

That would be enough

This has been issue 151 of *To Win Just Once*, published 20th January 2015. It incorporates *Les Petites Bêtes Soyeuses*, a game of *En Garde!*. Issues are published ten times a year, roughly every five weeks. © Paul Evans 2015

**JE SUIS
CHARLIE**

Deadlines

Orders for *Railway Rivals* and *Star Trader* to Mike by Friday, 30th January.

Orders for *LPBS* and Great White Hunter and any other contributions to Pevans by Friday 6th February 2015.

(Next deadlines: 6th/13th March, 10th/17th April, 15th/22nd May)

Waiting lists

En Garde! new players are always welcome in *Les Petites Bêtes Soyeuses*. You will need the rules to *En Garde!* in order to play: www.engarde.co.uk

Railway Rivals – Martin Jennings, Mike Dyer and Jonathan Palfrey are in the frame for the next game. Working map and rules provided.

Star Trader – Mateusz Ochman is waiting for the next game – anyone else? Rules provided.

Online games

See page 14 for more information about these.

Brass at brass.orderofthehammer.com

Puerto Rico (at www.boardgamearena.com): Pevans

Through the Ages at www.boardgaming-online.com or boardgamearena.com

Agricola (at www.boiteajeux.net): Pevans

Nauticus (at www.yucata.de) Pevans, Brad Martin.

Roll Through the Ages and **Vinci** (at www.yucata.de) Pevans

Credits

To Win Just Once issue 151 was written and edited by Pevans. The *LPBS* masthead (page 18) is by Lee Brimmicombe-Wood, as are the drawings on pages 15, 19, 23, 24, 26 and 29. The illustrations on pages 20 and 25 are by Tim Wiseman and those on pages 22, 27 and 28 by Nik Luker. Game and book artwork is courtesy of the publisher. Pevans took the photographs (except where noted) and played with Photoshop.

Printed and published by Margam Evans Limited

(A company registered in England and Wales, number 05152842, Registered office: 180 Aylsham Drive, Uxbridge UB10 8UF) Tel: 020 7183 6256, E-mail: TWJO@pevans.co.uk,

Web: www.pevans.co.uk/TWJO

To Win Just Once

(incorporating *Les Petites Bêtes Soyeuses*)



More from Spiel '14
as Pevans goes
Onward to Venus

Plus two months
of summer in
LPBS

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Chatter

I don't generally put much detail about my personal life into *TWJO*, but I feel I can't not mention what happened last month. My mother, June, died early in December at the age of precisely 83½.

Reflecting on this, it occurs to me that the death of our parents is something we must expect to happen. If we ever think about it. The actual event is something else, of course. However, this was probably as good as it could be as the whole family had the chance to say goodbye. And I had the opportunity to spend several days with my siblings – the first time we've done this as adults. As a family we all miss her, of course.

Normal service will now resume.

My apologies for the late appearance of this issue. I think my bookkeeping clients spent the Christmas break organising their paperwork. They've now passed this on to me, so I've got quite a few months' worth of transactions to catch up with. For several companies. And it's keeping me busy!

Meanwhile, the building work at the end of the road continues to amuse me. First they flattened off the whole area. Then they drilled deep holes all over it ("piles," as Mr Dommett said), followed by digging trenches and filling both with concrete. "Aha," I thought, "foundations."

However, the next step was to dig a bloody big hole in the middle of the plot. It's either a bunker or a very large cellar. Either way, it meant another few weeks of lorry-loads of dirt being trucked out – and spread across the road. Only now has some brick-laying (more accurately, breeze block-laying) started.

As for seasonal foodstuffs, mince pies disappeared from the shops right after Christmas. My hoard should see me through to the end of the month. I see the hot cross buns are already in the shops, though – an item that's intended for one specific day in the year!

TWJO online

The PDF edition of *To Win Just Once* 150 was downloaded 274 times in its first month of publication (from 27th November 2014). This is more than issue 149's total since its publication (24th October) of 263. And *TWJO* 148 has only been accessed 213 times to the end of December. I suspect my report from Spiel is the big draw.

Interestingly, my reports from Spiel '11 and the UK Games Expo in 2013 and 2014 were downloaded a lot in December, as was *TWJO* 88 (which contains my review of *Agricola*). I can't find anything to explain this in the searches that ended up at www.pevans.co.uk, but there were a lot of referrals from hall9000.de and a Russian search engine. Go figure, as I seem to say every month.

Letters

Nik Luker has some last words on Fictionary Dictionary

I'd just like to say how much I've enjoyed the latest game of Fictionary Dictionary. This is one of my favourite games – always great fun and guaranteed to raise a chuckle every round. Congratulations to Andrew for his emphatic win – I bow to his superlative wordsmithery skills!

And a big thank you to your good self as ever for another year's worth of an excellent 'zine. Long may it continue!

Thank you, Nik. Tim Macaire has a seasonal complaint.

Why oh why do all the shops have their Christmas decorations up so early... oh sorry, wrong file.

Why does every club, society and organization feel they have to provide members with a turkey dinner in early December, so that you can't face another one by the 25th, let alone the leftovers that will face you until Twelfth Night?

I have the answer: rib of beef on Christmas Day, mmm...

The view from Essen (part 2)

Pevans has more from Spiel '14

My circuit of the halls at the 2014 Spiel games fair brings me finally to Hall 1, which is a more interesting shape than the others (they're just rectangular hangars). First because it's a triangle with an irregular base – leading into the extensive foyer of the south entrance – and second because of the exhibitors here.



Cards and (Russian) pieces for *Onward to Venus*

Tucked into one corner is one of my favourite publishers, Treefrog Games, now based in New Zealand where designer Martin Wallace has moved. However, the Mancunian "Froggies" were out in force to demonstrate Treefrog's latest. As a subscriber, I was disappointed that production problems meant I hadn't received my games, but I quite understand that, commercially, the business can't afford not to sell the games at Spiel. (I can report that my copies arrived before Christmas and are being played enthusiastically!)

The first of the two new games is the long-awaited *Mythotopia*. This is Martin's multiplayer, card-based, fantasy wargame, developed from his brilliant *A Few Acres of Snow*. It was the second game, *Onward to Venus*, that I got to play at Spiel. This is a licensed product, taking its inspiration from Greg Broadmore's *Dr Grordbort's*, which means nothing to me. However, I was immediately captivated by the retro, 1950s SF style: ray guns, rocket ships and bug-eyed monsters. Except that it's actually a late Victorian/Edwardian setting of imperial expansion across the solar system with no BEMs!

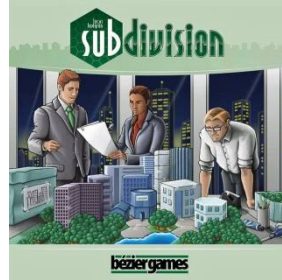
Rather than a board, the playing area is a series of cardboard discs that represent planets and moons in the solar system. Players use their spaceships, troops and tanks (nicely illustrated cardboard counters in the basic edition, great wooden pieces in the limited edition) to establish mines and factories on the various worlds. And, of course, take them away from each other. However, what players can do is constrained by the tiles placed on the worlds at the start of each round – and what units and cards they have (each can only be used once a round). The tiles may also provoke major events, such as native uprisings (each world is inhabited of course) or even an alien invasion from outside the solar system. Unless the players make sure they deal with the threat quickly.

