

## That would be enough

This has been issue 101 of *To Win Just Once*, published 18th December 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 *Railway Rivals* to Mike Dommett by Friday 8th January 2010.

Orders for *Les Petites Bêtes Soyeuses*, *Easy Money* bids and any other contributions to Pevans by Friday 15th January 2010.

(Initial deadlines for 2010: 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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Games only	
Per game turn	£0.65
11-turn subscription	£6.50

### 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.engage.co.uk](http://www.engage.co.uk)

**Railway Rivals** Mark Cowper is interested in the next game—anyone else?

**Star Trader** Mark Robinson, Steve Lyder, Jerry Elsmore, Mark Cowper, Andrew Burgess, Przemek Orwat and Pevans are up for the next one. Rules provided.

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# To Win Just Once

(incorporating Les Petites Bêtes Soyeuses)

# Dixit

Dixit reviewed  
by Nik Luker



More from  
Spiel '09

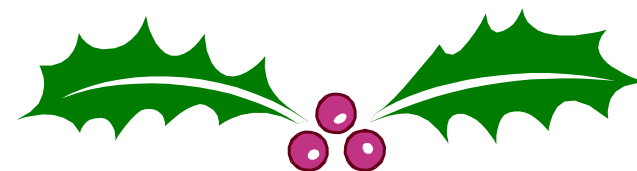
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## Contents

	Page
Contents .....	2
Chatter .....	3
I Don't Believe it! .....	3
Letters .....	4
More from Spiel '09 .....	4
Dixit .....	8
A review by Nik Luker .....	8
Games Events .....	11
Credits .....	11
Easy Money .....	12
Turn 2 .....	12
The Cold Equations .....	14
<i>Star Trader</i> game 4—Game End .....	14
Eagle Tavern .....	19
<i>Railway Rivals</i> game 7—Turn 5 .....	19
Les Petites Bêtes Soyeuses 227 .....	20
December 1662 .....	20
Press .....	25
Announcements .....	25
Social .....	26
Personal .....	26
Points Arising .....	29
Announcements .....	30
Duels .....	30
New Characters .....	31
Tables .....	31
Other Appointments .....	31
Battle Results .....	32
Army Organisation and Summer Deployment .....	32
Brigade Positions .....	32
Frontier Regiments .....	32
Regiments Organisation .....	33
Hell Hath no Furry .....	33
The Greasy Pole .....	34
That would be enough .....	36

## Chatter



First of all let me wish all my readers a very merry Christmas and a happy New Year for 2010. This is, of course, instead of sending you all cards. ☺

I tried to be clever in the last *TWJO* and put little icons whenever issue 100 was mentioned. They were meant to be a firework (rocket) exploding, but I think the end result looks more like a tulip. Which fits with the *Tulipmania 1637* review, so let's leave it at that.

As I mentioned in *TWJO* 95, I've taken a look at the costs of producing *TWJO*—they've gone up a lot since I started in 2000. And the VAT rate goes up at the start of 2010 (which doesn't affect the paper version as it's zero-rated, but is a factor for games-only subscriptions). So, I have some new rates for subscriptions, which will take effect from 1st January 2010. I've put these on the back cover, but you have a couple of weeks to add to your subscription at the old prices.

I've been playing more new games from Spiel in the last few weeks so I have more to report on here. These will all go into the next version of my report from Spiel on my website ([www.pevans.co.uk/Reviews](http://www.pevans.co.uk/Reviews)).

Talking of the website, I wonder what's been happening in November? Not a lot is the answer. It's a slack month for visitors, though my *Puerto Rico* review generated more traffic than usual. *TWJO* 100 was downloaded only 48 times in the month, despite being published mid-month. The previous issue was opened 18 times on top of the 175 in October while issue 98 achieved 159 downloads over three months.

## I Don't Believe it!

Geraldine, my other half, is a big fan of X Factor, so my weekends in recent months include watching wannabes warbling on telly. One thing confuses me. This is a singing contest and we know that those who get through the initial auditions can sing. In those auditions they usually sing unaccompanied and we hear them. Yet, when it comes to the live shows, they are usually drowned out by the music and backing singers. Why?!

The next idiocy is the themed weeks. So we have 'rock' week. We get a bunch of nondescript songs poorly performed, but in a 'rock' kind of way. It's just dreary.



The following week is 'movie' week and we get a sequence of terrific rock 'n' roll and soul numbers. Songs that just happen to be on the soundtrack of a film. The result is a much more upbeat and entertaining week.

But what really gets my goat is the way the songs are attributed to performers rather than writers. The wannabes simper, "it's a Girls Aloud number" and proceed to sing something from the Sixties. Bah! Okay, you can excuse most of these people as musical illiterates, but the judges ought to know better. Then Simon Cowell, of all people, attributes a Lennon and McCartney number to Stevie Wonder! Double bah!

## Letters

Mark Cowper responds to my question about which of Richard Morgan's books he's read.

I have read all his books to date. The last one, *The Steel Remains*, was very good if you can cope with inter-race gay sex. I found it ended unsatisfactorily in that only one of the three main characters' plots was resolved. I didn't realise that it was part one of a series, so it makes more sense with respect to some of the other characters who were introduced but did naff all.

*The Steel Remains* is on my reading pile—I am intrigued to find out what the title means. Is it remnants of something made of steel? Or is it that the steel endures when all else is gone? Or both?!

And inter-racial gay sex could be fun. If I remember rightly, the viewpoint character in Samuel R Delany's *Dhalgren* has both hetero- and homosexual encounters in the first chapter. It was surprising 30-odd years ago, but now...?

Tim Macaire has a more seasonal query:

Have you noticed that people complaining about Christmas getting earlier every year start earlier every year?

And so they should! Mind you, this year I've barely noticed it is Christmas. If it wasn't for Sainsbury's decking the halls (from early October, mind you), I might have missed it.

## More from Spiel '09

Well, for a start I've now played *Greed, Incorporated* and have a better idea of what it's about. Players start as chief executives, each running a company. This is interesting enough in itself. Players bid for production assets for their company. Once installed, these produce goods the company can sell. Some of the

assets will take basic products and combine them to make more valuable goods. Add in changes in market value and you already have a business game.

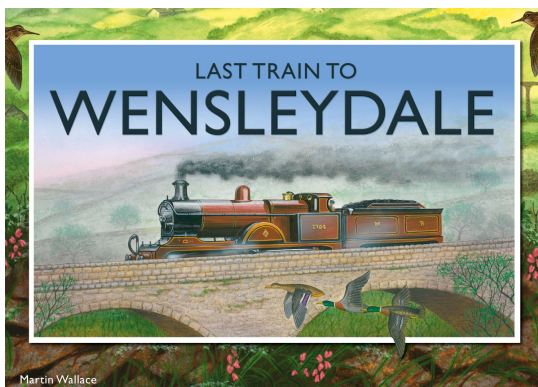
However, the point of *Greed* is to get fired. This brings the player a pay-off from the company, so the more money in there, the better. They can use this to start a new company. Or buy themselves some nice executive toys. A nice yacht, perhaps, or maybe a Learjet. These are the only source of victory points in the game, so that's what you're aiming for. It's clearly a game for our times! The trick to success seems to be cashing in quickly and moving on—players will generally run several companies through the game.

Uwe Rosenberg's new game is published by H@LL Games, a new publisher and spin-off from online magazine and retailer H@LL 9000. The game's full title is *At the Gates of Loyang*, though it seems to be abbreviated to *Loyang* most of the time. It is another intricate game the centres on planting, harvesting and selling things—think *Bohnanza* on steroids or *Agricola* without all the farm development. It's set in China, where the players are all small farmers. They plant vegetables in their fields, harvest what they grow and trade (swap) with market stalls.

The main object is to sell your vegetables to customers. Regular customers need to be supplied each turn—and there are penalties for missing a delivery—while occasional customers will wait for the right combination to arrive. These provide the money that's needed to buy victory points—which get increasingly expensive as the game goes on. Each turn players get a couple of new cards, which can include 'helpers' who provide a one-off bonus, discount or something else special. *At the Gates of Loyang* is a clever game that will need a bit of practice to get right. H@LL Games's website is at [www.hallgames.de](http://www.hallgames.de).



Playing *Loyang* at MidCon—fields at the top, special cards on the left of the T, customers on the right and veg and cash in the space



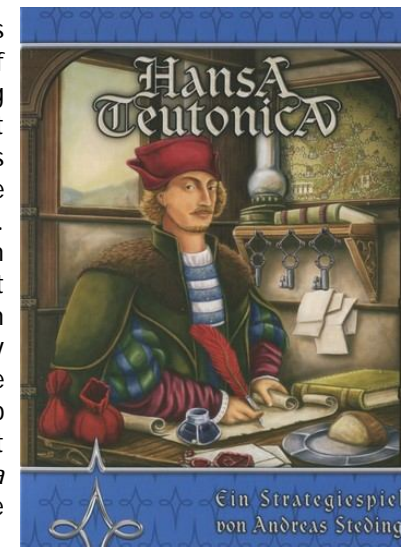
Treefrog's second three-player game. It is set in Poland over three centuries. The players are noble families combining to fight over external enemies while competing with each other for the upper hand in Poland itself.

