

That would be enough

This has been issue 107 of *To Win Just Once*, published 23rd July 2010. 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 2010

Deadlines

Orders for *Railway Rivals* and *Star Trader* to Mike Dommett by 6th August.

Orders for *Les Petites Bêtes Soyeuses*, *Easy Money* bids and any other contributions to Pevans by Friday 13th August 2010.

(Remaining deadlines for 2010: 10th/17th Sept, 22nd/29th Oct, 26th Nov/3rd Dec)

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Games only	
Per game turn	£0.65
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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.engage.co.uk

Railway Rivals Mark Cowper, Emrys Hopkins and Jonathan Palfrey are interested in the next game—anyone else?

Star Trader game under way and nobody waiting yet. Rules provided.

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To Win Just Once

(incorporating *Les Petites Bêtes Soyeuses*)

BERND EISENSTEIN

Peloponnes
reviewed

Plus two
months LPBS

Issue 107: August 2010

(LPBS 233: June-July 1663)

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Chatter

The best-laid plans etc. I didn't get away on holiday in July after all—hopefully I'll get a break later in the year. Still, it means I've been around for some family events—and to get this issue of *TWJO* out more or less on time.

Running two months of *LPBS* in one go means it's taking up more room than usual, so there isn't space for too much other stuff. I'll take a quick look at one of the games I've been playing recently and review some recent reading.

I didn't get to the Ealing Beer Festival after all. However, I intend to hit the Great British Beer Festival (3rd-7th August at Earl's Court) come what may. The aim is to spend Thursday afternoon (5th Aug) there and clear out when it starts getting busy with the after work crowd. If anybody wants to join in, let me know.

For a second month running I have no website stats to bring you. Time to have a word with my ISP...

Letters

Jonathan Palfrey has more on civilization-development games.

I think you're missing essential data in commenting on the assortment of civilization games on the market.

I used to own the original *Civilization* board game, and quite possibly still do: I have a stack of old board games in the attic, which never get played for lack of anyone to play them with. But I played that game more than once in the distant past and have some memory of it.

I have played *Sid Meier's Civilization* versions 1, 2, 3, and 4 much more often and more recently, and can tell you that it has almost nothing in common with the older board game: just the name and the vague idea of leading your own civilization through the ages. The game mechanics are completely and utterly different.

The *Through the Ages* game seems more similar to *Sid Meier's Civilization*, which runs from 4000 BC into the 21st century AD, and features leaders, wonders, and different types of military units. However, *Sid Meier's Civilization* is actually *more* geographical than the original *Civilization* board game, having a more detailed and perhaps more important geography. Furthermore, there's a fog of war effect: the geography is randomly regenerated for each game, and you have to explore to find out what you've got. Initially, you kick off with a mere two units, and can see only what's in their immediate vicinity, the rest of the map being black. (An effect less easy to achieve in a board game.)

The *Civilization* board game was a grand-strategy game with nothing in it that could be called tactics, whereas *Sid Meier's Civilization* is an uneasy and unrealistic blend of strategy and tactics. At the time and distance scales at which it operates, there should be no room for tactics, but hey, this is a game, they wanted tactics, they shoved in tactics, whether it fitted or not.

I find *Sid Meier's Civilization* rather compulsive, especially the early stages of the game which I like best; but I disrespect it as a game design. As a simulation of history it's utterly ludicrous, and as a game it's overcomplicated and tedious in its later stages (too many units and cities, too much micro-management, not enough happening of any interest). I play to win early, in the Middle Ages, and if I don't win that early I just give up and start another one.

I prefer the design of some board games, which have more motivation for simplicity; but I play computer games because (a) I lack opponents for board games, and (b) I can play a computer game at any time of day or night at my own convenience, and quit playing it at my own convenience. No need to factor anyone else's convenience into it, even if I knew anyone willing to play.

I'd be delighted to find a computer version of *Railway Rivals*, which is an almost perfect game from my point of view: simple to understand, quick to play, but interesting; and, as a bonus, it doesn't involve killing anyone. I came into wargames at the start of my teens and have played quite a few of them, but these days to kill and be killed lacks the appeal it once had, and a game in which I don't have to kill anyone is frankly a relief.

Sid Meier's Civilization can be played peacefully, though it's not exactly easy because the other players may attack you even if you don't attack them. However, I get the feeling that the designers considered warfare to be an almost essential component of the game, and a peaceful victory, although definitely possible, seems somewhat discouraged and tends to take longer than military victory.

Thanks, Jonathan, that sheds a lot more light on the Sid Meier game for me. As you say, *Through the Ages* seems closer to the computer game. Talking about civilization-development games...

Building a Civilization

Pevans's quick review of *Peloponnes*

Peloponnes was launched at last year's Spiel games fair, but I didn't notice it there. Perhaps because it comes from a new publisher, Iron Games, set up by Bernd Eisenstein to produce his own games (though he already has several titles with major publishers to his credit). Now that I have got my hands on a copy, I have been enjoying playing it. It has been quite a favourite at the Swiggers games club in recent months as well.

As the name suggests, *Peloponnes* is set in Greece. Ancient Greece to be more accurate. Each player represents one of the Greek city states and develops it in competition with the other players. The game is played over exactly eight turns and has interesting victory conditions. Each player's score is the lower of two things. First is the points value of the buildings and lands they have added to their city. The other is the points value of their population. Hence there's no point in scoring high in just one: you have to balance the two if you want to win.

Each player has a small board with wooden markers to show their current levels of raw materials (wood and stone), food, population and luxury goods. The last of these being the result of excess production and available for use as a substitute for other things. There are wooden coins for players' money, but at the heart of the game are forty square tiles—lands and buildings—that players add to their starting tile to develop their city-state.

Lands produce raw materials and/or food and are placed on the right side of a player's city. After the first one, lands must produce at least one thing that the preceding land does. This makes it quite tricky for players to diversify, so they tend to specialise in producing one thing. However, this can be a benefit as excess production of one thing provides luxury goods instead. These can then be substituted for things you don't produce. That's a neat touch.

Buildings go to the left of the city. These require wood and/or stone to construct—there's another neat mechanism that allows players temporary use of a building even if they don't have the materials. Sooner or later they will have to find them, though. Both lands and buildings may provide players a bonus when laid, are worth points and produce something. A building may also have a special ability and this can be very useful for later turns.

The turn starts with laying out five tiles for a kind of auction. In order of play, each player places a bid in coins on a tile. If they overbid another player, that player must shift their bid to another tile—provided they have the minimum bid for that tile. Once you've made your bid, you can't add any more coins to it. This provides some interesting decisions as there are several things to take into consideration before committing to your bid. It also means that turn order is important and this is decided by the amount you bid in the previous turn. One nice point about this bidding mechanism is that it's quick—standard auctions can go for quite a while.

Once players have their tile, they place it (assuming they can) and take any bonus. Then everybody gets their income—including money, which depends on the size of their population. At the end of each turn, a couple of counters are turned over to see if a disaster happens. There are five disasters and they will all happen at some point in the game. This tends to be later rather than sooner,

which gives players time to build up some protection (some buildings give absolute protection against one or other disaster).

Getting victory points from buildings and lands is clearly constrained by cash and resources, but what limits players' population? Food is the answer. Twice in the game, and again at the end, players must spend food to keep people. This is quite severe: you only keep as much population as you have food (though you can use luxury goods as a substitute!). The only question is when you'll need to provide the food as this depends on exactly when the tiles that trigger this are drawn.

The tiles provide eight turns, at which point it's time to tot up the points and see who's won. My first game was decided on the second tie-break, so it can be very close. (I've not done that well in any game since, by the way.) It's a tricky game to win as you have to juggle several aspects and your opponents can easily upset things. While there are things to think about, *Peloponnes* is a lighter game than I was expecting. The upside of this is that it's easily playable in the 45-60 minutes given in the box.

Judging by the number of people keen to play it, *Peloponnes* is nicely balanced between complexity and playing time. It provides enough of a challenge to keep people coming back to try again. And it plays quickly enough that several games can be fitted into an evening. I'm quite taken with it, though I've avoided playing it with more than four players. There's also an expansion set, which adds a sixth player, additional tiles and sea pieces for more tactical options. I'll let you know what I think when I've tried it out.

Peloponnes was designed by Bernd Eisenstein and published by Iron Games with rules in German and English. It is a strategic board game for 1-5 players, aged 10+ and takes 45-60 minutes to play. It gets 8/10 on my highly subjective scale. For more (and to buy online) see the publisher's website at www.irongames.de (also in German and English).

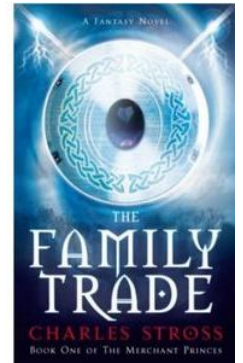
Science Fiction

Having made a start on Charles Stross's novels a while ago, I thought I should try his 'Merchant Princes' series. The premise intrigued me from the start and I've certainly enjoyed the first three books. Actually, I was hooked when the first line read: "The sky was the color of a dead laptop display..." However, despite Stross's IT background, this is not a 21st century take on *Neuromancer*.

For once, the blurb on the back of the first book, *The Family Trade*, is pretty accurate. Our hero is Miriam Beckstein, a technology journalist in Boston. Having uncovered a money laundering conspiracy, she's expecting to hit the big time, not to get fired, along with her researcher. That's the problem with

conspiracies. However, it does give Miriam the time to look through the shoebox of things left her by her natural mother (who died when Miriam was a baby).

Amongst the things in the shoebox is a locket, inside which a strange pattern of knots is inscribed. Idly contemplating the pattern, Miriam gets a splitting headache and finds herself in a forest. Then she's nearly gunned down by a knight in armour wielding an automatic rifle. Looking at the locket again takes her back home—with an even worse headache. SF/fantasy fans will immediately realise what's going on—and Stross explicitly acknowledges the inspiration of Roger Zelazny's "Amber" stories.



Yes, Miriam can use this pattern to transport herself to another dimension—an alternate Earth. As she—and we—gradually discover, this is a thinly populated world whose politics are feudal and whose technology is medieval. However, a group of families (the Clan) have the ability to shift to our world—something they keep control of by managing the families' breeding. They have introduced more advanced technology—like that automatic rifle—and are thus an alternative source of political power to the established aristocracy. The two co-exist uneasily.

