles I used to go down and down aisles I used to go up. It's surprisingly disorientating! Now, where the **** is the cheese?!

The other thing that annoys me about Sainsbury's is the way things are suddenly not on the shelves any more. For a while, they had a range of "Classic" salad

dressings, which Geraldine and I really liked. Then they weren't there any more. Some months later a new range of "Classic" salad dressings appeared: different bottles, different recipes, but no acknowledgement that they were different.

The latest disappearances have been the nice tubs of fresh pesto and cheese sauce (just great on pasta) and their excellent low alcohol German lager. Okay, low alcohol beer is kind of missing the point, but this was a tasty brew. Some things I just have to go to Tesco's for...

Letters

Congratulations to Pete Holland on his recent marriage. According to the man himself:

It seems less of a big deal when you have done it before and you have been together for over 10 years, but it still makes a great excuse for throwing a bit of a party, and then having a bit of a holiday.

I always knew there were good reasons for getting married. ☺

On a different topic, Mark Cowper notes:

Black Man by Richard Morgan was hard going at the start, but I enjoyed it in the end.

Glad to hear it, Mark. Have you read any of his other books?

Tulips from Amsterdam *Tulipmania 1637* reviewed by Pevans

There's an old joke about hamster jam, but I think I'd better leave well alone. The subject matter of the game is, of course, the first financial bubble—the runaway speculation in tulip bulbs in Holland in 1637. A phenomenon that has been repeated several times in the intervening centuries with other products and in other markets. However, before I get into the game, I'd better disclose my interest: *Tulipmania 1637* is published by JKLM Games and I run its sister company, JKLMnP Distribution, so I have a commercial interest in this game.

I also have a gamer's interest in the game as the theme got my attention the first time I heard about it. It has been an ... interesting experience. I initially found the game counter-intuitive and struggled to work out what was going on. It turns out to be rather different from the trading game I was expecting.

The smallish box (about A5 in size) contains a small board, a pack of cards, paper money and a bag of wooden tulips (blooms) in five colours. Most of the cards are

'buyers' in the five tulip colours. There is a set of cards for each player, showing the actions available to them each turn. The last two cards are used to show the current player (this one is printed with a synopsis of the game turn) and who has the priority in ties.

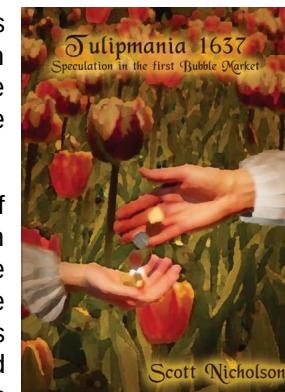
The board shows the market for tulips as a matrix of price squares: one tulip piece of each colour is moved on the board to show the current price of that tulip. The squares are linked by arrows that show the way the prices rise and fall. They increase gradually as players buy tulips, moving to the right (and up), wrapping round the board. However, if players speculate, the price jumps up vertically via a 'transition' space. The top row of the matrix consists of gold spaces. When a tulip hits one of these prices, the bubble bursts and the price immediately drops down that column.

This is the heart of the game. To maximise their return on their tulips, players want to sell at the top of the market. To do this they need those buyer cards I mentioned. Every player with a buyer and a tulip of the colour that's just peaked sells one tulip at the top price. The price drops (down the pink arrow) and everyone with a second buyer card can sell a tulip and so on. Once the buyers run out, players who still have tulips sell them in the same way, so everybody gets something for their tulips. However, the price drops off rapidly, so they may not be making much profit (though this does depend on what they paid for them).

When the penultimate tulip's price bursts, the last one follows suit. Players tot up their money and whoever has the most wins. This makes for a quick end to the game, which players need to be aware of. Knowing this, players will tend to be careful as the tulip prices near the top. The ideal situation is to be able to force the price to burst in a tulip that you hold tulips and buyers for. Hence, you have to watch out for your opponents doing the same thing. Though it's much easier to describe this than to achieve it, of course.

Let me return to the beginning, though. Much of the set-up depends on the number of players. For a start, the number of tulip colours in play—and the number of each tulip—depends on the number of players. The players get a tulip of each colour (that's in play) as their initial stock, some cash, three buyers (again, in the colours that are in play) and their action cards. The tulips start at an initial price of 50 florins and a couple of buyers are turned over from the deck for players to draft.

Each turn starts with the current player putting one of their tulips up for sale. The others each play an action card face down and then reveal them. The highest





A section of the board

ranked action, using the priority card to decide ties, gets the tulip. Then the current player gets to pick another buyer card, while these are available (each player should get three more buyers). Finally, they may buy a tulip from the bank—but this cannot be the same colour as they sold earlier. Like any other purchase, this increases the price of that colour of tulip. Then it's the next player's turn.

Players have five options when a tulip is for sale. The easiest is to pass. Almost as simple is to offer to purchase the tulip (ranked 2). If successful, the buyer pays the seller the current price of the tulip and gets the tulip piece. The price goes up along the green arrow (e.g. from the starting price of 50 florins to 75). Alternatively, players can speculate (ranked 4). If successful, the price jumps along the gold arrow to the transition price (e.g. from the starting price to 150 florins). The buyer pays the seller this price and gets the tulip piece. The price then jumps again to its new level (e.g. from 150 to 250 florins).

As you can see, either way the buyer gets an asset whose price is now more than they paid for it. However, speculation drives the price up much faster—though it does reward the seller with more money. Money is tight at the start of the game, though, so there's limited scope for speculation using the players' own funds. This is where the second use of those buyer cards comes in.

The rank 1 action card is "Purchase by Proxy". If this is successful, the player discards a buyer of the same colour as the tulip on sale and the bank buys the tulip. That is, the seller gets the current value of the tulip from the bank and the tulip piece goes into the stockpile. You won't be surprised that the final action card is "Speculate by Proxy", ranked 3. If successful, the player discards 2 buyers of the appropriate colour. The bank pays the seller the transition price and gets the tulip while the price goes up again.

Using buyers as proxies is a good way of driving the price up without spending your own cash. This gives you a higher base price for selling your own tulip, of course. However, it does give one of your opponents some extra cash. What's more, it uses up buyer cards that might have been better deployed selling a tulip

whose price has just burst. My current thinking (which may well change as I play the game more) is that it's worth using 1, at most 2, buyers to push up the prices of tulips I'm selling.

There's one special case when selling a tulip: if all the other players pass. In this case, the selling player can use their own buyers to purchase or speculate in the tulip. The bank pays out and gets the tulip piece. If the seller passes as well, the price of this tulip drops. It goes down the pink arrows, just like when the price bursts, with the bank paying out the transition price and the price then dropping further. It's worth mentioning this because it can be a useful tactical option to offer a tulip that no-one can afford. The price drops, taking this tulip further away from bursting, while you still get cash for it—hopefully more than you paid for it in the first place.

There's one other wrinkle that you need to know about. If a player causes the price of a tulip to burst using either Speculate action, the other players have to discard a buyer of that colour (if they have one). The idea is that some buyers get cold feet and bail out of the market. This means that the ideal situation in *Tulipmania 1637* is to have three or more buyers of a tulip that's for sale and is just below a burst space. You can use two buyers to burst the tulip price and ensure you can sell yours at the peak price. It doesn't happen too often.



Tulipmania 1637 in play at Spiel '09

It took me a couple of games to realise this, but the game is far less about the mechanics of the game than it is about the players. This is one game where you have to do a lot more than just keep an eye on what your opponents are doing. This is the key to the game: being able to take advantage of your opponents.

The obvious parallel is with Poker. While most of the information in the game (cash, tulips) is open, one key piece of information is hidden—what buyer cards each player has. This you will have to deduce from what they do and which other buyers they pick up. And this is why I'll never be very good at this game. Most of the time I have enough trouble keeping track of what I'm doing without trying to work out what everybody else is doing! (I'm rubbish at Poker, too—apparently even my tells have tells...)

Tulipmania 1637 tends to start slowly. Players buy and sell tulips to increase their cash and to tailor their mix of tulips and selection of buyer cards. At the same time, they are gathering information on what their opponents are up to. Once the first tulip price bursts, there's suddenly a lot more money in the game and things move much faster. The cash provokes a lot more buying, so the other prices will burst quickly and the game often ends faster than you expected.

Now I've got to grips with how *Tulipmania 1637* works, I quite enjoy the game. It's a real struggle to manipulate things the way you want. Much of the time it won't work, as everybody else is pulling in different directions. This makes it all the better when it does go right. So, it's not the game I was expecting, but it is a captivating challenge.

One last thing: the game's designer, Scott Nicholson, has produced a very useful introduction to the game as part of his 'Board Games with Scott' series of videos: episode 61 at www.boardgameswithscott.com.

Tulipmania 1637 was designed by Scott Nicholson and is published in the UK by JKLM Games. It is a strategy card game for 3-5 players, aged and takes about 60 minutes to play. It gets 7/10 on my highly subjective scale.

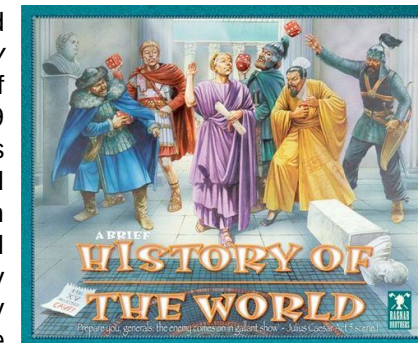
Spiel '09—first thoughts

Nowadays my time at the Spiel games fair is as much about business as anything else. My JKLM commitments kept me busy for most of the four days of the show. I didn't have time to play many games at Spiel, so initially I'll just be giving a flavour. I will add to and expand this report as I get to play the games.

Let me start with the stuff I know most about—what was on the JKLM stand. As last year, JKLM organised a cooperative stand with several other small UK publishers. These included Leo Marshall and his neat word game, *LeCardo*,

Gavin Birnbaum and *Cubiko* (a mix of dexterity game and noughts and crosses) and Shaun Derrick with the fifth and final expansion for his *World Cup Game*.