The game that I've played is *Last Train to Wensleydale*, about short-lived railway companies in the Yorkshire Dales. At first glance, I thought the board showed a partially dissected monkey brain, but the gaudy colour scheme is actually landscape. The livid red lobes are the hills of the Dales themselves. The bilious yellow bits between are the valleys and the lurid green is the surrounding pasture land. The hills provide stone and the pasture Wensleydale cheese, both of which need to be taken to the markets. Also looking for transport are the 'passengers' scattered across the board.

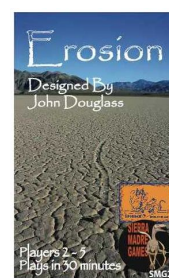
Players build short railway lines, connecting to the major companies on the edges of the board, to collect the cheese and stone. However, first they have to bid for the various types of influence that will enable them to acquire rolling stock and counter objections to their construction. Most importantly, though, some influence will allow them to sell off their loss-making railways to the major companies. *Last Train to Wensleydale* is another clever game from Martin Wallace. Interestingly, there is no long strategy in this game—in the long run, these railway companies face ruin. So the game is all about making a fast buck and getting out. Ingenious and a game I shall be playing for a while. There's more about the Warfrog games at [www.warfroggames.com](http://www.warfroggames.com).

One game that has been gathering acclaim is Andreas Steding's *Hansa Teutonica* from Argentum. This is no relation to Michael Schacht's 2004 game, *Hansa*, published by Abacus. Having said that, both games are set around the medieval Hanseatic League of trading cities in northern Europe. So, indeed, is Andreas's earlier game, *Kogge*. However, *Hansa* and *Kogge* centre on the Baltic Sea, while *Hansa Teutonica* is based around a network of cities on land—mainly in what is now Germany.

Each player has a board that shows the limits of what they can do on several tracks. One of the important parts of the game is improving these, removing pieces to show the next value—while also making these pieces available to play. Pieces are placed on the roads between cities to create trade routes. When they have a complete route, players can use a piece to establish an office in the city at either end, taking the others back. Certain cities allow players to improve an ability instead of placing an office. The offices are the main way of scoring points, so players have to decide whether to go for points from the start or build up their abilities first. *Hansa Teutonica* is a clever, intricate game, if a little dry. See [www.argentum-verlag.de](http://www.argentum-verlag.de)



Sierra Madre's games are often about prehistory, but the latest, *Erosion*, is a card game about geology. It has its origins in a teaching aid created at Arizona State University. Sierra Madre main man Phil Eklund turned it into a game—though it's still used for teaching geology. Each card has two uses. First off, it shows a particular type of rock and represents a 500-metre layer. Players start with a 'mountain' made up of several layers. These will be weathered, swept into the river and, with luck, end up in your 'delta' where they're worth the most points.



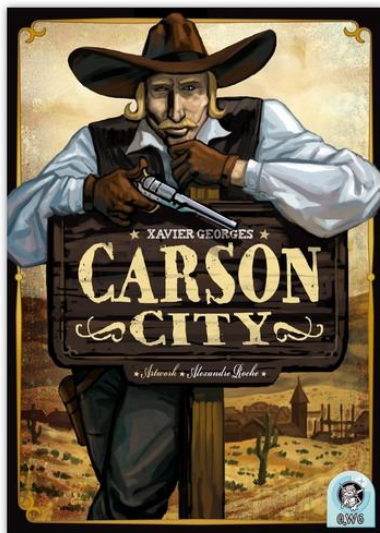
The cards are divided into three types for their other use. One deck is 'Weathering', which starts the process of eroding the mountains—players shift cards to one side to show that they've been weathered. 'Hillsloping' cards then remove weathered layers, putting them into the 'river'. Rocks can be retrieved from here using 'Fluvial' cards. Each turn players play cards and draw new ones into their hands. Any in excess of the hand limit are used to 'uplift' their mountain. When the cards run out, players score points for their mountain and rocks in their delta with a bonus for any fossils exposed in weathered rock layers. Key to the game is managing the cards in your hand—and everywhere else! Sierra Madre's website is [www.sierramadregames.com](http://www.sierramadregames.com)

Dutch publisher QWG fitted out their demonstrators with cowboy hats to draw attention to their new game, *Carson City*. Designed by Xavier Georges, the game has just about everything you'd expect from a Wild West setting. It centres around the development of the eponymous town. Players buy plots of land and establish buildings on them. These produce income, depending on what they are



adjacent to. Ranches need empty space, mines need mountains, town buildings need houses and so on.

While buildings are worth points at the end of the game, players can turn money into points during the game. Of course, this deprives them of the funds to buy land and buildings, so players have to weigh up their options. One of these is to use their guns to get a share of the money from other people's buildings. Yes, robbing the bank is definitely an option. Especially if you've chosen the gunslinger character for the turn. Each character gives the player some advantage and also sets the turn order. *Carson City* has bags of atmosphere and is a lot of fun. There's more about QWG on their website: [www.qwggames.nl](http://www.qwggames.nl)



There are still a lot of exciting games out there that I want to play—watch this space for more.

## Dixit A review by Nik Luker

One of the great delights of going to Spiel is discovering and playing games which you've hitherto never come across. Despite all my painstaking research prior to the show, the first I'd heard of *Dixit* was when Jacky (my erstwhile other half) pulled a copy off of one of the trade stands. She'd noticed the small gold logo on the lid denoting it as French Game of the Year 2009. A quick perusal of the back of the box did little to spark our interest, though, and we left it on the stand. Later in the show, however, whilst playing the 'Hunt-the-Free-Table' game so beloved of all Essen attendees, we happened across a copy available for play with a demonstrator happy to explain rules in English, so four of us sat down and opened the box. First impressions were not good. *Dixit* consists of a pack of over-sized cards, sets of voting tokens in six colours, six like-coloured playing tokens and a set of rules in 8 languages (English included). Now if I tell you that the player tokens are wooden rabbits and the score track (contained in the box base) is illustrated with toadstools and flowers, you might forgive us for thinking that we'd strayed into Small Children Only territory. We persevered, though, as the demonstrator patiently explained the rules and, still not convinced, we picked up our hands of cards. And four hearts instantly melted...

The cards are *Dixit's* core. Each bears an illustration by the French artist Marie Cardouat and they are stunningly beautiful. The game works like this: one player (called the Storyteller) selects a card from their hand of six and places it face down on the table, announcing a word or phrase which, in some way, relates to the illustration on the card. The other players then choose the card from their hand which they think best fits the phrase and play it face down. The Storyteller shuffles the played cards then lays them out in a line face up. The other players must then try to identify which is the Storyteller's card. They do this simultaneously using the voting token they think matches the number of the card's position in the line.

Scoring is clever. Anyone correctly identifying the Storyteller's card scores 3 points. So does the Storyteller, unless **all** or **none** of the other players got it right, in which case the Storyteller scores no points and everyone else scores 2. In addition, each vote for a card which is not the Storyteller's one scores 1 point for that card's owner. Voting for one's own card is forbidden of course. Once scoring is done and the rabbits advanced on the score track, each player draws one new card and play continues clockwise. The game ends when the draw pile is exhausted; winner is the player with most points. Simple.

Except that it *isn't* that simple. The dilemma faced by the Storyteller is that s/he needs to choose a word or phrase that is obvious enough to make players vote for his/her card, but not so obvious that everyone does so. Conversely, the chosen phrase



or word needs to be oblique enough to prevent everyone identifying the card, but not so oblique that no-one does. This can be quite a tricky balance to achieve, bearing in mind that all the other cards from the other players will relate in some way to the word/phrase too. This, of course, also makes it difficult for the other players to identify the Storyteller's card. The result is a splendid display of furrowed brows accompanied by 'ums' and 'ahs' as everyone examines the cards to find that elusive link. The game also gives an interesting insight into the way people think, if, after each turn, each player explains why they chose their cards. It's fascinating stuff!



*Dixit* is most deserving of its French Game of the Year title. The author, Jean-Louis Roubira, is to be applauded for creating a highly engaging game from what is essentially a very simple idea. Ultimately, though, it is the cards that make this game. The detail and layering of images that Marie Cardouat has worked into her illustrations is astounding and it is this which allows multiple words or phrases to be linked to the card. For example, one of the cards shows a white rabbit wearing armour and holding a sword standing in front of three closed doors made of different materials. So you might choose to describe the card as 'a hero'. Or the more obscure reference 'Alice in Wonderland' might work. Or something more elaborate like 'he paused in his pursuit...which way had his quarry gone?' You can see how they would all fit the image. What I have given you though is a very sketchy description of the card—there is a whole level of extra detail in the illustration which allows it to fit with no end of other words and phrases. This applies to every card in the pack (and no two are the same)...