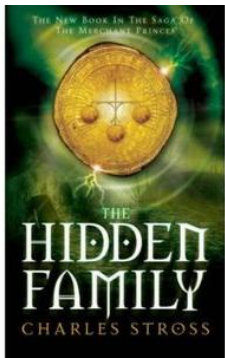
Miriam's explorations of this other world don't go unnoticed. She is identified as the daughter of a Clan aristocrat who disappeared—believed assassinated—many years ago. This, of course, is Miriam's mysterious mother. The Clan authorities abduct Miriam and so begins her introduction to her family and this other world—Gruinmarkt. It's also a wonderful take on adolescent wish-fulfilment fantasy. Miriam doesn't want to be fairy tale princess in a medieval world: she wants computers, mobile phones and modern plumbing!

The Clan's ability gives them some useful business opportunities. For Gruinmarkt they can move messages (and other things, but they're limited to what one person can carry) far more quickly and reliably by shifting them to our world, using modern transport and then shifting back at their destination. For our world, they can move things (slowly, but reliably) from place to place and completely avoid any inspections or border controls. Yes, they're drug smugglers!

While this is going on, a little thought is nagging at me from a much older book. Asimov's *The Gods Themselves* has a similar situation of alternate worlds. The key revelation in that book is that between one and infinity there is no sensible number (or words to that effect). That is, the universe we know is consistent in itself. Find one alternate reality and, logically, there must be an infinity of other dimensions: the multiverse. No number between one and infinity makes sense.

Most of *The Family Trade* is told from Miriam's viewpoint. This is useful for us readers as, like her, we know the world we live in but Gruinmarkt is quite alien. However, the narrative is interspersed with snippets of what's going on elsewhere. Stross doesn't explain much in these. All he does is let us know that there's a lot more going on than Miriam knows. He also gives us some idea of what may be lying in wait for Miriam. Some of these snippets do not seem like either Gruinmarkt or our own world...

The climax of *The Family Trade* comes with Miriam's presentation to the King of Gruinmarkt, which brings with it an uncomfortable idea of who she might be married off to, and encounters with several assassins. This is a great end to a terrific book. While it makes a good read on its own, it also whets the appetite for more. He may have used some standard SF/fantasy ideas, but Stross has created something unique and different. I thoroughly recommend it.



The second book, *The Hidden Family*, picks up the story where it left off. However, it starts with explicit acknowledgement of a third parallel world: "on the other side of a flipped coin's fall," as Stross puts it. And Miriam now has a second locket with a different pattern of knots inscribed in it. She approaches this as a scientific problem, carefully testing the new pattern and planning her first excursion using it.

This takes her, and us, to a third alternative world. This one is roughly equivalent to our early twentieth century. However, in this world North America is ruled by the exiled British crown. Britain was lost to the French, whose King now controls Europe. While technology and society are more advanced than in Gruinmarkt, this "New Britain" is still not a comfortable place to 21st-century Western eyes.

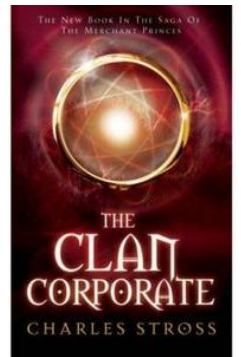
Miriam is more at home here, though, and she is quick to see a new way to capitalise on her background as a technology journalist. She sets about learning about New Britain's level of technology and thus just which bits of engineering she can introduce and profit from. Backed by Clan money, Miriam sets up a completely different business from the Clan's model: bringing in knowledge and using local artisans to implement better versions of things.

Meanwhile the intrigues and plotting continue: Miriam's (adoptive) mother disappears, there are more assassination attempts and attacks and a mole is uncovered in Clan security. It is, of course, Miriam who discovers just what is going on—and uncovers some interesting facts about the Clan's history. In particular, she finds out about the bloody feuding that caused her (birth) mother to flee to our Earth with her baby.

As with the first book, *The Hidden Family* introduces a different world. At the centre of the story, again, is Miriam and how she adapts to this new society. This at the same time as trying to maintain her life in our world and to stay away from machinations of Gruinmarkt. It is this last that provides the climax to the book as schemes are revealed and things get bloody again. At the end, though, things look quite rosy for Miriam, now leading a whole new branch of the Clan's enterprise.

The Hidden Family is a terrific sequel to *The Family Trade*. Stross builds nicely on the first book while introducing lots of new stuff. The introduction of the third world gives the reader—and the heroine—lots to get their teeth into. The story resolves some of the plot strands from the first book, while introducing others to continue in the succeeding books. It moves at a good pace and is a great read.

The Clan Corporate is the third in the series and, again, continues from where *The Hidden Family* left off. This time the story is mostly set in the world of Gruinmarkt as Miriam (aka the Countess Helge voh Thorold d'Hjorth) is forced to come to terms with her position in her family, the Clan of worldwalkers and the feudal society of that land. Stross is emphasising that she's in a world where men are in charge and a woman's main purpose is to have their babies.



This doesn't mean women are powerless in Gruinmarkt—particularly women of the Clan who have the highly valuable ability to shift between the worlds—but their authority is limited to specific areas. The bloody shenanigans at the end of the previous book means that the Clan is on the back foot and one result of this is that Miriam is put in her place. The big down side is that she can't continue developing her business in New Britain, let alone her life in our world.

A new plot line in *The Clan Corporate* is the response of the authorities in the USA now that the Clan's operations have come to their attention. So here we have a bunch of ordinary people (well, ordinary policemen) trying to come to terms with people who can disappear to another world. This in an atmosphere of paranoia following the 2001 attacks on the twin towers, so they're not gentle in their treatment of a potential terrorist threat.

The book leads to another bloody climax—the details of which certainly took me by surprise. This time Miriam is mostly a bystander and the end of the book leaves her in a lot more trouble than she was at the start of it. However, the story has a feeling of marking time. Miriam's story hasn't really advanced; instead we have some extra strands to weave in. They certainly point to even more shenanigans in the next book.

As you can probably tell, I found *The Clan Corporate* a bit disappointing. However, this is only in contrast to the first two volumes. And maybe it's because the story develops in a way I wasn't expecting. Much of the plot from the previous books has been left hanging while new elements are introduced. Okay, this gives us more to look forward to in the next book, but I wanted some of the older plot strands resolved. It's not enough to put me off the series and volume 4, *The Merchants' War* is waiting on my reading pile.

Games Events

With Manorcon out of the way, there seems to be a dearth of events through August and well into September. Then we start building up to Christmas...

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 in central London. The pub used in recent years has just closed, so we're now meeting upstairs at the Angel in the Fields (37 Thayer Street, W1U 2QY) for the time being.

UK Games Expo: the first weekend in June at the Clarendon Suites on the Hagley Road in Birmingham. This is a two-day public event that showcases games of all sorts with traders, demos and participation games plus guests and events. For gamers there are lots of tournaments and free gaming on the Friday and Saturday evenings. For details see www.ukgamesexpo.co.uk

Manorcon: mid-July at Stamford Hall, University of Leicester. The biggest board game event in the UK and host to numerous tournaments, including SpielChamps, the UK Board and Card Games Championship (and qualifier for the European Championships). More information from the website: www.manorcon.org.uk

Spiel: the board games event of the year. 23rd-26th October 2010, at the Messe (Exhibition Centre) in Essen. Contact Friedhelm Merz Verlag, Postfach 210250, Bonn, 53157 Germany, www.merz-verlag.com/spiel.

MidCon: 19th-21st November 2010 at the Birmingham City Thistle Hotel. This is a long-running board games event in central Birmingham. **MidCon** is a friendly convention in a decent hotel for board games players. See www.midcon.org.uk for more.

Credits

To Win Just Once issue 107 was written and edited by Pevans. The *LPBS* masthead (page 22) is by Lee Brimmicombe-Wood, as are the pictures on pages 17 and 29. Nike Luker drew the pictures on pages 22 and 31. Game and book artwork is reproduced courtesy of the publishers. Pevans took the photos and played with Photoshop.
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Easy Money Turn 8

Turn 8 bids and results

* Simon Burling's bid was "Buy 3 Red" but he didn't have the cash for that, so it becomes "Buy 1 Black".

Mike Dyer and Matthew Wale take advantage of being Green and Blue chairmen, respectively.

Otherwise there's a bit more selling than buying and Mike Dommatt is the leader at the end of this turn.

Player	Bid			Actual			Holding					
	Buy/Sell	No	Colour	Buy/Sell	No	Colour	Red	Grn	Blue	Ylw	Blk	Money
Simon Burling*	B	1	Black	B	1	Black	2	0	2	2	2	45
Charles Burrows	S	3	Green	S	3	Green	1	1	0	0	1	110
Mark Cowper	S	3	Green	S	3	Green	0	0	5	0	2	66
Mike Dommatt	S	3	Blue	S	3	Blue	1	1	0	0	1	164
Mike Dyer	S	3	Green	S	3	Green	2	2	0	0	1	72
Austin Hayward				B	1	Black	1	3	0	0	2	64
Pete Holland	S	1	Red	S	1	Red	2	1	0	0	1	129
Dominic Howlett	S	1	Yellow	S	1	Yellow	2	0	4	0	3	42
Andrew Kendall	S	3	Red	S	3	Red	0	0	0	1	0	154
Nik Luker				B	1	Black	3	1	1	0	4	OUT
Tim Macaire	B	1	Yellow	B	1	Yellow	0	0	4	2	0	66
Colin Parfitt	S	1	Red	S	1	Red	0	0	1	2	0	107
Alan Tabor	B	3	Green	B	3	Green	1	3	1	0	1	87
Barry Townsend				B	1	Black	1	3	1	0	4	OUT
Gerald Udowiczenko	B	3	Blue	B	3	Blue	0	0	3	4	1	9
Pam Udowiczenko	B	4	Blue	B	4	Blue	0	0	5	0	2	31
Matthew Wale	B	1	Blue	B	1	Blue	0	0	8	0	1	27

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
18	20	26	25
None	None	Matthew Wale	Gerald Udowiczenko

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, 13th August 2010**

Eagle Tavern

Railway Rivals game 7—Turn 11

Races

BESTRAIL isn't going to be caught but second place remains very tight. No joint runs for race 33, which was a surprise. Last round of races, and can I have your Game End Statements for next time please.