However, I was most interested in the brand new Ragnar Brothers' game, *A Brief History of the World*—their latest development of their terrific *History of the World*. Spiel '09 was its launch. The game remains essentially the same as the original, played over a series of Epochs in world history. In each Epoch, players get to start and expand an 'Empire' in a region of the world. They score points according to the regions they have pieces in—from their current Empire and any survivors from previous ones. Part of the game's tactics is in the Empires you play: their positions on the board and in the turn order.



The most obvious change in the new game is that the regions of the board are divided into fewer areas. Following on from this, Empires have fewer pieces, but can still occupy the territory they did historically (Alexander can get to India, for example). This in itself speeds up the game. The simple combat system has been re-jigged, reducing the potential for one attack causing a lot of die-rolling. The end result is a game that feels and plays like the original, but can be completed in a much shorter time. Beginners will need longer, though, so I suggest keeping the numbers down when beginners are involved. For more about the game and the Ragnars, see their website at www.ragnarbrothers.co.uk.



LeCardo is a simple card game. Unlike most word games, you do not have a bunch of letters from which you make words. You have a collection of words from which you make compound words and phrases. Each word is worth points and the most points will win the game. However, I find the game is one to play for fun, rather than for points. The question is, what will other players let you get away with? Bad puns are my favourite! This is even a game I'll pull out for my own amusement. Find out more at www.lecardo.com.

I first saw *Cubiko* at the UK Games Expo (see TWJO 97) where Gavin had a large version of the game. The 'board' is a cloth square on a wooden frame a few centimetres high. The frame is divided into nine squares and the object is get three of your wooden cubes in a line on the grid. The tricky part is how you get them there. You bounce a rubber ball on the table to land on top of the frame and place a cube in the square it ends up on, removing anyone else's there. It sounds easy, but it's surprisingly difficult to get the ball onto the frame, let alone into a



The wooden version of Cubiko
(photo by Gavin Birnbaum)

specific square. Watching Gavin in action, it's clear that there's a knack to it. Okay, it's not a gamer's game, but it is fun and it comes in a nice wood box.

The fifth expansion for *The World Cup Game* covers the 1954, 1970 and 1998 World Cups in Switzerland, Mexico and France, respectively. With this addition, the game now covers every World Cup tournament to date. Shaun is not resting on his

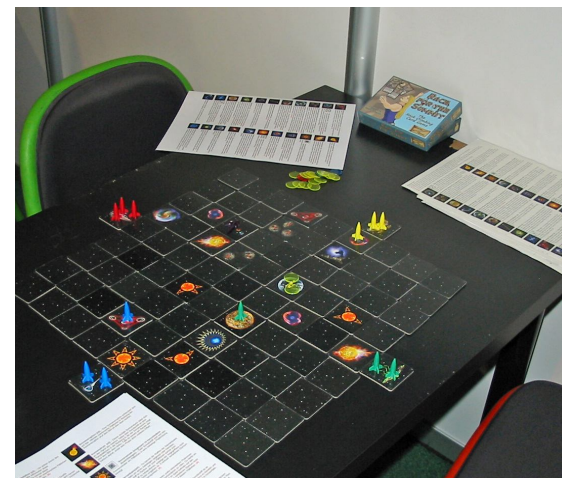
laurels, though. He is working on an adaptation of the system for the Rugby World Cup, which should launch next year. And he has a completely new strategy game in works. See his website for details: www.gamesfortheworld.co.uk.

Peter Burley couldn't make it to Spiel this year, despite having booked a stand to launch his new game, *Take it Higher!*. So Burley Games joined the collective and *Take it Higher!* Was added to the demo tables. The game is jointly credited to Peter Burley and Reiner Knizia and is a further development of Peter's classic *Take it Easy!*. The core of the game is the same, with players laying tiles to try and make continuous lines of the same colour/points value. However, this version uses octagonal tiles, rather than the hexagons of the original. Players get bonus points for completing lines with the same symbol. And they get bonuses by 'launching' rockets from the row on their board through playing specific tiles. It looks a clever variation on a classic game. Burley Games's website is at www.burleygames.com, but there's no information on *Take it Higher!* yet.

This leaves me with the games that JKLM was showing. *Tulipmania 1637* was launched at UK Games Expo earlier in the year, but this was its debut at Spiel. I've written a full



review of this, which should be in this issue of *TWJO*. Also making their first appearance at Spiel were the JKLM-produced first edition of Stratamax's *Days of Steam* and *Sector 41* from US publisher Scimitar Games (see *TWJO* 97 for my description). Scimitar also provided us with a few preview copies of their new game, *Race for the Summit*. This is a card game of climbers ascending a mountain. The bulk of the cards show the holds available to the climbers. Depending on the individual climber, these will cost more or less 'fatigue'. Overtax your self and you fall, but hopefully have belayed yourself to prevent this being catastrophic.



Sector 41 ready for play—with *Race for the Summit* lurking at the back

Players choose from a number of climbers—with names like Gym Kirk and Bluffy Summers—with different strengths and weaknesses. In a neat touch, each climber is represented by a clear plastic overlay. Placing these on the cards shows the climbers on the mountain. At first glance, the game seems a simple, clever simulation, with a strong competitive element and some tactics as players race for the summit. See the website at www.scimitargames.com for more information about both games.

JKLM's second edition of *Tinners' Trail* arrived just in time to get copies ready for Spiel. This provided a big draw, particularly as it's available in half a dozen languages. The game remains the same as the first edition, with the same wooden components. However, the box and board have different artwork to distinguish it from the first (limited) edition. See my full review in *TWJO* 89.

Prime Games's *Chelsea* cut it even finer, with the first copies arriving from the printer on Wednesday morning. We spent Wednesday putting wooden pieces and rulebooks into the games and shrink-wrapping them. Anyone who saw me on Wednesday waving a large hairdryer over a table full of games, was watching the final stage of the shrink-wrapping process. *Chelsea* is a family-orientated game from designer John Ede, who has a range of children's games to his credit. However, *Chelsea* has enough tactical opportunities to interest gamers as well.

The colourful board shows a street in Chelsea with brightly-coloured houses and garages, each with parking spaces for cars and a van (just right for taking a stack



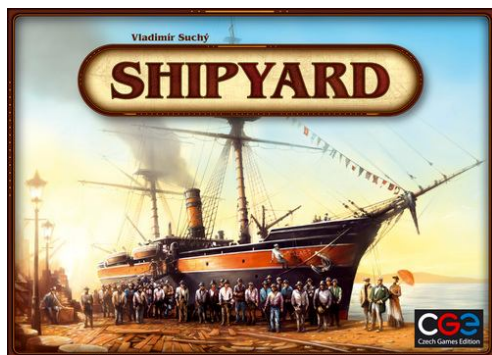
The *Chelsea* board
(courtesy of Prime Games)

of games to Essen ... but that may be me). Players are well-off families looking to set up their offspring in their own homes. Being picky, they will only move into a house that has at least three elements of the same colour—and no elements the same colour as the player's pawns. Then they need a partner, which requires four bits of the same colour, different from both the players' colours. The down side to that is that both players score the points. This and the various restrictions on what players can do make for some real tactical challenges to the game. Find out more at www.primegamesuk.com.

One game I have played, if only once, is Vladimir Suchy's latest for Czech Games Edition, *Shipyards* (published in English by Rio Grande Games). There's an awful lot going on in the game. Players are building ships from sections of hull, to which they add equipment (such as masts, funnels and guns) and crew. Once complete, they take the ship on a shakedown cruise and score points for it. A variety of actions are available to players to enable them to collect the ship sections and everything else. Other actions let them acquire and trade goods as another way of getting what they need.

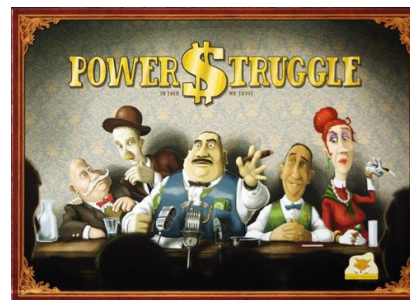
The heart of the game is a track on which players move their pawn to select an action. In this game, though, the actions are tiles that move round the track as well. And the sequence of the players' pawns makes a difference, too. Hence the choices facing the players are different each turn. Each action taken means moving a pawn on the track for that action, which then shows what you get for the action. The timing of when you take an action makes a difference too. As I said, there's an awful lot going on. I suspect this is a game that rewards 'efficient' play—it'll probably take a while to work that out. There's more on all their games at czechgames.com.

As well as *Sherwood Forest*, which I mentioned in TWJO 95, Eggertspiele had two new games for us to see this year. *Havana* is a Reinhard Staupe game that looks like it is related to *Cuba*. That's just the artwork, though. The theme of this



game is constructing buildings in the Cuban capital. Players each have a set of action cards and play two a turn. The numbers on the chosen cards give the order in which players take their actions. These generally involve getting workers, cash or raw materials. You use these to buy buildings cards from the selection available. Building cards provide the victory points needed to win the game.

For the next turn, players replace one of their cards with another, changing the turn order, but retaining one action. At first glance, this seems a straightforward game with lots of tactical options. Players also have to make the best use of their limited set of actions—and don't get their cards back until they've used (nearly) all of them—and react to what the other players are up to. A game that's definitely worth trying.

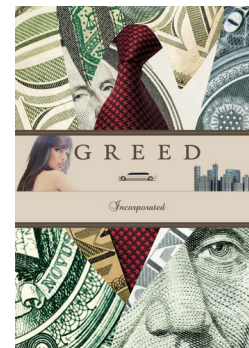


The second game is *Power Struggle* (*MachtSpiele* is the German title), where players claw their way to the top of the corporate structure. In fact, players are looking to be the first to get four of six objectives. They do this by deploying their team of managers, recruiting employees and working their way to the top of departments and divisions. The ultimate goal is the board of directors and the position of chairman.

This is a surprisingly intricate game. The game's designer has clearly taken some pains to reproduce the structure and skulduggery of a large corporation. It looks very interesting and I look forward to finding out how it works in practice. There's more on all the Eggert games at www.eggertspiele.de.