Mines and factories provide income at the end of each round, money that can be used to buy more units. Players' relative income on each planet scores them points, according to the importance of the planet, at the end of the game and most points wins. As you'd expect with a Martin Wallace game, there are several neat mechanisms that provide tactical opportunities for players. However, there's also a hefty helping of luck, which I know will not be to everybody's taste. I think *Onward to Venus* is a cracking game, though and give it an initial 8/10 on my highly subjective scale.



The full picture: *Onward to Venus* in play

Moving out of the corner a bit, we come to the green banner proclaiming Bezier Games where we find games designer Ted Alspach. His new game is, of course, *Castles of Mad King Ludwig*, which I first played at the Gathering – see my report for details, but it gets 9/10 from me. Also on show was *Subdivision*, a thematic sequel to Ted's *Suburbia* designed by Lucas Hedgren, and Ted's latest in the *Ultimate Werewolf* range.



Lifestyle Boardgames is a Russian company that publishes Russian-language editions of many well-known games and their stand was just round the corner from Bezier. They have their own game designs, too, and Pete Card and I stopped by to try their latest. We were joined by Heli Barthen, one of our German gaming friends, to make four with Anna Maksimova from Lifestyle.

The first game we played was *Artificium*, a card game with an interesting development mechanism and a mediaeval fantasy setting. It's played over just four rounds, so efficiency is a necessity. The start of each round has a neat mechanism for tuning your hand of cards – at a cost. Then it is time to play cards. Action cards allow players to gain – or steal – cards and cash, while building cards upgrade players' goods and score points. Each player has their own board and uses the generic gem pieces to show what resources they hold (gems off the board are money). The board shows the purchase and selling prices of each good and the possible upgrade paths.

Key to the game is thus working out how best to use your cards, goods and cash to score points. The game's designer, Timofey Shargorodsky, was on hand to advise, which is always a help. Generally, the best points come from upgrading goods as far as possible – ideally achieving the peak of knight or wizard and scoring the maximum. *Artificium* is more tactical than strategic as cards are replenished each round, so there's little advantage in keeping them between rounds.

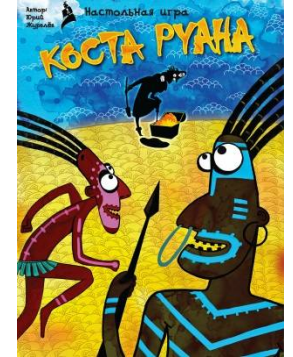
On first acquaintance, *Artificium* does not seem to be a particularly deep game. There's certainly a challenge in working out the optimum actions each round, but this is always constrained by the cards available. Of course, your best-laid plans are still subject to disruption by the other



My board with resources and cash during *Artificium*

players! So, a decent, lightweight game with some interesting mechanisms. I give it a provisional 7/10 on my a highly subjective scale.

Lifestyle's second game is *Costa Ruana*, which is very different: it has meeples, a totem pole and wigwams to hide your treasure – the same gem pieces as *Artificium*. It also has some striking illustrations. This game is played across a number of islands (depending on the number of players) with players claiming a treasure if they have the most pawns on an island at the end of a round.



Pawns are moved and added according to the cards played each round. Players may put cards in front of themselves or other players and may play them face-up or face-down. It's immediately clear that there's some scope for bluffing here. What's more, cards come in four colours, but only two of these will be in effect each round – as chosen by the first player after all the cards have been played. This seems a neat mechanism but, on first acquaintance, the first player's scope for bluffing seemed limited.

The game is played over five rounds, after which the treasures hidden in players' wigwams are revealed and whoever has the most wins. *Costa Ruana* came across as a charming, lightweight game that will go down well with families. I give it a provisional 6/10 on first acquaintance.

One aisle over from Lifestyle was Polish publisher G3 with *Imperialism: Road to Domination*, another clever civilisation development game. Pete and I had to



Playing *Costa Ruana* at Spiel



G3's Imperialism on display

have a go at this. It's a game that's clearly driven by the cards – the board is a collection of tracks for monitoring players' strengths and abilities. Even territory is cards, which players conquer as they expand their empire.

Players only get one action each round and can't take the same action twice in a row. This is shown by a cube on the appropriate action space on the board. Knowing which actions your opponents can't take is an interesting tactical advantage. Players can conquer territory, develop their industry/commerce, tax to raise money, intrigue against other players or declare war! Interestingly, it is possible to negotiate

your way out of war – but you'll generally have to give your attacker something.

The main aim is to score 'glory' points for your empires, which needs substantial development and/or colonisation, suggesting the game could be quite lengthy. However, the chain reactions caused by combinations of cards allow players to make rapid progress at times. The game end is triggered when one player achieves enough glory. Final scoring bonuses will add further points to the players' scores and whoever ends up with the most is the winner. There is, of course, an awful lot going on in this game with tactical opportunities galore and probably a lot of strategic options too. Definitely one I want to play again, I'll give it a provisional 7/10 on my highly subjective scale.

A couple of aisles over we found Bernd Eisenstein and Iron Games. Bernd's new game is *Panthalos* and I'd ordered a copy in advance. Thus it went back to the hotel with me and was played Thursday evening. My first impression was that it looked like *Tribune* with a board showing buildings where players place their

worker pawns to take actions. However, while *Tribune* is set in Imperial Rome, *Panthalos* is in the Ancient Greek city of Corinth – and is threatened by Titans breaking out of the underworld.

What's more, in *Panthalos* players' workers are dice, with the visible face showing the worker's current strength. As you'd expect, workers can only be placed where they have sufficient strength to carry out the action of the building – which might be increasing the strength of a worker or gaining a new one. Players can also pick up goods, refine goods into more valuable ones (grapes turn into wine, for example) and sell goods to merchants (wagons) for immediate points or to traders (ships) for a few points now and maybe more later.

One significant action each round is for players to deploy their resources to defeat the current Titan. Fail to do so and you get a penalty; succeed and you score a few points. A neat touch is that, having done their jobs, workers retire to the baths and can't be used in the next round. Managing your workers is thus an important tactical element. The game is full of clever checks and balances like this and offers lots of tactical options. It's made several appearances on the games table since I returned from Spiel and will continue to do so. I give it a provisional 8/10 on my highly subjective scale.

Coming to the far end of hall 1, Pete and I took the opportunity of empty chairs to sit down at Helvetia Games and play their new game, *Unita*. This is nominally



Panthalos on display in the new games exhibition



Our three-player game of *Unita*

about warring factions in a fictional fantasy land (and definitely not Switzerland), but is actually a very abstract wargame. Each faction has one of the concentric tracks that lead from the edge to the centre of the board. Their military units are blocks of four dice, which players move along their track by playing cards. When two blocks end up adjacent to each other, there is a fight. The weaker of each adjacent pair of competing dice is reduced by a point and then each set is swapped to the other side of its block.

When they reach the centre of the board, blocks are removed and players score the final value of their dice. The game ends once a certain number of blocks have exited and the most points wins. There are clearly lots of tactical options here. Players start with the same set of values on their dice, but are free to organise their units as they see fit: a very strong unit will mean the others are weaker – or maybe there's just one very weak unit. Decisions, decisions.

Playing the game showed that it's definitely not straightforward. Because of the way the tracks spiral in, players' units will have to deal with all the other players at different times and can get absolutely crushed if they're caught in a corner. *Unita* is a clever game with some neat mechanisms, but it was far too abstract for me. It gets a provisional 4/10 on my highly subjective scale.