I like this game lot. Children can play on an equal footing with adults (our 9 year old granddaughter gave us a masterclass in how to trounce four grown-ups), while with adults only it becomes something of an exercise in psychology. Game length is just right; gameplay smooth and quick and a very refreshing change from the ubiquitous worker/tile placement fare of recent years. Production quality is excellent. It works well with 4, 5 or 6 players (with 3, a slight adjustment to the rules is required, but I see no reason why it shouldn't work) and is a delight to play. And the more I've played, the more I've come to realise that this game isn't really about winning or losing, but more about the sheer joy of playing simply for playing's sake. Can't think of a higher recommendation than that!

*Dixit* was designed by Jean-Louis Roubira and is published by Libellud. It is for 3-6 players, aged 8 and up, and lasts about 40 minutes.

## Games Events

December is a barren month for events, but the new year starts with Stabcon in Manchester. Well, Stockport to be accurate: it's 8th-10th January 2010 at the Britannia Hotel in Stockport. It's been a while since I made it to Stabcon, but it's always been a fun event, incorporating board games, role-playing games, CCGs, wargames and anything else you care to think of. E-mail [bookings@stabcon.org.uk](mailto:bookings@stabcon.org.uk) for more information.

Later in January—23rd and 24th—comes Oxcon, the Oxford University board games event. This usually features a major tournament each day with a lot of other stuff going on around this. However, I've been unable to confirm this as the web pages aren't available at the moment: [users.ox.ac.uk/~board/oxcon](http://users.ox.ac.uk/~board/oxcon)

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](http://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.

**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](http://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](http://www.merz-verlag.com/spiel).

**MidCon:** a long-running board games event in central Birmingham. It takes place in mid-November at the Birmingham City Thistle Hotel. **MidCon** is a friendly convention in a decent hotel for board games players. See [www.midcon.org.uk](http://www.midcon.org.uk) for more.

## Credits

*To Win Just Once* issue 101 was written (apart from Nik Luker's review of *Dixit*) and edited by Pevans. The *LPBS* masthead (page 20) is by Lee Brimmicombe-Wood. The illustrations on pages 22 and 24 are by Tim Wiseman. Game box artwork is courtesy of each game's publisher and the *Dixit* images were provided by Libellud. Pevans took the photos and played with his scanner and Photoshop.

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## Easy Money Turn 2

### Turn 2 bids and results

Chris Boote and Matt Shepherd have the same idea and just price themselves out of the market. Everybody else gets their bids in.

Player	Bid			Actual			Holding					
	Buy/Sell	No	Colour	Buy/Sell	No	Colour	Red	Grn	Blue	Ylw	Blk	Money
Chris Boote	B	3	Yellow	B	1	Black	1	1	1	1	2	80
Geoff Bowers	B	2	Red	B	2	Red	3	1	1	1	1	44
Simon Burling				B	1	Black	1	1	3	1	1	64
Charles Burrows	B	1	Green	B	1	Green	1	2	0	1	0	87
Robert Carter	S	1	Yellow	S	1	Yellow	5	1	1	0	0	53
Mark Cowper	B	2	Red	B	2	Red	3	1	1	1	1	44
Mike Dommett				B	1	Black	1	1	3	1	1	64
Mike Dyer	S	1	Blue	S	1	Blue	1	1	0	0	0	146
Jerry Elsmore	S	1	Yellow	S	1	Yellow	1	1	1	0	1	123
Austin Hayward	S	1	Yellow	S	1	Yellow	1	1	1	0	0	133
Pete Holland	B	1	Blue	B	1	Blue	4	1	2	1	0	22
Dominic Howlett				B	1	Black	1	1	1	1	2	80
Timothy Hunt				B	1	Black	1	1	1	2	1	62
Andrew Kendall	B	1	Yellow	B	1	Yellow	1	1	1	4	0	11
Nik Luker	S	1	Red	S	1	Red	0	1	1	1	1	113
Tim Macaire	B	4	Blue	B	4	Blue	1	1	4	1	0	41
Bill Michell	S	1	Green	S	1	Green	1	0	5	1	0	74
Graeme Morris				B	1	Black	1	1	1	1	2	80
Colin Parfitt	B	2	Green	B	2	Green	0	3	1	1	0	68
Matthew Shepherd	B	3	Yellow	B	1	Black	1	1	1	1	2	80
Alan Tabor	S	3	Blue	S	3	Blue	1	1	1	1	0	118
Gerald Udowiczenko	S	1	Yellow	S	1	Yellow	5	1	1	0	0	53
Pam Udowiczenko	B	2	Yellow	B	2	Yellow	1	1	1	3	1	24
Matthew Wale	B	4	Blue	B	4	Blue	1	1	5	1	1	18
Everybody else				B	1	Black	1	1	1	1	2	80

### Notes

There were a few queries about the rules (!), so I've made some changes to the text (below). I hope these will clarify things, but let me know if there's anything I've missed (or obfuscated).

I made two errors last time: Nik Luker's bid should not have affected the price of Blue and Bill Michell's bid was to buy 4 Blue not one. I have adjusted Bill's position, but left the share prices as they were, rather than try to re-do the whole turn and notify everybody.

I wasn't expecting there to be Press in this game, but what do I know?

### Press

Green Archer Associates, having seen the developing state of affairs of the Green company and having no confidence in the current management, is seeking like-minded investors to take a controlling interest in the company.

Investors are asked to contact Austin Hayward to discuss matters further with regard to Green—and other positions as they may become advantageous.

### 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 price at the beginning of the turn. 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 now can't afford the 2 Green he bid for (he spends 10p on a Black share).

If a player makes an invalid bid (such as buying more shares than they have money for or selling shares they don't have), their bid is changed to "Buy 1 Black"



(so prices are not affected). If a player can't afford to buy their shares at the new price or fails to make any bid, then they buy 1 Black (however, their bid will affect the price). 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, as their bid for that turn, buy/sell up to 3 shares in that company at 1p less/more than the final price. In the example above, if Chris were Chairman of Green, he would get 45p instead of 42p for selling his 3 shares.

Share prices and Chairmen			
Red	Green	Blue	Yellow
<b>23</b>	<b>26</b>	<b>18</b>	<b>33</b>
None	Colin Parfitt	None	Andrew Kendall

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

**All TWJO readers are welcome to join in this game—  
just let me have your bid.**

**Bids to Pevans at 180 Aylsham Drive, UXBRIDGE UB10 8UF or  
TWJO@pevans.co.uk by Friday, 15th January 2010**

## The Cold Equations Star Trader game 4—Game End

*I've put the Game End Statements in reverse order – this has to be rough, as the victory conditions vary between Corporations. My comments are in italics.*

**Martin Jennings – McRADIE'S CREW - LASTISH**

I found this game rather frustrating, McRadie's Crew is very hard to play solo, and all my attempts at alliances were ignored.

McRadie's has a great advantage, the fact that it can not undergo an inquiry, so it can do all the dirty tricks it wants to. Nobody seemed interested by this at all. Used correctly, you can actually take other corporations out of the game, with no threat to yourself.

*It does cost a lot and you have to stay focussed.*

I kept offering my services, even once I had no ships, but nobody was interested at all.

*With no ships and no money, you could be ignored, possibly short-sightedly.*

So at that point I lost all interest in the game.

Congratulations to Jerry, but all in all a game I will put behind me.

**Przemyslaw Orwat - HOUSTON FEARLESS - FOURTHISH**

Thank you all for the game play and congratulations to Jerry Elsmore (once again).

What should I say? This time I just overlooked the game start but discovered there is a game running just to takeover the dropped Houston Fearless on turn 6.

Since Mike did not decide to modify the rules concerning 'pump and dump' scheme (Mike, please do!), I had one 'house rule' for this game: No 'pump and dump' for Houston Fearless, only normal trade allowed.

The most exciting moment of the game was turn 11, when I proposed to Jerry Elsmore/Archangel Lines undertaking an 'anti-piracy' action aimed to end the McRadie threat. Nobody else was interested in participating in the strike. Having the best suited ship for such action (a Corco Iota hull built by the original Houston Fearless player), I decided to strike first and was lucky (the chance of success was 55%-75%, depending on McRadie's tactics).

*Though you did ask after the game what he had ordered – the 100% trust wasn't there. Obviously you play games a lot.*

The funniest things were McRadie's threats and boasts published that turn—especially "As you can see, accidents happen" (sorry, Martin...). And the side effect was that the game was not as exciting thereafter. I will probably not do it any more.