Chairman of the Board has a similar theme, but is a much simpler game. It comes from Peca Games in Ireland and is aimed at the family market. Players have to work their way through successive rings of the organisation until they stand alone at the centre of the board. The key to this is trading in company shares, but players also need to cut deals with their opponents—and each has a veto that they can use once in the game. It doesn't look particularly demanding, but there are clearly some tactical options for players to take advantage of. Find more at www.pecagames.com.

The Dutch gamers at Splotter had a new business game for us. *Greed, Incorporated* is another lengthy, complex game by Jerouen Doumen and Joris Wiersinga. This one is about accountancy, of all things. The idea is that players are chief executives for hire. Their job is to cook the books at each company to maximise their bonuses, while



ensuring the company doesn't go bust before they get the money. Definitely a game for our time and another one that's on the 'to play' list.

Ted Alspach introduced me to his new game at Bezier Games's stand. *Beer & Pretzels* is one of Ted's light-hearted creations—as opposed to his *Age of Steam* expansions. Each player has a set of what are, effectively, beer mats. Most of these show the points they are worth—one of them is a 'x2' and one is a blank napkin. Players delineate a target area with the cord provided in the game, take a step back and take turns to chuck their beer mats at the target. Points score if the beer mat is inside or touching the cord and they are not obscured by other beer mats: most points wins. That's it. Simple, fun, but requiring a bit of dexterity—Ted thrashed me quite easily. Find out about all Ted's games at www.beziergames.com.



Over the years Karl-Heinz Schmiel has produced some great games as *Moskito-Spiele*—and some really fun ones as well. In the latter group is *A la Carte*, which re-appeared this year in a new edition. It's a game about cooking. Players have to put together dishes using the correct combination of ingredients, heat and seasoning. I have always enjoyed the physical element of this game. Seasonings are wooden chips in little jars, which have to be shaken over your pan. The trick is to avoid getting too many white (salt) chips as well. I'm very pleased to see a new version of the game—and amused to see Karl-Heinz in a chef's hat.

As always, Spiel was huge fun and it was great to see so many people enjoying the games. The organisers, Friedhelm Merz Verlag, did a great job, as always. Next year's event is scheduled for 21st-24th October 2010 at Essen's Messe and I'll be there. For more information keep an eye on the website: www.internationalespieltage.de.

Games Events

There's just time for one last call for **MidCon** at the Thistle City Hotel in Birmingham: 13th-15th November. **MidCon** is a weekend of concentrated board games playing. It's an excellent opportunity to play some of the new games from

the Spiel games fair. The hotel's a nice place to stay, too, and right in the heart of Birmingham. Full information at www.midcon.org.uk

That seems to be it for board games events this year, but role-players still have a couple of things to look forward to. *Consequences* is a long weekend of role-playing games: 19th-22nd November at the Naish Holiday Village in Dorset (I am suddenly reminded of the first UK Gen Con at Pontin's, Camber Sands—it was nicknamed Cryocon it was so cold!). Details at www.consequences.org.uk

Slightly earlier than usual this year is Dragonmeet, one of the big events in the UK RPG calendar: 28th November in Kensington Town Hall. Seminars, guests of honour, traders and lots of role-playing—tabletop, live action, freeform and anything else. The website is at www.dragonmeet.co.uk but doesn't yet have many details of this year's event.

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: 16-19th July 2010 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 2010, 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. 13th-15th November 2009 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 100 was written and edited by Pevans. The LPBS masthead (page 10) is by Lee Brimmicombe-Wood, as is the drawing on page 28. Tim Wiseman did the illustrations on page 23 and the drawing on page 26 is by Nik Luker. Game box images are courtesy of the respective publishers. Pevans took the photos (except where noted) and played with his scanner and Photoshop.

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Easy Money Turn 1

Turn 1 bids and results

This table shows the bids made, what happened and players' current holdings. Everybody who didn't bid bought one black share. You're still in the game, so please make a bid next time now you've seen what happens.

Player	Bid			Actual			Holding					
	Buy/Sell	No	Colour	Buy/Sell	No	Colour	Red	Grn	Blue	Ylw	Blk	Money
Simon Burling	B	2	Blue	B	2	Blue	1	1	3	1	0	74
Charles Burrows	S	1	Blue	S	1	Blue	1	1	0	1	0	113
Robert Carter	B	4	Red	B	4	Red	5	1	1	1	0	20
Mark Cowper	B	9	Green	B	1	Black	1	1	1	1	1	90
Mike Dommett	B	2	Blue	B	2	Blue	1	1	3	1	0	74
Mike Dyer	S	1	Yellow	S	1	Yellow	1	1	1	0	0	128
Pete Holland	B	3	Red	B	3	Red	4	1	1	1	0	40
Dominic Howlett	B	5	Green	B	1	Black	1	1	1	1	1	90
Timothy Hunt	B	1	Yellow	B	1	Yellow	1	1	1	2	0	72
Andrew Kendall	B	2	Yellow	B	2	Yellow	1	1	1	3	0	44
Nik Luker	S	3	Blue	B	1	Black	1	1	1	1	1	90
Tim Macaire	S	1	Blue	S	1	Blue	1	1	0	1	0	113
Bill Michell	B	1	Blue	B	1	Blue	1	1	2	1	0	87
Graeme Morris	B	7	Yellow	B	1	Black	1	1	1	1	1	90
Colin Parfitt	S	1	Red	S	1	Red	0	1	1	1	0	120
Alan Tabor	B	3	Blue	B	3	Blue	1	1	4	1	0	61
Gerald Udowiczenko	B	4	Red	B	4	Red	5	1	1	1	0	20
Pam Udowiczenko	B	5	Yellow	B	1	Black	1	1	1	1	1	90
Matthew Wale	B	4	Yellow	B	1	Black	1	1	1	1	1	90
Everybody else				B	1	Black	1	1	1	1	1	90

Notes

Several over-optimistic buys there. Remember, the price goes up 1 for each share you bid to buy and you pay the price **after** it's been adjusted.

A few people go for the sell option, expecting prices to rise and this sees Mike Dyer take an early lead. It won't last. ☺

What's this about?

Devised by Chris Boote, *Easy Money* is a share-trading game for all readers of *To Win Just Once*. The game takes 12 turns, the winner being whoever has the most money (**not** including the value of shares) at the end of the game.

There are four tradable stocks: red, blue, green and yellow. There are also Black shares, which never change price. All stocks start at a price of 10p per share. Players start with 100p money and one of each tradable stock.

Each turn, each player bids to buy or sell a number of shares in one colour of stock (except Black). For example: "Buy 3 Red." A Buy bid is limited to the highest number of shares the player can afford at the current price. The price of the stock rises by 1p for each share in bids to buy and falls by 1p for each share in bids to sell. Players' sales and purchases take place after making these adjustments. The price of a stock cannot fall below 1p.

Here's an example. Green is priced at 12: Chris bids to sell 3 Green, Geraldine bids to buy 2 Green, Julia bids to buy 1 Green and Paul bids to buy 2 Green. The totals are 5 to buy, 3 to sell, making the price $12 + 5 - 3 = 14$. Chris gets 42p for his 3 Green; Geraldine pays 28p for her 2 Green and Julia pays 14p for her Green share. Paul has only 25p and can't afford the 2 Green he bid for (he spends 10p on a Black share).

If a player can't afford to buy their shares at the new price or fails to make any bid or tries to sell shares they don't have (or anything else that invalidates their bid), then they buy a black share. Should a player not be able to afford a black share, they buy one for all their remaining money (even if they have no money, they get a black share). Players are out of the game if they own four black stocks. They are also out if they have no money and no tradable stocks.

When a single player owns more shares of a colour than anyone else, they are Chairman of the company and may buy/sell up to 3 shares in that company at 1p less/more than the final price.

Share prices and Chairmen			
Red	Green	Blue	Yellow
20	24	13	28
None	None	Al Tabor	Andrew Kendall

You have one bid to buy or sell a number of shares in one tradable colour.

**Bids to Pevans at 180 Aylsham Drive, UXBRIDGE UB10 8UF or
TWJO@pevans.co.uk by Friday, 4th December 2009**

Eagle Tavern

Railway Rivals game 7—Turn 4

THURB built South-West to the edge of the Pennines with a series of river crossings. TRX continued north towards Whitby and south to Doncaster and beyond. GOR built along the south of the Humber and BESTLINES continued into the hills, reaching Settle.

A—Jonathan Palfrey

THE HEAVILY UNDERFUNDED
RAILWAY BUSINESS (THURB),
Green

Start: THIRSK

Builds: (York) – P17; (D63) – E63

(P17) – Q17

(Q17) – L15 – Pontefract (+3)

Points: 51 +3 = 54

B—Gerald Udowiczenko

THE RELEGATION XPRESS (TRX),
Black

Start: HULL

Builds: (Goole) – J21 – I21 – H20

(B77) – C77 – D76 – E76

(H20) – G20 – F19 – Doncaster – E18

– Swinton; (E75) – F75

Points: 43 +0 = 43

C—Paul Evans

GOD'S OWN RAILWAY (GOR),
Orange

Start: SHEFFIELD

Builds: (Gainsborough) – Scunthorpe
(+3)

(E24) – E27

(F17) – Swinton; (M10) – Bradford;

(E27) – E28 – F28 (+3)

Points: 45 +6 = 51

D—Ben Brown:

BEN'S ELECTRIC AND STEAM
RAILWAYS, RUN ALONG
INLAND LINES (BESTRAIL), Red

Start: LEEDS

Builds: (O9) – Shipley – Q10 – R9 –
Ilkley; (Q7) – R6 (+6)

(R6) – Skipton – S5 – T4 (+3)

(T4) – T3 – Settle; (I14) – Cudworth;

(C14) – Sheffield

Points: 46 +12 = 58

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

**Orders to Mike Dommett, 119 Victoria Road, ALTON GU34 2DD
or by e-mail to mike_dommett@yahoo.co.uk by 27th November 2009**

The Cold Equations

Star Trader game 4—Turn 15

GENERAL WAR DECLARED!

PRICES OF ALL GOODS ROCKET!

