

That would be enough

This has been issue 108 of *To Win Just Once*, published 26th August 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 *Star Trader* to Mike Dommett by Friday, 10th September.

Orders for *Les Petites Bêtes Soyeuses*, *Easy Money* bids and any other contributions to Pevans by Friday 17th September 2010.

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

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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

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*)

Velo City
reviewed



**Plus the
Great British
Beer Festival**

ABACUSSPIE

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Chatter

Mmm ... beer ...! I had an excellent afternoon at the Great British Beer Festival early in the month. The evening was a bit of a blur, but that's another story. My notes follow in a bit.

I've been a little worried by the weather through August: it's beginning to feel like Autumn! After the hot spell early in the summer, the temperature has dropped and it's wet and windy. The trees seem to agree with me as there are brown leaves blowing about as well. Mind you, when the sun comes out, it's pretty warm. I'm hoping for more sunshine through into September.

Building work continues apace at the end of the road and some of the houses are pretty much complete—from the outside anyway. I'm bemused by the size of them. In terms of 'footprint' they're no bigger than our little terrace. But they have a third storey, which provides at least one extra room. What's more there's a couple of yards between each one. So, they're four-bedroom, detached houses and the asking price is over half a million quid! I just can't imagine anyone will pay that amount for them.

This issue sees the end of the latest *Railway Rivals* game. We have three people signed up for another game, but need another two-three players before we can get under way. Anyone who was at a games convention in the Eighties will be familiar with the cry: "Only three more needed for a game of *Railway Rivals*!" Delivered, of course, in a Welsh accent by the game's designer, David Watts. So that's what this paragraph is! Sign up now.

Meanwhile I'm off to do jury service. My previous experience of jury service (nearly thirty years ago) is that the cases are largely petty and the police can be stunningly incompetent (you'd think they could get their stories straight). Oh and court has a punishing daily routine: start at ten, take two hours for lunch and don't finish until, well, 4 o'clock at the latest. I wonder if anything's changed?

Letters

A note from Bill Crum:

I intend to run a PBeM *En Garde!* set in the space opera future of Pulp Sci Fi. This game will use *Fantastic Worlds* for ground combat and *War Rocket* for space combat. It will run on my website, Old Spaceways: www.oldspaceways.com/forum

Apart from the appearance of the dreaded skiffy term, this sounds rather interesting. There have been several *En Garde!* games in an SF setting, but none running at the moment (that I know of).

Great British Beer Festival 2010

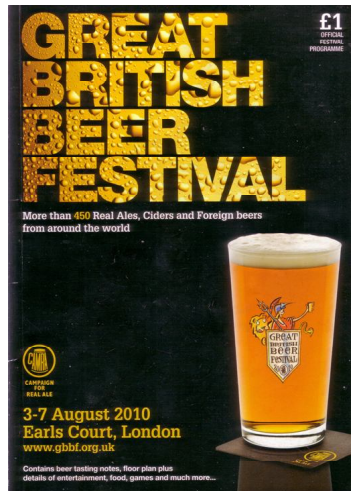
As usual, I arrived at Earl's Court for a late lunch and a happy afternoon sampling beer. The idea is to arrive at the tail-end of the lunchtime rush and clear off when the place gets busy after work. You can tell when this happens as the happy people in jeans and t-shirts are gradually replaced by more intense types in suits. And that applies to the women, too.

My mate Keith came with me and we met up with a few others at the show—including ex-LPBS player James Guiton. I was pleased to see a food stand providing German sausages: excellent food to go with beer, I reckon, and missing the last time I was at the GBBF. So I'll have a bratwurst in a bun with some mustard and a pint of something familiar to start with.

That pint was Hophead from the Dark Star brewery in West Sussex (a few miles from Brighton). Dark Star also brew the wonderful Espresso, a dark beer with added coffee! Hophead is more conventional—just right for quaffing at 3.8% alcohol-by-volume. It's a yellow beer that smells slightly sharp. The GBBF tasting notes say "a strong floral aroma and elderflower notes" and I think the elderflower is spot on. A good beer that's nicely bitter and dry, it's an excellent accompaniment to my bratwurst: 8/10.

Time to take a look at the new beers bar, my traditional haunt at the Festival. There were lots of interesting-looking beers there, so I got stuck in. First up was BG Sips (4% abv) from the intriguingly named Blue Monkey Brewery (Derbyshire)—the pump clip showed a pastiche of the PG Tips chimps' tea party. The attraction was its description as "intensely hoppy". It was a pale yellow in the glass and didn't seem to smell at all. Nor was there any discernible taste for my first few mouthfuls, as it couldn't compete with the aftertaste of the Hophead. However, it grew on me as I started to taste something fruity and nicely bitter. I can't say I found any intensity to the hops, though. Definitely something I'd drink, but not something I'd go out of my way for: 6/10.

Challenged to pick something at random, I stopped at the next bar and chose Liberation Blonde (3.8%) from the Liberation brewery in Jersey. I'm quite a fan of blonde beers, on the whole, and this was the palest beer I'd sampled yet. A very pale yellow, it provided a slight tang to the nose. However, the taste was more of malt than hops and it was not particularly bitter. Slightly disappointing, this is not a beer to write home about: 5/10.



I couldn't resist a brewery named Evan Evans (based in Dyfed—west Wales) and plumped for their Cwrw (4.2%)—the Welsh for ale. After the very pale Blonde, this was a much darker beer, but still only amber in colour rather than a proper beer brown. The smell was a bit disconcerting as there was a trace of something like rotting vegetation. However, it tasted fine with a bit of fruitiness. The smell remained off-putting, though, so 5/10.

Back to the new breweries and another blonde beer: Hartland Blonde (4%) from the Forge Brewery in Devon. This was a very yellow beer with a really tangy nose. It tasted sharp and tangy, too—what the tasting notes call "a crisp citrus bite". It went down well and was nicely dry and bitter. This is definitely a beer I'd go back for more of. Second best so far: 7/10.

Yorkshire is one of my favourite places for beer (Timothy Taylor's Landlord, anyone?), so the Old Bear brewery (W Yorkshire) got my attention and I tried their Goldilocks (4.5%). As the name suggests, this was a golden yellow pint. It was another beer with a tangy, lemony smell, promising a refreshing pint. The taste was strong and hoppy—almost raw—and it was gloriously bitter. It was, indeed, a refreshing drink and "just right": 8/10.

You may have noticed the strength of the beers I was tasting creeping up and I decided it was time to move on to some darker brews. Spring-heeled Jack (4%) was another intriguingly-named beer on the new breweries bar. It comes from the Ha'penny brewery in Essex (not a county famous for its beers, but I'll give it a try) and is a porter—another style of beer I particularly enjoy. Porter is a dark beer, of course, and this was a dark brown. It smelled of smoke and roasted beans with a suspicion of a citrus tang. And it tasted of ... lemons!? Yes, this beer was so sharp it literally made my mouth water. It was completely unexpected and absolutely glorious! All these dark roast flavours and then the lemon: wow. Bizarrely, the tasting notes describe it as "malty and full-bodied, with coffee, toffee and chocolate notes, lightly hopped and rather tasty." Nope: it was more like old-fashioned (uncarbonated) lemonade—apart from the colour. An amazing beer, but not one I could drink in any quantity: unclassifiable/10.

There were more porters on the new breweries bar. Next I tried Black (5%) from Barlow (Derbyshire). Black by name, black by colour and smelling of charcoal. It tasted rich with plenty of malt, but also dry and hoppy. It was nicely bitter, too. A lovely pint: 8/10.

Back on the Yorkshire bar, I spotted Black Dub Oat Stout (4.4%) from the Wensleydale Brewery (N Yorkshire). This was gloriously black with a rich, roasted oat aroma. It tasted good, too: rich and thick with chocolaty overtones. Excellent stuff and another 8/10.

SIBA, the Society of Independent Brewers, had its own bar to promote its eight champion beers—stealing a march on Camra, whose champions were only announced at the beginning of the Festival. SIBA's supreme champion for 2010 is Triple Chocoholic (4.8%) from Saltaire Brewery (W Yorkshire). I had to try this. It was dark, it was smooth, it smelled of chocolate. And it tasted of chocolate. It was utterly gorgeous. Okay, it's a sipping beer, not a swigging beer, but it's none the worse for that. Did I mention that it's gorgeous? I finished my half ... and had another one. It's just gorgeous! 11/10

That just about finished me off for another year. The rest of the evening was a bit of a blur, but I felt fine the day after—must be all the clean living.

Shut up and keep pedalling!

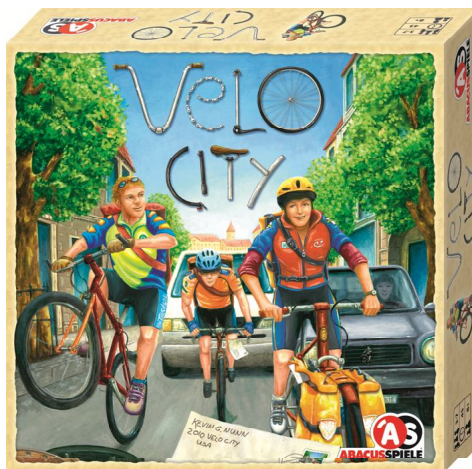
Pevans reviews *Velo City*

Kevin G Nunn is the man who devised *Nobody but us Chickens*—a fun little card game of bluff and counter bluff that is a huge hit with every child I have introduced to it (and some of them are quite old children!). So a new game with his name on has to be worth a look. It's called *Velo City* and it's a race between teams of bicycle couriers.