*It certainly took away the main threat to Archangel. But you had suffered at McRadie's hands.*

By the way, have you noticed that recently scientists have observed something resembling magnetic monopoles? See:

<http://www.sciencedaily.com/releases/2009/09/090903163725.htm>

<http://www.sciencedaily.com/releases/2009/10/091007230321.htm>

*There was a similar article in the New Scientist, which I passed on to Pevans.*

Now, we should only patiently wait for the hyperjump drive.

**Pevans – EON FLASHCORP - THIRDISH**

Playing the Corporations in Star Trader gives a real flavour to the game. As each has different victory conditions, you know there'll be more to the game than just trading. McRadie's Crew is a favourite, of course—victory points for blowing up ships! Still, as we saw in this game, McRadie doesn't necessarily have the firepower to just blast his way to victory.



I am particularly impressed by Jerry's win as I reckon Archangel Lines is tough. Shipping passengers means telling everybody just where your ships are going next turn and makes you really vulnerable to pirates. Like McRadie.

*If he concentrates on them, or if he blockades planets where the passengers are being run between. But then that makes him vulnerable to interception by planetary defence forces.*

I fancied taking on Eon Flashcorp as this Corporation is set up to be a smuggler—with a bit of legitimate trading on the side, of course. I thought I was doing well when the Agents I recruited fitted nicely with the smuggling strategy. What I hadn't banked on was how much of a handicap it was not being able to take out a loan. Okay, Eon Flashcorp has a fair amount of cash to start with, but it doesn't last long. I really wanted to take a loan after the first couple of turns.

*There are so many opportunities but only the first lot of cash to live on.*

The problem with the smuggling strategy is that you need streamlined hulls to make safe landings on planet. This restricts the number of pods on your ships. In turn, this limits your cargo- and passenger-carrying capacity. What you really need is the opportunity to smuggle Tempus, which doesn't need space. I got one of these early on, which set me up nicely. One more could have given me the game.

Looking back, I was probably being too cautious—trying to make sure I didn't lose a ship while landing on planet. Put the Agents and Battle Comm pod on separate ships and I could have pushed my luck with two smuggling flights. If things had gone my way, I coulda been a contender!

*Agreed, you got close.*

## Michael Martinkat – MONOGRAM INDUSTRIES – SECONDISH

All I can say is those darn McRadie's crew and the loss of my ships, otherwise I would have claimed sooner.

*You definitely suffered disproportionately at his hands.*

## Jerry Elsmore- ARCHANGEL LINES – WINNER

Firstly, many thanks to Mike for running the game and putting up with all the questions! Secondly, thank you to the team that supported me throughout the game: Monogram Industries, for buying the Flute and for the tip off about Plague, Eon Flashcorp for the trades in News chits, McRadie's Crew for going after Monogram Industries and Houston Fearless for the loan. Guys, I couldn't have done it without you—thanks for a great game!

*My thoughts entirely—though I'd add McRadie for not blockading Tau Ceti, and the same Corporation for waiting in system space with crippled ships for people to blow them away.*

Archangel Lines wasn't my first choice (Martin and Michael weren't alone in wanting to be Pirates and Producers!), as I'd concentrated on shipping Passengers in Mission of Gravity, but at least that meant I had a notion of what to do. The plan was simple: sell the Flute, buy five Phoenix hulls and ship Passengers between Beta Hydri, Epsilon Eridani and Tau Ceti for four turns, pay off the loan, ship passengers for another four turns and it'll all be over by Turn 10. Oh, and just pretend Pirates aren't a problem and then it will never happen to me...

It nearly worked!

Archangel Lines' Connection Levels were never going to let me see many News chits: talking to other Corporations and trading gossip paid off handsomely when Monogram Industries warned me about the Plague. I would have been totally scuppered if I'd attempted to ship Passengers and been prevented from doing so: the fine would have been a whopping 370 HT, I would have been unable to repay the loan and the resultant forced sale of ships would have effectively knocked me out of the game.

My main concern was McRadie's Crew. There are a very limited number of good passenger routes and Archangel Lines' movements were predictable as having six ships meant all of them were being used all of the time. I was on tenterhooks every turn and was greatly surprised and relieved that there was no attack until the 6th Quarter.

The loss of Zadkiel was compounded by a serious error in order checking and I was beginning to wonder if the end was in sight—losing another ship or two would have been terminal. A quarter is a long time in space and the next one presented an opportunity too good to miss—a defenceless B-Strike with Gabriel fully armed and raring to have a go.

News of the Psychic Jam came too late—the passengers were already loaded. Disaster was narrowly avoided thanks to the loan from Houston Fearless and the decision by McRadie's Crew to switch targets. The loss in reputation for sabotage was insignificant compared to the damage caused to Monogram Industries' chances of victory.

*One might almost have paid for the damage yourself!*

The destruction of A-Strike was the turning point: Archangel Lines committed all three fully armed ships to the attack, but thanks to great shooting by Houston Fearless, the conditional orders came into effect: "If A-Strike has been destroyed, splice the mainbrace! Three cheers for Houston Fearless!"

With the threat from McRadie's Crew removed and Monogram Industries struggling to replace its fleet, victory should have been just around the corner. Having carefully planned the next couple of moves, the loading orders for the 14th Quarter were issued. Unfortunately it was still only Quarter 12... If the movement orders had also been incorrect, Archangel Lines would have yet again been facing disaster.

So, it was far more by luck than judgment that Archangel Lines achieved their victory conditions. Once again, thanks to everyone for a great game. See you in the next one!

## GM Comments

*The Corporation game, which has players with differing targets, has three main groups. There are the Corporations such as Houston Fearless, Quasar and Gamlepc, which are trading Corporations, along with Archangel Lines, which ships passengers and small cargoes too. Then there are the out and out baddies—McRadie's Crew and the AIA. And finally the potentially dubious—Eon Flashcorp, Gates Learjet. The ones who do business and can also be found trading in Illegal goods.*

*Gamlepc dropped out with computer problems and Quasar didn't last long. Houston also dropped out, but Przemyslaw stepped in and, despite the handicap of missed turns, made a pretty good stab at catching up. The Pump and Dump strategy he mentions, where a player buys commodities that his factories produce to boost the factory price and then sells his factories at a profit, can be foiled by another player holding that commodity and selling to bring the price back down. But it can require co-operation.*

*McRadie could have been more influential—using the knowledge that Archangel was operating on clearly defined routes, that Monogram had to fly into Mu Herculis to collect Monopoles, Houston Fearless had to go to Tau Ceti and Sigma Draconis to collect Isotopes. Above all, they could have used Initiative to Hyperjump first in a turn and so arrive where they might not be expected, instead of sitting in system space and allowing others to pick their ships off.*

*Indiscriminate sabotage has elements of fun and did result in one payment of protection money, but it is expensive.*

*Credit to Houston, as previously mentioned, for picking up a position and playing it well. He made an honest profit and, if all his assets were liquidated at the end of the game, was not far away from his victory condition. Eon did well, but a few more risks would have paid off—by the end of the game they had a ship carrying OP chits nearly every turn.*

*Archangel drew up very favourable agreements with other players—eliminating competition for passenger traffic—and was not targeted by McRadie. As Jerry says, if it hadn't been for mis-ordering twice, he would have won earlier. But in the end a most excellent win and congratulations to Jerry.*

**The next game will be for 12 players using the free deployment set-up. We already have seven players lined up: contact Mike Dommett (mike\_dommett@yahoo.co.uk) or Pevans (TWJO@pevans.co.uk) if you'd like to join in.**

## Eagle Tavern

## Railway Rivals game 7—Turn 5

THURB connected up various towns in the north. TRX built along the south bank of the Tees estuary and there is now an alternative route to the north. GOR continued building till they reached North Allerton. BESTRAIL built to Darlington and added more links to the south and west.

A—Jonathan Palfrey

THE HEAVILY UNDERFUNDED  
RAILWAY BUSINESS (THURB),  
Green

Start: THIRSK

Builds: (E63) – Richmond; (E63) – F62  
(+3)

(F62) – G62 – Darlington (+6)

(G62)– H61; (H66) – Stockton; (Y26) –  
Y27 (+3)

Points: 54 +2 +12 = 68

B—Gerald Udowiczenko

THE RELEGATION XPRESS (TRX),  
Black

Start: HULL

Builds: (F75) – H74 – H73 – I73

(I73) – Brotton – I70 – Redcar (+3, +3)

(Redcar) – J68 – I68 – Middlesbrough;  
(Swinton) – D16 – Rotherham

Points: 43 +6 = 49

C—Paul Evans

GOD'S OWN RAILWAY (GOR),  
Orange

Start: SHEFFIELD

Builds: (York) – V16

(V16) – X15

(X15) – A64 (pays 1 to THURB and 1  
to BESTRAIL)

Points: 51 -2 +1 = 50

D—Ben Brown:

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

Start: LEEDS

Builds: (A64) – B63 – D64 – E64 (pays  
1 to THURB)

(E64) – G63

(G63) – Darlington; (Cudworth) – E16  
– Swinton; (S5) – R4 (1 to GOR)

Points: 58 -2 +1 = 57

Next turn's builds are: 6, 3, 5

Races start on the turn after next.