FEDERAL PATROLS INCREASED TO DEFEND SYSTEMS!

CRACKDOWN ON ILLEGAL TRADING!

FEDERATION SEEKS SUITABLE SHIPS FOR CONVERSIONS!

ALL SHIPYARDS REQUISITIONED!

The little skirmishes along the Quadrant Rim unexpectedly blew up into a hot war, though some rumours suggested some Federal Leaders were looking for a chance to "sort out the perishing bluefish". Trading was affected as the prices for Alloys soared, and demand for Monopoles and Isotopes drove prices higher.

At Gamma Leporis HOUSTON FEARLESS bought 5 Alloys on a rather more expensive contract than they had bargained for.

At Epsilon Eridani HOUSTON sold an Alloy for 6 HTs, then added a further 5 Isotopes on Contract.

EON FLASHCORP tried to sell Alloys at 16 at Tau Ceti, apparently aware of the huge jump that arrived, but were frozen out as HOUSTON sold 14 Alloys for 10 HTs each and a Contractorship.

Mu Herculis saw HOUSTON selling 17 Isotopes for 6 HTs each to regain their Market Managership and shut out GATES-LEARJET's bid of 8. Both MONOGRAM INDUSTRIES and EON benefited from the high price of Monopoles, both selling 5 on Contract.

MONOGRAM sold 12 Monopoles for 13 HTs each at Sigma Draconis and gained a Dealership here.

Beta Hydri had HOUSTON selling 10 Isotopes for 1 HT to gain a Dealership. They also sold 5 Spice for 14 HTs each. MONOGRAM then finished by selling 11 Monopoles at the closing price using Agent Crip and Contracts.

GATES-LEARJET increased their Political Connections from 5 to 6.

EON FLASHCORP took delivery of their new hull at Beta Hydri, calling it Thunderflash. Both of the Flute Hulls jumped to Mu Herculis where they were

sold for 150% of list prices, semi military hulls being ripe for conversion into armed auxiliaries. The Weapons from OP25 were sold, but the Corporation was still short of the 1200 HTs it required for its target (even with the 4 streamlined hulls).

HOUSTON FEARLESS sold a warehouse at Tau Ceti, bought a new one at Mu Herculis and sold the Passenger pod in the Epsilon Eridani Warehouse for 60% of its list price.

MACRADIE's, bankrupt and shipless, sat quiet, unable to do anything.

MONOGRAM sat quiet, knowing it had more than the 2000 HTs needed to meet its target.

ARCHANGEL LINES collected more passengers and sold the Light Weapon pods off the Raphael. They tried to lay down a new Phoenix Hull, but were unable to after the Federation took control of all Shipyards. However, they had reached their target of 800 HT, 3 ships and a Reputation of 35 HTs last Quarter, and are therefore the winners.

Corporation Table

Corporation letter & name	Conn'n Levels			Init'ive Bid	Turn Order	Cash	Rep	Player
	Bus	Crim	Pol					
A Archangel Lines	8	0	2	0	5th	1411	40	Jerry Elsmore
B Eon Flashcorp	7	9	9	0	4th	928	40	Paul Evans
D Gates-Learjet	9	6	6	0	3rd	134	30	Dominic Howlett
E McRadie's Crew	5	10	0	N		39	0	Martin Jennings
F Monogram Industries	10	0	7	10+5	2nd	2275	40	Michael Martinkat
G Houston Fearless	10	0	5	15	1st	803	40	Przemyslaw Orwat
H GamLepCo	5	0	4	N		144	26	

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

GM Notes

EV3 General War took place this turn.

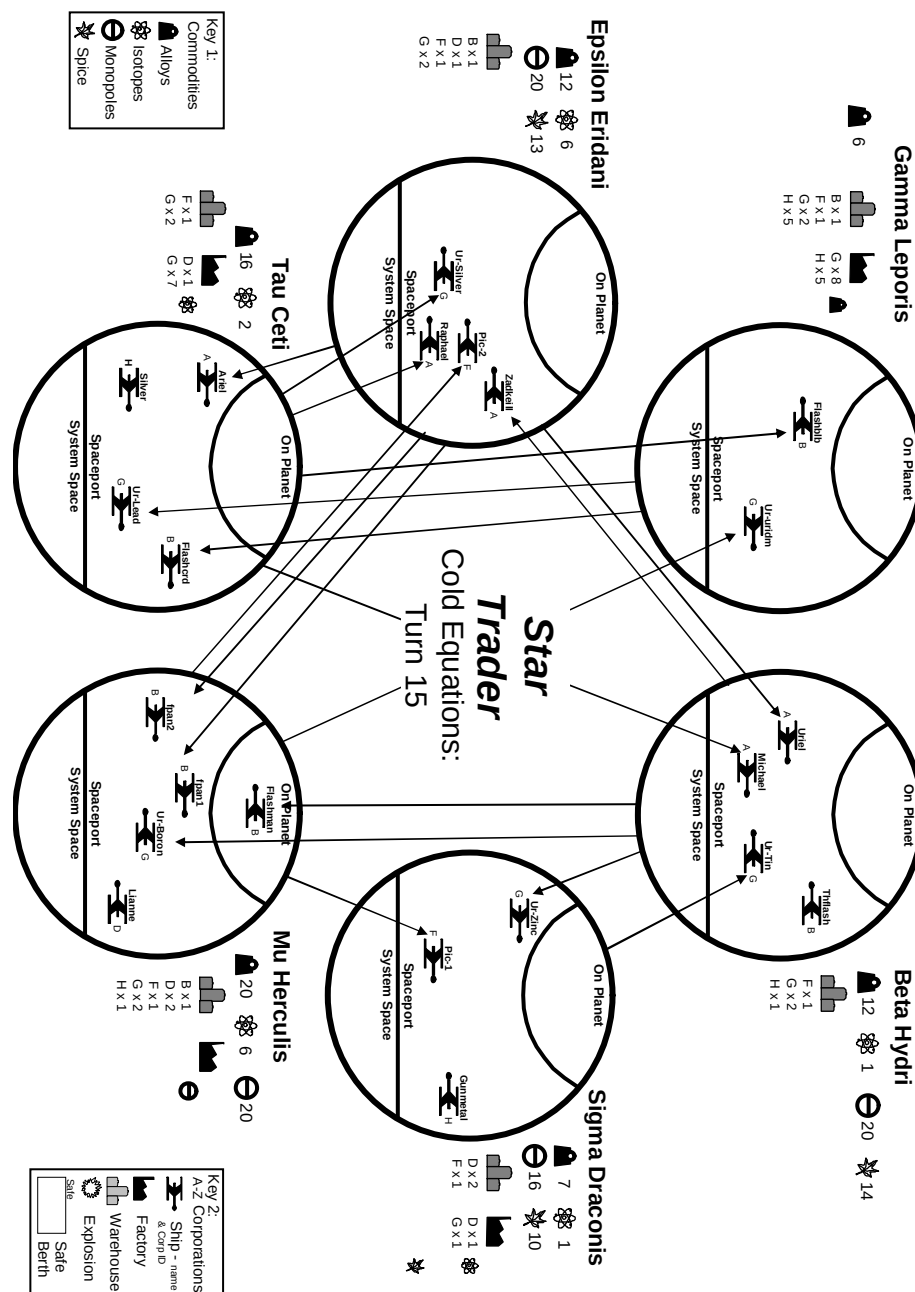
Please can I have Game End Statements sent to me before the next issue.

There will be another game starting in a couple of issues time, a 12 player

free deployment, and I would appreciate it if those wishing to play would confirm back to me.

I will not be producing the assets per turn chart, as the differing objectives render it of much less use.

Game end to Mike Dommett, 119 Victoria Road, ALTON GU34 2DD or by e-mail to mike_dommett@yahoo.co.uk by 27th November 2009



Les Petites Bêtes Soyeuses 226

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 December 1662 to
Pevans at 180 Aylsham Drive,
UXBRIDGE UB10 8UF or
lpbsorders@pevans.co.uk
by Friday, 4th December 2009**

November 1662

The Autumn season is coming to an end. The nights are drawing in and Paris is getting colder. Some vigorous exercise is called for and some members of Parisian society take their swords to do just that. Field Marshal Jacques Shitacks, for example, expects to meet Stan Dandy Liver, but Liver still won't oblige. Instead, Shitacks takes his second, Johnny Sais-Pas, and his cutlass in search of Gustav Ind. Ind also has a cutlass and the support of Devlin Carnate and Charlemagne le Gosse. Ind has the advantage in size and Shitacks in expertise, so they're evenly matched. Shitacks doesn't bother with subtlety: he slashes and he keeps on slashing. Ind blocks the first slash and then starts his own. The tempo of the fight is now with Ind: he lands a slash, then Shitacks does, Ind gets in a second and Shitacks surrenders.

Ind takes his sword and his seconds and trots off to meet Beppe de Marko. De Marko is less than half the size of Ind and has just a sabre to pit against his opponent's cutlass. Zachary The Money Goes seconds de Marko and looks apprehensive as the two men square up. De Marko launches into a furious slash, but Ind is up to this. He blocks and stops the initial slash. His own slash strikes home at the same time as de Marko's cut. The heavier weapon does much more damage and de Marko concedes the fight. 2:0 to the big man.

Pierre Theroux le Brouillard is an even slighter man than de Marko and is injured to boot. As a non-military man, his weapon is a foil and he is less adept



with it than his opponent, Armand de Luce, is with his sabre. Not wishing to do too much damage, de Luce lunges with the blunt tip of his sabre. This prod is enough to dump le Brouillard onto his backside and to prompt his surrender.

The rivalry between the Dragoon Guards and the Queens' Own Carabiniers continues. QOC Lt-Colonel Antoine Dubeque takes on DG Captain Mouton Rothschild. Rothschild is still using a rapier to fight his duels and Zachary The Money Goes is on seconding duties again. Dubeque has a cavalryman's sabre and Luc Around and Thierry Fitoux in support. His injuries put him at a disadvantage, but he starts athletically. As Dubeque jumps to one side and then the other, Rothschild follows and skewers him with a lunge. Dubeque decides on a slash, but is run through again before he can get his blow in. Rothschild parries while he inspects the damage from the slash only to be smacked with the cut that is the second part of Dubeque's furious slash. That's enough: Rothschild concedes.