Race	From	To	THURB	TRX	GOR	BESTRAIL
29	12	44	9-6+2		16-7+6	5+5
30	16	65	16-5	5+2		9-1+4
31	S1	32	10	20		
32	S2	45	5-2	13+2	8	4
33	21	35	30-10	+10		
34	22	53			10+3-1	20-1+3
35	51	62			15	15
Total			49	52	50	63

Builds

A—Jonathan Palfrey

THE HEAVILY UNDERFUNDED
RAILWAY BUSINESS (THURB),
Green

Builds: None

Points: 261 +49 = **310**

B—Gerald Udowiczenko

THE RELEGATION XPRESS (TRX),
Black

Builds: None

Points: 199 +52 = **251**

C—Paul Evans

GOD'S OWN RAILWAY (GOR),
Orange

Builds: None

Points: 257 +50 = **307**

D—Ben Brown:

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

Builds: None

Points: 303 +63 = **366**

GM Notes

Next turn's races

Race	From	To
36	15 Redcar/Battersby	55 Cudworth/Pontefract
37	14 Middlesbrough	S5 Lancashire
38	S6 NW	26 York
39	24 Ripon/Thirsk	41 Grimsby
40	36 Hull	61 Huddersfield
41	42 Barton/Scunthorpe	64 Bradford
42	52 Sheffield	33 Bridlington/G Driff

Each player can enter up to 5 races.

Orders and Game End Statements to Mike Dommett,
119 Victoria Road, ALTON GU34 2DD
or by e-mail to mike_dommett@yahoo.co.uk by 6th August 2010

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Summer Sale

I've decided it's time to clear some space on my shelves, so I'm having a sale. This has been available to Games from Pevans customers for a while and I'm now extending it to *TWJO* readers.



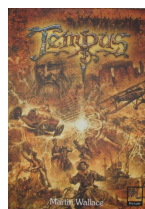
To take a look at the sale items, follow this link:
<http://www.pevans.co.uk/Games/SpecOfferML.html>



To keep the sale private for the time being, there aren't any links on the rest of the website, so you'll have to use this link. Note that I generally only have 1-2 copies of each of these, so it's first come, first served.

I only have UK postage on the list at the moment. I'll add postage for Europe and the rest of the world when I get time.

www.pevans.co.uk/Games



Icehenge Star Trader game 5—Turn 3

The SMF captain looked out of his bridge at where the hover tanks were being driven into the sandy hills.

"And payment?"

"Already covered—as you know."

The rangy looking woman watched the support trailers follow the fighting units out of the pods.

"Then our business is at an end."

"I would shake your hand, but it would be such an insult."

The captain shook his head as the feisty lady walked down the ramp to the last vehicle, then turned to the image of the Company Owner on the wall, and lit the small fire under the bowl of oil and cheese.

At Beta Hydri SUNDOG sold 2 Alloys for 9 HTs each.

Alpha Centauri was fruitful for PUM CORP, as they bought 5 Alloys for 10 HTs each. Selling Isotopes for the same price failed as the market dropped.

TEGWIN TRUCKERS bought 4 Alloys for 6 HTs apiece on Sigma Draconis, cutting out PUM CORP's bid of 5, and then started the trading in Isotopes. TEGWIN bought 4 at 6 HTs each before running out of money, leaving CIGARETTES and ALCOHOL to buy 8 more at 5 HTs to gain a Dealership. PUM sold 4 Isotopes for 2 HTs each and TRANSURANIC sold 4 at the price of 3 HTs. BULGAKOV dumped 2 Spice for 12 HTs each to finish trading at this System

CAESAR WHOLESALE became Dealers at Mu Herculis, selling 10 Liquors for 10 HTs each, and then became Dealers in Monopoles by buying 10 units for 12 HTs apiece. This boosted SSL's return as they sold 5 Monopoles on Contract using Crip. LISPING TREE thought to buy at 10 HTs, but were turned away.

Only TEGWIN's TRUCKERS bought Isotopes in quantity at Tau Ceti, taking 14 at 5 HTs. PUM CORP bought 4 at the same price, but LISPING TREE's bid of 4 was shut out. Also not finding traders were JANET looking to sell at 10 HTs.

MU HERCULIS DEVELOPMENT CORPORATION became Dealers in Petroleum at Delta Toucanis, buying 10 units for 9 HTs each.

They also became Dealers at Gamma Leporis, buying 12 Alloys for 5 HTs apiece. TEGWIN bought a further 4 at the same price. JANET wanted to buy at 4 HTs, but failed.

SUNDOG delivered OP39 to Beta Hydri and used the money generated to buy Warehouses at Gamma Leporis and Tau Ceti and a Petroleum Factory at Delta Toucanis. Political Connections were raised to 4, leaving them well placed.

MU HERCULIS DEVELOPMENT CORPORATION loaded two passengers to Tau Ceti, bought a Warehouse at Alpha Centauri and then equipped the Manto with Cargo pods, Augmented Jump pod and an A class crew. The Passenger pod at Delta Toucanis Warehouse was added to the Telephos.

LISPING TREE hired agent Fox at Mu Herculis for 50 HTs, bought a Monopole Factory at Mu Herculis and increased their Political Connections.

SWISS MERCENARY FLEET jumped to Gamma Leporis planetside, sold 6 units of weapons for 25 HTs each and then increased Reputation very substantially. Obviously, word of their smuggling hadn't reached the Authorities' ears.

TEGWIN TRUCKERS bought 3 Cargo pods for Aeron and Drysi, Warehouses at Alpha Centauri and Delta Toucanis and loaded all 6 liners with passengers.

GAMLEPCO was re-born as ASTRADYNE ENTERPRISES and was immediately busy improving their Reputation and Business Connections, laying down 3 ships in the Gamma Leporis Shipyards—a Phoenix, a Monarch and a Clarinet—and buying a Warehouse at Mu Herculis.

TRANSURANIC TRADE CORPORATION looked to transport passengers to Sigma Draconis, bought a Warehouse at Mu Herculis and moved into Factory purchase: 3 Monopoles at Mu Herculis and 3 Liquors at Alpha Centauri. Vland, a new Phoenix Hull, was laid down in the Alpha Centauri Shipyards with B class crew and augmented Jump Pod so far.

JANET sold their Warehouse at Gamma Leporis, bought one at Tau Ceti and equipped the GB Roger with a mix of Cargo and Light Weapon pods and an A class crew.

CIGARETTES, ALCOHOL AND WILD WILD WOMEN increased their Criminal Connections to 2.

Pevans van Rijn, the head of SOLAR SPICE & LIQUORS, went to the bank to take out a 260 HT loan over 4 Quarters. Then he spent on: Business



Connections, increased Reputation, laying down a Piccolo hull, Ladies, with Augmented Jump and A class crew at Epsilon Eridani and hiring Agent Willy at Mu Herculis.

BULGAKOV LINES bought 2 Monopole Factories at Mu Herculis.

PUM CORP bought a Warehouse at Delta Toucanis, a Warehouse at Sigma Draconis, sold a passenger pod and bought a cargo pod for one ship, and then laid down a Phoenix Hull at Tau Ceti Shipyards.

Corporation Table

Corporation letter & name	Conn'n Levels			Init've Bid	Turn Order	Cash Rep		Player
	Bus	Crim	Pol					
A Bulgakov Lines	3	1	3	0	12th	54	20	Andrew Burgess
B Caesar Wholesale Inc	4	0	7	0	13th	158	28	Simon Burling
C JANET	3	0	7	0	8th	17	26	Mark Cowper
D Sundog	6	1	4	0+6	1st	89	30	Mike Dyer
E Tegwin Truckers	1	0	9	0	5th	93	22	Jerry Elsmore
F Solar Spice & Liquors	3	2	5	0	11th	154	36	Paul Evans
G Green Archer	0	0	7	N	9th	500	20	Austin Hayward
H Cigarettes, Wine and Wild Women	8	2	0	0	8th	415	20	Dominic Howlett
J Swiss Mercenary Fleet	1	3	5	0	4th	227	30	Martin Jennings
K Astradyne Enterprises	1	0	7	0	6th	60	27	'Tethys'
L Lisping Tree	2	7	3	0+4	3rd	27	27	Michael Martinkat
M Mu Herculis Dev't	4	0	7	9	2nd	27	33	Przemyslaw Orwat
N Pum Corp	6	0	4	0	14th	124	35	Paul Holman
P Transuranic Trade Co	3	0	4	0	7th	7	20	Bob Parkins