**Orders to Mike Dommett, 119 Victoria Road, ALTON GU34 2DD  
or by e-mail to mike\_dommett@yahoo.co.uk by 8th January 2010**

## Les Petites Bêtes Soyeuses 227

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](http://www.engarde.co.uk)).

**Orders for January 1663 to  
Pevans at 180 Aylsham Drive,  
UXBRIDGE UB10 8UF or  
[lpbsorders@pevans.co.uk](mailto:lpbsorders@pevans.co.uk)  
by Friday, 15th January 2010**



### December 1662

December starts like any other month—with Parisians hitting each other with swords. Armand de Luce has a meeting with Jacques Blanc, who has Ilk Lamore Bartat to back him up. Not that the hefty Jacques and his cutlass need much help against Armand and his sabre. Armand shows a bit of canniness, though: he blocks Jacques' initial slash. This turns out to be the first part of a furious slash, but the cut does no damage with the blunt side of the cutlass. Instead, Jacques takes a thump from Armand's slash. Regaining his balance, Jacques closes in to give his opponent a kicking. Unfortunately, he sticks his leg in the way of Armand's second slash. Jacques surrenders so that Ilk can apply a tourniquet to his thigh.

Armand moves on for his appointment with a regimental enemy, Pierre Cardigan. Pierre's old wounds make this an even fight of sabre versus sabre. Swender de Jewel seconds Pierre and steps back to watch the fun. Armand's block works again as he stops a slash from Pierre. Again, this is the first part of a furious slash. This time, though, the weapon is a sabre and the cut does some damage. This is enough for Armand and he concedes the fight.

Pierre has more enemies to meet on his duel card, starting with Chris P Bacon. However, Chris refuses to cross swords in de Jewel's presence: "I cannot fight you with the Colonel of my Regimental friends present," he tells Pierre. So instead, Pierre squares up to Jacques Alattes d'Esjestif in another sabre tussle. Pierre's

injuries give Jacques a slight advantage, but this is negated by his inferior skill. Pierre goes for a furious slash again. This time both blows hit his adversary as Jacques mistimes his jump and block. Having been hit twice, Jacques throws in the towel pronto.

There's another member of the Grand Duke Max's Dragoons waiting for Pierre (and Swender), Willem de Biest. Willem brings a two-handed sword, Jean-Luc de Picardy and Jacques de la Boite. He also towers over Pierre. A slash from Pierre draws first blood, but Willem's responding slash draws rather more. Pierre surrenders before he gets hit again.

Swender hasn't finished yet, his next job is seconding Thomas le Matelot against Enterrer Vivant. The two men are well matched, though Thomas has a sabre to put against Enterrer's rapier. Both start with a slash, but the sabre does rather more damage. Enterrer goes for another one, but is hit by Thomas's cut before he can complete the stroke. The two wounds prompt Enterrer's surrender.

While this is going on, Jacques de la Boite has taken Jean-Luc de Picardy to support him against Luc Around. In turn, Antoine Dubeque is there to support Luc. Luc tries to surprise Jacques by lunging with his sabre. However, Jacques jumps aside and the blade slides past him. Jacques then goes for a slash with his rapier, only to find a sabre slash coming the other way. Another jump from Jacques is followed by a lunge, while Luc just keeps on slashing. Both blows land at the same time again and are followed by a joint surrender.

Despite his injuries, Jacques (and Jean-Luc) moves on to meet Thomas (and Swender). Jacques's defensive block and jump are to no avail as they're over before Thomas's slash takes effect. Jacques surrenders.

### Who's Brigadier?

Field Marshal Jacques Shitacks and Minister of War Revaulvin d'Or join forces to persuade the Brigadier of the Dragoons to resign. Shitacks calls in another favour to make sure that Chris P Bacon gets the freshly vacant job. However, the Field Marshal declines to make anyone his Aide, leaving the position vacant.

Thomas le Matelot needs no assistance to become Third Foot Brigadier. While Thierry Fitoux is surprised to find himself appointed Brigade Major of the Horse Guards in preference to the DGs' Major. As GDMD commander, Brigadier-General Bacon appoints Captain Alexander Denton as the Regimental Adjutant.

Minister d'Or helps Lieutenant-General Gustav Ind get rid of the Second Division commander. This time there's no-one set up to take on the appointment, though. The positions of Minister of Justice and Commissioner of Public Safety remain empty too, by order of the Minister of State, Charlemagne le Gosse.



Captains Enterrer Vivant and Jean-Luc de Picardy persuade the junior Major in the Picardy Musketeers to resign. The senior Major proves more obdurate, though, and resists the entreaties of Vivant and Willem de Biest. As the more senior of the Captains, de Picardy gets to buy the Major's position, leaving Vivant still a Captain.

De Biest's next move is to quit the Grand Duke Max Dragoons. Swender de Jewel promptly signs him up for the Dragoon Guards and gives him a hundred crowns, the cost of a horse. De Biest buys the rank of Subaltern. The Royal Marines also gain a Subaltern as Pate de Foie Gras joins the regiment. Jacques La Touret applies to the 13th Fusiliers, is accepted and buys a Captaincy. Bas Gras de Fusion has his eye set on command, though. He joins the Gascons and buys the rank of Major, taking control of the regiment.

It seems Brigadier Pierre Cardigan has no wish to remain in Paris for the winter. Instead, he mobilises the Heavy Brigade and leads them to the frontier. Lt-Colonel Rex de Leon is of the same mind and volunteers his Battalion of the 27th Musketeers. Pierre Theroux le Brouillard and Thierry Fitoux are also on their way out of Paris. In their case, though, they do so to escape their pressing debts. General Gar de Lieu returns to the Royal North Highland Borderers where he is able to command a Battalion of these redoubtable warriors.

### Wine, women and bells

The social whirl of December begins in the Frog & Peach where Jean-Luc de Picardy is pleased to host a number of his social inferiors. Thomasina Tancenjin joins Jean-Luc to greet his guests and is pleased that she is not the only woman present. The other is Sal Munella, who attends upon the arm of Pate de Foie Gras. Jean-Luc's other guests are Arnaud Surfinmaise, Ikley Moor and Patrick Declan. This party is virtually all the visitors the Frog & Peach sees this month. The exception is a brief sojourn by Bas Gras de Fusion, showing off his conquest, Ulla Leight, for the first time.



Hunter's is just as busy in the first week, but all the visitors are there on their own. Arriving early with Frances Forrin, Luc Around serenades the other members with his rendition of the national anthem on the nose flute. Passing round his hat for donations for "Impoverished Noblemen" doesn't win him any friends, though. He quickly discovers that one of those in Hunter's is a regimental enemy, Mouton Rothschild, with his mistress, Anne Tique. Antoine Dubeque, who's in the club with Laura de Land, joins in with Luc

challenging Mouton. The other visitors, Roland Moulin and Sue Briquet and Jacques de la Boite and Helen Highwater, stay out of the argument.

A few Parisians managed to determine the sender of last month's unsigned invitation and turn up at Bothwell's in week 2 to Toady to Johnny Sais-Pas. However, Johnny is quite clear who is allowed in and Ali Vouzon and Ikley Moor are not. (It's not a good month for Ali as his courting fails, leaving him to conclude December getting some female company in the Bawdyhouses.) The man who is admitted is Chris P Bacon. He and Mary Huana join Johnny and Bess Ottede for a convivial week, but Chris doesn't do any gambling for Johnny to support. Bothwell's is quite busy in fact. Indie Spencible has Maggie Nifisent with him, demonstrating that she is no longer attached to Gar de Lieu. Jacky Tinne visits with her new beau, Swender de Jewel. On top of this, Benedict d'Over is in the club—with Ophelia Derriere—as are Jacques de Gain and Roget de Saurus. Johnny and Bess spend Christmas in Bothwell's carousing "with all the trimmings."

The following week is Swender de Jewel's turn to be host at Bothwell's. He and Jacky are joined by Alexander Denton, Mouton Rothschild and Thomas le Matelot. Anne Tique accompanies Mouton while Deb Onairre joins her new beau, Thomas. This is despite Thomas's earlier indiscretion—attempting to woo Sue Briquet—that cost him Ava Crisp's affections. Jean Laissez Faire has also succeeded in his second courting and is in Bothwell's with Frances Forrin. This is a step up for Frances, who was in Hunter's earlier in the month on the arm of Luc Around.

Back in Hunter's, Chris P Bacon and Mary Huana are partying with their guests through week 3. You'd expect the GDMD to be there in force, but only Subaltern Armand de Luce and Private Jacques Alattes d'Esjestif put in an appearance. The City Military Governor, Euria Humble, attends, however, bringing Edna Bucquette with him. So does the Gascons' new commander, Bas Gras de Fusion, along with Ulla. Marie Antoinette accompanies Enterrer Vivant. Jacques Blanc comes on his own, while Jean-Luc de Picardy is with Thomasina. Willem de Biest and Josephine Buonoparte are the last of the guests.