This wraps up my initial report from Spiel '14, focusing on the games I actually played at the fair. Top of my list is Luigi Ferrini's *The Golden Ages* from Quined. *El Gaucho* (Arve Fühler, Argentum) is close behind, despite being a very different kind of game, and there's a fight for third place between *Onward to Venus*, *Panthalos* and *Royals*. There were plenty of excellent new games and I look forward to playing more of them. I will be adding to the online version of this as I do so, with the aim of getting as complete coverage as I can manage.

The 2015 event, Spiel '15, is scheduled a bit earlier than usual: 8th-11th October. The venue remains the Messe (exhibition halls) in Essen and the organisers, Friedhelm Merz Verlag, stay the same. I'm anticipating another four days with lots of exciting new games and will be keeping track of preparations on the website: www.merz-verlag-en.com (the English language version).

Games Events

Oxcon appears at the end of January – 31st to be precise plus 1st Feb – at The Mitre, High Street, Oxford OX1 4AQ. At the centre of the con are tournaments of *Puerto Rico* on Saturday and *Settlers of Catan* on Sunday, but there's plenty of scope for open gaming around this. There's a Facebook page with some more details at: www.facebook.com/events/999706320046881

That's it for January, but I have advance information of Swan Con from organiser Chris Geggus.

Dates: Thursday 19 March through to Sunday 22 March 2015.

Location: As ever, the faithful Swan Hotel in Knutsford, Cheshire. [Mereside Road, Bucklow Hill, Knutsford WA16 6RD]

Cost: £15 for the whole weekend or £5 per day.

Bookings: Directly with the Swan via the Premier Inns website.

This is not an event I've attended, so I can't give any personal insight. For more information, contact Chris at geggus@sky.com

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 2TF (a few minutes' walk from London Bridge station). For more info, see www.pevans.co.uk/Swiggers

Games Games Games Days: from noon(-ish) on the second Saturday of most months at the Aillsop Arms (137 Gloucester Place, London NW1 5AL). The pub has an extensive menu as well as good beer and is convenient for Baker Street and Bond Street Tubes as well as Marylebone station.

UK Games Expo: 29th-31st May 2015 in the Hilton Metropole at the NEC. This is a public event that showcases games of all sorts with traders, demos and participation games plus guests. For gamers there are lots of tournaments and open gaming. For details see www.ukgamesexpo.co.uk

Spiel: the board games event of the year. 8th-11th October 2015, at the Messe (Exhibition Centre) in Essen. Contact Friedhelm Merz Verlag, Postfach 210250, Bonn, 53157 Germany or see www.merz-verlag-en.com

MidCon: 13th-15th November 2015 at the Hallmark Hotel in Derby. MidCon is a friendly board games convention in a decent hotel. See www.midcon.org.uk.

For more extensive information on UK board games events, try the following.

The Labyrinth: <http://homepage.ntlworld.com/the-labyrinth/games/>

The Queen's Lane Advertiser: <http://www.boardgamers.org.uk/qla.php>

Medstead and Four Marks

Railway Rivals game 10 – Turn 10

No building, bar two short stubs by SNS. Another even scoring round: COWS, TXR and JAB close together at the front.

Races					Scores				
					JAB	ARB	CoWS	TXR	SNS
27	KC	Colorado	QH	Dallas	0+4-1	0	10		20-4+1
28	6C	El Paso	8D	Altus	5+2 JR	20-2	5 JR		
29	7C	Deming	7S	Del Rio	20				
30	4D	Oklahoma City	2H	Houston				10-5	20+5
31	QD	Denison	8H	Waco			10 JR	10	10 JR
32	6S	San Antonio	3H	Houston			10 JR	10	10 JR
33	7D	Muskogee	KS	S Texas			10-2	20-2	
34	2S	San Angelo	10C	Raton	10	20			
35	9D	Lawton	QC	Arizona	5 JR	20-2	5 JR		
TOTAL					45	56	48	43	62

ERP = Exchange of Running Powers; JR = Joint Run

Builds and Points

Jacobahn (JAB)

Mark Cowper (Black)

Builds: None

Points: 179 +45 = **224**

Andrew's Railway Business (ARB)

Andrew Burgess (Blue)

Builds: None

Points: 103 +56 = **159**

Carriages or Wagon Systems (CoWS)

Paul Evans (Red)

Builds: None

Points: 198 +48 = **246**

Texas Rock Crusher Railway (TXR)

Jonathan Palfrey (Green)

Builds: None

Points: 212 +43 +1 = **256**

Stars N Stripes (SNS)

Gerald Udowiczenko (Brown)

Builds: (J43) – Beaumont

(U45) – V 45 (1 to TXR)

Points: 135 +62 -3 = **194**

Next turn's races

Number	From		To	
36	KH	Louisiana	9S	Corpus Christi
37	5H	Beaumont	10D	Ardmore
38	7H	Texarkana	JC	Arizona

39	4S	Austin	5D	Oklahoma City
40	5S	San Antonio	2C	Amarillo
41	QS	Mexico	8C	Albuquerque
42	AC	Dalhart	2D	Bartlesville
43	10S	South Texas	9H	Fort Worth
44	4H	Port Arthur	AD	Kansas

GM Notes

Each player may enter up to 6 out of 9 or 5 out of 8 races. Held over races don't count towards these limits. Some races may require Joint Runs or Exchange of Running Powers.

Yellow (HAT's) track remains in place and can be used on regular payment. Payments are made to HAT but not recorded on HAT's total.

After the races each player may build up to 4 build points (including known payments to rivals).

Send your orders to Mike Dommett, 119 Victoria Road, Alton GU34 2DD or by e-mail to mike_dommett@yahoo.co.uk by 30th January 2015

Subscribing to TWJO

TWJO is published on paper and online at www.pevans.co.uk/TWJO (as a PDF document). You can buy or subscribe online or as below.

If you want to play in any (or all) of the games in *TWJO*, you have two options. You can subscribe to the paper edition, which includes playing in the games. Or you can take the PDF edition and pay the "games only" subscription.

The table on the right shows the costs for the paper edition, including postage.

Paper edition	UK	Europe	World
10-issue (1 year) subscription	£27.00	£45.00	£55.00

The second table on the right shows the games only subscription (including VAT, where applicable).

Games only	UK & EU	Else-where
10-turn (1 year) subscription	£6.00	£5.00

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Online Games

TWJO readers are playing online versions of board games – and any reader is welcome to join in. Look for games named “TWJO” something – they have the password “pevans56”. Board Game Arena, Boîte à Jeux and Yucata don’t have a password system, so e-mail me to be invited into a game (or set one up yourself and invite people). My ID is usually Pevans (exceptions noted below). Let me know what other games you fancy playing.

A Few Acres of Snow

Martin Wallace’s brilliant card-based wargame is online at yucata.de and I’m enjoying playing it there. Sign up and take me on...

Agricola

Online at www.boiteajeux.net – I’m Pevans56 here and looking for opponents.

Brass

Online at brass.orderofthehammer.com. Game 16 completed just before Christmas with a win for Steve Jones on 142 points from me (136), Mike (117) and John (109). Game 17 has already finished too – it took about a fortnight. Nigel Misson took first place 139 points and income of 33, beating me on the tiebreak: 139 points and 13 income. Darn! Mike was third with 131 and Steve fourth on 126. Game 18 is under way and Game 19 is waiting for players.