The board shows the racetrack—a winding route across a townscape. The cyclists start at one end and the aim is to be the first to get three of your team to the other end of the track. Along the way there are hazards—loose manhole covers—and opportunities to pick up energy drinks. These are very useful boosters to help your cyclists on their way.

The drinks are represented by blue cans—wooden cylinders—and the cyclists by wooden silhouettes. Each team is a set of shapes and the first job on opening the box is to add stickers to these to show the cyclists. This is not a trivial task, since you have to match the correct picture with each shape!

As well as a team of cyclists in their colour, each player gets their own die, in the same colour. To start with, the game is simplicity itself: roll your die and move one of your cyclists that number of spaces. If it lands on an energy drink space, you pick up a 'can'. If it lands on a manhole cover, it goes back to the next empty one (and collects an energy drink) unless you spend a can to avoid this.



There are other options, though. To begin with, there is an extra die. You can roll it with your own if you spend an energy drink at the start of your turn. You can then choose either number to move a cyclist—a useful way of increasing your options. Whether you use the extra die or not, other players can spend an energy drink to slipstream (or “draft” as it says in the rules) along with your cyclist. Anyone who has a piece on the space you just moved from can spend a can and move with you. The better news is that you can do the same for any of your cyclists on the same space. In other words, you are moving several of your pieces in one turn, which is so much faster than moving one per turn.

Another option, where you have a cyclist in a mixed group on a space, is the ‘group move’. Having chosen to do this for a specific space, you roll all the dice for the teams on that space. You then choose which one to use. If it's someone else's die, you move their piece as well as your own. Again, this gives you more chance of getting a decent die roll, with the down side that you may be moving someone else as well. And the others can always slipstream you, too.

A final option is to pay two energy drinks for a cyclist to break away. You roll your die with the extra one and can move a cyclist using either die roll or their sum and no-one can slipstream. The cost of two energy drinks makes this an expensive option. In my experience it isn't used much, but can be very useful in the right circumstances.



As you will have noticed from this description, an important part of the game is stocking up on those energy drinks. However, the number available is limited, the exact number depending on how many are playing. If all the cans have been taken, a player who needs to pick one up takes it from another player! You have to take it from the player with the most cans, though; you can't just pick on someone. This mechanism is less of a spoiler and more of an incentive for the player with the most cans to actually use some up and move a cyclist or three. This way the game doesn't stagnate, even though the emphasis in the first few turns is on picking up energy drinks. This is helped by the first six spaces all being ones where you pick up a can.

Velo City is a highly tactical game. It's about taking advantage of the opportunities as they come along. Of course, to be able to do this, you need to keep up your stock of energy drinks. Ideally, too, you should try to get several of your team on the same space so that they can slipstream each other. Slipstreaming other players is useful, but the most efficient tactic is to get your team working together. Hmm, does that sound like a cycle race or what?!

This is a neat race game. The different options give players something to think about and provide tactical opportunities. Okay, it's not a deep game (an alternative track on the other side of the board would have been a useful addition—perhaps a circuit which can be played over varying numbers of laps), but it is fun and doesn't outstay its welcome. It is a great family game and makes an enjoyable filler for gamers.

Velo City was designed by Kevin G Nunn and is published by Abacus (in several languages). It is a tactical board game of cycle racing for 3-7 players, aged 8+ and takes about 45 minutes to play. It gets 6/10 on my highly subjective scale.

Science Fiction

That nice Mister Dommett gave me a fine birthday present earlier in the year: a copy of the new John Wyndham book, *Plan for Chaos*. Yes, the *Day of the Triffids* John Wyndham. Yes, he died over 40 years ago. It turns out that *Plan for Chaos* was written at much the same time as *Day of the Triffids*, but didn't find a publisher. The book as finally produced has been edited (by David Ketterer and Andy Sawyer) from two extant typescripts and has an introduction from Christopher Priest.

Plan for Chaos starts by introducing our main character, magazine photographer Johnny Farthing. He's known as "Limey" to the people he works with as he has what they reckon is a British accent. He's at pains to point out that he's actually an American. His family history is a lot more interesting than that, though, and is a significant element in the book's plot. Wyndham wrote the book for the US,

so having an American 'lead' makes sense. However, the writing feels a little wooden to start with. It's as if Wyndham is trying to write Chandler and isn't too comfortable with it.

The story starts with a mystery. Johnny is very pleased with getting a photo of a dead woman for the magazine. He is less happy that his editor has found a picture of an identical woman, also dead, in a French magazine and wants to know what's going on. To complicate things further, both women are the spitting image of Johnny's cousin—and fiancée—Freda. When a fourth dead doppelganger is reported, it's clear there's a real mystery here.

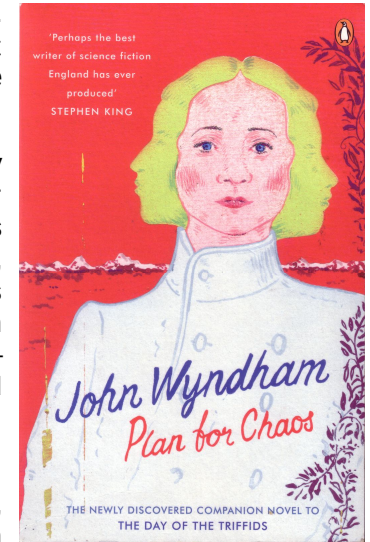
The story follows Johnny as he investigates, wanting to know where all these matching women come from—and what happened to them. It gets personal when Freda disappears. The plot gets a bit Hitchcock-like now as Johnny is quickly in over his head dealing with gun-toting goons, but without much idea of what's going on. The appearance of flying saucers and men who look just like Johnny take things out of the Hitchcock mould, though.

The machinations that Johnny and Freda are enmeshed in are both rooted in the time the book was written (the late 1940s) and thoroughly modern. On the one hand, we have left-over Nazis, nuclear missiles and flying saucers. On the other, we have cloning and genetic engineering. In the middle of it all is a hero who's only gradually working out what's going on and just how worrying it all is.

Not surprisingly, the writing doesn't have the pace a modern author would have given it, but it's a gripping and entertaining story nonetheless. It does move quite slowly, but Wyndham is as concerned about the people entwined in the story as anything else. As with *Day of the Triffids*, Wyndham shows us how people react to and cope with some very strange circumstances. *Plan for Chaos* is a fascinating and intriguing read. Not the classic that *Day of the Triffids* is, but a fine book all the same and well worth reading. And a terrific birthday present. Thanks, Mike.

Games Events

There's not a lot going on in September, but there are two smallish events on 25th September.



Raiders of the Game Cupboard XII is a day of board games in Burton-on-Trent. It takes place every three months at The Salvation Army Citadel, Mosley Street from 10 am to 8 pm. Local shop Spirit Games provides a library of games to play, entry is £2 and there's tea and coffee. For more see the website at: www.raidersofthegamecupboard.co.uk

Tringcon is a twice-yearly day of board games playing run by Keith Thomasson (the man behind online retailer Heron Games). The venue is Marston Village Hall (just north of Tring itself) from 9 am to 9 pm. Entry is £10 and includes food—any surplus goes to charity. For more information see the website at www.fwtwr.com/tringcon

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 108 was written and edited by Pevans. The LPBS masthead (page 22) is by Lee Brimmicombe-Wood, as are the drawings on pages 16, 21, 24 and 25. The illustration on page 23 is by Nik Luker. Game and book artwork is reproduced courtesy of the publishers. Pevans took the photos and played with Photoshop. © Paul Evans, 2010

Games from Pevans

Mail order board and card games in the UK



Roll through the Ages

A fine dice game from Matt Leacock (of *Pandemic* fame). It is inspired by the weighty **Through the Ages**, but there's no real connection. Players have several areas to develop, allowing them to take advantage of most dice rolls. However, the question is which path to take towards victory? It's not as simple as it seems and the game is highly addictive.



For 1-4 players, aged 8+, 45 minutes to play: £28.00

Ultimate Werewolf

This is Ted Alspach's take on Werewolf, incorporating his own ideas on the game. Okay, you don't actually need anything (apart from people) to play Werewolf, but these packs make it a lot easier.



The **Compact Edition** is a deck of cards to hand out to players to give them their roles: villager or werewolf! As well as the basic two, there are dozens of extra roles for players—and rules on how to use them. This is the version to slip in a pocket and carry around for impromptu games.

Compact edition: 5-34 players, aged 8+, playing time 45 minutes: £12.00

The **Ultimate Edition** builds on that. There are 40 separate roles in the 80 cards in this set. In addition there are eighteen different scenarios that provide variety—and allow newcomers to grasp the game quickly. There's a score pad for moderators to keep track across multiple games and a comprehensive guide to the game.



Ultimate edition: 5-64 players, aged 8+, playing time 45 minutes: £20.00

See the full catalogue at www.pevans.co.uk/Games

Clearance sale: www.pevans.co.uk/Games/SpecOffer.html

Easy Money Turn 9

Turn 9 bids and results

There's still more buying than selling this turn. Mark Cowper calculates it very fine, spending all his money. Now, if only he can cash in the shares he has in the last three turns...

In fact, that's the challenge for all the players as the game enters the final stage. My rough calculations suggest quite a few people are in with a chance.