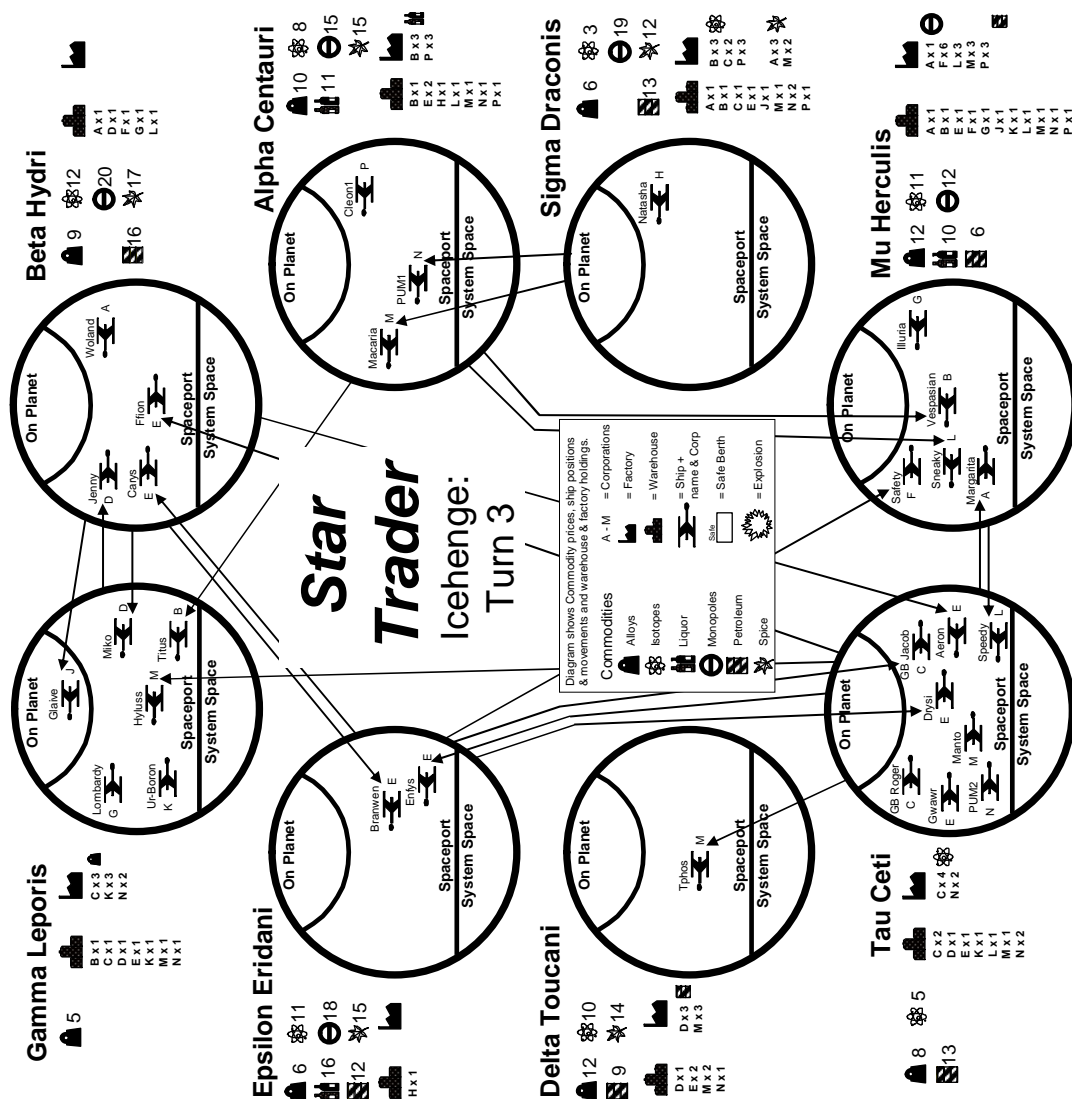
'N' under Initiative Bid indicates No Move Received; 'F' indicates the Corp was floated

GM Notes

Two new News chits were drawn this turn. Current News chits (new ones in bold) are:

Turn 4 C2
 Turn 5 C4, B7, C6, B6
 Turn 6 B10, **C3**
 Turn 7 **P3**

Orders to Mike Dommett, 119 Victoria Road, ALTON GU34 2DD
 or by e-mail to mike_dommett@yahoo.co.uk by 6th August 2010



Les Petites Bêtes Soyeuses 233

Being a postal game of *En Garde!* run by Pevans since April 1986 and now published as part of *To Win Just Once*.

New players are always welcome. If you'd like to play, you'll need to subscribe to *TWJO* (see back page). You will also need a copy of the published rules to *En Garde!* (see www.engarde.co.uk).

Orders for August 1663 to
Pevans at 180 Aylsham Drive,
UXBRIDGE UB10 8UF or
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by Friday, 13th August 2010

June 1663

The Army is on the move as the campaign season starts. However, a few matters of honour have to be settled before anyone leaves Paris. Indie Spencible has challenged Pierre Cardigan for taking Maggie Nifisent's affections away from him. Infantryman Spencible brings his regimental rapier to the duel, while heavy cavalryman Cardigan wields a suitable sabre. Neither man has a second, though Messrs Egon Mad 2 and Swender de Jewel were nominated. The canny Spencible blocks, stopping Cardigan's initial slash. Anticipating a cut, he then jumps to one side. However, Cardigan follows up with a second slash. This time there's no block and the blow strikes home. This is enough damage for the slightly-built Spencible and he concedes that Cardigan may have a point over Maggie.

Elf 'n' Safety has two duels scheduled, but doesn't appear at either appointment. Disappointment, then, for Quasi Le Bossu and Yves Ningall.

Dead Reckoning

There's just time for some final adjustments to the military structure as the army packs its collective kitbag. General Gar de Lieu calls in a favour to remove the Adjutant of Second Army. The point of this is explained when Field Marshal Jacques Shitacks appoints de Lieu to command Second Army. De Lieu is thus able to appoint his own Adjutant. His choice is the incumbent commander of the Royal North Highland Border Regiment. Said Colonel isn't that keen on a staff position, but accepts the post. A spare Colonel takes over command of the RNHB.



As Adjutant-General, Lieutenant-General Gustav Ind is in the privileged position of being able to appoint Division commanders. First, though, he uses his influence to get rid of the commander of the Frontier Division. Into this vacancy, he appoints his fellow Lt-Gen, Pierre Cardigan, the current Brigadier of Heavy Brigade. Cardigan wasn't sure he was going to get this job and uses his influence to try to create a vacancy as Provincial Military Governor. Unfortunately, he just doesn't have the kind of favour that carries any weight with a PMG, so it's a good job Ind comes through with a Divisional command. Ind gives himself command of Second Division, otherwise he'd be stuck in Paris for the whole campaign season.

Amongst the regiments, Ilkley Moor persuades the Lieutenant-Colonel of the 13th Fusiliers to quit, allowing him to buy the rank. Uther Xavier-Beauregard buys the same rank in Princess Louisa's Light Dragoons, making him acting commander as Colonel Quasi Le Bossu will be serving with First Army.

Antoine Dubeque recruits Luc Bacquards and Michel Marteau for the Queen's Own Carabiniers and buys them both a horse. Bacquards buys the rank of Subaltern, but Marteau isn't qualified for this and serves as a trooper. Rene Sance joins the 69th Arquebusiers and buys into the junior Major's position. This gives him command of the regiment, as the senior Major is Fourth Foot Brigade Major. The Gascons take on Yves Ningall and he purchases a Captaincy.

Dead Minister

The City Military Governor is, of course, one of those remaining in Paris. Euria Humble, the Governor in question, expects to see off the troops from the balcony of the Fleur de Lys as the guest of General Revaulvin d'Or, the Minister of Justice. However, when Euria turns up at the door of the club, he discovers Revaulvin is not expecting guests. Revaulvin and Lotte Bottle have a quiet drink in the Fleur while Euria languishes outside. This means there is no-one to review the soldiers as they march away from Paris. Apart from the head of Charlemagne le Gosse, mounted on a spike over the Bastille as a warning that, however merciful His Majesty may be, the King's patience has limits.

After his week in the Fleur, Revaulvin heads for the gyms and spends the rest of June therein with his rapier. Jacques Shitacks and his cutlass spend the whole month practising—no female company for him!

Poor Euria is stuck outside the Fleur all month, hoping that Revaulvin will let him in at some point. In fact, the person inside Paris's premier club is Beppe de Marko. More accurately, the people inside the Fleur are Beppe and Katy Did, whose affections he won at the start of June. Beppe, too, goes to the gym, but only for the last week, practising his sabre slashes. This means Euria is standing around outside an empty club for that last week. And the new frock he bought for Edna is completely wasted. Edna is not amused.

Dead Soldiers

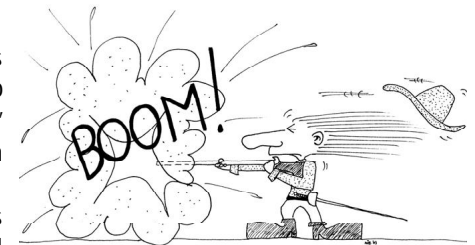
The Armies' goal this season is to take the House of Savoy down a peg or two. First Army, led by General Sondamour and consisting of the Cavalry and Frontier Divisions, has the job of defending against any Spanish incursions in support of the Savoyards. Second Army, led by General de Lieu, is assigned to lay siege to the former capital, Chambéry, with First Division (the Guards and First Foot) detailed to assault the castle.

Lt-General Herve d'Conde leads First Division straight into the attack. First Foot gets a bit bogged down, as does the RNHB, but the Guards make headway.

The Picardy Musketeers are unlucky to launch their assault just where the defenders' main artillery battery is. With grapeshot whistling past his ears, Colonel Jean-Luc de Picardy ignores the impacts on his helmet to keep his men steady. Major Enterrer Vivant is not so calm. The grapeshot misses his ears by just two inches... it goes through the centre of his head. RIP. Colonel de Picardy is brevetted to Brigadier-General and somehow manages to add over 1,500 crowns to his personal wealth.

The Royal Marines also take heavy fire, but stand firm. Subaltern Pate de Foie Gras and Colonel Ilk Lamore Bartat are both Mentioned in Despatches, while Major Jacques Blanc is promoted to Lt-Colonel. All three of them pocket over a thousand crowns of booty each—1,500 in the case of Blanc. The Brigade Major of First Foot is amongst the casualties.

In the Guards Brigade, only the Cardinal's Guard come up short. They are unable to get enough men over the defenders' ramparts to take any ground. Colonel Jean Laissez-Faire is promoted, though, becoming a brevet Bdr-General. The King's Musketeers do get across the defences and use the opportunity for some looting. Colonel Zachary The Money Goes' share is one Mention in Despatches and 1,500 crowns of plunder.



The Royal Foot Guards do best, charging across the walls and into the heart of the enemy's ... supplies. Bdr-Gen Egon Mad 2, Lt-Col Indie Spencible and Major Richard Shapmes all find their names in the Despatches twice. This is fulsome in the case of Shapmes, middling for Mad and trifling for Spencible. There is also at least two thousand crowns worth of booty for each of them: just over 2,000 for Spencible and 2,500 for Mad. Mad takes over command of the Guards Brigade.

RFG Major Roget de Saurus is Guards Brigade Major. As he's writing the Despatches, his name is definitely Mentioned. There's a couple of thousand

crowns of loot for him, too. First Division HQ does well out of the attack. Lt-Gen Herve d'Conde has his rank made permanent, is Mentioned and rakes in just over two thousand crowns. His Adjutant, KM Lt-Col Benedict d'Over, appears briefly in the Despatches, plunders two and a half grand and gets the first title of the campaign with a Knighthood. Not bad for a man who, for some reason, didn't expect to be in action.