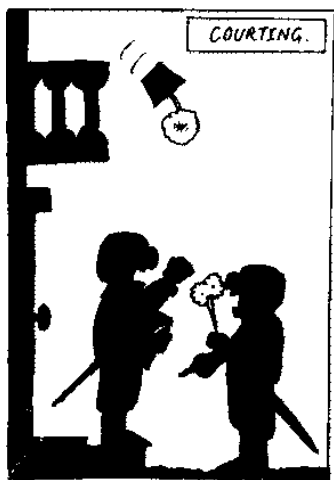
Willem is challenged when he enters the club, though. His enemy, Antoine Dubeque, is also receiving guests at Hunter's and doesn't want Willem anywhere near them. Antoine's colleague, Luc Around, supports him and challenges are exchanged. After which, Antoine returns to Laura de Land and his party. Luc rejoins Antoine's other guests: Jacques de la Boite, Roland Moulin and Sue Briquet and Warren Peece and Ingrid la Suède.

Swender's party continues over Christmas with additional guests joining the group from the week before. These are Willem de Biest, now without Josephine,

and Chris P Bacon, still accompanied by Mary. Alexander is disgusted by the arrival of Chris—the man has a higher social standing without being noble! A challenge is required. And another one to Quasi Le Bossu when he arrives to host the Bellringers! Quasi and Alison set up shop and welcome the other boozers. Armand brings Ada, Marie is with Enterrer and Ingrid accompanies Warren, only Patrick Declan comes alone. Enterrer breaks off from the bells long enough to exchange challenges with Thomas le Matelot, one of Swender's guests. Armand makes a good fist of drinking the Yard of Ale. Only after this do the others admit it's not part of the initiation, but Armand is past caring by this time.

Red Phillips gets a few visitors this month. In particular, Ilkley Moor is there for Christmas with Pate de Foie Gras as his guest. Arnaud Surfinmaise is there most, though, turning up for two weeks. Egon Mad 2 is to be found in Bothwell's for the month.

Various nobs are in the Fleur de Lys, of course. Charlemagne le Gosse is there all month with Lois de Low. Zachary The Money Goes spends the first two weeks hob-nobbing with the Crown Prince. Bottles of wine are quaffed in rapid succession and the two pore over a hefty selection of papers—though they're a bit wine stained now. Zack brings Anna Rexique to the club for the second half of December and they are joined by Jacques Shitacks. When not partying, Euria Humble and Edna Bucquette are also to be found in the Fleur. So, too are Sean Sondamour and Ella Fant, though Sean's excursion is to practice with his sabre.



Other people spend their month in the gyms, making their excursions elsewhere. Benedict d'Over and Devlin Carnate spend three weeks with their rapiers. Sabre practice occupies both Quasi Le Bossu and Herve d'Conde for three weeks. And Gustav Ind practises cutlass for three weeks. Lots of others put in a week or two's practice.

Roget de Saurus and Jacques Shitacks both go for two weeks' female company in the Bawdyhouses—an interesting choice. Jacques La Touret puts his spare cash on the gaming table when he visits the Bawdyhouses. He loses his bet, but the footpads decide he's a likely target and mug him on his way home. Jacques returns home with no money and a sore head.

## A Frontier Christmas

The winter quarters for France's military are rather makeshift—they're laying siege to a Spanish fortress. Having volunteered the Heavy Brigade to join in,

Brigadier Pierre Cardigan finds there's little for the cavalry to do. He concentrates on organising a decent Christmas party for the troops. His own presents include well over a thousand crowns, gaining the permanent rank of Brigadier-General and a Knighthood.

Rex de Leon's Battalion of the 27th Musketeers is attached to Frontier Regiment 1. His bravery in volunteering to act as St Nicholas for the troops brings him a Mention in Despatches. Lt-General Yves Bretheauteque is also with Frontier Regiment 1. He earns 500 crowns from his Christmas Lucky Dip, which is also worth a footnote in the Despatches. Bruce Locarno Thomas survives a close encounter with a falling Christmas tree.

Stand Dandy Liver is with Frontier Regiment 3, where he is Mentioned for providing the regiment with a slap-up Christmas feast. Frontier Regiment 4 suffers when the Spanish make a surprise attack and seize the regiment's provisions. RFG commander Averell d'Alton tries to protect the large slab of beef that is the main attraction, but he is run though by the enemy pikes. Private Pierre Theroux le Brouillard emulates d'Alton: he stands fast and, like his mentor, is spitted on a pike. RIP. RM commander Coeur Jette is with the regiment too and is Mentioned in Despatches for saving the plum pudding. And a couple of bottles of brandy. Thierry Fitoux gets away on horseback, but has no reward.

This leaves General Gar de Lieu, commanding a Battalion of the RNHB. The Highlanders go for the attacking Spaniards, but aren't in time to do more than chase off the rearguard. De Lieu is Mentioned twice and picks up over a thousand crowns worth of loot (though some of it appears to be marked in French). ❖

## Press

### Announcements

Wanted : Aide to Brigadier  
A young and well presented Subaltern to act as my Aide. Please ensure you can at least read and write. Apply 2nd Foot Brigade HQ.

† Brigadier Johnny Sais-Pas

Attention to Orders 2nd Foot.  
We will be fending off the ruffians attacking his Majesty's Fortresses again in February 1663.  
Vive Le Roi! † Bdr Johnny Sais-Pas

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

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

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

## Social

To Zachary, Charlemagne, Sean Sondamour and Devlin Carnate:

Government seems to me in need of refreshment so please be my guests Weeks 2-4 next month at the Fleur where we shall brainstorm some solutions (and my special Vieux Grogard Cognac has been known to cause a few brainstorms in it's time!). Your mistresses are very welcome, as is mine, and your costs will be paid and more.

Your Friend,

† Count d'Or, Minister of War

To all other Brigade Commanders; which by my reckoning is Swender de Jewel and Pierre Cardigan

Can I humbly suggest a Brigadiers' meeting at our club next month? My call on the drinks.

We can of course discuss some military tactics. I have a room with a large table and lots of little models of a fortress and military units.

† Brigadier Johnny Sais-Pas

Boozers and Bellringers New Year Party, Bothwell's Week 1

All members and their mistresses welcome, all costs covered.

Any potential new members are invited to audition by firstly applying in writing to Quasi le Bossu, Chairman of Boozers and Bellringers, Bothwell's, and then performing a solo turn on the instrument of their choice to us all at the party (by official invite only).

Luc Around, it appears I may have misjudged you (as proved by you duelling against that detestable roach Rothschild), so you are formally invited to audition. † QLB

To: All French Citizens

From: The Ministry of State

Minister of State Kid Charlemagne would like to invite all citizens of Paris to join him at the Fleur de Lys for the whole of January 1663. There will be drinking, reflection on the last year in Government, drinking, ideas proposed for the next year of Government, drinking, Posts in the Government appointed, drinking and one or two loose ends mopped up.

Charlemagne promises to listen carefully to all of your input and, the longer you are at the party, the more likely you are to get your point across. This is a fine example of consultation with the People, by the Government, before we implement whatever His Majesty decides should be our Policies for the next Year.

Good Citizens of Paris

I am pleased to be able to host a party at my club this coming month of January for all persons.

Kindly turn up during week 4.

† Brigadier Johnny Sais-Pas

## Personal

Gentlemen looking to explore the delights of low fat cheese and other delicacies are invited to contact Bas Gras de Fusion, with a view to convivial evenings out on the town. Mutual assistance the following morning as mutual seconds would also be appreciated.

To Adjutant Quasi Le Bossu,

In your letter last month you displayed ignorance I would not expect from the greenest of raw recruits.

The CPC is not part of the Horse Guards Brigade. You were in fact insulting the Brigadier of the Heavy Brigade. Yes, that's right, the CPC is part of the Heavy Brigade, you dimwit. Military ability is NOT the only qualification to consider when evaluating an officer. Again, you publicly demonstrate your lack of suitability for command. The matter of Major N6's resignation was not linked to his military ability; it's not something I wish to discuss further in public and certainly not with you. You should examine your own regiment closely you incompetent, blundering, fool.

From an official report of the campaign:

June 1662: ... "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."

It's clear from this report and the officers I have asked that your scouts are NOT trained to identify uniforms. Not surprising when you, their Colonel, cannot even correctly identify the CPC. This resulted in an entire division caught unprepared as they came under enemy artillery fire from a direction where your scouts reported allies. You, sir, are responsible to ensure that training takes place. You, sir, have been negligent in your duties to his Majesty the King and France. This is inexcusable, you simpleton ass. You honestly don't know why Aloysius Gnomeclencher resigned his command and joined a frontier regiment? Everyone else in Paris does, it was publicly written in the press for anyone with a brain larger than a pea to understand. Do you really think you are doing the poor man's family any favours by dragging his name through the press with insane rumours? He did not try to cheat his way out of the unfortunate situation and he would not appreciate what you are doing now, you obnoxious, stupid, twerp.