Player	Bid			Actual			Holding					
	Buy/Sell	No	Colour	Buy/Sell	No	Colour	Red	Grn	Blue	Ylw	Blk	Money
Simon Burling	B	1	Red	B	1	Red	3	0	2	2	2	23
Charles Burrows	B	3	Green	B	3	Green	1	4	0	0	1	50
Mark Cowper	B	3	Red	B	3	Red	3	0	5	0	2	0
Mike Dommett				B	1	Black	1	1	0	0	2	154
Mike Dyer	B	2	Blue	B	2	Blue	2	2	2	0	1	26
Austin Hayward				B	1	Black	1	3	0	0	3	54
Pete Holland	S	1	Red	S	1	Red	1	1	0	0	1	151
Dominic Howlett	S	4	Blue	S	4	Blue	2	0	0	0	3	134
Andrew Kendall	B	3	Yellow	B	3	Yellow	0	0	0	4	0	73
Tim Macaire	S	1	Yellow	S	1	Yellow	0	0	4	1	0	93
Colin Parfitt	B	1	Red	B	1	Red	1	0	1	2	0	85
Alan Tabor	S	3	Green	S	3	Green	1	0	1	0	1	147
Gerald Udowiczenko	S	3	Blue	S	3	Blue	0	0	0	4	1	78
Pam Udowiczenko	B	1	Blue	B	1	Blue	0	0	6	0	2	8
Matthew Wale	B	1	Blue	B	1	Blue	0	0	9	0	1	5

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
22	20	23	27
None	Charles Burrows	Matthew Wale	None

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, 17th September 2010**

Eagle Tavern Railway Rivals game 7—Turn 12

Races

Race	From	To	THURB	TRX	GOR	BESTRAIL
36	15	55	13+4	4+3	8-8	5+1
37	14	55	20-8			10+8
38	56	26	20+3			10-3
39	24	41	+1		30-1	
40	36	61		30-3	+1	+2
41	42	64			30	
42	52	33		10+2	20-2	
Total			53	46	78	33

Builds

A—Jonathan Palfrey

THE HEAVILY UNDERFUNDED
RAILWAY BUSINESS (THURB),
Green

Points: 310 +53 = **363**

B—Gerald Udowiczenko

THE RELEGATION XPRESS (TRX),
Black

Points: 251 +46 = **297**

C—Paul Evans

GOD'S OWN RAILWAY (GOR),
Orange

Points: 307 +78 = **385**

D—Ben Brown:

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

Points 366 +33 = **399**

Game End Statements

BESTRAIL—Ben Brown, **Winner**

Thanks for the game. It seems that a straight north south track from Sheffield to Leeds to Darlington was the way to go for this map!

GOR—Paul Evans, **Second**

Oh dear: where did it all go wrong? I thought I had a decent network, but

there always seemed to be someone else with a better route for every race I wanted to enter. Hey ho, congratulations to Ben on another fine win and thanks to Mike for GMing. Now, I must do better next time... [closer at the end than you thought]

THURB—Jonathan Palfrey, **Third**

This was interesting for me as I haven't played the game for a long time and never got much experience with it even in the past.

I chose Leeds as my first choice of starting town; perhaps everyone did; it may be the best choice on this map. Getting my second choice instead (Thirsk), my aim was to get a good line going through the centre, and a finger in every pie. I reckon I achieved a more general coverage of the map than any other player, despite missing out most of the south-east.

However, the way the races are scored, I discovered that getting general coverage of the map is less important than getting exclusive access to some parts of it. I could run in plenty of races and get plenty of small payments, but not usually the big 30 for being the only runner, and I often had to pay to run a little way beyond my own line.

BESTRAIL's line omits most of the eastern half of the map, but he's won easily by dominating the western half. Apparently, this is the way to do it.

TRX dominates much of the eastern side of the map without achieving the same degree of success. But there are fewer towns on that side, and most of them are minor.

GOR has done quite well despite the fact that most of his towns are also covered by BESTRAIL. It seems important to have good access to the more densely populated south-west part of the map, even if that access is shared.

Well done, Ben, and thanks to Mike and the other players. Good game.

TRX—Gerald Udowiczenko,
Fourth

Congratulations to Ben on winning. Not sure what I did wrong this game, I thought I had a good network, but I guess not, as the runs just didn't seem to be kind to me.

I was very surprised at the total lack of joint run in the game, I don't think I've ever seen that before.

As always many thanks to Mike for running the game and I look forward to game 8. [I'm not changing your dice]

GM Notes

So victory for BESTRAIL after all but a lot closer than it had seemed between the top three.

Bus Boss Scoring does seem to benefit the railway with a regional monopoly—

but TRX didn't seem to benefit from the east coast dominance, and the longer routes. There is a predominance of towns in the south west and perhaps BESTRAIL who built most in this area benefited most.

Icehenge Star Trader game 5—Turn 4

The Clarinet Hull sat there, a little damage still showing. It was not the ideal craft for atmospheric entry. Some of the crew were outside enjoying the thin sunshine.

"I'll be glad when we're in space," said one crew member.

"Do they get space sick?" queried his oppo.

One of the team loading the floating trailers holding the caged tigers overheard them: "I don't envy you."

"Why?"

"They are sensitive. Good luck with them, and remember they need fresh meat. Regularly."

The other two looked around nervously.

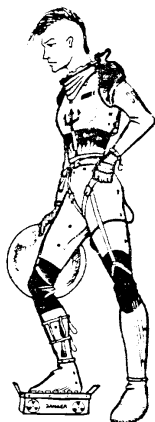
"Don't worry—it's coming along once these are on board!"

JANET sold 2 Petroleum for 13 HTs each at Beta Hydri. They also sold 4 Isotopes for 8 HTs apiece, after which CHEGWIN's TRUCKERS sold 6 more at 9 HTs. LISPING TREE sold 3 Monopoles for 18 HTs each and SOLAR SPICE & LIQUOR sold 5 on Contracts

Sigma Draconis saw sales of Spice, SWISS MERCENARY FLEET disposing of 4 at 8 HTs each. This undercut BULGAKOV's bid of 11 to sell. MU HERCULIS DEVELOPMENT CORPORATION sold 7 petroleum for 11 HTs apiece and became a Dealer. CAESAR WHOLESale sold 10 Monopoles for 15 HTs each and also became Dealers. PUM CORP bought 8 Isotopes for 5 HTs apiece and gained a Contractorship. MU HERCULIS bought 4 more at the same price, but CAESAR WHOLESale was cut out completely.

TEGWIN sold 4 Alloys for 9 HTs each at Mu Herculis. Demand was strong, so CAESAR WHOLESale sold 9 more Alloys at 9 HTs and gained a Dealership. PUM and LISPING TREE wanted to sell Isotopes, but both were undercut by TEGWIN selling at 8 HTs. MU HERCULIS bought 10 Monopoles at 14 HTs each and BULGAKOV sold 4 Monopoles for 11 HTs. TEGWIN also bought 10 Petroleum for 9 HTs frustrating LISP, PUM and MU HERCULIS.

MU HERCULIS sold 10 Alloys for 6 HTs each at Tau Ceti, again without any rewards other than blocking PUM's bid of 7. PUM thought about buying Isotopes and then didn't, letting TEGWIN buy 12 for 7 HTs each and gain a Dealership. MU HERCULIS's bid of 6 to buy was ignored.



At Delta Toucanis, SUND OG sold 6 Alloys for 11 HTs each. MU HERCULIS DEVELOPMENT bought 9 Petroleum for 9 HTs apiece, gained a Contractorship and then sold 2 Spice at the price of 14 HTs.

Epsilon Eridani saw TEGWIN selling 6 Isotopes for 8 HTs each.

At Gamma Leporis CAESAR WHOLESale took 9 Alloys for 4 HTs each and finished up with a Contractorship

TEGWIN TRUCKERS appear to have moved into trading rather than Passenger carrying, as their ships were only instructed to take Passengers on short system jaunts, rather than load for Star System jumps. This gives negligible earnings, of course. Warehouses at Delta Toucanis and Alpha Centauri were sold and a new one was taken on at Beta Hydri. As part of the shift to trading, 4 cargo pods were bought for Branwen and Carys. As part of a private deal with JANET, 4 Isotopes were sold to TEGWIN at Tau Ceti for just over 20 HTs. Such private trading is, of course, allowed anywhere that Corporations can agree terms.

JUST ANOTHER NEW ENERGY TRADER laid down a new Phoenix Hull at Epsilon Eridani Shipyards. They then went to the banks and negotiated a loan for 126 HTs over 4 Quarters and increased their Business Connections. The Alloy Factories at Gamma Leporis were sold, a new Isotope Factory bought at Tau Ceti and, finally, a new Warehouse set up at Epsilon Eridani.

SWISS MERCENARY FLEET had an embarrassment as they landed on Planet at Mu Herculis. They didn't have many Passenger pods to load the slaves into and took just two groups with OP 10.

TRANSURANIC TRADE CORPORATION launched their new ship, but without crew it won't be moving any time soon.

LISPING TREE increased their Reputation by a large amount. They are very pleased with recent events.

SOLAR SPICE & LIQUORS increased their Criminal Connections and brought things up by a large increase in Reputation to counter the downturn the connections had bought. They also bought a Warehouse at Sigma Draconis.

SUND OG loaded the sabre tooth tigers extremely carefully. Having got them, they still have to deliver them. They bought an Isotope Factory at Tau Ceti.

MU HERCULIS DEVELOPMENT CORPORATION loaded Passengers and bought a Warehouse at Beta Hydri.

PUM CORPORATION launched PUM3 and equipped it with A class crew and cargo pods.