Stick in the mud

The job of Second Division is to throw up siege works around the town. Not all the regiments are adept with a spade, though. The 69th Arquebusiers heap up plenty of earth, but don't shore it up, leading to several major collapses. One of these landslides buries Major Rene Sance, who's a funny blue colour when they dig him out. RIP. In the Gascons, Captain Yves Ningall shows his faith in the earthworks put up by his men by marching along the top, stamping his feet. Unfortunately, a weak spot gives way under his heavy left foot and his leg is impaled on a stake. It must have hit a major artery as he bleeds to death before his men can extricate him. RIP.

Third Foot Brigade makes a better job of things, even managing to dig up a bit of loot. 27th Musketeers commander Warren Peece finds a thousand crowns worth. Brigadier Tomas le Matelot pockets slightly more.

Second Foot Brigade sees some action as the town militia attacks them. And this despite the daily Mass that Brigadier Johnny Sais-Pas has insisted on—though the main purpose of this is to keep away the spirits of the dead, not the living. 53rd Fusiliers stops them in their tracks with a few volleys and the 13th put them to flight with a charge. 53F Colonel Toulouse De Plot has a close encounter with the business end of a pike. Well, some sort of tree-pruning tool, anyway. He escapes unscathed and is brevetted to Bdr-Gen. The 13F commander, Pierre LeFart, is already a Bdr-Gen. He is Mentioned twice in Despatches and sweeps nearly 2,500 crowns from the field of battle. That gives him plenty of cash to pay his promised reward to members of his regiment who gain Mentions. Shame he's the only one to actually get a MiD. Lt-Col Iikley Moor collects the best part of two thousand crowns for his share. Brigadier Sais-Pas is brevetted to Lt-Gen. His part of the booty comes to nearly fifteen hundred crowns. There's slightly less for Brigade Major Ali Vouzon, but the cash makes a nice reward.

Lt-Gen Gustav Ind, commanding Second Division, is well away from any risky stuff. He gains promotion to (brevet) General and helps himself to fifteen hundred crowns in plunder.

The Horse Guards are also taking part in the siege, but their job is to secure the countryside. The Dragoon Guards meet unexpected resistance. Peasants with billhooks are one thing, but once they start mustering with muskets, it's a

different matter. Colonel Mouton Rothschild is promoted, becoming a (brevet) Brigadier-General. There's no room for promotion for Lt-Col Willem de Biest, but he gets Mentioned instead.

The Queen's Own Carabiniers are made of sterner stuff: any peasants who get in their way are just ridden down. Trooper Michel Marteau survives his first experience of combat happily. Subaltern Luc Bacquards does better than that, gaining a Mention in Despatches and 350 crowns in loot. Bdr-Gen Antoine Dubeque, commanding the QOC, is Mentioned twice and plunders 400 crowns for himself. He becomes a Baron as well.

There's just 300 crowns for Horse Guards Brigadier Swender de Jewel. Along with nice views of the Savoy countryside. Not a bad month for Second Army commander Gar de Lieu, who is Mentioned in Despatches. His share of the loot comes to 500 crowns.

Dead Heads

For the Frontier regiments of Frontier Division, the campaign is pretty much business as usual. Frontier Regiment 2 is on the receiving end of some Spanish cavalry. Amongst the men ridden down by the horsemen is volunteer Alexander Denton. RIP. However, other regiments do well and there's a promotion for Lt-Gen Pierre Cardigan, the Division commander. He even acquires a bit of booty: 300 crowns worth, to be precise.

The Dragoon Brigade may be deployed against the Spaniards, but they didn't expect a full-blooded attack. Grand Duke Max's Dragoons take the brunt and flee in disarray. Major Roland Moulin and Lt-Colonel Armand de Luce survive the debacle, but get no reward, of course. Princess Louisa's Light Dragoons retire in better order, but take casualties from the initial charge. Amongst the fallen is Captain James Montgomery Jesse. RIP. Lt-Col Uther Xavier-Beauregard's first taste of command is not exactly successful, but he survives to have another go.

Draagoon Brigade HQ is taken by surprise when both Dragoon regiments retreat and is overrun by the advancing Spaniards. Brigadier Chris P Bacon makes a last stand, but it doesn't last long. RIP.

Heavy Brigade also takes a pounding, but the Cavalry Division commander, Lt-Gen Devlin Carnate, does relatively well out of it. His rank is made permanent and he has a passing Mention in Despatches.

As First Army commander, General Sean Sondamour gets the promotion that means he will be Field Marshal for the next year. This is worth a Mention in Despatches and a hundred crowns. There's a hundred crowns too, for the General's Aide, KM Major Jacques de Gain. Army Adjutant Quasi Le Bossu gets

twice as much loot and is brevetted a Bdr-General. He gives up his post to take command of the Dragoon Brigade—hopefully he can do better than the late Brigadier Bacon. ❖

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 ___	
Inspectors-General: of Cavalry N	of Infantry N	
Commissioner of Public Safety N		
Chancellor of the Exchequer JS	Minister of Justice RdO	
Minister of War N	Minister of State ___	

Battle Results

First Army: 4	Second Division: 2
Cavalry Division: 5	2nd Foot Brigade: 1
Heavy Brigade: 5	13th Fusiliers: 2
Archduke Leopold Cuirassiers: 2	53rd Fusiliers: 3
Crown Prince Cuirassiers: 6	3rd Foot Brigade: 2
Dragoon Brigade: 6	27th Musketeers: 3
Grand Duke Max's Dragoons: 6	4th Arquebusers: 2
Princess Louisa Lt Dragoons: 5	4th Foot Brigade: 3
Frontier Division: 4	69th Arquebusers: 5
Frontier regiment 1: 2	The Gascon Regiment: 3
Frontier regiment 2: 5	Horse Guards Brigade: 3
Frontier regiment 3: 3	Dragoon Guards: 6
Frontier regiment 4: 2	Queen's Own Carabiniers: 1

Second Army: 4
First Division: 2
Guards Brigade: 2
Royal Foot Guards: 2
Cardinal's Guard: 4
King's Musketeers: 1
1st Foot Brigade: 2
Royal Marines: 3
Picardy Musketeers: 3
RNHB regiment: 3

Brigade Positions

Guards Brigade	EM2/___/RdS
Horse Guards Brigade	SdJ/___/___
Heavy Brigade	___/___/___
Dragoon Brigade	QLB/___/___
First Foot Brigade	N4/N/___
Second Foot Brigade	JSP/___/AV
Third Foot Brigade	TIM/N/N3
Fourth Foot Brigade	N6/N/N4

Entries as Army Organisation Table

Army Organisation and Summer Deployment

First Army (Defence)	SS/JdG/___/N
Cavalry Division (Defence)	DC/CPC/___
Heavy Brigade (Defence) – ALC CPC	
Dragoon Brigade (Defence) – GDMD PLLD	
Frontier Division (Defence)	PC/N/N/4
Frontier Regiments (Defence)	
Second Army (Siege)	GdLi/N/N/8/N
First Division (Assault)	HdC/N/BdO
Guards Brigade (Assault) – RFG CG KM	
1st Foot Brigade (Assault) – RM PM	
RNHB Regiment (Assault)	
Second Division (Siege)	GI/___/___
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	
<p>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</p>	

Regiments Organisation																	
	RFG	CG	KM	DG	QOC	ALC	CPC	RM	GDMD	PM	13F	PLLD	53F	27M	4A	69A	Gscn
Col	EM2+	JLF	ZTMG	MR	AD			ILB	N4+	JLdP	PLF	QLB+	TDP	WP	N7		
LCol	IS	N2+	BdO+	WdB		N2		JB	AdL		IM	UXB		N4	N2		
Maj	RdS+	N5	JdG+	N4+		N1	N3		RM	N2	AV+	N6+		N3	N3+	N4+	N3
Maj	RS		N5	N2		N3	N2			N2	N1				N5	N3	
Capt	N5	N6	N3	N3	N1	N2	N4	N1	N2	N1	N2	N4	N2*	N5		N6	N1
Capt	N3	N6	N1*	N5	N4*				N6	N6	N2	N3	N6	N6		N1	N5
Capt	N3*	N4	N5								N2*	N4*	N1	N4		N1*	
Capt	N6		N6								N3	N2		N1*		N5	
Capt																	
Capt																	
Capt																	

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

Frontier Regiments

Items

(On Campaign for June-Aug)