Nauticus

Online at yucata.de – a recent addition to the site and a game I commented on in *TWJO* 145. So far I have Brad Martin and me – who else fancies a go?

Puerto Rico

Bit of a problem here: pr-game.com has disappeared with two games in progress. However, *Puerto Rico* is also available at www.boardgamearena.com so let’s play there. There’s no password system, so please sign up and let me have your ID so that I can invite you to a game.

Roll Through the Ages

Online at yucata.de – a game I enjoy, despite being rubbish. Who’d like a turn at drubbing me?

Through the Ages

Online at boardgaming-online.com where I’m Paul “Pevans” Evans and at www.boardgamearena.com. Let me know if you’d like to play at either site.

Vinci

Online at yucata.de – another classic, in a version adapted for online play. It’s great fun: after some early wins, I’m now being put in my place.

Close to Critical

Star Trader game 7 – Turn 10

The shipyards are silent this Quarter, with no business. Slack periods occur in all businesses, and this was always forecast to be a slack period. But some star systems are more active. What, for instance, is COSTA NOSTRA PIZZA’s ship doing in Mu Herculis System Space? Some hold it is protection, citing the late arrival of its cargo ship, while others have fears, accentuated by guilt, perhaps.

EVERY & SONS bought 5 Alloys on Contract at Gamma Leporis.

At Epsilon Eridani MARATHON MANIACS sold 4 Isotopes for 7 HTs apiece, then sold 6 Spice for 11 HTs each and gained a Contractorship. THE 7 CORPORATION sold their solitary Monopole for 15 HTs.

SAILCAT were selling Alloys on Contract at Tau Ceti, as MARATHON MANIACS sold 2 units for 7 HTs each. Then SAILCAT and EVERY & SONS both bought 5 Isotopes on Contract.

COSTA NOSTRA PIZZA and EVERY & SONS tried to sell Alloys at Mu Herculis, but were undercut by SAILCAT selling 13 for 10 HTs apiece, gaining a Dealership in the process. It was SWISS MERCENARY FLEET undercutting everyone in Isotopes, selling 9 for 9 HTs each to gain a Dealership. EVERY & SONS did manage to sell a single unit at 10 HTs and THE 7 CORPORATION sold one using Agent Crip. SAILCAT were shut out with their bid of 10. EVERY & SONS sold 5 Monopoles on Contract and didn’t lose out too much overall.

THE 7 CORPORATION bought 5 Isotopes on Contract at Sigma Draconis and then bought 5 Spice on Contract, possibly at a higher price than expected as EVERY & SONS pushed the price up to 5 HTs by buying 12 units of Spice, gaining a Dealership. SWISS MERCENARY FLEET sold 7 Monopoles for 16 HTs each and also became Dealers.



Finally, at Beta Hydri, THE 7 CORPORATION sold 5 Spice for 15 HTs apiece.

AVERY & SONS did just enough to be able to repay the Federation Bankers and will start the new Quarter debt free. Passengers were loaded for Gamma Leporis. Though a ship was landed at Epsilon Eridani with considerably more ease than SWISS MERCENARY's ship, it was later and the deal had been closed before the Falmouth arrived.

SWISS MERCENARY FLEET riskily landed a ship at Epsilon Eridani and loaded 10 units of Weapons (OP23). The Naginata was sold to provide working capital for the Corporation.

COSTA NOSTRA PIZZA loaded passengers for Epsilon Eridani and Beta Hydri and paid to increase Reputation, receiving a small boost to its standing. But questions remain about its ship hanging around Mu Herculis in System Space.

Corporation Table

Corporation letter and name	Connections			Init'v Bid	Turn order	Cash Rep'n		Player
	Bus	Crim	Pol					
A Marathon Maniacs	10	0	0	0	5th	553	30	Andrew Burgess
B Costa Nostra Pizza	5	5	2	0	6th	78	28	Mark Cowper
C Sailcat	9	0	7	0	3rd	1,203	40	Mike Dyer
D The 7 Corporation	9	4	5	0	4th	552	40	Paul Evans
E Swiss Mercenary Fleet	8	7	0	5	1st	322	40	Martin Jennings
F Avery & Sons	10	8	1	5	2nd	41	40	Prezemek Orwat
N under Initiative Bid means No move received, F indicates the Corp was floated								

GM Notes

The remaining Agents are:

Dragon

Tender

Dwarf

Willy

News

There are two new News chits this turn. The current chits (new ones in **bold**) are as follows.