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	9th	98	20	Andrew Burgess
B Caesar Wholesale Inc	7	0	7	0	7th	340	34	Simon Burling
C Just Another New Energy Trader	4	0	7	0	12th	135	28	Mark Cowper
D Sundog	6	1	4	+6	4th	116	30	Mike Dyer
E Tegwin Truckers	3	0	9	7	5th	10	26	Jerry Elsmore
F Solar Spice & Liquors	3	3	5	0	3rd	207	40	Paul Evans
G Green Archer	0	0	7	NMR	14th	500	20	Austin Hayward
H Cigarettes, Wine and Wild Women	8	2	0	0	11th	415	20	Dominic Howlett
J Swiss Mercenary Fleet	1	4	5	0	10th	149	36	Martin Jennings
K Astradyne Enterprises	1	0	7	NMR	13th	70	27	'Tethys'
L Lispering Tree	2	7	3	0+4	7th	68	32	Michael Martinkat
M Mu Herculis Dev't	6	0	7	11	2nd	173	37	Przemyslaw Orwat
N Pum Corp	7	0	4	6	1st	38	37	Paul Holman
P Transuranic Trade Co	3	0	4	0	9th	2	20	Bob Parkins

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

Press

Hokay, by damn – let's sell some Monopoles! And ignore the man in the poncho smoking a cheroot... Pevans van Rijn

GM Notes

If you take Passengers, you have to say from where and to where. "Load Passengers" is not enough. It has to be at a minimum "Load passengers to Beta Hydri."

If you sell a Factory, you get 5 times the price at the end of trading. Buying a factory costs an extra 10 HTs.

OP 29 was taken by Corporation D.

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

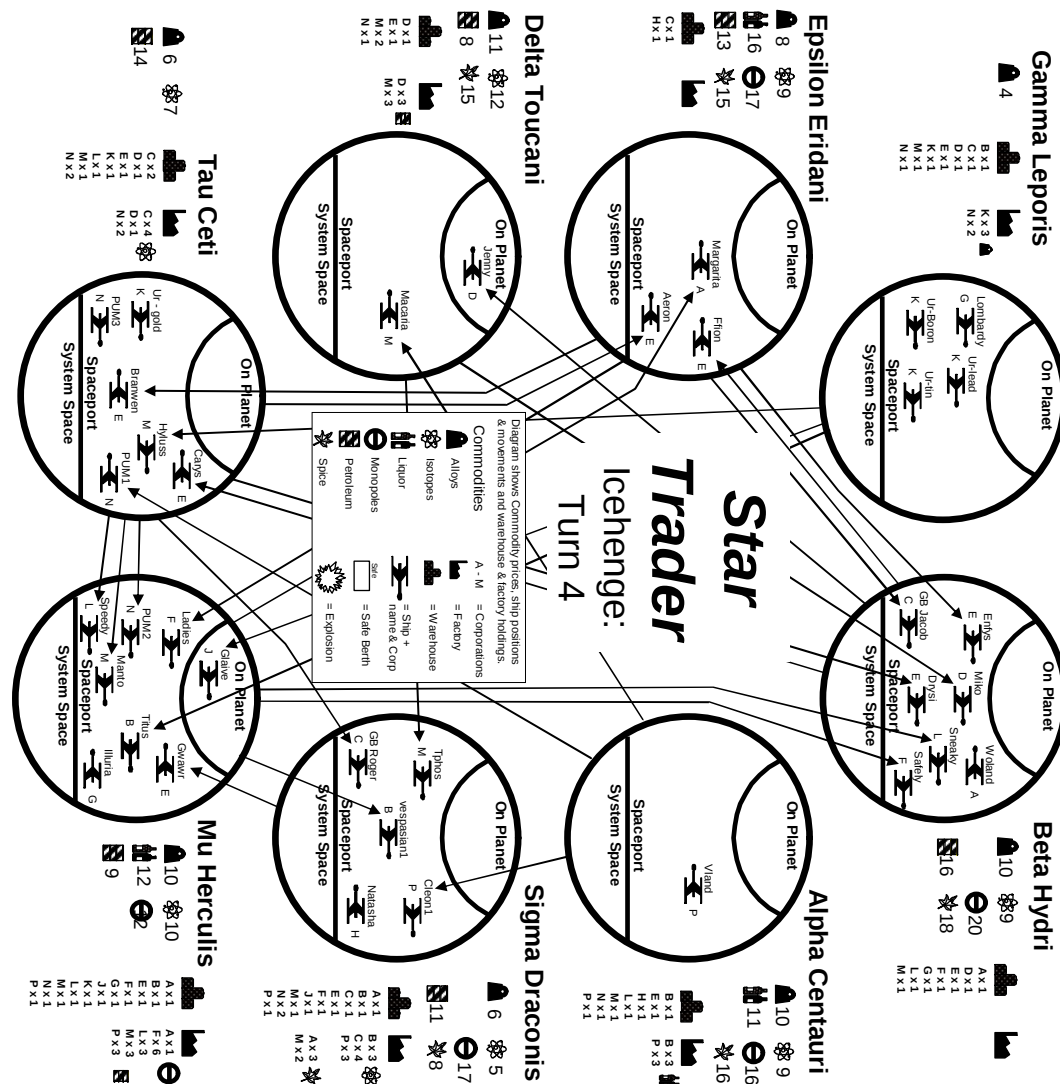
Turn 5 C4, B7, C6

Turn 6 B10, C3, **P4**

Turn 7 P3

Turn 8 **B4, C3**

Orders to Mike Dommett, 119 Victoria Road, ALTON GU34 2DD
or by e-mail to mike_dommett@yahoo.co.uk by 10th September 2010



Les Petites Bêtes Soyeuses 234

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 September 1663 to
Pevans at 180 Aylsham Drive,
UXBRIDGE UB10 8UF or
lpbsorders@pevans.co.uk
by Friday, 17th September 2010**

August 1663

Antoine Dubeque's offer of a free horse for new recruits to the Queen's Own Carabiniers seems to have struck a chord. Three new recruits sign up for the regiment: Antoine Le Picnique, Arthur Sleep and Zut a'Lors. All three join as troopers, having no pretension to any more senior rank, and each receives the promised horse. Their first job is to get onto them and ride off to join the rest of the regiment.

Pierre Le Sang has other ideas. Willem de Biest pulls a few strings and makes sure Le Sang gets into the 53rd Fusiliers. He buys himself the rank of Major, which gives him immediate command of the regiment. The new commander sets off for Savoy to find out what he's got himself into.

Of the few left in Paris this month, Beppe de Marko is mostly to be found in the Fleur de Lys. He is there with Katy Did three times. On the last of these, they find the Minister of Justice, Revaulvin d'Or, in the club with his mistress, Lotte Bottle. Revaulvin spent the previous two weeks improving his rapier skills, but has popped into his club to pick up some cash that's waiting for him. It's not clear what words pass between the two men in the Fleur, but neither is there for the last week. Beppe has gone off to practise with his sabre and Revaulvin has gone courting. The result of which will require the two of them to fight a duel.



There are two other visitors to the Fleur: City Military Governor Euria Humble and Chancellor of the Exchequer Jacques Shitacks. They both arrive at the start of August, bringing Edna Bucquette and Madelaine de Proust with them. That's enough drinking for Jacques, who takes his cutlass to the gym for the remainder of the month. However, the Chancellor leaves a fat purse at the club for Revaulvin to pick up. Euria takes a week to deal with the business of the Paris Orphanage and then heads for the gym himself. His weapon is also the cutlass.

Sir Connor McKnight attends Hunter's, having first dropped in on Emma Roides. She accompanies him to his club for the rest of the month, sending a "Dear John" letter to Ali Vouzon. Ali and Connor will have a duel to fight, nevertheless. Connor and Emma are joined for week 4 by Rick O'Shea. Rick spends the first half of August arguing with Francois de Torre over who should get to court Ada Andabettoir. The argument is resolved when Rick gives up and hits the Bawdyhouses for some female company. This gives Francois a clear path and he quickly supplants Armand de Luce in Ada's affections. Francois spends his last week skulking around Red Phillips in the hope of finding a party he can join.



A "Dear John" letter is also on its way to Elf 'n' Safety as Belle Epoque falls for the charms of Arnaud Surfinmaise. She has every expectation of spending the rest of the month at her new beau's club. This is when Arnaud realises that he's not actually bothered to join one. Still, he is able to spend one week practising with his rapier.

Stop that Spaniard!

First Army's job is to prevent Spanish forces getting in the way of Second Army's attack into Savoy. The Spaniards are too numerous, though, and the best this army can do is harry them as they advance. The Frontier regiments hold their own, which is good. Volunteer Lt-General Yves Vrai Bretheauteque serves with Frontier regiment 3 and finds time for a little looting. Just a couple of hundred crowns and some change, but it's good to have a positive cash flow. Lieutenant-General Pierre Cardigan is commanding Frontier Division and his efforts bring him promotion to (brevet) General. A few coins find their way into his pocket too.

The Cavalry Division finds Spanish cavalry shadowing its every move, preventing the horsemen from picking on any unsupported infantry. The Dragoon Brigade enjoys the stalemate and makes sure that the Spanish cavalry isn't able to attack the French infantry either. Brigadier Quasi Le Bossu is

Mentioned in Despatches for his tactical savvy and promoted to (brevet) Lt-General., taking over command of the Division as General Carnate is kicked upstairs. He understands his priorities, too, and makes sure there's enough loot for him to earn well over five hundred crowns. His regimental commanders—Colonel Uther Xavier-Beauregard, commanding the PLLD, and Lt-Colonel Armand de Luce, acting CO of the GDMD—fail to demonstrate anything except an ability to keep out of harm's way. No rewards for them, but they're looking forward to returning to Paris next month.