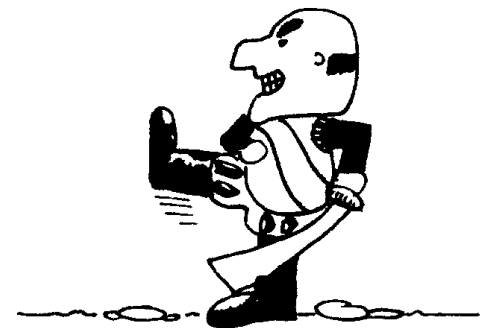
However, Rothschild is still game for a fight, so Dubeque and Around swap places. Rothschild parries, Around slashes and Rothschild surrenders again.

Pleased with his success, Around takes his sabre, Dubeque and Fitoux to meet Pierre Cardigan. Swender de Jewel seconds Cardigan for this sabre versus sabre duel. Around opts for a furious slash, while Cardigan goes for an ordinary slash. Around's slash hits first. Cardigan retaliates, but he doesn't have the same strength in his arms. Then Around lands his cut and Cardigan gives up. That's two wins for Around.

Then we have Musketeers against Fusiliers. 27M Lt-Colonel Rex de Leon matches his rapier against that of 13F Major Ali Vouzon. De Leon may only be of average build, but he dwarfs Vouzon and is full of confidence. Both men lunge, scoring first blood together. Vouzon recovers and lunges again, while de Leon opts for a slash. The advantage of the slash is that it deflects the lunge and thus does more damage. Vouzon surrenders, making it 1:0 to the Musketeers.

13F Lt-Colonel Pierre LeFart takes on de Leon for the honour of the Fusiliers. Again, both men lunge and draw blood. This time, however, de Leon has had enough. He concedes the duel, squaring the results at one all.

The last duel of the month matches Arquebusier Thomas le Matelot with Picardy Musketeer Jean-Luc de Picardy. Le Matelot uses a sabre and has Swender de Jewel as his second. De Picardy has Willem de Biest, Jacques de la Boite and his rapier. He

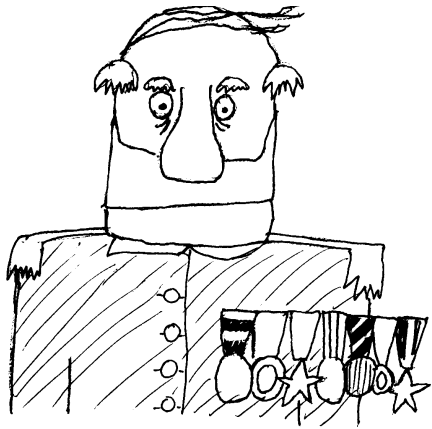


is also carrying an old injury, giving le Matelot an advantage. De Picardy tries to shorten the odds by closing in and applying his boot to le Matelot. Le Matelot grimaces, but continues with his furious slash. Both blows hit de Picardy while he's still recovering his balance: a slash and a cut. De Picardy surrenders quickly.

Remember, remember

DG Captain Mouton Rothschild calls in a favour to help persuade his regiment's senior Major to quit the regiment. What he hasn't counted on is PLLD Colonel Quasi Le Bossu using a similar amount of influence to keep the Major in his job. However, when the Dragoon Guards commander—Swender de Jewel—steps in, the Major is out on his ear. This also opens a vacancy for Brigade Major, which is in the gift of Brigadier de Jewel.

Brigadier-General Johnny Sais-Pas commands the 13th Fusiliers and recruits Ilkley Moor to the regiment. Moor uses his loans and Sais-Pas's gift to buy himself a Captancy. Sais-Pas is also Brigadier of the Second Foot and appoints Ali Vouzon as Brigade Major. Then he volunteers the whole Brigade for active service. This takes several unsuspecting members of the 13th and 53rd Fusiliers into action.



Colonel Jacques de la Boite admits Enterrer Vivant to the Picardy Musketeers, where he buys his way to Captain. De la Boite appoints another Captain, Jean-Luc de Picardy, as Regimental Adjutant. Col Le Bossu offers the job of PLLD Regimental Adjutant to several gentlemen, but none is interested.

Pate de Foie Gras applies to join the Royal Marines. When they turn him down, he tries the 53rd Fusiliers. They don't want him either, so that's a poor start to the month. At least he's borrowed plenty of cash.

The Field Marshal, Jacques Shitacks, fills a couple of jobs. He appoints General Sean Sondamour commander of First Army and Lieutenant-General Gustav Ind Adjutant-General (relinquishing his post as Inspector-General of Infantry).

Grand Duke Max's commander, Chris P Bacon, decides that second and third squadrons need some action and packs both off to the frontier. Luckily, Captains Alexander Denton and Roland Moulin expect to be mobilised and march off quite happily. Also on the march is third battalion of the King's Musketeers, led by Major Jacques de Gain. While General Gar de Lieu decides to try commanding a battalion of the Royal North Highlanders.

Bellringing and horse racing

November kicks off with the Gust of Wind horse race, sponsored by Gustav Ind. Gustav and Kathy Pacific greet Revaulvin d'Or and Katy Did as their guests to watch the horses line up. They are joined by Guinevere d'Arthur, who's cheering on Averell d'Alton, and Angelina di Griz, rooting for Devlin Carnate. There are eight riders jostling at the start line as they come under orders. All make a clean start and canter round the initial corner. Indie Spencible and Swender de Jewel take an early lead as the horses enter the back straight. They are over a length ahead of Devlin Carnate and Zachary The Money Goes running third. Benedict d'Over and Jean-Luc de Picardy are half a length down on them, with Herve d'Conde chasing the pair of them. Averell d'Alton brings up the rear.

Jean-Luc digs in his spurs, his horse pins back his ears and charges down the straight. He quickly catches Zack, who spurs on his own mount to stay level. They catch Swender de Jewel at the end of the straight, but Indie has pulled half a length ahead. Averell is the other rider who's flying. He passes the plodding Devlin and catches Benedict down the straight. They are still just behind Herve, who's a length behind the leading group.

The horses thunder round the bend and onto the final straight. Indie realises the others are a serious threat and gets the most from his horse. Runner and rider hurtle along the track and cross the line a couple of lengths clear. Jean-Luc can't maintain the same pace as before, but carries on fast enough to drop Swender and Zack and finish second. Swender hangs on to Jean-Luc's tail to come in third. Benedict is the man in a hurry. He leaves the others for dead and catches Swender on the line to share third place. Zack's horse is doing no more than trotting and Herve canters up to him for joint fifth. Devlin puts on a spurt to get back past Averell and claim 7th. Averell crosses the line dead last, but only by half a length. Guinevere is not impressed.

While this lot are exercising at the Prix d'Or, the Bellringers gather at the Fleur de Lys. Jacques Shitacks offered to host this month, so Quasi Le Bossu shifted the rehearsals to the Fleur. It seems everybody got the message. Chris P Bacon brings Mary Huana along while Enterrer Vivant is alone. Also unaccompanied are Ilk Lamore Bartat, Patrick Declan, Quasi Le Bossu and Willem de Biest. Ingrid la Suède attends with Warren Peece. Ava Crisp is on the arm of Thomas le Matelot, but quickly disengages when he starts an argument with Enterrer. They are in enemy regiments, after all. Willem doesn't seem to understand the idea of handbells as he volunteers as the percussion section...

Ministerial celebrations

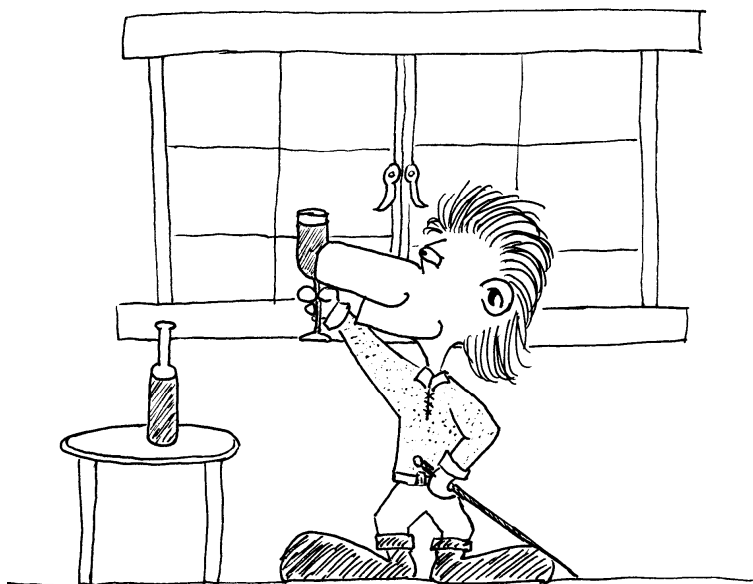
After the race, Gustav and Kathy head for the Fleur to host after-race drinks for the rest of the month. Revaulvin and Katy join them, as do Averell and

Guinevere. Benedict comes along with Ophelia and Swender attends on his own. Devlin is left outside the club as he turns up expecting to Toady to Revaulvin.

The following week only Swender is with Gustav and Kathy as Revaulvin holds a party to celebrate his appointment as Minister of War. This time Devlin is in the right place: he and Angelina are the first through the door. Next to arrive are Averell and Guinevere, enjoying Revaulvin's hospitality for a week. Several Fleur members take the opportunity to join Revaulvin's celebration, despite spending the rest of the month in the club anyway. That's Euria Humble and Edna Bucquette, Sean Sondamour and Ella Fant and Zachary The Money Goes and Anna Rexique. Euria is keen to show that he has no hard feelings over losing out on the Minister of War's position.

Revaulvin and Averell return to Toady to Gustav again in the last week, bringing Katy and Guinevere with them and leaving Devlin outside again. Benedict and Ophelia rejoin the gathering, too. That only leaves two other visitors to the Fleur: Charlemagne le Gosse and Lois de Low, who start their November there.