Colonel	F1	F2	F3	F4	RNHB
	N3	N6	N6	N3	N8

Attached

Also at the Front

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

The Greasy Pole

ID	Name	SL	SPs	Cash	Rank, Regiment/Appointment	MA	Last seen	Club	EC	Player
ZTMG	Count Zachary The Money Goes	26	F	Rich	Colonel KM	15		Flr	4	Gerald Udowiczenko
CIG	Count Charlemagne le Gosse	25	RIP							Neil Packer
JS	Earl Jacques Shitacks	24	63	Comfy	Fld Marshal/Chancellor	3		Flr	4	David Olliver
RdO	Count Revaulvin d'Or	24	56	Poor	General/Justice Min.	13	Lotte	Flr	4	Jerry Spencer
DC	Baron Devlin Carnate	23	F	Comfy	Lt-General/Cav Div Commandr	6		Flr	2	Bruno Giordan
SS	Marquis Sean Sondamour	23	F	OK	General/1st Army Commndr	5		Flr	2	Pete Holland
EH	Earl Euria Humble	21	53	Poor	B.Lt-General/City Mil.Gov	15		Flr	5	Matthew Wale
GI	Baron Gustav Ind	21	F	Comfy	B.General/2nd Div Commandr	7		Flr	5	Ashley Casey
GdLi	Marquis Gar de Lieu	21	F	Comfy	General/2nd Army Commndr	4		Flr	4	Bill Hay
BdM	Viscount Beppe de Marko	19	43	Fthy	Bdr-General	17	Katy	Flr	2	Mark Moores
IS	Marquis Indie Spencible	17	F	Withy	Lt.Colonel RFG/Min w/o Port	8		Both	1	Charles Burrows
RdS	Marquis Roget de Saurus	17	F	Withy	Major RFG/Gds Brigade Maj.	11		Both	2	Gerry Sutcliff
HdC	Baron Herve d'Conde	16	F	Comfy	Lt-General/1st Div Commandr	12		Both	4	Simon Burling
BdO	Sir Benedict d'Over	16	F	Withy	Lt.Colonel KM/1st Div Adjutant	9		Both	4	Mark Stretch
SdJ	Sir Swender de Jewel	15	F	Withy	Bdr-General/HGds Brigadier	6		Both	1	Ray Vahey
PC	Sir Pierre Cardigan	14	F	Comfy	Lt-General/Fntr Div Commandr	7		Hunt	4	Matt Shepherd
EM2	Baron Egon Mad 2	14	F	Withy	B.Bdr-General RFG/Gds Brigadier	6			2	Tym Norris
JLF	Baron Jean Laissez Faire	14	F	Comfy	B.Bdr-General CG	2		Both	3	Filipe Silva
JdG	Baron Jacques de Gain	14	F	Comfy	Major KM/Gen's Aide (1st Army)	10		Both	4	Ben Brown
JP	Baron Johnny Sais-Pas	14	F	Comfy	B.Lt-General/2 F Brigadier	10		Both	4	Mike Bird
YVB	Sir Yves Vrai Bretheauteque	13	33	Comfy	Lt-General/Min w/o Port	4		Flr	1	Chris Boote
QLB	Quasi Le Bossu	13	F	OK	B.Bdr-General PLLD/Drgn Brigadier	6		Both	6	Mark Cowper
ILB	Sir Ilk Lamore Bartat	12	F	Comfy	Colonel RM	6		Both	6	Andrew Kendall
AD	Baron Antoine Dubeque	12	F	Withy	B.Bdr-General QOC	10		Hunt	2	Andrew Burgess
CPB	Chris P Bacon	12	RIP							Rob Lee
MR	Mouton Rothschild	11	F	Comfy	B.Bdr-General DG	1		Hunt	4	Keith Bristow
TIM	Sir Tomas le Matelot	11	F	Withy	Bdr-General/3 F Brigadier	7		Hunt	4	Tim Skinner
WdB	Sir Willem de Blest	10	F	Comfy	Lt.Colonel DG	6		HGds	6	Tim Macaire
RS	Richard Shapmes	10	F	Comfy	Major RFG	7		Hunt	4	Charles Popp

ID	Name	SL	SPs	Cash	Rank, Regiment/Appointment	MA	Last seen	Club	EC	Player
WP	Sir Warren Peece	10	F	Comfy	B.Bdr-General 27M	6		Hunt	2	Pam Udowiczenko
JldP	Jean-Luc de Picardy	10	F	Comfy	B.Bdr-General PM	6		Hunt	3	Bill Howell
RM	Roland Moulin	9	F	OK	Major GDM	5		Hunt	4	Roland Lee
AV	Ali Vouzon	8	F	Comfy	Major 13F/2 F Brigade Maj.	4		F&P	1	Graeme Morris
AIDn	Alexander Denton	8	RIP							Paul Wilson
EV	Enterrer Vivant	8	RIP							Geoff Bowers
EnS	Elf 'n' Safety	7-	12	Poor		5		BG	4	Barry Townsend
IM	Ilkley Moor	7	F	Comfy	Lt.Colonel 13F	5		F&P	4	Mike Dommett
JMI	James Montgomery Jesse	6	RIP							Graeme Wilson
UXB	Uther Xavier-Beauregard	6	F	Poor	Lt.Colonel PLLD	4		F&P	3	Pete Card
AdL	Armand de Luce	6	F	Poor	Lt.Colonel GDM	4		RP	2	Francesca Weal
PLF	Pierre LeFart	6	F	Withy	B.Bdr-General 13F	6			3	Olaf Schmidt
JB	Jacques Blanc	6	F	Comfy	Lt.Colonel RM	2		F&P	4	Dominic Howlett
YN	Yves Ningall	5	RIP							David Williams
TDP	Toulouse D'Plot	5	F	Poor	B.Bdr-General 53F	2		RP	3	Sean Kavanagh
PdFG	Pate de Foie Gras	5	F	OK	Subaltern RM	3		RP	5	Mike Dyer
LB	Luc Bacquards	5	F	OK	Subaltern QOC	2		RP	2	Colin Parfitt
X4		4	0	Poor		1			4	Martin Jennings
AS	Arnaud Surfinmaise	4	0	Poor		5			5	Nik Luker
RnSn	Rene Sance	4	RIP							Emrys Hopkins
MM	Michel Marteau	4	F	Poor	Private QOC	1			1	Neil Packer
X1		3	0	OK		5			3	Timothy Hunt
PD	Patrick Declan	3	RIP							Nathan Richards
X5		3	0	Poor		2			4	Justin Key
X3		3	0	Poor		2			2	Mark Booth
X2		1-	2	Poor		5			4	Austin Hayward

An F under SPs means that the character was at the Front, RIP means that he died.

+ against SL means it went up this month, - means it went down.

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

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

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

July 1663

Paris is all but empty of socialites as July begins. The only duels are fought between young boys using wooden swords. Still, at least they last a bit longer than those fought between grown men using sharp steel. And there's a lot less blood—but plenty of tears before bedtime.

Jacques Shitacks is clearly limbering up for some duels. He spends all month improving his cutlass expertise. Revaulvin d'Or practises rapier for three weeks after spending the first one in the Fleur with Lotte Bottle. Euria Humble is another man with a cutlass, but only for two weeks after he's been in the Fleur with Edna Bucquette for a week. And the first week was spent with the city's militia (well, he is the City's Military Governor) searching for "the ghostly apparitions that have been paralysing the people with fear". There is no sign of any apparition—though several squads do report themselves paralysed. Mainly in bars, though. Beppe de Marko does one week's sabre practice on top of three weeks in the Fleur with Katy Did.



Keeping up with the Spaniards

First Army's assignment is defence. This month their mission boils down to harrying the Spanish forces that gave them a thumping last month. This is bread and butter for the Cavalry Division. They keep up with the Spaniards, making occasional forays against their columns. Lieutenant-General Devlin Carnate, the Division commander, is brevetted to General. He adds a couple of hundred crowns to his personal coffers.

Grand Duke Max's Dragoons are feeling a little fragile after last month's rout. The last thing they need is to be attacked by Spanish cavalry. This is just what happens, though. Major Roland Moulin leads by example: he is first into the fray ... and first to fall. RIP. Lt-Colonel Armand de Luce keeps his head and rallies the rest of the regiment. He receives a small Mention in Despatches.

Their comrades in the Dragoon Brigade come to their rescue. Lt-Col Uther Xavier-Beauregard leads the Princess Louisa's Light Dragoons in a counter-charge that sees off the Spanish troops. His success brings Xavier-Beauregard promotion to Colonel and a Mention. There's a vacancy at this rank as Dragoon Brigadier Quasi Le Bossu has his rank made permanent.

The Frontier regiments see little action as all they can do is march parallel to the Spanish advance. The troops forage as they go, picking up a bit of loot along the way. Frontier Division CO Pierre Cardigan gets some 300 crowns as his share.

It's an indifferent month overall for First Army, but General Sean Sondamour achieves a Mention by marching with the Frontier troops. His adds 150 crowns worth of booty to his funds. Also in the Despatches is Sondamour's Aide, Major Jacques de Gain, but it's just a footnote.

Dodging the cannonballs

Well to the north, First Army is laying siege to the town of Chambéry with First Division continuing its assault of the castle. First Foot plays chicken with the defenders' artillery again. The Royal Marines get the worst of it, but Subaltern Pate de Foie Gras dodges everything that's thrown at him. He is promoted to Captain, buying himself the horse he needs for his new rank. Lt-Colonel Jacques Blanc is Mentioned in Despatches for cheering on his men. Colonel Ilk Lamore Bartat is just happy that the regiment survives. Alongside them, the Picardy Musketeers are well dug in. Bdr-General Jean-Luc de Picardy, commander of the Picardies, pops up to see how the Marines are getting on. Unfortunately his head is in the way of a ricochet. RIP.

In contrast, the Guards Brigade clears another section of the ramparts. The Cardinal's Guard do it the hard way: the section they attack is mined and blows up, but at least it's out of the way. Bdr-Gen Jean Laissez Faire, the Cardinal's main man, can only shake his head ruefully over the debris. There's no reward for him. The King's Musketeers, on the other hand, chase off the defenders in short order. Colonel Zachary The Money Goes is brevetted to Bdr-General and collects 1,300 crowns worth of fine Savoy produce.

There's success, too, for the Royal Foot Guards. Major Richard Shapmes sticks to the looting and accumulates 1,200 crowns worth of booty. The same amount comes the way of Lt-Colonel Indie Spencible. He is Mentioned in Despatches, which brings him an Earldom from His Majesty. Guards Brigadier Egon Mad 2 ramps up the looting, bringing in just over fifteen hundred crowns for himself. His name goes into the Despatches and his Bdr-Gen is made permanent. Brigade Major Roget de Saurus is Mentioned twice and pockets just under 1,500 crowns.

Commanding First Division, Lt-Gen Herve d'Conde is brevetted to General, gains 1,300 crowns worth of plunder and is Mentioned in Despatches. His Adjutant, KM Lt-Col Benedict d'Over, has a close shave with falling masonry after the Cardinal's Guard's explosion. His main focus is gathering loot, though, piling up just over fifteen hundred crowns.

Looting and siegeworks

The siege provides a more peaceful month for the Horse Guards. The Queen's Own Carabiniers do another good job of running down the peasantry. Trooper Michel Marteau is brevetted to Subaltern, Mentioned in Despatches and takes

nearly five hundred crowns off the peasants. There's a Mention, too, for Subaltern Luc Bacquards, who is patted on the back. Bdr-Gen Antoine Dubeque goes into the Despatches twice and picks up as much booty as Marteau.

The Dragoon Guards seem to be getting the hang of the operation—at least no one's shooting at them at the moment. They even manage to pick up some plunder. A couple of hundred crowns worth for Lt-Col Warren de Biest, for a start. Ah, no, that's all he gets. Bdr-Gen Mouton Rothschild rides into the thick of the action and comes back with 350 crowns of goodies. Rothschild is Mentioned twice, as well. For Horse Guards Brigadier Swender de Jewel there's a brevet promotion to Lt-Gen and a couple of hundred crowns.

Things are also calm for Second Division. Fourth Foot man their earthworks and have nothing to report. Third Foot do much the same with added looting. As commander of the 27th Musketeers, Bdr-Gen Warren Peece takes his chances to plunder nearly a thousand crowns for himself. Bdr-Gen Tomas le Matelot has the same opportunity as Brigadier of Third Foot and gets the same result.