In Heavy Brigade, the Crown Prince Cuirassiers keep out of trouble, too. Not so the Archduke Leopold Cuirassiers, who have a run-in with the Spanish heavy cavalry and come off worse. The worst of it being the loss of their colours. But what's this? Hurtling through the cavalry like a comet, trailing a tail of Aides and Adjutants and subordinates behind him? It's General Sean Sondamour, commander of First Army! Before any of the French troops can realise he's on the field or any of the Spanish troops react to the gold braid, he has charged into the middle of the fight and grabbed back the ALC's flag. He turns and gallops back towards the French lines, waving the standard triumphantly. A cannon fires and he ducks, but its shell whistles by overhead. However, he's forgotten the heavy standard in his hand. The pole dips down, the tip buries itself in the ground and the shock pitches General Sondamour out of his saddle. He hangs in the air briefly and then thuds back to earth. Right under the hooves of his horse. RIP

Devlin Carnate leads his entourage to retrieve the General's body despite the Spanish artillery finding their range. This brings him two handsome Mentions in Despatches. There's a few crowns of loot for him, too, but his heart's just not in it. He takes command of First Army for the rest of the month. The General's Aide, Major Jacques de Gain, is Mentioned as well for dutifully carrying out his last duties for the General. The sale of memorabilia brings him several hundred crowns. Of course, Sondamour had also been named as Field Marshal for the next year, so suddenly there's an opening at the top of the military pyramid.

Find a Field Marshal!

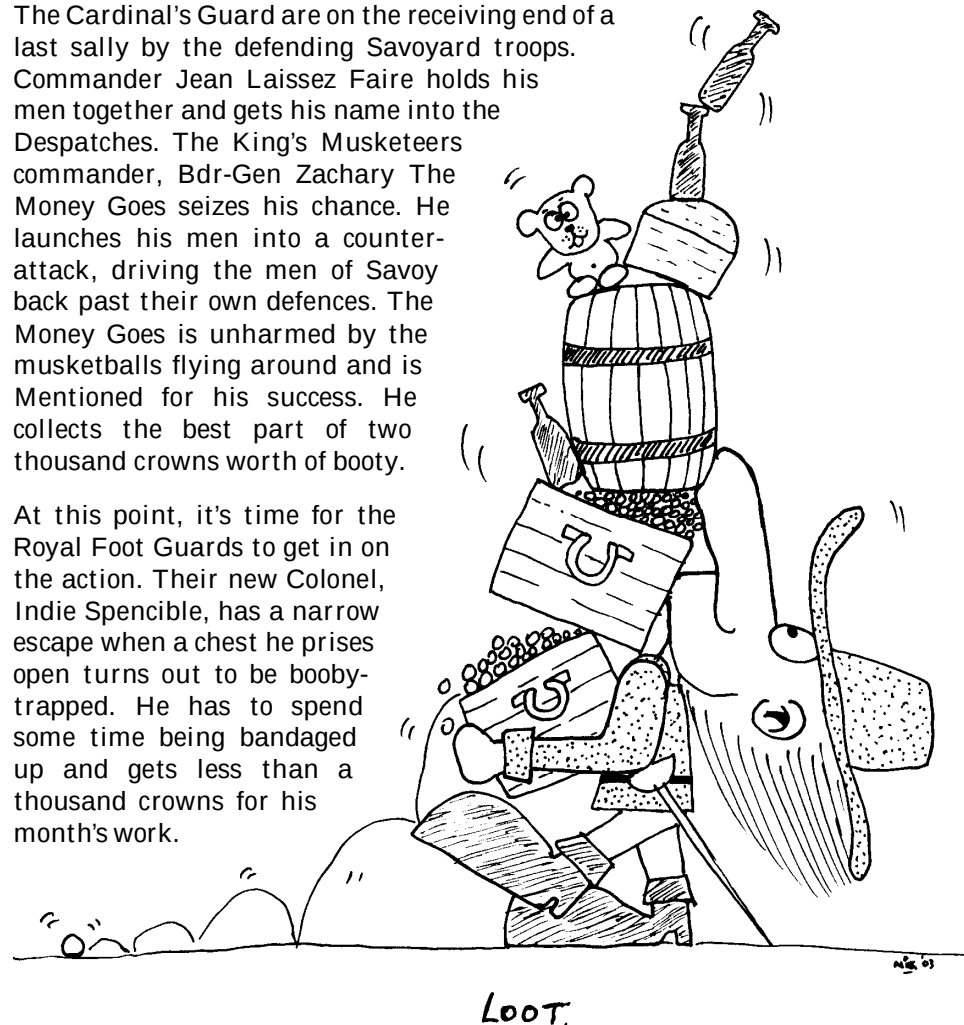
The man to fill that is, of course, the commander of Second Army, General Gar de Lieu. He duly gets the nod as he comports himself more sensibly on the battlefield. That is, he stays well back from the fighting and sends couriers with his orders. This doesn't stop him taking a share of the loot—over a thousand crowns for General de Lieu this month—as Second Army tries to conclude the siege of Chambéry before any Spanish forces can arrive.

First Division has the job of assaulting the town's castle and has already made some inroads into the defences over the last two months. However, the defenders are not finished yet, as the Picardy Musketeers find out. The pasting taken by

the Picardies serves the Royal Marines well. They attack while the defenders are congratulating themselves and rout the Savoyards foolish enough to get in their way. Colonel Ilk Lamore Bartat looks like a goner when one enemy soldier shows more bravery than most and pops up in front of him with a loaded musket. However, as the gun fires, Captain Pate de Foie Gras leaps in front of him, hoping for a Mention in Despatches. All he gets is a military funeral. RIP. Colonel Bartat celebrates his junior officer's sacrifice by piling up over two thousand crowns worth of booty. He and Lt-Colonel Jacques Blanc are Mentioned in the Despatches. Blanc joins in the plundering as well, seizing over fifteen hundred crowns worth for himself.

The Cardinal's Guard are on the receiving end of a last sally by the defending Savoyard troops. Commander Jean Laissez Faire holds his men together and gets his name into the Despatches. The King's Musketeers commander, Bdr-Gen Zachary The Money Goes seizes his chance. He launches his men into a counter-attack, driving the men of Savoy back past their own defences. The Money Goes is unharmed by the musketballs flying around and is Mentioned for his success. He collects the best part of two thousand crowns worth of booty.

At this point, it's time for the Royal Foot Guards to get in on the action. Their new Colonel, Indie Spencible, has a narrow escape when a chest he prises open turns out to be booby-trapped. He has to spend some time being bandaged up and gets less than a thousand crowns for his month's work.



However, he is brevetted to Brigadier-General. Major Richard Shapmes is a bit more circumspect. He receives a Mention in Despatches and fifteen hundred crowns in loot. All this is excellent news for the Guards Brigadier, Egon Mad 2. Having stuffed over two thousand crowns into his pockets, he is Mentioned ("bulging like a squirrel's cheeks") and gains the title of Marquis. There's a promotion for Brigade Major Roget de Saurus, who becomes the Lt-Col of the RFG, to go with his hoard—which is just as big as his boss's. His name is to be found in the Despatches too ("another squirrel").

This leaves First Division in possession of part of the defences, but their victory is far from complete. Division commander Herve d'Conde can only find five hundred crowns for himself. However, a brief Mention is enough to gain him the title of Marquis. Divisional Adjutant, Lt-Col Benedict d'Over makes a better fist of the looting, stacking up over fifteen hundred crowns. He is in the Despatches as well.

Keep your head!

The siege is the responsibility of Second Division, led by brevet General Gustav Ind. A breakout by the defenders leaves a gap that the 27th Musketeers exploit. Their commander, Bdr-Gen Warren Peece makes the most of his opportunity and bags a haul worth almost two thousand crowns. There's more than a thousand for his boss, 3rd Foot Brigadier Tomas le Matelot, who is brevetted to Lt-Gen on top.

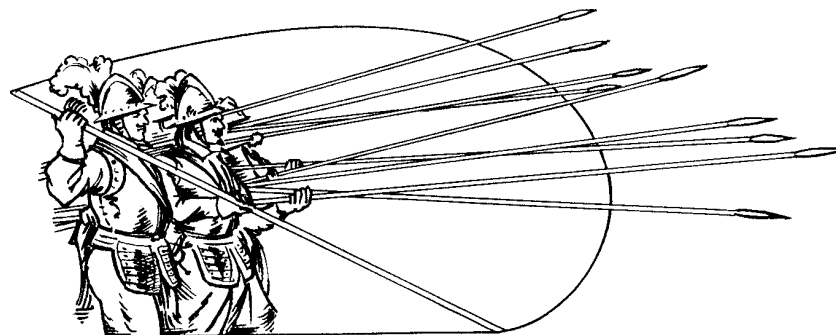


The senior officers of the 13th Fusiliers are playing cards ... sorry, planning strategy when the breakout happens. Disturbed by the commotion, regimental commander Pierre Le Fart orders his number 2, Lt-Col Ilkley Moor to see what the fuss is about. Moor sticks his head out of the tent. A sabre flashes and Moor loses his head. Literally. RIP. LeFart redeems himself by mobilising his men, but it's too late for any significant fighting. There is a Mention for LeFart and he picks up well over a thousand crowns of goodies.

The 53rd Fusiliers miss out on even this excitement. Their new commander, Major Pierre el Sang, is still getting to grips with tricky things. Such as how to button up his uniform correctly. He is, however, promoted to Lt-Col and picks up a couple of hundred crowns in the Division's "best-dressed" competition. A small Mention for 2nd Foot Brigadier Johnny Sais-Pas brings him elevation to Marquis. Diving into the fray brings him over five hundred crowns of booty. His Brigade Major, Ali Vouzon, is not as brave as his superior, but somehow pockets well over a thousand crowns from the month's plunder.

There's a similar amount of booty for the Divisional commander. General Ind is Mentioned in Despatches, too. Well, I say Mentioned, but it's more of a footnote.