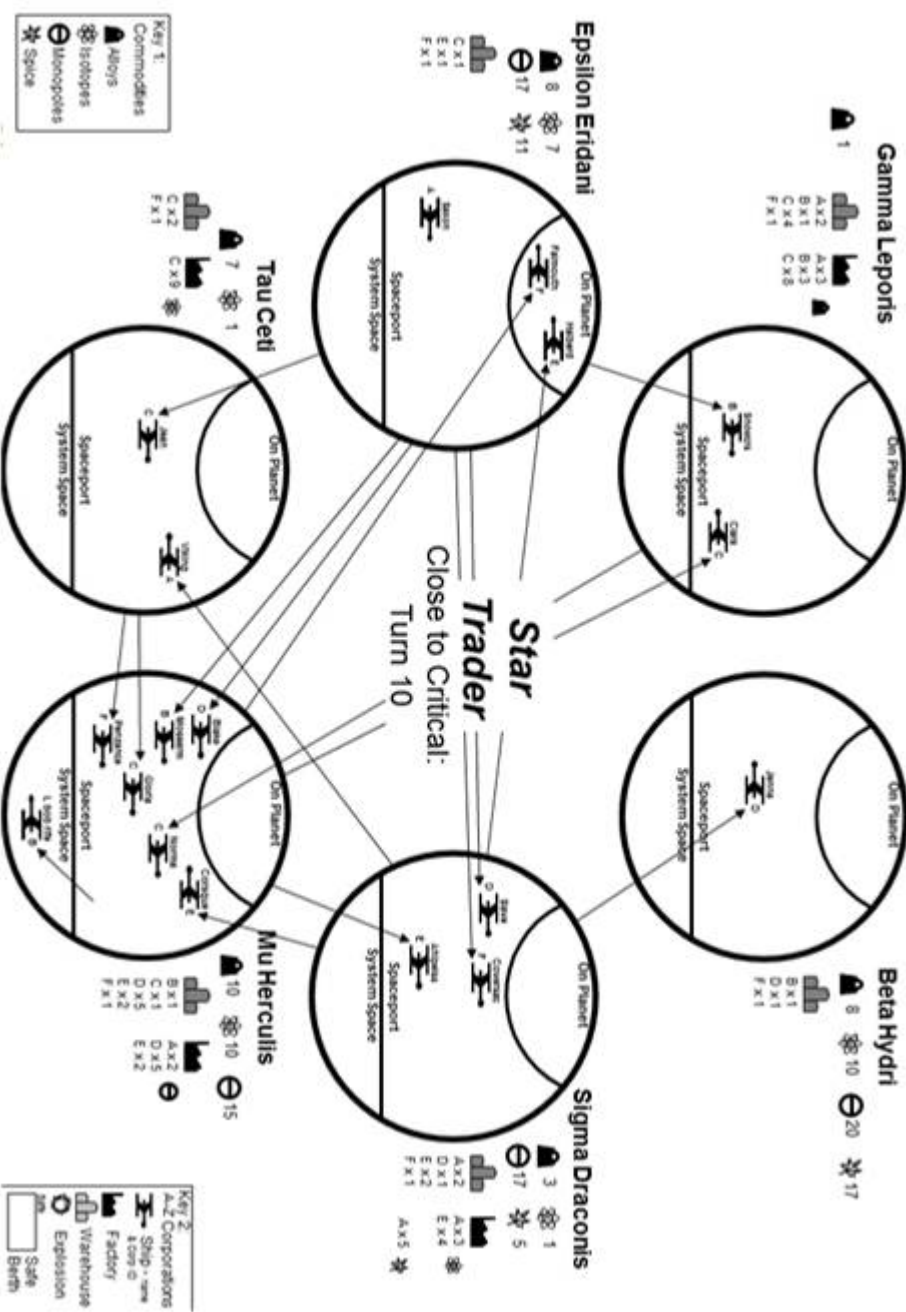
Turn 11: P6

Turn 12: B8

Turn 13: B10, **C4**

Turn 14: **P3**

Send your orders to Mike Dommett, 119 Victoria Road, Alton GU34 2DD or by e-mail to mike_dommett@yahoo.co.uk by 30th January 2014



Les Petites Bêtes Soyeuses

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 the back page). You will also need a copy of the published rules to *En Garde!* (see www.engage.co.uk).

**Orders for August 1667 to
Pevans at 180 Aylsham Drive,
UXBRIDGE UB10 8UF, UK or
lpbsorders@pevans.co.uk
by Friday 6th February 2015**



June 1667 (280)

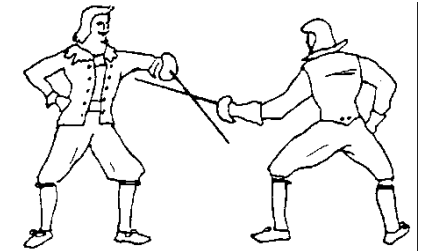
As France's army prepares to set off for this summer's campaign in North Africa there's just time to settle a few matters of honour. Though Jean-Pierre Pompenfanfare withdraws from his duel with Lothario Lovelace. "Apologies my good Sir," he grovels, "I did not realise that the young lady in question was currently attached to another. The word around Paris was that she had been unaccompanied for several months. Being new to Paris, I do not wish to make an enemy in such a short time. With your permission, I therefore withdraw from the duel and submit to the shame of defeat." And the shame is all his.

There's no shame for Coeur De Lion or Xavier Self Zeffort, though, as they turn up promptly to settle their regimental dispute. The duellists are both of medium build, making this an even fight. Except that Zeffort carries just a rapier while Lion caresses his enormous cutlass. Rick O'Shea seconds Lion and stands back to see what his principal can do. Lion eschews subtlety; he just hauls his heavy blade round in a slash. Zeffort hits him with a slash of his own at the same time. The cutlass does a lot more damage of course. Zeffort continues with his furious slash: the cut injures Lion a bit more than the slash, but he's still in much better shape. Zeffort recovers his balance, but is hit by another slash just as he's taking his guard. This time the cutlass finishes the job and what's left of Zeffort falls to the ground. RIP.

There's no sign of – and no grovelling from – Eric de Miabeille, who has appointments with two regimental enemies: Etienne Brule and Frele d'Acier. Acier doesn't turn up either, but has a doctor's note letting him off the duel. It's

no surprise that no-one turns up to assume the mantle of "The Hokey Cokey" and fight Maurice Essai Deux. Deux makes a show of it, though, setting up table and chairs to quaff wine and nibble cheese with his seconds. If he had any.

This leaves Was Nae Me, seeking his revenge on Sebastian Adis II for stealing Marie's affections. Unfortunately, Me is the smaller man, which puts him at a disadvantage in the fight. As good infantrymen, both duellists use rapiers. Me expects Frele d'Acier to appear as his second, but it seems monsieur Acier is too ill even for this duty. Anticipating a furious lunge, Me starts with a parry and then jumps aside. Acier simply slashes twice, hitting his opponent both times and provoking Me's surrender.



Vote for Jacques!

The big question this June is who will take over as Minister of State? Bill de Zmerchant has a "Vote Jacques" poster displayed outside his lodgings. The man with the vote (the King) is unlikely to visit this part of town, though. Count Gar de Lieu is the obvious front-runner as the most prestigious member of Parisian society. He may only be a Minister without Portfolio at the moment, but he still has the ear of the King, calling in a couple of favours on his own behalf. His Majesty has taken against the Count, though, and dismisses his application. Egon Mad 2 is another senior Parisian and currently leads the Horse Guards Brigade. He would be an off-the-wall choice for Minister of State, but His Majesty does enjoy a bit of wackiness at times. So Viscount Mad is in the running.

Jacques de Gain doesn't have a high public profile, but is another senior Parisian. He gets some un-looked for support from Bill de Zmerchant, but Zmerchant's influence doesn't reach as high as the King. Gain thus faces the longest odds and is at the bottom of the heap. The man now at the top is, of course, Count Jacques Shitacks. He, too, gets support from Bill de Zmerchant, but it's no more effective than his first intervention. Armand de Luce's influence is similarly underpowered, but Pierre le Sang and Uther Xavier-Beauregard call in effective favours. On top of this le Sang and Maurice Fluff-Bunny use the cash Shitacks has provided them to curry more favour and Shitacks gets the job.

His first move is to offer the post of Commissioner of Public Safety to the Fluff-Bunny, currently Shitacks's Aide. There are two problems with this. First, Fluff-Bunny is not expecting the invitation and ignores it. Second, Rick O'Shea is Commissioner and has no plans to relinquish the position soon – in fact, he's busy issuing warrants and appointing ferrets even as he prepares to lead the Royal Marines into the campaign. Shitacks rejects Egon Mad 2's application for Minister of Justice, preferring to leave this post empty for the time being.

Fluff-Bunny has been a busy... er, bunny as well. He calls in a few favours to remove the senior Major and one of the junior Captains in the regiment he commands, the 13th Fusiliers. He succeeds with both of these, also opening up the positions of 13F Regimental Adjutant and Second Foot Brigade Major. Colonel Fluff-Bunny signs up Jean-Pierre Pompenfanfare as the latest recruit to the 13th. Having re-scheduled his own loans, he gives Pompenfanfare just enough to buy the available Captaincy and, finally, appoints Pompenfanfare as the new Regimental Adjutant.

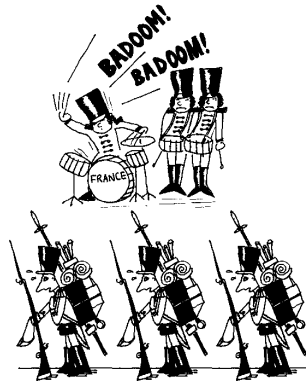
This isn't the end of the goings-on in the 13th Fusiliers. Major Pierre Jambon buys the vacant rank of Lieutenant-Colonel and is followed up the ranks by Captain Bernard de Lur-Saluces, taking one of the Major's positions. Lur-Saluces is promptly selected – as the only Major in the Brigade – to take the Brigade Major's appointment.