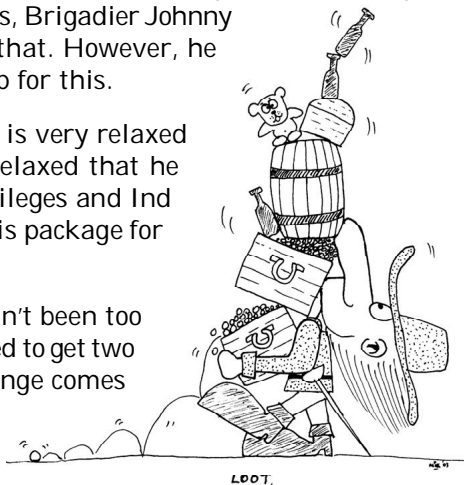
The quiet is broken when Second Foot Brigade makes an attack. Bdr-Gen Toulouse D'Plot leads the 53rd Fusiliers up and over the town wall. Sadly, he doesn't stop at the top, but charges across and plummets to the ground. RIP.

As the 53rd pause, the 13th Fusiliers exploit the opening to the full. Bdr-Gen Pierre LeFart makes sure his exploits are in the Despatches. Then he starts enriching himself. The best part of two thousand crowns is the result. And then he is Knighted. A flesh wound slows down Lt-Colonel Ikley Moor a little and his booty totals just under fifteen hundred crowns.

Second Foot Brigade Major Ali Vouzon gets into the looting a bit late and grabs just less than a thousand crowns. His boss, Brigadier Johnny Sais-Pas, is a hundred crowns down on that. However, he gets a Mention in Despatches to make up for this.

Second Division commander Gustav Ind is very relaxed about this month's results. But not so relaxed that he misses out on the loot. Rank has its privileges and Ind has 1,800 of them. Two MiDs complete his package for the month.

On the whole, Second Army's month hasn't been too productive. General Gar de Lieu is pleased to get two Mentions, despite this. A little loose change comes his way as well: 300 crowns worth. ❖



Press

Announcements

Join the 13th Fusiliers—the life may be risky, but it's a good life. Can't give you close contact with the Cardinal, but let's face it, that's a plus surely?

† Ikley Moor

To the 2nd Foot Brigade
Gentlemen of the 13th and 53rd,
We are on Siege Duty.
We are not on brothel duty. Any man found in the bed of a harlot will be volunteering for the first charge over the battlements.

Do I make myself clear?

† Brig Sais-Pas

We in the PLLD mourn the sad demise of Colonel Fusion of the Gascon Regiment in April. We were all so looking forward to 'kicking his butt' once a month on the duelling fields. Rest in Pieces, lots of them...

Gentlemen of Paris,
Do not ask for cake or glory, for we ride for cake AND glory!!

Vive le Roi!

† UXB

To the Members of the 13th Fusiliers: I expect everyone to serve with distinction this season.

In fact, I will honour every single man who distinguishes himself during battle with a bonus salary at the end of the season.

Fight with honour and let's show France where the real heroes serve!

† Pierre LeFart
Commander 13F

FREE HORSE to all successful applicants to join the QOC, Her Majesty's Premier Fighting Force.

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

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

Matters of Honour

Monsieur Le Bossu,
I have impatiently awaited the challenge you said you would send me. Instead, I note you have been engaged with Elf Nsafety, a gentleman who does not even have a regimental weapon! This is the act of a poltroon: as soon as we return to Paris, I look forward to meeting you in a duel.

† WdB

Social

Johnny Sais-Pas holds good parties.

† Ikley Moor

Personal

To the Idiot I have for an Aide.
I must have certainly been drunk when I hired you so here's a bottle of wine ... go get drunk and quit.

† Brigadier JSP

To the soldiers of France:

Comrades, countrymen and lovers of the garlic! I salute you and the spirit you show in marching to face our enemies. Go, and go with the sure knowledge that out of all God's people, you are the best lovers, best cheese makers and the best at insulting all the rest. I wish I could be there with you, but I will be watching and the rewards for success will be great. I salute you one and all, now go and cover yourselves in glory.

Yours, † Field Marshal Jacques Shitacks—Countryman and proud to be French!

My Dear General Shitacks, nothing could have given me greater pleasure than to assist you on your path to glory. I am sure that you will come home crowned with laurels, your coat spattered with the blood of the King's enemies, your boots muddy from trampling their banners underfoot. Bonne chance, mon ami: may your musket always fire true and your sword sink deep in the vitals of your foes. Onwards to victory!

† General d'Or, Soldier of France

Primus: What did you think about the QOC free horse offer?

Secundus: I am suspicious.

Primus: Of what?

Secundus: Those horses looked 'used'.

Rothschild

Hardly surprising that the Dragoon Guards fare so badly with a dunderhead such as you in charge. Try and stay alive so that you can face trial for your crimes. † QLB

De Biest

Along with your personal hygiene issues, weak bladder and lack of stomach for serious drinking, your low intelligence now comes to the fore. Well, Mr Thicko, the concept of me staking my reputation against a trivial thing such as your position in 'the best Cavalry division' (ahem, let's see who did well in the reports from the front from April) is hard to understand when you have the IQ of a herd animal. The papers say the DG got trounced and routed by some Spanish women waving castanets at them. Even the scumbag Gascons performed better. I note you have fled to the front to avoid me. Nice to see you doing so well, albeit going backwards in retreat. I'm a patient man, so I'll wait with sharpened sabre until we all return in September. Do try and stay alive, not that it would be much loss if you croaked, but I so want you to get my point!

Yours, † Quasi

Lord Percy Percy says, as fashion is tending towards the insignificant, Edna Bucquette is receiving a very fashionable amount of sexual pleasure.

Elf 'n' Safety does make it up! † IM

Elf 'n' Safety

To challenge me once is brave; twice foolhardy. Better find some spunk for September. † Quasi

Who is this idiot Quasi Le Bossu anyway?

I don't know, but the name rings a bell.

To D'Plot

I wish you well in your endeavours to lead your regiment. † Sais-Pas

To the doubter:

The QOC's horses are thoroughbred warhorses as befits such a noble regiment. They are nothing like the mangy nags used by the Cardinal's Guard, nor indeed like those used by

the Dragoon Guards, which have a leg in all four corners if you are lucky.

To Champion Boozer Patrick Declan Sorry to see you leave Paris but I do understand your need to spread your brother's ashes on the family spud plot. We will keep your tankard ready if you ever return.

Bon Voyage, Mon Ami,

† The Boozers and Bellringers

Points Arising

Next deadline is Friday 13th August 2010

Six Brigades will be going on the next campaign. Organisation and Deployment are as follows.

First Army

1st Div (Guards, RNHB)—Assault

2nd Div (2nd, 3rd, 4th Foot)—Siege

Second Army—Defence

Frontier Div (Frontier regiments)

Cavalry Div (Heavy, Dragoon)

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

The same applies to the following Government appointments: Commissioner of Public Safety, Chancellor of Exchequer, Minister of War and Minister of State.

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

EnS Elf 'n' Safety (Barry Townsend) has NMR'd. Total now 1

JB Jacques Blanc (Dominic Howlett) has NMR'd. Total now 2 and is sent to a Frontier regiment

JLF Jean Laissez Faire (Filipe Silva) has NMR'd. Total now 4 and is sent to a Frontier regiment

RdS Roget de Saurus (Gerry Sutcliffe) has NMR'd. Total now 1

X2 (Austin Hayward) has NMR'd. Total now 1

ILB (Andrew Kendall) has been floated as he's on holiday.

AS (Nik Luker) has been floated

X1 (Timothy Hunt) has been floated

X3 (Mark Booth) has been floated

X4 (Martin Jennings) has been floated

X5 (Justin Key) has been floated

YVB (Chris Boote) has been floated as he's still recovering from an operation.

We have a new player: David Brister joins the game this turn. Welcome, David, and enjoy the game.

You may have noticed that GdLi appointed the Colonel of the RNHB as his Army Adjutant in June. I generally allow characters to appoint specific NPCs to posts. However, the Colonels of the Frontier (and RNHB) regiments are men of action and less likely to accept a staff position. So, in the future, a Colonel of a Frontier regiment will accept an appointment on 4-6 on one die and the RNHB Colonel will accept on a 5-6. This roll may be influenced (and must therefore be announced in advance!).

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

None

Duels

Results of June's duels:

Pierre Cardigan (gains 1 Exp) beat Indie Spencible.
Elf 'n' Safety didn't turn up to fight Yves Ningall and lost SPs.
Elf 'n' Safety didn't turn up to fight Quasi Le Bossu and lost SPs.

Duels held over until September:

Willem de Biest versus Quasi Le Bossu.

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

Paul Wilson gets the First son of a Merchant: Init SL 4; Cash 165; MA 3; EC 6 (X6).
Rob Lee gets the Second son of a very wealthy Knight: Init SL 6; Cash 750; MA 1; EC 3 (X7).
Geoff Bowers gets the Second son of a very wealthy Gentleman: Init SL 5; Cash 750; MA 2; EC 2 (X8).
Graeme Wilson gets the Orphaned First son of a very wealthy Knight: Init SL 10; Cash 5825; MA 3; EC 5 (X9).
Emrys Hopkins gets the Bastard son of a very wealthy Merchant: Init SL 2; Cash 450; MA 6; EC 1 (X10).
David Williams gets the First son of a Merchant: Init SL 4; Cash 165; MA 2; EC 3 (X11).
Bill Howell gets the Orphaned First son of a small Merchant: Init SL 4; Cash 128; MA 5; EC 4 (X12).
Roland Lee gets the Bastard son of a Merchant: Init SL 2; Cash 135; MA 2; EC 3 (X13).
Sean Kavanagh gets the First son of a very wealthy Merchant: Init SL 4; Cash 550; MA 1; EC 2 (X14).
David Brister gets the Second son of an Impoverished Gentleman: Init SL 4; Cash 40; MA 6; EC 4 (X15).