The Horse Guards are with the siege as well. Normally this doesn't give much scope for cavalry charges. However, the reinforced Queens' Own Carabiniers are in the right place to ride down those defenders who manage to break out of the siege. Bdr-Gen Antoine Dubeque, commanding, is pleased with gaining almost five hundred crowns when the booty is shared out. Subaltern Luc Bacquards is Mentioned in Despatches, despite not being as brave as brevet Subaltern Michel Marteau. "The Hammer", as he's becoming known, throws himself into the attack with great gusto. He is Mentioned in Despatches ("Excellent gusto from young Marteau"), earns 350 crowns of loot and receives a pat on the back. His bravery is only bettered by one of the new troopers, Zut a'Lors, who hurls his body like a missile into the enemy. Sadly, he runs into a pike and is spitted. RIP. He is avenged by trooper Arthur Sleep, who cuts down the pikeman. There is a Mention for Sleep. Trooper Antoine Le Picnique survives quite handily, but doesn't earn anything.



While the QOCs are having fun, the Dragoon Guards are on patrol. They run into the vanguard of the approaching Spanish force. CO Mouton Rothschild doesn't like the odds and calls his men back after a few skirmishes. That's still enough for him to have grabbed a few hundred crowns in booty. Lt-Colonel Willem de Biest helps himself to a similar amount and that's it for the DGs. Horse Guards Brigadier Swender de Jewel doesn't quite manage that amount: just 250 crowns for him. However, there is a Mention for him as well.

With the arrival of the Spanish army, there's a bit of a stalemate. The French have taken parts of the town, but there's still a defending force in place. The Spaniards don't fancy taking on the combined French First and Second Armies, but could lift the siege. The Savoyards would like to get rid of the French, but not at the price of being occupied by the Spanish. Time for some negotiations—particularly as the end of summer means an end to the good campaigning weather and everybody wants to go home. ❖

Press

Announcements

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

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

Free horse to all successful applicants to join Her Majesty's Premier Fighting Force, the Queen's Own Carabiniers. HURRAY! THIS OFFER MUST END SOON! DO NOT DELAY—JOIN TODAY!

To those newly arrived in Paris:

The Cardinal's Guard is the leading regiment in the kingdom of France. Who else has God's own hand to protect their backs on the battlefield and to soften the occasional jump from a fair damsel's balcony?

The Cardinal's Escort is needing new members! Consider your choices well and apply today!

His Eminence will grant you his blessings.

Matters of Honour

Dear Sir Pierre Cardigan,
Sorry for not being there to second you before the campaign. I will make sure it doesn't happen again.

† Sir Swender de Jewel

Le Bossu;

I can understand why you are not fond of mirrors, but you really should try some self-awareness. You consider yourself clever, yet you cannot tell the difference between a Regiment and a Division; you consider yourself well-bred, when your manners have led to three challenges already; and you consider yourself brave, but you have not received a single Mention this summer, and reliable reports say the only time you were involved in a charge was when you mounted your horse backwards and tried to run away. You may also consider yourself challenged.

† WdB

Social

Despite the very average performance of our army so far (I knew resigning as Minister of War was a mistake, the non-entities the King is persuaded to appoint these days!), I still propose to hold my welcome home party for the Generals of the army and nobles of Paris (SL 21 or better) and their mistresses: Weeks 1—4 in the Fleur. A choir will sing of your exploits, there will be a fountain of blood (-red wine) and fireworks (unless your nerves are too far gone in which case there will be cocoa). All expenses paid.

† COUNT D'OR, Minister of France

The QOC will be holding monthly regimental dinners to toast the health of her Majesty in the run-up to Noël. Formal invitations to follow at a later date.

A memorial service will be held in the first week of September for the late Brigadier Chris P Bacon. All present and past Dragoons are invited; excessive drinking is encouraged (it's what he would have wanted).

† Willem de Biest

To: All persons of note and repute
September 1663, Return to Paris Ball. All current members of the 13th and 53rd Fusiliers and any member of Society who seeks good company and good wine are welcome at my club during the 3rd Week of September. I shall be pleased to discuss appointments at this time should anyone seek the role of my Aide.

To the victorious soldiers of France. Sadly, General Revaulvin d'Or's misunderstanding about changing the locks on the Fleur's doors meant that I was left outside in the rain with my mistress rather than applauding our glorious troops as they marched off to war this season. My sincere apologies go to His Majesty and to all our brave boys that made it back from the evil Savoyards. In compensation, I wish to invite all who returned from the front to a month long celebration in the Fleur, during September.

Unfortunately my position as City Military Governor meant I could not travel with you and thus liberate the usual booty stolen by the evil foe; and my resulting impecuniousness means I am unable to pay any of your costs, for which I am again most humbly and sincerely sorry.

† Euria Humble

My Friends,
I will be hosting three races in Paris over the coming months. Riders and spectators are invited to join me at the race track for the '3 legged horse race' in the fourth weeks of September, October and November.

† General Gustav Ind

Despatches from the Front

To: His Grace the Cardinal

Your Grace, the prayers have so far held back both the foul spirits and the canon balls of the enemy. I shall return to seek your guidance In Paris soon.

Regimental Letters

Gentlemen,

May I take this opportunity to welcome you to Paris. I am afraid I am unable to greet you in person, as I am currently serving Her Majesty at the Front, but I would like to offer you the opportunity to join the QOC, Her Majesty's Premier fighting force in the whole of France.

As a little incentive, I have offered to buy all successful applicants to the QOC a horse. I can also guarantee you will be admitted to the regiment, as I shall look very favourably on your application to join when I receive it on my desk.

The QOC will be serving Her Majesty at the Front for the month of August 1663, after which we will be returning to Paris (unless you choose to remain on active service of your own volition). I am looking forward to a successful mission in August as you may have

noticed from the Military Ability scores that I am one of the more experienced Colonels in charge of a regiment, and will undertake to ensure my regiment's safety if at all possible, unlike that buffoon, Rothschild, at the Dragoon Guards.

For the Autumn season, we will be remaining in Paris and there will be a monthly regimental dinner at my club, with the exact dates to be communicated to you later.

Please note that I shall be unable to enter into any correspondence after next weekend, as the QOC's mission is currently top secret. I shall, however, leave orders with my secretary to ensure any later applications are dealt with in the same way as earlier ones. I look forward to welcoming you into the QOC.

Yours, on Her Majesty's Secret Service,

† Baron Antoine Dubèque,
Colonel, QOC

His most esteemed Baron Antoine Dubèque,

Your welcome to Paris was a great boon to one in hopes of proving himself and earning some of the few honours bestowed upon those who seek valour at the front. I am unfamiliar with cavalry regiments and hope to join you at the front as a Subaltern. Your generous offer of a mount was fortuitous in timing.

Upon entering Paris I stopped to quench my thirst, alas, I found my own mount and belongings curiously absent upon my return. If nothing, this promotes one to be even more steadfast in their desire to prove

themselves in your glorious regiment. I look forward to following you at the front... for France... and the QOC.

P.S. Please see an attached request and requisite skills for the position of Aide to the Brigadier-General. (MA6)

Yours faithfully,
† Zut a'Lors

Personal

You spend all your time working your way up from humble circumstances and then in swans Connor McKnight with a silver spoon so far down his throat it isn't true.

My dear boy,

I thought I brought you up with more sense than your brother. You should be investing your endowment in finding yourself a trade, or buying a commission in his majesties military, not losing your shirt on an ill founded gambling scheme.

If you have to sow your oats, at least have the common decency to get yourself to a prominent club and find yourself a mistress. I'll put in a word for you at Red Phillips, but you'll have to make the application yourself. Make a little more of yourself and I hear the Queen's Own Carabiniers are offering to provide horses to all successful applicants.

As it is, my allowance won't stretch far, and you will find the shylocks much less accommodating than your stuffy old man.

Laiorf De Bours, in a letter to his son Binet De Bours.

Dear Bdr-Gen Mouton Rothschild, Congratulations for your double Mention in Despatches last month. I can see the men are in good hands. Regarding the fool, my advice is to show him charity and send him a book with all the different colour regiments to learn.

† Sir Swender de Jewel

Lord Percy Percy says, as fashion is tending towards a dishevelled look, Mouton Rothschild has incredibly fashionable nasal hair.

To: Field Marshal Marquis Sean Sondamour

From: General Baron Gustav Ind

My Lord,

May I be among the first to congratulate you on your promotion to Field Marshal. I am writing to you to apply for command of either the First or Second Armies in the campaign season in 1664. As you will see from my military record I have command experience at every level and feel that I would be an ideal candidate for either of these two positions; an appraisal that I hope you will share. I look forward to hearing from you soon with regards to this matter and wish you every success in your tenure as Field Marshal.

Yours, in honour,

† Gustav Ind

*I dunno: all that sucking up
and the bugger goes and dies on
you!*

† Le Roi

The QOC horseflesh: How do they manage to get that wide-eyed shock look?

Sirs, As a newcomer to this fine city, I must admit to being dismayed at the sad sight of disused racetracks. Horse racing is such a noble sport, I am surprised that the tracks don't appear to have held an event for quite some time. Are there any other keen equestrians who might be interested in organising a week's racing in the near future? If so, please get in touch.

† Francois de Torre

It was twelve o'clock and the porter tolled the bell: "It's twelve o'clock, Bell."

To: General, The Marquis Sondamour
Sir, I wish to congratulate you on your endeavours these recent months and, if I might do so, hope you are successful in your appointment as the Field Marshal in the next year.

May I press my case to you for the position of the Adjutant General?

I have fine qualities as an administrator and arbiter, having risen through the ranks and commanded both at a Regimental and Brigade level.

I trust you will be able to show me your favour,

Yours,

† Lt.General Baron Johnny Sais-Pas
Oops!