The only other social event of the month is Chris P Bacon's party at Hunter's. This attracts a lot of people, who are welcomed at the door by Chris and Mary. Chris is buying the drinks for his regimental comrades, who include his Aide, Willem de Biest. Along with him come Armand de Luce and Jacques Alattes d'Esjestif. The four Dragoons spot their enemy, Pierre Cardigan, commander of the Archduke Leopold Cuirassiers, trying to hide behind his companion, Henrietta Carrotte. Pierre is roundly challenged, but gives as good as he gets.



Chris returns to the welcoming line to find an argument has blown up. Jean-Luc de Picardy and Jacques de la Boite are comrades in the PMS. However, Thomas le Matelot is in the 4th Arquebusiers and arrives at the same time. They argue over precedence until Chris sorts things out—but a couple of duels will be required. Ava and Thomasina, accompanying Thomas and Jean-Luc respectively, chat to each other until the boys have finished their games. There's no trouble from the rest of the guests: Arnaud Surfinmaise, Benedict and Ophelia, Jacques Blanc, Jacques Shitacks, Luc Around and Frances Forrin, Patrick Declan, Rex de Leon and Warren Peece and Ingrid. Willem leads the guests in a series of toasts: "Good health to the Chancellor! Good health to the Colonel! Good health to ... I don't feel well!"

Hunter's has plenty of other visitors through the month. Thierry Fitoux and Mouton Rothschild start the month there with their mistresses. As the two men are in enemy regiments, they exchange insults and challenges. The following week Antoine Dubeque and Pierre Cardigan visit to show off their new ladies: Laura de Land and Henrietta Carrotte, respectively. Lucy Fur is in Hunter's, too. She visits in week 3 after Ilk Lamore Bartat won her affections the week before.

Staff in the Horse Guards club brush off the dust to open the club to their first member for some time. Luc Around is there twice during the month, showing Frances Forrin a good time after wooing her at the start of the month. Pierre Theroux le Brouillard succeeds in courting Belle Epoque and takes her to Red Phillips for a couple of weeks. The club has several members visiting in week 2 to witness Pierre's success.

Working out

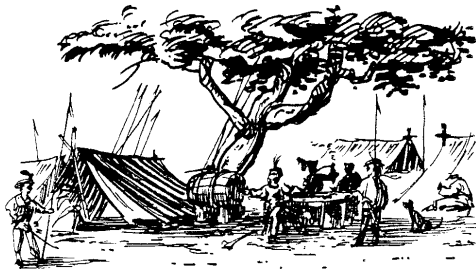
Others have less luck with their courting. Jacques Blanc does so quite spectacularly when he knocks on Ada Andabettoir's door and finds Armand de Luce at home. Chris P Bacon strikes out twice and Beppe de Marko fails his one attempt. Pate de Foie Gras shows the value of perseverance when he succeeds on his second attempt. There's no success for Patrick Declan or Willem de Biest, though.

Egon Mad 2 spends three weeks in the gym with his rapier before adjourning to the bawdy houses for some female company. He's not the only one practising for three weeks, though the others go partying first and then take up their weapons. Beppe de Marko and Thierry Fitoux spend three weeks with their sabres, while Charlemagne le Gosse and Mouton Rothschild practise rapier for three weeks. Enterrer Vivant, Jacques de la Boite and Thomas le Matelot are in the gyms for two weeks, in between the parties they attend, while Indie Spencible and Pate de Foie Gras keep their practising to the second half of November.

Roget de Saurus is the only visitor to the bawdy houses who attracts the attention of the footpads. Well, footpad. Roget is tapped on the head and his pockets rifled, but he's spent all his cash on wine, women and... well, just wine and women. Patrick Declan is the only one in the red light district just for a drink: Egon Mad 2, Jacques Alattes d'Esjestif, Jacques Blanc, Jacques Shitacks and Swender de Jewel all get female company as well.

Rain and sleet

The colder weather produces sleet on the frontiers as well as the rain. The Fusiliers of Second Foot Brigade grumble heartily about the weather—not least because of the trouble they have to take to keep their powder dry. However, the Brigade is there to provide a demonstration of force to impress the Spanish and it gets on with it. The 53rd Fusiliers march up and down through the rain, firing the occasional volley. Private Bragen Declan complains with the rest of them—particularly as he'd much rather be shooting at the English. In an effort to keep spirits up, he organises a choir amongst the men. Major Bruce Locarno Thomas takes to hiding in his tent to avoid the cold and wet (and the singing!), which earns him a severe dressing down when he's found out.



It's the same routine for the 13th Fusiliers, but they actually find some targets for their gunfire. Captain Ilkley Moor is lucky to remain uninjured when his gun explodes, showering him with burning gunpowder and hot metal. He is brevetted to Major and buys the horses he needs for his new rank. Lt-Colonel Pierre LeFart is acting commander of the regiment. He gains a Mention in Despatches and is also promoted, taking the rank of Colonel. He gains a few hundred crowns, too.

There's a vacancy for LeFart as Second Foot Brigadier Johnny Sais-Pas has his Bdr-Gen rank made permanent. His new Brigade Major, Ali Vouzon is bemused by the whole thing as he was expecting a month partying in Paris. There's no reward for him as he handles the paperwork in his damp billet.

Third squadron of the GDMD is attached to First Frontier regiment. They have a quiet month and Captain Alexander Denton gets nothing for his month on the frontier. GDMD second squadron is with Frontier regiment 3, whose camp is washed away in a mudslide. GDMD Captain Roland Moulin is Mentioned in Despatches for getting his men on horseback out of the mud. Similarly, KM Major Jacques de Gain is Mentioned twice for putting his battalion's tents securely between trees. From here they are able to retrieve many of the Frontier soldiers with a fine display of roping.

Second and Forth Frontier regiments are also washed away. Well, they did set up camp in a natural bowl. Bdr-Gen Coeur Jette, attached to Frontier regiment 2, finds a small boat and is Mentioned. Jacques La Touret, serving with Fourth Frontier, survives handily. The Royal North Highlanders don't understand what all the fuss is about—it's just a bit damp! General Gar de Lieu shares their good humour. He wins 150 crowns on the "which regiment will float furthest" sweepstake. ❖

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

If there is no Inspector General of Cavalry—and I have looked, believe me!—would anyone like to be? Experience in any inspectorate will be taken into account and knowledge of which side of a horse is up is a strong point in your favour. Apply to General d'Or, Minister of War.

In 1660 a crack team of mercenaries was sentenced to the Bastille for a crime they most certainly did commit. In 1661 they escaped. If you have a problem and no-one else can help, then maybe, if you can find them, you can hire the services of the 'A' Team. That's right, just throw a note with your name and address, wrapped round a stone, into the old well in the

Place de Montmartre and the 'A' Team will seek you out.

Trouble with a rival in love?—call 'A' for Assassin!

Need to free up a post in the military?—call 'A' for Assassin.

Problems with government functionaries?—just call 'A' for Assassin.

No killing too big or too small. Prices dependent on importance of victim.

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

From the office of the Crown Prince,

*Dear Count The Money Goes,
As you are no doubt aware, the Dauphin is a major investor in the Fleur de Lys. His Highness is not averse to disposing of some of his holding and would be happy to discuss this with you in person. He requests that you attend him in the Fleur next month.*

Zack: in the bar—price goes down for every bottle you finish that I can't!

Young men of France,
Want a life of excitement, adventure
and fun? Join the 27th Musketeers.
Scholarships available for impover-
ished applicants—contact WP for more
details.

Despatches from the Front

Paddy, Watch out brother, seems those
Shy locks ain't so shy after all. Just as
us volunteers were about to leave
Paris for the front, a couple of burley
men with official lookin' papers came
and insisted I pay back that loan I
took out. Not jus' that but the cheeky
buggers demanded another 40 crowns
on top. Seems like they ain't above the
sin of usury, an' as good Catholics, we
shouldn' be standin' for it.

Keep an eye out for 'em brother, keep
yer billy club handy, † Bragen

Matters of Honour

To the Bregan brothers
Two lowlife rats scuttling around the
Paris gutters. Name a time and date.
† Jacques Blanc—sharpening his
Cutlass.

Second needed for reciprocal
arrangement. Please contact WP.

Social

Dear Quasi,
I am very humbled by the position of
Honorary Life member of the Boozers
and Bell ringers. I will have a look
through my cellar and see what
donations I can find. † ZTMG

Party at my Club Week 3—to celebrate
the return of our heroes of the GDMD
who went to the front.
All welcome above SL 4 and soldiers of
the GDMD—who have free drinks as
well.

† Chris P Bacon

Dear Quasi Le Bossu,
My deepest thanks for making me
Honorary President of the Boozers and
Bellringers. I am made to feel very
humble.

As a small token of my appreciation, I
was wondering if you would change
the location of this month's meeting (in
week 1) to my club and come as my
guests?

Yours in friendship,

† Shitacks

My Dear Field Marshal,
What a kind offer—your continued
generosity to the lower ranks of Paris
Society overwhelms me. I have passed
your message onto the rest of the
Bellringers and we look forward to
seeing you at your club this month,
(1st Week November 1662).

Sir Ilk (ILB), Coeur (CJ), Chris (CPB),
Warren (WP), Tomas (TIM), Rex
(RdL), Pierre (PIF), Ali (AV), Willem
(WdB), Enterrer (EV) and Patrick
(PD)—note change of host and venue
from that published in press.

We are honoured to have you as our
Life President.

Yours, very humbly,

† Quasi Le Bossu, Chairman
Boozers and Bellringers

Dear Cris P Bacon,
The matter you mentioned is result of
a promise made many years ago to the
chap's grandfather. I'm sure you
understand.

Your letter reminded me that it has
been far too long since our regiments
last celebrated together.

Next month in weeks 3 and 4 I will
hold a party for all members of the DG
and GDMD who wish to attend, the
drinks are on me.

It would also be nice to see any ex-
members from our regiments there.