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 __	
Inspectors-General: of Cavalry N	of Infantry N	
Commissioner of Public Safety N		
Chancellor of the Exchequer JS	Minister of Justice RdO	
Minister of War N	Minister of State __	

Battle Results

First Army: 4	Frontier Division: 2
Cavalry Division: 3	Frontier regiment 1: 3
Heavy Brigade: 3	Frontier regiment 2: 1
Archduke Leopold Cuirassiers: 3	Frontier regiment 3: 2
Crown Prince Cuirassiers: 2	Frontier regiment 4: 5
Dragoon Brigade: 5	
Grand Duke Max's Dragoons: 5	
Princess Louisa Lt Dragoons: 2	

Second Army: 4

First Division: 3

Guards Brigade: 3

Royal Foot Guards: 1

Cardinal's Guard: 5

King's Musketeers: 1

1st Foot Brigade: 3

Royal Marines: 5

Picardy Musketeers: 3

RNHB regiment: 4

Second Division: 2

2nd Foot Brigade: 3

13th Fusiliers: 1

53rd Fusiliers: 2

3rd Foot Brigade: 1

27th Musketeers: 3

4th Arquebusiers: 2

4th Foot Brigade: 4

69th Arquebusiers: 4

The Gascon Regiment: 4

Horse Guards Brigade: 3

Dragoon Guards: 3

Queen's Own Carabiniers: 1

Army Organisation and Summer Deployment

First Army (Defence) SS/JdG/_/_/N

Cavalry Division (Defence) DC/CPC/_/_

Heavy Brigade (Defence) – ALC CPC

Dragoon Brigade (Defence) – GDMD PLLD

Frontier Division (Defence) PC/_/_/N4

Frontier Regiments (Defence)

Second Army (Siege) GdLi/N/N8/N

First Division (Assault) HdC/N/BdO

Guards Brigade (Assault) – RFG CG KM

1st Foot Brigade (Assault) – RM PM

RNHB Regiment (Assault)

Second Division (Siege) GI/_/_/_

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

Brigade Positions

Guards Brigade EM2/_/_/RdS

Horse Guards Brigade Sd/_/_/_

Heavy Brigade _/_/_/_

Dragoon Brigade QLB/_/_/_

First Foot Brigade N4/_/_/_

Second Foot Brigade JSP/_/_/AV

Third Foot Brigade TIM/N/N3

Fourth Foot Brigade N7/N/N4

Entries as Army Organisation Table

Frontier Regiments

(On Campaign for June-Aug)

	F1	F2	F3	F4	RNHB
Colonel	N4	N4	N6	N5	N5

Attached

Also at the Front

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

Femmes Fatales

No	Name	SL	Attr	Last
64	Edna Bucquette	18	W	EH
3	Kathy Pacific	17	B	
54	Madelaine de Proust	17		
35	Katy Did	16	I	BdM
42	Maggie Nifisent	16	B	
55	Jacky Tinne	16		
52	Guinevere d'Arthur	15	B/W	
10	Frances Forrin	14	B	
21	Helen Highwater	14	W	
48	Fifi	14	B/W	
62	Alison Wunderlandt	14		
11	Laura de Land	13		
16	Ophelia Derriere	13		
26	Ella Fant	13	B	
27	Lucy Fur	13	B	
30	Leia Orgasma	13	B	
45	Cath de Thousands	13		
8	Lotte Bottle	12	B	RdO
12	Charlotte de Gaulle	12		
17	Henrietta Carrotte	12	I/W	
28	Vera Cruz	12		
31	Bess Ottede	12	I/W	
1	Sue Briquet	11	B	
4	Anne Tique	11	W	
9	Deb Onairre	11	I	
40	Sheila Kiwi	11		
63	Carole Singeurs	11		
20	Emma Roides	10	I	
33	Anna Rexique	10	I	
38	Pet Ulante	10	W	
43	Di Lemmere	10	I	
53	Angelina de Griz	10	B	
56	Ingrid la Suede	10		
6	Viv Ayschus	9		
57	Ava Crisp	9	I	
59	May Banquot l'Idee	9		
2	Betty Kant	8	I	
19	Jenny Russe	8	W	
32	Sal Munella	8	W	
41	Marie Antoinette	8	B/I	
49	Mary Huana	8	B/I/W	
34	Freda de Ath	7	W	
39	Thomasina Tancenjin	7	I	
50	Ulla Leight	7	I	
5	Belle Epoque	6	B/I	
13	Josephine Buonoparte	6	I/W	
24	Violet Bott	6	I/W	
15	Ada Andabettoir	5	B/I	
25	Lois de Low	5	B	

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	F	Rich	B.Bdr-General	KM	16		Flr	4	David Udowiczzenko
JS	Earl Jacques Shitacks	24	61	Comfy	Fld Marshal/Chancellor		3		Flr	4	David Olliver
RdO	Count Revaulvin d'Or	24	56	Poor	General/Justice Min.		13	Lotte	Flr	4	Jerry Spencer
DC	Baron Devlin Carnate	23	F	Comfy	B.General/Cav Div Commandr		7		Flr	2	Bruno Giordan
SS	Marquis Sean Sondamour	23	F	OK	General/1st Army Commandr		5		Flr	2	Pete Holland
EH	Earl Euria Humble	21	56	Poor	B.Lt-General/City Mil Gov		15	Edna	Flr	5	Matthew Wale
GI	Baron Gustav Ind	21	F	Comfy	B.General/2nd Div Commandr		8		Flr	5	Ashley Casey
GdLi	Marquis Gar de Lieu	21	F	Comfy	General/2nd Army Commandr		4		Flr	4	Bill Hay
BdM	Viscount Beppe de Marko	19	43	Filly	Bdr-General		17	Katy	Flr	2	Mark Moores
IS	Earl Indie Spencible	17	F	Withy	Lt.Colonel RFG/Min w/o Port		9		Both	1	Charles Burrows
RdS	Marquis Roget de Saurus	17	F	Withy	Major RFG/Gds Brigade Maj.		11		Both	2	Gerry Sutcliff
HdC	Baron Herve d'Conde	16	F	Withy	B.General/1st Div Commandr		13		Both	4	Simon Burling
BdO	Sir Benedict d'Over	16	F	Withy	Lt.Colonel KM/1st Div Adjutant		9		Both	4	Mark Stretch
SdJ	Sir Swender de Jewel	15	F	Withy	B.Lt-General/HGds Brigadier		7		Both	1	Ray Vahey
EM2	Baron Egon Mad 2	14	F	Withy	Bdr-General/Gds Brigadier		6			2	Tym Norris
JLF	Baron Jean Laissez Faire	14	F	Withy	Bdr-General CG		2		Both	3	Filipe Silva
JdG	Baron Jacques de Gain	14	F	Comfy	Major KM/Gen's Aide (1st Army)		10		Both	4	Ben Brown
PC	Sir Pierre Cardigan	14	F	Withy	Lt-General/Fntr Div Commandr		8		Hunt	4	Matt Shepherd
JSP	Baron Johnny Sais-Pas	14	F	Withy	B.Lt-General/2 F Brigadier		10		Both	4	Mike Bird
VVB	Sir Yves Vrai Bretheauteque	13	33	Comfy	Lt-General/Min w/o Port		4		Flr	1	Chris Boote
QLB	Quasi Le Bossu	13	F	OK	Bdr-General/Drgn Brigadier		6		Both	6	Mark Cowper
ILB	Sir Ilk Lamore Bartat	12	F	Comfy	Colonel RM		6		Both	6	Andrew Kendall
AD	Baron Antoine Dubeque	12	F	Withy	B.Bdr-General QOC		11		Hunt	2	Andrew Burgess
MR	Mouton Rothschild	11	F	Comfy	B.Bdr-General DG		1		Hunt	4	Keith Bristow
TIM	Baron Tomas le Matelot	11	F	Withy	Bdr-General/3 F Brigadier		8		Hunt	4	Tim Skinner
WdB	Sir Willem de Biest	10	F	Comfy	Lt.Colonel DG		6		HGds	6	Tim Macaire
RS	Richard Shapmes	10	F	Withy	Major RFG		7		Hunt	4	Charles Popp
X9	Sir	10	0	Withy			3			5	Graeme Wilson
WP	Sir Warren Peece	10	F	Comfy	B.Bdr-General 27M		6		Hunt	2	Pam Udowiczzenko

ID	Name	SL	SPs	Cash	Rank	Regiment/Appointment	MA	Last seen	Club	EC	Player
JLdP	Jean-Luc de Picardy	10	RIP								Bill Howell
PLF	Sir Pierre LeFart	10+	F	Withy	B.Bdr-General 13F		7			3	Olaf Schmidt
RM	Roland Moulin	9	RIP								Roland Lee
AV	Ali Vouzon	8	F	Comfy	Major 13F/2 F Brigade Maj.		4		F&P	1	Graeme Morris
EnS	Elf 'n' Safety	7	6	Poor			5		BG	4	Barry Townsend
IM	Ilkley Moor	7	F	Comfy	Lt.Colonel 13F		5		F&P	4	Mike Dommatt
UXB	Uther Xavier-Beauregard	6	F	Poor	Colonel PLLD		5		F&P	3	Pete Card
X7		6	0	OK			1			3	Rob Lee
AdL	Armand de Luce	6	F	Poor	Lt.Colonel GDMD		4		RP	2	Francesca Weal
JB	Jacques Blanc	6	F	Comfy	Lt.Colonel RM		3		F&P	4	Dominic Howlett
X8		5	0	OK			2			2	Geoff Bowers
TDP	Toulouse D'Plot	5	RIP								Sean Kavanagh
PdFG	Pate de Fole Gras	5	F	OK	Captain RM		3		RP	5	Mike Dyer
LB	Luc Bacquards	5	F	OK	Subaltern QOC		2		RP	2	Colin Parfitt
X6		4	0	Poor			3			6	Paul Wilson
X4		4	0	Poor			1			4	Martin Jennings
AS	Arnaud Surfinmaise	4	0	Poor			5			5	Nik Luker
X11		4	0	Poor			2			3	David Williams
MM	Michel Marteau	4	F	OK	B.Subaltern QOC		1			1	Neil Packer
X1		3	0	OK			5			3	Timothy Hunt
X5		3	0	Poor			2			4	Justin Key
X3		3	0	Poor			2			2	Mark Booth
X10		2	0	OK			6			1	Emrys Hopkins
X2		1	0	Poor			5			4	Austin Hayward

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, 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+