† Le Roi

To the defender of the QOC horseflesh: It occurs to me that, apart from the senior Officers, the Cardinal's Guard marches and fights on foot. Any horse ridden by an officer in the Guard therefore doesn't have to be fast or showy, but merely functional.

† Iikley Moor

From the diary of Egon Madd
Finally, I can get away from all the
bodies lying on the battlefield and
back to all the bodies lying in my lab.

Coq au Vin tastes better than Horse: 9
out of 10 people we asked preferred a
well-cooked chicken to an old nag.

I was sorry to hear of the demise of
Chris P Bacon. He was a 'good egg'.
† AdL

To those persons who have, of late,
been wearing old bedsheets over their
bodies and making "oooooo" noises,
you will be on duty on the watch-tower
if you keep up with your
misdemeanours.

† Lt.General, Sais-Pas, 2nd Foot C/O

Brig Sais-Pas: Do mistresses count as
harlots? I hope not. † IM

Points Arising

**Next deadline is
Friday 17th September 2010**

Next turn is the start of a new season.
**All characters start the month in
Paris and all duels *must* be fought.**
Any vacant appointments not taken by
player characters will be filled by
NPCs—unless appointed by a player
character, who may order that they
are left vacant (if you have applied for
a post or hold a rank that allows you
to appoint other characters to posts,
don't forget to appoint characters or
NPCs or leave positions vacant).

Poetry Corner

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

There once was a poor soldier named
Zut,
Who stormed the bloody front in
search of loot.
Finding himself detached and heavily
outmatched,
In his death the enemy was quite
resolute.

Roses are Red, Violets are Blue
Cannonballs are Hot, and Bess so are
you.

† Your ever devoted swain, Johnny

There was a young man from Paris,
Who was just a little bawdy,
When the quack came around,
It's the clap that was found,
And lament, so he did, Bon Amis.

Recited by bawdyhouse patrons with
reference to Binet De Bours

Note that the military appointments
shown on the Greasy Pole (and
character sheets) have expired. They
are shown just as a reminder (and the
incumbent gets +1 if he's re-applying).

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
PLF Pierre LeFart (Olaf Schmidt) has
NMR'd. Total now 1
X2 (Austin Hayward) has NMR'd.
Total now 1

X8 (Geoff Bowers) has been floated as
Geoff's busy moving office.

The following got the benefit of the
doubt and were floated:

RdS (Gerry Sutcliffe)
X1 (Timothy Hunt)
BdB (Mark Booth)
X4 (Martin Jennings)
X5 (Justin Key)
X7 (Rob Lee)

Roland Lee has left the game, due to
real world pressures. Sorry to see you
go, Roland, and you are welcome to re-
join us at any time.

Bill Crum intends "to run a PBeM *En
Garde!* set in the space opera future of
Pulp Sci Fi". This game will use
Fantastic Worlds for ground combat
and *War Rocket* for space combat. It
will run on Bill's website, Old
Spaceways:

www.oldspaceways.com/forum

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

Armand de Luce applies for Division
Adjutant of First, Second, Cavalry
and Frontier Divisions
Ali Vouzon applies for Brigade Major
of 2nd Foot Brigade
Benedict d'Over applies for Division
Adjutant of First Division

Benedict d'Over applies for Commnr.
of Public Safety
Devlin Carnate applies for Brigade
Major of Guards Brigade
Devlin Carnate applies for Aide to
General
Devlin Carnate applies for Minister
without Portfolio

Euria Humble applies for Province Mil. Governor
 Euria Humble applies for City Military Governor
 Euria Humble applies for Minister of War
 Egon Mad 2 applies for Brigadier of Guards, Horse Guards, Heavy Brigade, Dragoon Brigade, 1st Foot, 2nd Foot, 3rd Foot and 4th Foot Brigades
 Gar de Lieu applies for Army Commander of First and Second Armies
 Gar de Lieu applies for Commnr. of Public Safety
 Gar de Lieu applies for Chancellor of Exchequer
 Gar de Lieu applies for Minister without Portfllo
 Gar de Lieu applies for Minister of War
 Gar de Lieu applies for Minister of State
 Gustav Ind applies for Army Commander of First and Second Armies
 Gustav Ind applies for Commnr. of Public Safety
 Gustav Ind applies for Chancellor of Exchequer
 Gustav Ind applies for Minister without Portfllo
 Gustav Ind applies for Minister of War
 Gustav Ind applies for Minister of State
 Herve d'Conde applies for Army Commander of First and Second Armies
 Herve d'Conde applies for Commnr. of Public Safety
 Herve d'Conde applies for Chancellor of Exchequer
 Herve d'Conde applies for Minister without Portfllo
 Herve d'Conde applies for Minister of War
 Indie Spencible applies for Minister of War
 Jacques Blanc applies for Division Adjutant of First, Second, Cavalry and Frontier Divisions
 Jacques de Gain applies for Brigade Major of Guards Brigade
 Jacques de Gain applies for Aide to General
 Jacques de Gain applies for Division Adjutant of First, Second, Cavalry and Frontier Divisions
 Jacques de Gain applies for Aide to Field Marshal
 Jean Laissez Faire applies for Brigadier of Guards Brigade
 Jacques Shitacks applies for Army Commander of First, Second and Third Armies
 Jacques Shitacks applies for Chancellor of Exchequer
 Jacques Shitacks applies for Minister of Justice
 Jacques Shitacks applies for Minister of War
 Jacques Shitacks applies for Minister of State
 Johnny Sais-Pas applies for Division Commander of First, Second, Cavalry and Frontier Divisions
 Johnny Sais-Pas applies for Inspector General Cavalry
 Johnny Sais-Pas applies for Inspector General Infantry
 Johnny Sais-Pas applies for Adjutant General
 Luc Bacquards applies for Aide to Brigadier

Mouton Rothschild applies for Brigadier of Horse Guards Brigade
 Pierre Cardigan applies for Army Commander of First and Second Armies
 Pierre Cardigan applies for Commnr. of Public Safety
 Pierre Cardigan applies for Minister without Portfllo
 Quasi Le Bossu applies for Brigadier of Horse Guards, Heavy, Dragoon, 1st Foot, 2nd Foot, 3rd Foot and 4th Foot Brigades
 Quasi Le Bossu applies for Army Quarter Master Gen. of First and Second Armies
 Quasi Le Bossu applies for Province Mil. Governor
 Quasi Le Bossu applies for Division Commander of First, Second, Cavalry and Frontier Divisions
 Quasi Le Bossu applies for Inspector General Cavalry
 Quasi Le Bossu applies for Inspector General Infantry
 Quasi Le Bossu applies for Adjutant General
 Quasi Le Bossu applies for Minister without Portfllo
 Revaulvin d'Or applies for Minister of State
 Swender de Jewel applies for Division Commander of First, Second, Cavalry and Frontier Divisions
 Swender de Jewel applies for Inspector General Cavalry
 Swender de Jewel applies for Inspector General Infantry
 Swender de Jewel applies for Commnr. of Public Safety
 Tomas le Matelot applies for Province Mil. Governor
 Tomas le Matelot applies for Division Commander of First, Second, Cavalry and Frontier Divisions
 Tomas le Matelot applies for City Military Governor
 Tomas le Matelot applies for Inspector General Infantry
 Tomas le Matelot applies for Adjutant General
 Tomas le Matelot applies for Commnr. of Public Safety
 Uther Xavier-Beauregard applies for Army Adjutant of Second Army
 Willem de Biest applies for Division Adjutant of Cavalry and Frontier Divisions
 Willem de Biest applies for Aide to Field Marshal
 Willem de Biest applies for Commnr. of Public Safety
 Yves Vrai Bretheauteque applies for Province Mil. Governor
 Yves Vrai Bretheauteque applies for Division Commander of First, Second, Cavalry and Frontier Divisions
 Yves Vrai Bretheauteque applies for City Military Governor
 Yves Vrai Bretheauteque applies for Inspector General Cavalry
 Yves Vrai Bretheauteque applies for Inspector General Infantry
 Yves Vrai Bretheauteque applies for Adjutant General
 Yves Vrai Bretheauteque applies for Commnr. of Public Safety
 Yves Vrai Bretheauteque applies for Chancellor of Exchequer
 Yves Vrai Bretheauteque applies for Minister without Portfllo
 Yves Vrai Bretheauteque applies for Minister of Justice

Yves Vrai Bretheauteque applies for Minister of War

Yves Vrai Bretheauteque applies for Minister of State

Applications

This shows the applications announced, this time in the order in which they will be resolved.

- Minister of State: GdLi, GI, JS, RdO, YVB
- Minister of War: EH, GdLi, GI, HdC, IS, JS, YVB
- Minister of Justice: JS, YVB
- Minister without Portfolio: DC, GdLi, GI, HdC, PC, QLB, YVB
- Chancellor of the Exchequer: GdLi, GI, HdC, JS, YVB
- Commissioner of Public Safety: BdO, GdLi, GI, HdC, PC, SdJ, TIM, WdB, YVB
- Army commander: GdLi (both), GI (both), HdC (both), JS (both), PC (both)
- Adjutant-General: JSP, QLB, TIM, YVB
- Inspector-General of Infantry: JSP, QLB, SdJ, TIM, YVB

- Inspector-General of Cavalry: JSP, QLB, SdJ, YVB
- City Military Governor: EH, TIM, YVB
- Division commander: JSP (all) , QLB (all), SdJ (all) , TIM (all), YVB (all)
- Provincial Military Governor: EH, QLB, TIM, YVB
- Army Quartermaster-General: QLB (both)
- Brigadier: EM2 (all), JLF (Guards) , QLB (all except Guards)
- Army Adjutant: UXB (2nd)
- Aide to Field Marshal: JdG, WdB
- Division Adjutant: AdL (all), BdO (1st), JB (all), JdG (all), WdB (Cavalry & Frontier)
- Aide to General: DC, JdG
- Brigade Major: AV (2nd Foot), DC (Guards), JdG (Guards), MR (Horse Guards)
- Aide to Bdr-General: LB

Duels

Results of August’s duels:
None

- Francois de Torre (Foil) and Rick O’Shea (Foil) have mutual cause as neither stood down over Ada.
- Ali Vouzon (Rapier) has cause with Connor McKnight (Foil) for pinching Emma.
- Armand de Luce (Sabre) has cause with Francois de Torre (Foil) for pinching Ada.
- Beppe de Marko (Sabre, Seconds ZTMG, 2 rests) has cause with

- Grudges to be settled next month:
- Willem de Biest (2-Hand, 1 rests) challenges Quasi Le Bossu (Sabre, Seconds ZTMG, adv.).
- Elf 'n' Safety (Foil, 2 rests) has cause with Arnaud Surfinmaise (Rapier, adv.) for pinching Belle.