I greatly respect that Aloysius Gnomeclencher had the courage and character to do the honourable thing. If you have ANY decency or ANY respect for his family you will leave his name out of whatever further quarrel you have with me and the men under



my command, you illiterate, dumb ox, ignoramus.

One last thing... Even if you don't agree that the safety of France is reason enough to learn the army structure then at least learn something about the people you dedicate trust funds to. Aloysius Gnomeclencher served in the QOC. The QOC is part of the Horse Guards Brigade, you nincompoop.

Yours in Disgust,

† Sir Swender de Jewel

*That's sufficient of an insult to give QLB (and his regimental colleagues and friends, if only he had any) cause with SdJ*

† Le Roi

To Brig Major Ali Vouzon

I had already noted your excellent abilities and had appointed you Brigade Major.

You don't have to ask for the position, young man!

† Brigadier Johnny Sais-Pas

Monsewer Blanc(mange)

If you mean me when you refer to the Bragen Brothers, then come an' have a go if you think you're hard enough. I'll be waitin' fer you on New Year's Day outside the Bawdy House—fightin' gives me a powerful thirst!

† Patrick Declan

From the Diary of Egon Madd:

I don't think much of the drinks in this new club I've joined. They're not green, they don't smoke and when you spill them on the table they don't burn holes in it.

To Major Blanc,

It appears that we must work together supporting the General, so the bad air between us needs clearing.

I admire your courage in publicly calling me a fool. You are either very brave or very stupid. I expect to see you on New Year's Day at the duelling grounds unless you have the wisdom to retract the public slur against my Comrades in Arms the Declan brothers, one of whom fights for the cause of France, in which case we have no cause to cross blades.

† Colonel Quasi le Bossu, PLLD

Le Bossu,

It is tragic that your poor upbringing has denied me my opportunity to perform with your bellringers. However, I bear you no grudge, as you cannot be blamed for your parents' low birth, and my heart is warmed by your charitable nature. I am pleased to send you 10 crowns for your fund for commoners.

Inspired by your good work, I have started a fund to support impoverished noblemen. I have many childhood friends who are now too poor to support more than half-a-dozen housekeeping staff. I trust at this time of good will, you will not begrudge me my fund raising.

Yours,

† Captain Around

"Diffusion à faible teneur en matière grasse"

Does any gentleman know of a reliable source of fromage de philly, which can be obtained in the city, as my own supplies are running low?

† Bas Gras de Fusion

Dear Anonymous,

Though I understand your concern at the lack of parties for lower levels, I am saddened that you appear to show a sad disregard of the efforts put in by Quasi Le Bossu, who does a fine job hosting parties for the Boozers and Bellringers, and to a lesser extent myself. Also not to mention our fine Chancellor who held the Bellringers at the Fleur in November.

† Chris P Bacon

## Points Arising

**Next deadline is  
Friday 15th January 2010**

This turn we welcome Austin Hayward to the game. Have fun, Austin!

We say farewell to Aaron Sibley, who has not renewed his subscription.

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

BD Bragen Declan (Mark Booth) has NMR'd. Total now 1

CJ Coeur Jette (Mike Weston) has NMR'd. Total now 3 and is sent to a Frontier regiment

PLF Pierre LeFart (Olaf Schmidt) has NMR'd. Total now 1

SDL Stan Dandy Liver (Guy Arnold) has NMR'd. Total now 2 and is sent to a Frontier regiment

BdM (Mark Moores) has been floated as he was busy moving house.

As the bells chime for midnight, a squat crooked figure hurries across the snow covered Place de Montmartre and throws a small object into the old well. Scurrying away, the figure can be heard muttering, 'Maybe the A Team can avenge Gnomeclencher as Jewel and Rothschild have been getting away with murder for too long now'.

ILB (Andrew Kendall) has been floated as he's been in Venezuela.

PTIB (Barry Townsend) has been floated at his request.

TF (Timothy Hunt) has been floated as his computer is playing up.

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](http://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](mailto:lpbsorders@pevans.co.uk) and you'll get an automated reply when your message arrives in

my mailbox. Please give your name and your character's name and specify actions in full (since it's without your character sheet). Attached files should have your character ID and the month in the name. If you want queries answered before the deadline, e-mail [LPBS@pevans.co.uk](mailto:LPBS@pevans.co.uk). ◇ P

## Announcements

Antoine Dubeque asks NPC Colonel of Queen's Own Carabiniers to resign  
Bas Gras de Fusion asks NPC Captain 1 of The Gascon Regiment to resign

Bas Gras de Fusion asks NPC Regiment Adjutant of The Gascon Regiment to resign  
Bas Gras de Fusion asks NPC Brigade Major of 4th Foot Brigade to resign

## Duels

Results of last month's duels:

Ilk Lamore Bartat was 'floated' for his duel with Yves Vrai Bretheauteque.

Armand de Luce (gains 1 Exp) beat Jacques Blanc.

Tomas le Matelot (with SdJ, gains 1 Exp) beat his enemy Enterrer Vivant.

Pierre Cardigan (with SdJ, gains 1 Exp) beat his enemy Armand de Luce.

Chris P Bacon didn't turn up to fight Pierre Cardigan and lost SPs.

Pierre Cardigan (with SdJ, gains 1 Exp) beat his enemy Jacques Alattes d'Esjestif.

Luc Around (with AD, no Expertise) drew with Jacques de la Boite (with JLdP, no Expertise).

Tomas le Matelot (with SdJ, gains 1 Exp) beat his enemy Jacques de la

Boite (with JLdP, under half Endurance).

Willem de Biest (with JLdP & JdIB, gains 1 Exp) beat his enemy Pierre Cardigan (with SdJ).

Grudges to be settled next month:

Antoine Dubeque (Sabre, Seconds LA, adv.) and Mouton Rothschild (Rapier, Seconds ZTMG) have mutual cause for being in enemy regiments.

Luc Around (Sabre, Seconds AD) and Mouton Rothschild (Rapier, Seconds ZTMG, adv.) have mutual cause for being in enemy regiments.

Luc Around (Sabre, Seconds AD, 2 rests) has cause with Jean Laissez Faire (Rapier, adv.) for pinching Frances.

Antoine Dubeque (Sabre, Seconds LA, adv.) and Willem de Biest (2-Hand,

Seconds JLdP & JdIB) have mutual cause for being in enemy regiments.

Luc Around (Sabre, Seconds AD) and Willem de Biest (2-Hand, Seconds JLdP & JdIB) have mutual cause for being in enemy regiments.

Alexander Denton (Sabre) has cause with Chris P Bacon (Sabre, Seconds WdB & RM, adv.) as he's not Noble but higher SL.

Alexander Denton (Sabre, 2 rests) has cause with Quasi Le Bossu (Sabre, Seconds ZTMG, adv.) as he's not Noble but higher SL.

Enterrer Vivant (Rapier, 2 rests) and Tomas le Matelot (Sabre, Seconds SdJ, adv.) have mutual cause for being in enemy regiments.

Quasi Le Bossu (Sabre, Seconds ZTMG, 1 rests) has cause with Swender de Jewel (Sabre, Seconds RdO & PC, adv.) for insults.

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

Duels held over until March:

Mouton Rothschild versus Thierry Fitoux.

Gar de Lieu versus Indie Spencible.

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

Austin Hayward gets the First son of a well-to-do Gentleman: Init SL 5; Cash 275; MA 4; EC 4 (BGdF Bas Gras de Fusion).

Martin Jennings gets the Second son of a well-to-do Gentleman: Init SL 4; Cash 250; MA 5; EC 2 (X1).

Barry Townsend gets the Second son of a wealthy Earl: Init SL 9; Cash 500; MA 5; EC 4 (X2).