† Sir Swender de Jewel

All members of the Boozers and
Bellringers Club are invited to join
Quasi and Alison for the annual New
Year Eve Promenade performance
through the Streets of Montmartre—
this year it will be Peter and the Wolf.
All proceeds will be shared between
the Montmartre Orphanage and the
Gnomeclencher Trust; a fund that is
being set-up to help young & upcoming
gentleman who were born without
privilege and have fallen on hard
times. Meet in Hunter's, Week 4

December, for final rehearsals, all
drinks on me, mistresses welcome.

We also officially welcome Ali Vouzon
and Enterrer Vivant to our ranks as
New Boozers and invite Armand de
Luce to join us and face the 'Yard of
Ale' test—the record is currently held
by the Declan Brothers, who had
finished before we had time to say
'Allez'.

† Quasi Le Bossu, Chairman,
Boozers and Bellringers

Gentlemen of Paris

I am pleased to announce party in
honour of His Majesty and our
Glorious Country.

Vive Le Roi, Vive La France!

2nd Week of December, bring your
friends and your lady friends.

I will be pleased to pay all your
drinking costs.

All members of the 2nd Foot Regiment
are welcome regardless of your status.

I will be pleased to pay 500 Crowns to
anyone who wins THREE bets on the
gaming tables.

No undesirables please.

Personal

Why are there no parties for the lower
Social Levels? I looked at the Party
Lists and they were all for SL 17+...
This is completely Disgraceful. The
Lower Social Levels need parties too.
Some of you higher Social Level people
should at least put aside one week
where you can invite the lower social
levels to a gathering.

Dear Chris P Bacon, thank you so
much for throwing a party in my
honour, I do hope at least a couple of
people turn up and make it worth all
your effort. As you have proved
invaluable at my side on the
battlefield, in this your time of need I
will attend your party and we two can
stand side by side quaffing fine wine
against all regimental insults, red
faces and slapped arses!

Yours in trepidation, † Shitacks

To Swender de Jewell

Dear Sir, Sadly, you appear to have taken leave of your senses by allowing that scumbag Rothschild, who is chief murder suspect in the sad demise of the Late Great Aloysius Gnome-clencher, to join your regiment.

I now see he has the cheek to ask your Major (MA 6) to resign so he can worm his way up the pole; it is well known that he has the military ability of an inebriated snail. Why have you not stopped this? Anyone can see Rothschild is a far inferior candidate. It pains me to see such a great regiment as the Dragoon Guards run by such an incompetent buffoon as yourself and count myself lucky that the PLLD is not in the Horse Guards Brigade. I note that you have allowed the CPC to decimate themselves whilst you were whoring last month. I urge you to resign your position before you can do any more damage to our Forces.

Yours in disgust,

† Quasi Le Bossu, First Army
Adjutant and Colonel of PLLD

Dear Quasi Le Bossu,

I am made to feel very humble by your most excellent Boozers and Bell ringers making me their Honorary President.

The success you have had stands proud testament to your dedication, ability to hold strong liquor, and above all the prowess you show in fighting your way to the bar no matter what the obstacles thrown in your way! And of course you really can wang your bell!

Yours in friendship, † Shitacks

To Colonel Quasi Le Bossu, PLLD

Sir, I respect your position as Colonel but I am more than happy to join you in a duel because anyone who sticks up for the low-life Declan brothers deserves to be shown the error of his ways.

Clearly you are a fool.

† Major Jacques Blanc RM

Dearest Tomas, Thanks for attending my party and I very much appreciate your idea and apologise for any misunderstanding. I was rather upset with my clerical staff who had messed up on kicking out the Regimental Adjutant. You just can't get the staff these days.

† Chris P Bacon

Mon cher Brig. Johnny Sais-pase

Do you need the services of an ardent boot-polisher and quill-nib-sharpener? If so I would be very grateful if you would look favourably on my application to become your Brigade major next month (December).

Yours (in my very best handwriting),
† Ali Vouzon

Poetry Corner

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

The Legion of the Rearguard

1 Up the Republic, they raise their battle cry

Pearse and McDermott will pray for you on high

Eager and ready, for love of you they die

Proud march the soldiers of the Rearguard

Chorus:

Legion of the Rearguard, answering
Ireland's call

Hark their martial tramp is heard
from Cork to Donegal

Wolfe Tone and Emmett guide you,
though your task be hard

De Valera leads you, soldiers of the
Legion of the Rearguard

2 Glorious the morning, through
flame and shot and shell

Now rally Ireland, your sons who love
you well

Pledged, they'll defend you, through
death or prison cell

Wait for the soldiers of the Rearguard
Chorus

3 Crimson the roadside, the prison
wall, the cave

Proof of their valour, go sleep in peace
ye brave

Comrade tread lightly, you're near a
hero's grave

Proud die the soldiers of the
Rearguard.

Moonlight Becomes Her, It Goes with
Her Hair

It must be my sweetheart Bess Odette.
So beautiful and fair.

Points Arising

**Next deadline is
Friday 4th December 2009**

We welcome Mike Dyer to the game this turn— have fun, Mike!

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 2 and is sent to a Frontier regiment

JLF Jean Laissez Faire (Filipe Silva) has NMR'd. Total now 1

RM Roland Moulin (Roland Lee) has NMR'd. Total now 1

SDL Stan Dandy Liver (Guy Arnold) has NMR'd. Total now 1

X4 (Aaron Sibley) has NMR'd. Total now 3 and is sent to a Frontier regiment

YVB (Chris Boote) was floated as Chris has been in hospital. Trust you're recovering now, Chris.

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

Ali Vouzon applies for Brigade Major of 2nd Foot Brigade
Chris P Bacon asks NPC Brigadier of Dragoon Brigade to resign
Chris P Bacon applies for Brigadier of Dragoon Brigade
Enterrer Vivant asks NPC Major 1 of Picardy Musketeers to resign
Enterrer Vivant asks NPC Major 2 of Picardy Musketeers to resign

Gustav Ind asks NPC Commander of Second Division to resign
Jean-Luc de Picardy asks NPC Major 2 of Picardy Musketeers to resign
Jacques Shitacks asks NPC Brigadier of Dragoon Brigade to resign
Roget de Saurus applies for Brigade Major of Guards Brigade
Tomas le Matelot applies for Brigadier of 3rd Foot Brigade

Duels

Results of last month's duels:

Stan Dandy Liver didn't fight Jacques Shitacks and lost SPs.
Luc Around (with AD & TF, gains 1 Exp) beat Pierre Cardigan (+SdJ).
Armand de Luce (gains 1 Exp) beat Pierre Theroux le Brouillard.
Jean Laissez Faire didn't fight Jacques de la Boite and lost SPs.
Rex de Leon (gains 1 Exp) beat his enemy Ali Vouzon.
Tomas le Matelot (with SdJ, gains 1 Exp) beat his enemy Jean-Luc de Picardy (with WdB & JdIB).
Gustav Ind (with DC & CIG, gains 1 Exp) beat Jacques Shitacks (+JSP).
Jean Laissez Faire didn't turn up to fight Indie Spencible and lost SPs.
Pierre LeFart (gains 1 Exp) beat his enemy Rex de Leon.

Gustav Ind (with DC & CIG, gains 1 Exp) beat Beppe de Marko (with ZTMG).
Antoine Dubeque (with LA & TF, gains 1 Exp) beat his enemy Mouton Rothschild (with ZTMG).
Rex de Leon declined to meet Johnny Sais-Pas as he was under half Endurance.
Luc Around (with AD & TF, gains 1 Exp) beat his enemy Mouton Rothschild (with ZTMG).

Grudges to be settled next month:

Ilk Lamore Bartat (Cutlass, adv.) and Yves Vrai Bretheauteque (Foil) have mutual cause as neither stood down over Lucy.
Armand de Luce (Sabre, adv.) has cause with Jacques Blanc (Cutlass,

Seconds ILB & CJ, 2 rests) as he tried to court Ada.
Enterrer Vivant (Rapier, 2 rests) and Tomas le Matelot (Sabre, Seconds SdJ, adv.) have mutual cause for being in enemy regiments.
Mouton Rothschild (Rapier, Seconds ZTMG, 3 rests) and Thierry Fitoux (Sabre, Seconds AD & LA, adv.) have mutual cause for being in enemy regiments.
Armand de Luce (Sabre, 1 rests) and Pierre Cardigan (Sabre, Seconds SdJ, adv.) have mutual cause for being in enemy regiments.
Chris P Bacon (Sabre, Seconds WdB & RM, 3 rests) and Pierre Cardigan (Sabre, Seconds SdJ, adv.) have mutual cause for enemy regiments.
Jacques Alattes d'Esjestif (Sabre, 3 rests) and Pierre Cardigan (Sabre, Seconds SdJ, adv.) have mutual cause for enemy regiments.

Luc Around (Sabre, Seconds AD & TF, 4 rests) has cause with Jacques de la Boite (Rapier, Seconds JLDp, adv.) as he's not Noble.
Jacques de la Boite (Rapier, Seconds JLDp, adv.) and Tomas le Matelot (Sabre, Seconds SdJ, 3 rests) have mutual cause for enemy regiments.
Pierre Cardigan (Sabre, Seconds SdJ, adv.) and Willem de Biest (2-Hand, Seconds JLDp & JdIB, 2 rests) have mutual cause for enemy regiments.

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

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

New Characters

Mike Dyer gets the Second son of a small Merchant: Init SL 3; Cash 25; MA 3; EC 5 (PdFG).
Aaron Sibley gets the Second son of a very wealthy Knight: Init SL 6; Cash 750; MA 2; EC 1 (X1).