Revaulvin d’Or (Rapier, adv.) for pinching Katy.

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

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

Challenges to be voted on:

Willem de Biest challenges Quasi Le Bossu for bullying Elf 'n' Safety.

New Characters

- Mike Dommett gets the Second son of a small Merchant: Init SL 3; Cash 25; MA 3; EC 5 (X3).
- Mike Dyer gets the Bastard son of a wealthy Merchant: Init SL 2; Cash 225; MA 3; EC 2 (X6).
- Pete Holland gets the Second son of a well-to-do Gentleman: Init SL 4; Cash 250; MA 5; EC 3 (X9).
- David Brister gets the Second son of a wealthy Gentleman: Init SL 4; Cash 500; MA 3; EC 5 (X10).

Tables

Other Appointments		
King’s Escort: Ensign ____	Captain ____	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 ____	Captain ____	
Aides: to Crown Prince ____	to Field Marshal ____	
Provincial Military Governors: ____/____/____/____/____		
City Military Governor ____	Adjutant-General ____	
Inspectors-General: of Cavalry ____	of Infantry ____	
Commissioner of Public Safety ____		
Chancellor of the Exchequer ____	Minister of Justice RdO	
Minister of War ____	Minister of State ____	

Battle Results

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

Second Army: 2

First Division: 1

Guards Brigade: 2

Royal Foot Guards: 3

Cardinal's Guard: 5

King's Musketeers: 1

1st Foot Brigade: 2

Royal Marines: 2

Picardy Musketeers: 5

RNHB regiment: 2

Army Organisation and Summer Deployment

First Army (Siege)

First Division (Assault)

Guards Brigade (Assault) – RFG CG KM

RNHB Regiment (Assault)

Second Division (Siege)

2nd Foot Brigade (Siege) – 13F 53F

3rd Foot Brigade (Siege) – 27M 4A

4th Foot Brigade (Siege) – 69A Gscn

Second Army (Defence)

Cavalry Division (Defence)

Heavy Brigade (Defence) – ALC CPC

Dragoon Brigade (Defence) – GDMD PLLD

Frontier Division (Defence)

Frontier Regiments (Defence)

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

Second Division: 1

2nd Foot Brigade: 1

13th Fusiliers: 3

53rd Fusiliers: 4

3rd Foot Brigade: 1

27th Musketeers: 2

4th Arquebusiers: 3

4th Foot Brigade: 2

69th Arquebusiers: 3

The Gascon Regiment: 5

Horse Guards Brigade: 3

Dragoon Guards: 5

Queen's Own Carabiniers: 1

Brigade Positions

Guards Brigade

Horse Guards Brigade

Heavy Brigade

Dragoon Brigade

First Foot Brigade

Second Foot Brigade

Third Foot Brigade

Fourth Foot Brigade

Entries as Army Organisation Table

Frontier Regiments

(Defence for Sept-Nov)

	F1	F2	F3	F4	RNHB
Colonel	N4	N4	N6	N1	N6

Attached

Also at the Front

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

Femmes Fatales

No	Name	SL	Attr	Last
64	Edna Bucquette	18	W	EH
3	Kathy Pacific	17	B	
54	Madelaine de Proust	17		JS
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	CMK
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		17		Flr	4	Gerald Udowiczzenko
JS	Earl Jacques Shitacks	24	65	Rich	Fld Marshal/Chancellor		3	Madelaine	Flr	4	David Olliver
RdO	Count Revaulvin d'Or	24	57	Wlthy	General/Justice Min.		13	Lotte	Flr	4	Jerry Spencer
DC	Baron Devlin Carnate	23	F	Comfy	B.General/1st Army Commndr		7		Flr	2	Bruno Giordan
SS	Marquis Sean Sondamour	23	RIP								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	Wlthy	B.General/2nd Div Commandr		9		Flr	5	Ashley Casey
GdLi	Marquis Gar de Lieu	21	F	Comfy	Fld Marshal/2nd Army Commndr		4		Flr	4	Bill Hay
BdM	Viscount Beppe de Marko	19	43	Fthly	Bdr-General		17	Katy	Flr	2	Mark Moores
IS	Earl Indie Spencible	17	F	Rich	B.Bdr-General RFG/Min w/o Port		9		Both	1	Charles Burrows
RdS	Marquis Roget de Saurus	17	F	Wlthy	Lt.Colonel RFG/Gds Brigade Maj.		11		Both	2	Gerry Sutcliff
HdC	Marquis Herve d'Conde	16	F	Wlthy	B.General/1st Div Commandr		14		Both	4	Simon Burling
BdO	Sir Benedict d'Over	16	F	Rich	Lt.Colonel KM/1st Div Adjutant		9		Both	4	Mark Stretch
SdJ	Sir Swender de Jewel	15	F	Wlthy	B.Lt-General/HGds Brigadier		7		Both	1	Ray Vahey
JSP	Marquis Johnny Sais-Pas	14	F	Wlthy	B.Lt-General/2 F Brigadier		10		Both	4	Mike Bird
EM2	Marquis Egon Mad 2	14	F	Wlthy	Bdr-General/Gds Brigadier		6		Both	2	Tym Norris
JLF	Baron Jean Laissez Faire	14	F	Wlthy	B.Bdr-General CG		2		Both	3	Filipe Silva
JdG	Baron Jacques de Gain	14	F	Wlthy	Major KM		10		Both	4	Ben Brown
PC	Sir Pierre Cardigan	14	F	Wlthy	B.General/Fntr Div Commandr		9		Hunt	4	Matt Shepherd
QLB	Quasi Le Bossu	13	F	Comfy	B.Lt-General/Cav Div Commandr		7		Both	6	Mark Cowper
YVB	Sir Yves Vrai Bretheauteque	13	F	Comfy	Lt-General/Min w/o Port		4		Flr	1	Chris Boote
ILB	Sir Iik Lamore Bartat	12	F	Comfy	Colonel RM		6		Both	6	Andrew Kendall
AD	Baron Antoine Dubeque	12	F	Wlthy	B.Bdr-General QOC		12		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	Wlthy	B.Lt-General/3 F Brigadier		8		Hunt	4	Tim Skinner
CMK	Sir Connor McKnight	10	10	Wlthy			3	Emma	Hunt	5	Graeme Wilson
WdB	Sir Willem de Biest	10	F	Comfy	Lt.Colonel DG		7		HGds	6	Tim Macaire
RS	Richard Shapmes	10	F	Wlthy	Major RFG		7		Hunt	4	Charles Popp
PLF	Sir Pierre LeFart	10	F	Wlthy	B.Bdr-General 13F		7			3	Olaf Schmidt

ID	Name	SL	SPs	Cash	Rank.	Regiment/Appointment	MA	Last seen	Club	EC	Player
WP	Sir Warren Peece	10	F	Wlthy	B.Bdr-General 27M		6		Hunt	2	Pam Udowiczzenko
AV	Ali Vouzon	8	F	Comfy	Major 13F/2 F Brigade Maj.		4		F&P	1	Graeme Morris
IM	Ilkley Moor	7	RIP								Mike Dommett
ENS	Elf 'n' Safety	6-	4	OK			5		F&P	4	Barry Townsend
UXB	Uther Xavier-Beauregard	6	F	OK	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	Wlthy	Lt.Colonel RM		3		F&P	4	Dominic Howlett
X8		5	0	OK			2			2	Geoff Bowers
PdFG	Pate de Foie Gras	5	RIP								Mike Dyer
LB	Luc Baquards	5	F	OK	Subaltern QOC		2		RP	2	Colin Parfitt
ROS	Rick O'Shea	4	11	Poor			3		RP	6	Paul Wilson
AS	Arnaud Surfinmaise	4	5	Poor			5			5	Nik Luker
X4		4	0	Poor			1			4	Martin Jennings
PIS	Pierre le Sang	4	F	Poor	Lt.Colonel 53F		5			4	Bill Howell
ALP	Antoine Le Picnique	4	F	OK	Private QOC		1			2	Sean Kavanagh
ASlp	Arthur Sleep	4	F	Poor	Private QOC		2			3	David Williams
MM	Michel Marteau	4	F	OK	B.Subaltern QOC		1			1	Neil Packer
ZaL	Zut a'Lors	4	RIP								David Brister
X1		3	0	OK			5			3	Timothy Hunt
X5		3	0	Poor			2			4	Justin Key
BdJ	Binet de Bours	3	0	OK			2			2	Mark Booth
FdT	Francois de Torre	2	6	Poor			6			1	Emrys Hopkins
X13		2	RIP								Roland Lee
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, 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+