## 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 N	
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/N5  
 Heavy Brigade (Defence) – ALC CPC  
 Dragoon Brigade (Defence) – GDMD PLLD  
 Frontier Division (Defence) N5/N/N4  
 Frontier Regiments (Defence)  
 Second Army (Siege) N3/N/N3/\_\_\_  
 First Division (Assault) HdC/N/BdO  
 Guards Brigade (Assault) – RFG CG KM  
 1st Foot Brigade (Assault) – RM PM  
 RNHB Regiment (Assault)  
 Second Division (Siege) \_\_\_/\_\_\_/\_\_\_  
 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

Heavy Brigade: 2  
 Archduke Leopold Cuirassiers: 4  
 Crown Prince Cuirassiers: 2  
 Frontier regiment 1: 3  
 Frontier regiment 2: 6  
 Frontier regiment 3: 6  
 Frontier regiment 4: 5  
 RNHB regiment: 3

## Brigade Positions

Guards Brigade N4/N/N2  
 Horse Guards Brigade SdJ/N/TF  
 Heavy Brigade PC/\_\_\_/\_\_\_  
 Dragoon Brigade CPB/WdB/N4  
 First Foot Brigade N4/N/N6  
 Second Foot Brigade JSP/N/AV  
 Third Foot Brigade TIM/N/\_\_\_  
 Fourth Foot Brigade N5/N/N4

Entries as Army Organisation Table

## Frontier Regiments

(Siege for Dec-Feb)

	F1	F2	F3	F4	RNHB
Colonel	N4	N3	N1	N3	N6
Attached	1 Bn 27M		SDL	TF	GdLi
	BLT			CJ	
	YVB				

Also at the Front  
 Heavy Brigade (Archduke Leopold Cuirassiers, Crown Prince Cuirassiers)

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		
35	Katy Did	16	I	RdO
42	Maggie Nifisent	16	B	IS
55	Jacky Tinne	16		SdJ
52	Guinevere d'Arthur	15	B/W	
10	Frances Forrin	14	B	JLF
21	Helen Highwater	14	W	JdIB
48	Fifi	14	B/W	HdC
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	
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		JdG
31	Bess Ottede	12	I/W	JSP
1	Sue Briquet	11	B	RM
4	Anne Tique	11	W	MR
9	Deb Onairre	11	I	TIM
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	
59	May Banquot l'Idee	9		
2	Betty Kant	8	I	
19	Jenny Russe	8	W	
32	Sal Munella	8	W	PdFG
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	BGdF
5	Belle Epoque	6	B/I	
13	Josephine Buonoparte	6	I/W	WdB
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
CIG	Count Charlemagne le Gosse	26	73	Comfy	General/State Min.	14 Lois	Flr	2	Neil Packer
ZTMG	Count Zachary The Money Goes	26	66	Rich	Colonel KM	14 Anna	Flr	4	Gerald Udowiczenko
RdO	Count Revalvin d'Or	23	62	Poor	General/War Minister	13 Katy	Flr	4	Jerry Spencer
SS	Marquis Sean Sordamour	23	59	OK	General/1st Army Commndr	5 Ella	Flr	2	Pete Holland
DC	Baron Devlin Carnate	23	48	Comfy	B.Lt-General/Cav Div Commandr	6 Angelina	Flr	2	Bruno Giordan
JS	Earl Jacques Shitacks	23+	73	Comfy	Fld Marshal/Chancellor	3	Flr	4	David Olliver
SDL	Count Stan Dandy Liver	22	F	Flthy	Lt-General	11	Flr	4	Guy Arnold
EH	Earl Euria Humble	21	52	OK	B.Lt-General/City Mil. Gov	15 Edna	Flr	5	Matthew Wale
GI	Baron Gustav Ind	21	45	OK	Lt-General/Adjutant Gen	6 Kathy	Flr	5	Ashley Casey
GdLi	Marquis Gar de Lieu	21	F	OK	General	4	Flr	4	Bill Hay
BdM	Viscount Beppe de Marko	19	41	Flthy	Bdr-General	17	Flr	2	Mark Moores
AdA	Sir Averell d'Alton	19	RIP						Martin Jennings
RdS	Baron Roget de Saurus	17	30	OK	Major RFG	10	Both	2	Gerry Sutcliff
BdO	Benedict d'Over	16	31	Comfy	Lt.Colonel KM/1st Div Adjutant	9 Ophelia	Both	4	Mark Stretch
SdJ	Sir Swender de Jewel	16	27	Wlthy	B.Bdr-General DG/HGds Brigadier	5 Jacky	Both	1	Ray Vahey
IS	Baron Indie Spencible	16+	49	Wlthy	Major RFG/Min w/o Port	6 Maggie	Both	1	Charles Burrows
HdC	Baron Herve d'Conde	15	40	Comfy	B.Lt-General/1st Div Commandr	11 Fifi	Both	4	Simon Burling
JLF	Baron Jean Laissez Faire	14	33	Comfy	B.Bdr-General CG	2 Frances	Both	3	Filipe Silva
EM2	Baron Egon Mad 2	14	25	OK	Lt.Colonel RFG	6	Both	2	Tym Norris
JSP	Baron Johnny Sais-Pas	13	31	Comfy	Bdr-General/2 F Brigadier	9 Bess	Both	4	Mike Bird
VVB	Sir Yves Vrai Bretheauteque	13	F	Comfy	Lt-General/Min w/o Port	4	Flr	1	Chris Boote
JdG	Sir Jacques de Gain	13+	39	Comfy	Major KM/Gen's Aide (1st Army)	8 Vera	Both	4	Ben Brown
QLB	Quasi Le Bossu	12	23	OK	Colonel PLLD/1st Army Adjutant	6 Alison	Both	6	Mark Cowper
JdIB	Jacques de la Boite	12	19	Poor	Colonel PM	1 Helen	Hunt	5	Justin Key
PC	Sir Pierre Cardigan	12	F	Comfy	Bdr-General/Hvy Brigadier	7	Hunt	4	Matt Shepherd
AD	Sir Antoine Dubeque	11	24	Comfy	Lt.Colonel QOC	9 Laura	Hunt	2	Andrew Burgess
ILB	Sir Ilk Lamore Bartat	11	19	OK	Lt.Colonel RM	6	Hunt	6	Andrew Kendall
TF	Thierry Fitoux	11	F	OK	Major QOC/HGds Brigade Maj.	7	Hunt	1	Timothy Hunt
CPB	Chris P Bacon	10	30	Comfy	B.Bdr-General GDMD/Drgn Brigadier	1 Mary	Hunt	3	Rob Lee
MR	Mouton Rothschild	10	28	Comfy	Major DG	1 Anne	Hunt	4	Keith Bristow

ID	Name	SL	SPs	Cash	Rank, Regiment/Appointment	MA Last seen	Club	EC	Player
LA	Luc Around	9	24	Poor	Captain QOC	4 Frances	Hunt	5	Colin Parfitt
RM	Roland Moulin	9	23	Poor	Captain GDMD	5 Sue	Hunt	4	Roland Lee
CJ	Coeur Jette	9	F	OK	B.Bdr-General RM	6	BG	2	Mike Weston
TIM	Tomas le Matelot	9+	53	Poor	B.Bdr-General 4A/3 F Brigadier	7 Deb	BG	4	Tim Skinner
Wp	Warren Peece	9+	28	OK	B.Bdr-General 27M	5 Ingrid	BG	2	Pam Udowiczenko
AIDn	Alexander Denton	7+	31	OK	Captain GDMD/GDMD Regt. Adj.	6	F&P	4	Paul Wilson
WdB	Willem de Bliest	7+	28	OK	Subaltern DG/Bdr's Aide (Drgn Bde)	3 Josephine	F&P	6	Tim Macaire
EV	Enterrer Vivant	7+	23	Poor	Captain PM	2 Marie	F&P	4	Geoff Bowers
PLF	Pierre Lefart	6	11	Comfy	Colonel 13F	6	F&P	3	Olaf Schmidt
RdL	Rex de Leon	6	F	OK	Lt.Colonel 27M	12	F&P	3	Robert Carter
X1		6	RIP						Aaron Sibley
JLdP	Jean-Luc de Picardy	6+	26	Poor	Major PM/PM Regt. Adj.	6 Thomasina	F&P	3	Bill Howell
JLT	Jacques La Touret	5-	4	Poor	Captain 13F	3	F&P	2	Charles Popp
JB	Jacques Blanc	5	17	OK	Major RM	2	F&P	4	Dominic Howlett
BGdF	Bas Gras de Fusion	5	16	Poor	Major Gscn	4 Ulla	F&P	4	Austin Hayward
AV	Ali Vouzon	5	12	Poor	Major 13F/2 F Brigade Maj.	4	F&P	1	Graeme Morris
AdL	Armand de Luce	5+	28	Poor	Subaltern GDMD	3 Ada	RP	2	Francesca Weal
JAdE	Jacques Alattes d'Esjestif	4	12	Poor	Private GDMD	4	RP	3	Pete Card
AS	Arnaud Surfinmalse	4	8	Poor		5	RP	5	Nik Luker
BLT	Bruce Locarno Thomas	4	F	Poor	Major 53F	2	RP	3	Graeme Wilson
PdFG	Pate de Foie Gras	4+	14	Poor	Subaltern RM	3 Sal	RP	5	Mike Dyer
IM	Ilkley Moor	3	11	Poor	B.Major 13F	4	RP	4	Mike Dommett
PTIB	Pierre Theroux le Brouillard	3	RIP						Barry Townsend
PD	Patrick Declan	3+	18	Poor		2		4	Nathan Richards
BD	Bragen Declan	1-	4	Poor	Private 53F	2		1	Mark Booth

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, F lthy = 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+