There are just a few more movements in the military before the troops set off. Possibly the most significant is that Brigadier-General Eurie Humble resigns his commission and the Cardinal's Guard, leaving Lt-Colonel Lothario Lovelace in charge. Major Sebastian Adis II cements his position leading the 27th Musketeers by buying his way to Colonel, courtesy of a small loan. The rank of Colonel is also the destination of Lt-Col Gruaud LaRose in Princess Louisa's Light Dragoons. However, there's nowhere for Jacques As to go in Grand Duke Max's Dragoons.

Arr...

The Field Army's mission this campaign season is to root out the nests of pirates (assuming pirates have nests, of course) along the North African coast. And to deal with anyone called Al-Abowt they happen to come across... First, however, they must cross the Mediterranean, a voyage only the Royal Marines look forward to. At least they have a port to sail to, thanks to last season's efforts by the Frontier regiments.

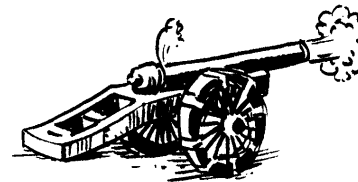
As the other troops arrive, the Frontier Division keeps the natives in check around the port. Despite the occasional ambush in the narrow streets of the town, the Frontier troops do well enough. The Division commander, Lt-General Bill de Zmerchant has his rank made permanent. His personal bravery is rewarded with a Mention in Despatches ("good man to have around in an ambush") and he makes 400 crowns after he discovers the aniseed-flavoured local spirits go down well with Frenchmen. His Majesty is delighted ("Mmm, aniseed...") and elevates Zmerchant to the rank of Marquis. Divisional Adjutant, DG Colonel Etienne Brule performs his duties soberly, but still manages to add 600 crowns to his wealth.



Not having a command of his own, Brigadier-General Armand de Luce has volunteered to give First Frontier regiment the benefits of his expertise. Chasing some recalcitrant Berbers through the town with a squad of Frontier soldiers, he leads them in hot pursuit down a narrow alleyway. They burst into a courtyard to find themselves surrounded by a ring of muskets. A few of the men escape the devastating volley that ensues, but Baron de Luce is not one of them. RIP.

Even the Field Marshal gets in on the action, Tomas le Matelot observing things from the thick of it with Frontier Regiment 4. His presence prompts a massive response in the Despatches: "He's the Field Marshal!" and he pockets a few hundred crowns along the way.

First Division consists of the Guards Brigade and the Royal North Highlanders and heads east along the coast. The Guards pounce on the first town they come to, rounding up the local fishermen and searching their boats, while the RNHB scour the hills inland of the town for bandits.



The King's Musketeers score a major success when they find cannon on board one 'fishing boat'. Colonel Jacques de Gain interrogates the boat's hapless skipper through an interpreter. "I am just a simple fisherman, effendi," responds the miscreant. "Then why the cannon?" thunders Gain. "It's a cut-throat business," shrugs his prisoner. Gain's

success brings him a (brevet) promotion to Brigadier-General and his share in the confiscated boat is worth more than 300 crowns. As the man who finds the cannon (well, who commands the troops who find them), Lt-Colonel Was Nae Me is Mentioned in Despatches and pockets nearly 500 crowns' worth of loot. There's exactly 500 crowns reward for Subaltern Maurice Essai Deux, providing plenty of cash to buy the horse he needs to go with his promotion to (brevet) Captain.

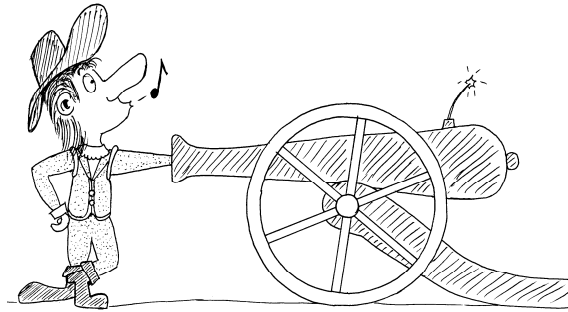
The Royal Foot Guards are good at confiscating things, too. Colonel Amant d'Au acquires 800 crowns' worth of booty and is Mentioned in the Despatches ("he got how much?"). There's a further 500 for Major Jean Jeanie. The Cardinal's Guard are not as successful, but Lt-Col Lothario Lovelace still plunders 300 crowns for himself. Guards Brigade Major Voulo Vault is the man with the job of divvying up the spoils. He keeps the best part of a thousand crowns.

Up in the hills, the pickings are poor for the Royal North Highlanders as all they find are shepherds and goatherds. General Monty Carlo and Lt-General Uther Xavier-Beauregard have both volunteered to command a battalion of the Highlanders. "To observe the campaign at close hand," asserts Xavier-Beauregard. There is nothing to worry either of them. Xavier-Beauregard earns a couple of hundred crowns or so supplying the Guards with mutton and lamb. The title of Marquis comes to Monty Carlo after his name appears in the Despatches ("a General serving with the RNHB!") along with 350 crowns.

Inspecting the results, Division Adjutant Jacques le Franc slips on the quayside in the fishing port and has to be hauled out of the sea. He manages to keep this incident out of the Despatches, but remains thoroughly anonymous as a result.

Dodge (cannon) ball

The young men of Second Division – First and Second Foot Brigades – go west, sticking to the coast and ransacking the fishing villages along the way. The most successful regiment is the 13th Fusiliers, who find a real pirate nest – or at least their stash. Lt-Col Pierre Jambon leads first battalion in a frontal assault, while the other two battalions swing round to attack the flanks. Unfortunately, the pirates have emplaced a few cannon to cover the most likely land approach and bombard Jambon's men. The Lt-Col stands his ground, calling on his troops to rally... right up until the cannonball hits him. RIP.



RECKLESS BRAVERY

The other two battalions then attack and rout the pirates in short order, bringing promotion to (brevet) Brigadier-General for the regiment's commander, Maurice Fluff-Bunny. His name goes into the Despatches, of course, and he collects a couple of hundred crowns of plunder. Captain Jean-Pierre Pompenfanfare loots his way to over three hundred crowns' worth of goodies, but Captain Boul Ogne somehow misses out.

The sister Fusilier regiment, the 53rd, does not achieve such a signal victory. However, commanding officer Tourtière Mangetout still gains a Mention in Despatches ("second place amongst Fusiliers") and finds 200 crowns for himself. It seems his sharpshooters need a bit more practice. Second Foot Brigade Major Bernard de Lur-Saluces is from the 13th and the sudden vacancy at Lt-Col allows him to be brevetted to this rank. He, too, is Mentioned in Despatches and pockets 150 crowns.

In the First Foot, the Picardy Musketeers have a quiet month, contenting themselves with a little pillaging. Major Arnaud Surfinmaise is a bit too vigorous in his ransacking of one shack, falling through the floor into the cellar. He escapes with cuts, bruises and a stash of wine – the bottles he doesn't drink bring in a hundred crowns. Surfinmaise is promoted to Lt-Colonel and takes command of the regiment after the demise of its commander. Major Coeur De Lion is more circumspect and amasses 400 crowns' worth of loot.

Colonel Rick O'Shea leads the Royal Marines into an environment they are familiar with. They commandeer some small boats and put to sea, intercepting the local fishermen and checking their holds. They find nothing, but O'Shea is brevetted to Brigadier-General. RM Major Gaz Moutarde is serving as Brigade Major and puts in a good word for his CO. 300 crowns comes his way in booty.