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 __	
Provincial Military Governors: N/N/N/N/N		
City Military Governor EH	Adjutant-General GI	
Inspectors-General: of Cavalry N	of Infantry __	
Commissioner of Public Safety __		
Chancellor of the Exchequer JS	Minister of Justice __	
Minister of War RdO	Minister of State CIG	

Army Organisation and Summer Deployment

First Army (Defence) SS/JdG/QLB/N
 Cavalry Division (Defence) DC/CPC/___
 Heavy Brigade (Defence) – ALC CPC
 Dragoon Brigade (Defence) – GDMD PLLD
 Frontier Division (Defence) N5/N/N4
 Frontier Regiments (Defence)
 Second Army (Siege) ___/___/N3/AdA
 First Division (Assault) HdC/N/BdO
 Guards Brigade (Assault) – RFG CG KM
 1st Foot Brigade (Assault) – RM PM
 RNHB Regiment (Assault)
 Second Division (Siege) N3/N/N2
 2nd Foot Brigade (Siege) – 13F 53F
 3rd Foot Brigade (Siege) – 27M 4A
 4th Foot Brigade (Siege) – 69A Gscn
 Horse Guards Brigade (Field Ops) – DG QOC
 Organisation and Deployment for the Campaign
 Season plus Army and Division posts
 (CO/Aide/Adj't/QMG):
 ID for chars, N (+ MA for CO and Adj't) for
 NPC, ___ for vacant

Battle Results

2nd Foot Brigade: 3
 13th Fusiliers: 2
 53rd Fusiliers: 4
 Crown Prince Cuirassiers: 4
 Frontier regiment 1: 3
 Frontier regiment 2: 5
 Frontier regiment 3: 5
 Frontier regiment 4: 6
 RNHB regiment: 4

Brigade Positions

Guards Brigade ___/___/N2
 Horse Guards Brigade SdJ/N/___
 Heavy Brigade PC/___/___
 Dragoon Brigade N1/___/N4
 First Foot Brigade ___/___/N6
 Second Foot Brigade JSP/___/AV
 Third Foot Brigade ___/___/___
 Fourth Foot Brigade ___/___/N4

Entries as Army Organisation Table

Frontier Regiments

(Siege for Dec-Feb)

	F1	F2	F3	F4	RNHB
Colonel	N4	N3	N1	N3	N6

Attached

Also at the Front

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

Hell Hath no Furry...

No	Name	SL	Attr	Last
64	Edna Bucquette	18	W	EH
3	Kathy Pacific	17	B	GI
54	Madelaine de Proust	17		TF
35	Katy Did	16	I	RdO
42	Maggie Nifisent	16	B	
55	Jacky Tinne	16		
52	Guinevere d'Arthur	15	B/W	AdA
10	Frances Forrin	14	B	LA
21	Helen Highwater	14	W	JdLB
48	Fifi	14	B/W	
62	Alison Wunderlandt	14		QLB
11	Laura de Land	13		AD
16	Ophelia Derriere	13		BdO
26	Ella Fant	13	B	SS
27	Lucy Fur	13	B	ILB
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	PC
28	Vera Cruz	12		
31	Bess Ottede	12	I/W	
1	Sue Briquet	11	B	
4	Anne Tique	11	W	MR
9	Deb Onairre	11	I	
40	Sheila Kiwi	11		
63	Carole Singeurs	11		
20	Emma Roides	10	I	
33	Anna Rexique	10	I	ZTMG
38	Pet Ulante	10	W	
43	Di Lemmere	10	I	
53	Angelina de Griz	10	B	DC
56	Ingrid la Suede	10		WP
6	Viv Ayschus	9		
57	Ava Crisp	9	I	TIM
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	EV
49	Mary Huana	8	B/I/W	CPB
34	Freda de Ath	7	W	
39	Thomasina Tancenjin	7	I	JLdP
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	AdL
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
ZTMG	Count Zachary The Money Goes	26	72	Rich	Colonel KM	14 Anna	Flr	4	Gerald Udowiczenko
CIG	Count Charlemagne le Gosse	26	69	Comfy	General/State Min.	14 Lois	Flr	2	Neil Packer
RdO	Count Revaulvin d'Or	23	62	Poor	General/War Minister	13 Katy	Flr	4	Jerry Spencer
SS	Marquis Sean Sondamour	23	59	OK	General/1st Army Commndr	5 Ella	Flr	2	Pete Holland
DC	Baron Devlin Carnate	23	52	Comfy	B.Lt-General/Cav Div Commandr	6 Angelina	Flr	2	Bruno Giordan
SDL	Count Stan Dandy Liver	22-	2	Fithy	Lt-General	11	Flr	4	Guy Arnold
JS	Earl Jacques Shitacks	22	45	Comfy	Fld Marshal/Chancellor	3	Flr	4	David Oliver
EH	Earl Euria Humble	21	64	OK	B.Lt-General/City Mil.Gov	15 Edna	Flr	5	Matthew Wale
GdLi	Marquis Gar de Lieu	21	F	Poor	General	4	Flr	4	Bill Hay
GI	Baron Gustav Ind	21+	71	OK	Lt-General/Adjutant Gen	6 Kathy	Flr	5	Ashley Casey
BdM	Viscount Beppe de Marko	19	40	Fithy	Bdr-General	17	Flr	2	Mark Moores
AdA	Sir Averell d'Alton	19+	61	Poor	B.Bdr-General RFG/2nd Army QMG	5 Guinevere	Flr	4	Martin Jennings
RdS	Baron Roget de Saurus	17	32	OK	Major RFG	10	Both	2	Gerry Sutcliff
SdJ	Sir Swender de Jewel	16+	55	Withy	B.Bdr-General DG/HGds Brigadier	5	Both	1	Ray Vahey
BdO	Benedict d'Over	16+	49	Comfy	Lt.Colonel KM/1st Div Adjutant	9 Ophelia	Both	4	Mark Stretch
IS	Baron Indie Spencible	15+	80	Withy	Major RFG/Min w/o Port	6	Hunt	1	Charles Burrows
HdC	Baron Herve d'Conde	15+	56	Comfy	B.Lt-General/1st Div Commandr	11	Both	4	Simon Burling
JLF	Baron Jean Laissez Faire	14-	12	Comfy	B.Bdr-General CG	2	Both	3	Filipe Silva
EM2	Baron Egon Mad 2	14+	65	OK	Lt.Colonel RFG	6	Both	2	Tym Norris
YVB	Sir Yves Vrai Bretheauteque	13	38	Comfy	Lt-General/Min w/o Port	4	Flr	1	Chris Boote
JPB	Baron Johnny Sais-Pas	13	F	Comfy	Bdr-General/2 F Brigadier	9	Both	4	Mike Bird
JdJB	Jacques de la Boite	12	19	Poor	Colonel PM	1 Helen	Hunt	5	Justin Key
JdG	Sir Jacques de Gain	12	F	Comfy	Major KM/Gen's Aide (1st Army)	8	Hunt	4	Ben Brown
PC	Pierre Cardigan	12+	45	Comfy	B.Bdr-General ALC/Hvy Brigadier	7 Henrietta	Hunt	4	Matt Shepherd
QLB	Quasi Le Bossu	12+	37	OK	Colonel PLLD/1st Army Adjutnt	6 Alison	Hunt	6	Mark Cowper
AD	Sir Antoine Dubeque	11	33	Comfy	Lt.Colonel QOC	9 Laura	Hunt	2	Andrew Burgess
TF	Thierry Fitoux	11	25	Poor	Major QOC	7 Madeline	Hunt	1	Timothy Hunt
ILB	Sir Ilk Lamore Bartat	11+	36	OK	Lt.Colonel RM	6 Lucy	Hunt	6	Andrew Kendall
MR	Mouton Rothschild	10	16	Comfy	Captain DG	1 Anne	Hunt	4	Keith Bristow

ID	Name	SL	SPs	Cash	Rank, Regiment/Appointment	MA Last seen	Club	EC	Player
CPB	Chris P Bacon	10+	43	Comfy	B.Bdr-General GDMD	1 Mary	Hunt	3	Rob Lee
RM	Roland Moulin	9	F	Poor	Captain GDMD	5	Hunt	4	Roland Lee
CJ	Coeur Jette	9	F	OK	B.Bdr-General RM	6	BG	2	Mike Weston
LA	Luc Around	9+	30	Poor	Captain QOC	4 Frances	HGds	5	Colin Parfitt
X4		8	RIP						Aaron Sibley
TIM	Tomas le Matelot	8+	43	OK	B.Bdr-General 4A	7 Ava	BG	4	Tim Skinner
WP	Warren Peece	8+	33	OK	B.Bdr-General 27M	5 Ingrid	BG	2	Pam Udowiczenko
RdL	Rex de Leon	6	20	OK	Lt.Colonel 27M	11	F&P	3	Robert Carter
PLF	Pierre LeFart	6	F	Comfy	Colonel 13F	6		3	Olaf Schmidt
JLT	Jacques La Touret	6	F	Poor	Subaltern	3		2	Charles Popp
AIDn	Alexander Denton	6	F	OK	Captain GDMD	6	F&P	4	Paul Wilson
WdB	Willem de Biest	6+	31	OK	Subaltern GDMD/Bdr's Aide (CPB)	3	F&P	6	Tim Macaire
EV	Enterrer Vivant	6+	28	Poor	Captain PM	2 Marie	F&P	4	Geoff Bowers
JB	Jacques Blanc	5	16	OK	Major RM	2	F&P	4	Dominic Howlett
AV	Ali Vouzon	5	F	Poor	Major 13F/2 F Brigade Maj.	4	RP	1	Graeme Morris
JLdP	Jean-Luc de Picardy	5+	43	Poor	Captain PM/PM Regt. Adj.	6 Thomasina	RP	3	Bill Howell
BLT	Bruce Locarno Thomas	4	F	Poor	Major 53F	2	RP	3	Graeme Wilson
AdL	Armand de Luce	4+	20	Poor	Subaltern GDMD	3 Ada	RP	2	Francesca Weal
JAdE	Jacques Alattes d'Esjestif	4+	14	Poor	Private GDMD	4	RP	3	Pete Card
AS	Arnaud Surfinmaise	4+	14	Poor		5	RP	5	Nik Luker
PTIB	Pierre Theroux le Brouillard	3	9	Poor		5 Belle	RP	2	Barry Townsend
PdFG	Pate de Foie Gras	3	8	Poor		3	RP	5	Mike Dyer
IM	Ilkley Moor	3	F	Poor	B.Major 13F	4		4	Mike Dommett
BD	Bragen Declan	2	F	Poor	Private 53F	2		1	Mark Booth
PD	Patrick Declan	2+	24	Poor		2		4	Nathan Richards

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

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