To the hills!

With First and Second Divisions covering the coast, Third Division heads inland, supported by the Cavalry Division. They are quickly into hilly terrain and cavalry patrols are very necessary to prevent the infantry being ambushed. This doesn't work for the 69th Arquebusiers, who take a mauling from local irregulars. The 27th Musketeers are also ambushed, but Colonel Sebastian Adis II rallies his men, despite having his horse killed under him, and the ambushers melt away in the face of determined resistance. Adis is brevetted to Brigadier-General as a result. So, too is 69A Colonel Pepé Nicole, who is serving as Brigade Major of the Fourth Foot. At this rate he'll be leading the Brigade next.



The Heavy Brigade finds it hard going in the hills – the hot weather makes their cuirasses something of a liability. Colonel Eglise de Sant-Suplice, leading the Crown Prince Cuirassiers, is one of many in the regiment who suffers from heatstroke as a result. He is brevetted to Brigadier-General and gets command of the Brigade. Lt-Colonel René de Gaviscon is second in command of the Archduke Leopold Cuirassiers. He orders his men to discard their breastplates, which they much appreciate. Gaviscon's reward for his initiative is two Mentions in Despatches and over three hundred crowns' worth of booty.

There are mixed fortunes in the Horse Guards Brigade. With their two most senior officers seconded to higher commands, the Dragoon Guards are led by a Major. He is clearly out of his depth and the regiment ends up scattered across a wide area instead of patrolling. It's some days before all the troops make it back to base and not all the troopers do. Nor does Captain Swindle de Reserves. A short life and RIP.

Discipline is better in the Queen's Own Carabiniers and the cavalrymen ride down several armed bands they encounter. Brevet Bdr-Gen Eric de Miabeille, commanding the regiment, is Mentioned ("Of course they were bandits – otherwise the cavalry wouldn't have ridden them down!") and plunders three hundred crowns of loot. He assumes command of the Brigade, in the wake of Egon Mad 2. Captain Rob d'Masses concentrates on booty, picking up nearly six

hundred crowns of ready cash. This is very useful, as he has invested most of his wealth in Arms.

Brigadier Mad is promoted to (brevet) Lieutenant-General and takes over at the head of the Cavalry Division. The Brigade's success brings him the title of Count from a grateful monarch. He makes sure to sweep up some 600 crowns' worth of booty as well. It's his Brigade Major who does best in terms of financial rewards: 1,000 crowns come to DG Lt-Col Frele d'Acier. Of course, he'll be working for a former commander of his enemy regiment from next month. The QOCs' Lt-Col, Terence Cuckpowder, is Divisional Adjutant, so Mad will be his boss next month. Cuckpowder's away from the action and can only find a hundred crowns for himself. He does make sure his name goes into the Despatches, though.

This leaves the Dragoon Brigade unaccounted for. The two Dragoon regiments are assigned along the coast, keeping the lines of communication clear between the port and First and Second Divisions. Colonel Gruaud LaRose is keen to keep the natives in their place. Spotting an armed group on the beach, he orders the regiment to charge. Unfortunately, there's a small cliff in the way. The horses – and riders – plummet over the edge. Many of them survive the fall, but not Colonel LaRose. RIP.



It's a quieter month for the Grand Duke Max Dragoons as they patrol their section of coast. CO Chopine Camus is Knighted as he receives a Mention in Despatches for organising a sandcastle-building contest. And winning the over-500 crowns pot. Lt-Col Dexter Sinistre has a quiet month and demonstrates that he has no construction skills. The same is true of senior Major Jacques As: definitely not an architect. Junior Major Bonne Chance de Tres gets his men to bury him in the sand so that he can jump out and surprise the others. Laughing, they do just that. It's only when he hasn't reappeared half an hour later that anybody worries. Now, just where did they bury him? Captain Kidder de Margaux wins the 250-crown second prize and watches as the sea comes in to wash away his creation. And reveal the body of Major de Tres. RIP.

A successful start to the summer (give or take the odd sandcastle-related casualty) and General Pierre Cardigan caps his leadership of the Field Army with promotion to be next year's Field Marshal. He is Mentioned in Despatches ("Field Marshal to be") and grabs almost 500 crowns' worth of booty. With every

reason to be in a good mood, the General receives news from Paris that puts him in a darker humour.

The few

The city may be sparsely populated this month, but there's still a decent crowd in the Fleur de Lys. Ali Vouzon holds court there all month with Angelina di Griz to celebrate their "Something-or-other" anniversary. A lavish 'pique-nique' in the gardens is followed by drinks and a firework display at the Fleur. Joining them for the celebration are Pierre le Sang and Guinevere d'Arthur. At another table, Jacques Shitacks can be found enjoying the company of Madelaine de Proust for four weeks. Only Richard Shapmes makes a flying visit. He pops in with Ella Fant at the start of June, but then heads for the gym to work out with his rapier.



For Gar de Lieu, his sabre is the main attraction. He spends all four weeks practising his cuts and slashes. The third man in the gyms is Euria Humble. Having finally achieved his sole goal of wooing back his beloved, he abandons her for three weeks cutlass practice. It's not a very subtle routine and neither is the "Dear John" letter the lady in question despatches to her erstwhile lover, General Pierre Cardigan.

And finally... As he has not prosecuted anybody in his first six months as Commissioner of Public Safety, Rick O'Shea is stripped of the post. It looks like the new Minister of State will be able to have his own man in this crucial job after all. ❖

Battle Results

Field Army: 1

First Division: 5

Guards Brigade: 2

Royal Foot Guards: 2

Cardinal's Guard: 4

King's Musketeers: 1

RNHB regiment: 1

Second Division: 3

1st Foot Brigade: 4

Royal Marines: 2

Picardy Musketeers: 3

2nd Foot Brigade: 1

13th Fusiliers: 1

53rd Fusiliers: 4

Third Division: 5

3rd Foot Brigade: 4

27th Musketeers: 3

4th Arquebusiers: 3

4th Foot Brigade: 2

69th Arquebusiers: 5

The Gascon Regiment: 2

Cavalry Division: 4

Horse Guards Brigade: 2

Dragoon Guards: 5

Queen's Own Carabiniers: 1

Heavy Brigade: 6

Archduke Leopold Cuirassiers: 3

Crown Prince Cuirassiers: 5

Frontier Division: 2

Frontier regiment 1: 5

Frontier regiment 2: 5

Frontier regiment 3: 3

Frontier regiment 4: 3

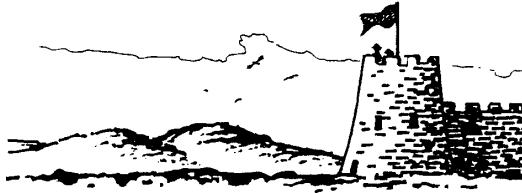
Dragoon Brigade: 5

Grand Duke Max's Dragoons: 3

Princess Louisa Lt Dragoons: 6

July 1667 (281)

According to the locals, the weather continues warm and sunny all along the North African coastline. The French troops are finding it not so much warm as bloody hot! Still moving east, First Division comes to a substantial town. After some skirmishing with the Guards Brigade, the town's elders decide to knuckle under and welcome the Frenchmen. It's either that or face the Royal North Highlanders.



General Gar de Lieu is one of the new arrivals from France, taking over command of the third battalion of the RNHB. This brings him a Mention in Despatches of course ("Ooh look, it's a General") and he picks up some spare change. (Brevet) General Monty Carlo, leading the Highlanders' second battalion, is similarly Mentioned ("He's a General, too") and pockets a similar small amount. First battalion has Lieutenant-General Uther Xavier-Beauregard "observing the campaign at close hand." Err, that's in charge, actually. Foraging in the coastal hills allows him to continue supplying meat to the troops and he earns a couple of hundred crowns on top of the spare change. His Mention in Despatches is very similar ("No, **Lieutenant**-General"), but he has the honour of elevation to the title of Count into the bargain.

The other component of First Division is the Guards Brigade where the King's Musketeers are again the most successful regiment. With de Gain serving as acting Brigadier, Lt-Colonel Was Nae Me leads the regiment. His stern approach to dealing with the natives and confiscating anything of value brings him four hundred crowns worth of booty. Brevet Captain Maurice Essai Deux is much more relaxed. His loot is worth much less as a result: exactly nothing.

The first thing Lothario Lovelace does is buy the Colonelcy of the Cardinal's Guard after Euria Humble's surprise departure last month. This cements his position in charge of the regiment and means he has to be fitted for a new uniform. While he attends to such important duties, applications to join the regiment are rejected out of hand – "let volunteers earn their spurs in the Frontier regiments" seems to be the attitude. Sporting his shiny new uniform at the head of the troops, Lovelace's bravery brings him 300 crowns in plunder.

Colonel Amant d'Au is in charge of the Royal Foot Guards and is relieved to get his men into the shade of the town's buildings. His active approach to confiscating the locals' weapons earns him 150 crowns and brevet promotion to Brigadier-General. Command of the Brigade eludes him, however. His second-in-command is junior Major Jean Jeanie while senior Major Voulo Vault serves as

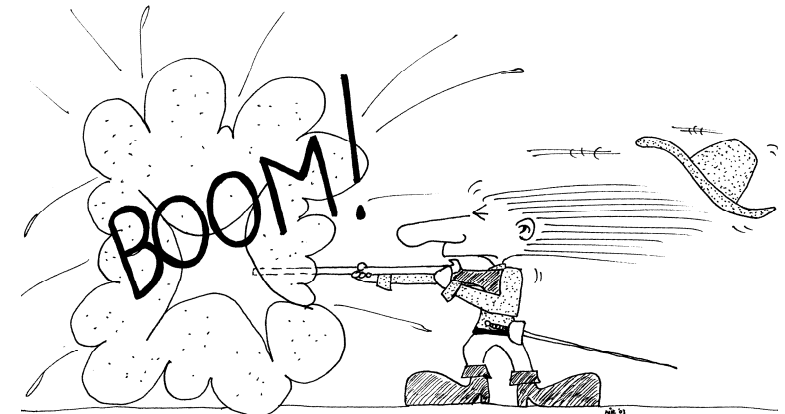
Brigade Major. A promotion for Jeanie allows him to leapfrog to Lt-Col. His share of the booty is just a hundred crowns.

Success for Brigadier-General Jacques de Gain sees him given the post of Guards Brigadier more permanently. He is Mentioned in Despatches and adds over three hundred crowns to his coffers. Brigade Major Voulo Vault appropriates a hundred crowns more than his boss and has a more generous write-up in the Despatches. Divisional Adjutant Jacques le Franc finds the heat a bit too much, but still manages to find as much loot as Vault.

The day they almost caught Captain Jack Sparrow

Off to the west, Second Division's progress is thwarted by stiff resistance from some of the pirates they have come to eradicate. The locals' knowledge of the terrain allows them to inflict numerous small attacks on the French forces. The Fusilier regiments in Second Foot Brigade are hit particularly badly. 13th Fusilier Captains Boul Ogne and Jean-Pierre Pompenfanfare both go down under a hail of musketry. RIP. Their commander, Bdr-Gen Maurice Fluff-Bunny, is distraught at the regiment's losses, but finds time for a little looting, collecting 250 crowns worth, and is very pleased by the official warrant he receives from Paris. The 53rd Fusiliers are just as damaged, but Bdr-Gen Tourtière Mangetout's sharpshooters come into their own, picking off many of the attackers. Mangetout is Mentioned in Despatches (Very sharp!). As Brigade Major, Lt-Col Bernard de Lur-Saluces keeps his head down and survives.

Things are a bit better in First Foot Brigade. The Royal Marines' commander, Bdr-Gen Rick O'Shea, is acting Brigadier. Their Lt-Col, Jacques le Franc, is serving in First Division and Major Gaz Moutarde is Brigade Major. Leaderless, the Royal Marines are sent packing by their rag-tag opponents. Luckily for the Brigade, the Picardy Musketeers are up to the job and quickly drive them off again. However, there are no rewards for the PM CO, Lt-Col Arnaud





CHAAAAAARGE!!

Surfinmaise, nor for Major Coeur De Lion, second in command. Instead the kudos goes to O'Shea, who receives a lavish Mention in Despatches and adds a thousand crowns to his personal wealth. Moutarde can only manage 600 crowns worth of loot, but you can get a lot of cutlasses for that. His appointment as CPS having gone, O'Shea becomes the new First Foot Brigadier.

Third Division has the trickier job of pacifying the interior. They have numerous run-ins with tribesmen, most of whom are not keen on the French. This brings the opportunity for some profitable looting. Bdr-General Sebastian Adis II has a narrow escape when the 27th Musketeers are attacked. An enemy sword adds a large rent to his uniform jacket, but Adis is unscathed. Having liberated 250 crowns worth of goodies, he takes over command of Third Foot Brigade. Despite having reached the rank of Bdr-Gen, Pepé Nicole is Brigade Major in Fourth Foot. This gives him the scope to plunder over 500 crowns for himself.

Also moving into the interior is the Cavalry Division, patrolling an ever-widening area of land. This gives the Heavy Brigade room to use their advantages (they're heavy!) to scatter any opposition. Brigadier Eglise de Sant-Suplice has his rank made permanent. His name is Mentioned in Despatches, too, ("Very heavy") and there's 400 crowns worth of booty for him as well. René de Gaviscon is Lt-Colonel in the Archduke Leopold Cuirassiers and his personal bravery brings him a Mention ("Brave and heavy"). He's less adept at the plunder, though, and just gathers three hundred crowns worth.

On the other flank, the Horse Guards Brigade fares even better. Having bought his way to Major, Rob d'Masses is acting second in command of the Queen's Own Carabiniers. He has a fine old time galloping about the countryside and frightening the peasants. He received two Mentions in Despatches, one for his bravery and the other for his fine moustache. The other benefit of getting around the place is that he has plenty of opportunity for a spot of looting. The spot is worth 900 crowns, which is pretty good going.

Horse Guards Brigadier Eric de Miabeille gains his full rank and receives a Mention. His share of the swag is just half that of Masses, though. Also in the Despatches is Brigade Major Frele d'Acier (actually Lt-Col of the Dragoon Guards). There's nothing else for him as his administrative duties keep him busy. Cavalry Division commander Egon Mad 2 also gets his full rank and pockets some 400 crowns worth of plunder. His Divisional Adjutant, QOC Lt-Col Terence Cuckpowder, does better with 600 crowns worth. There's no promotion, though.

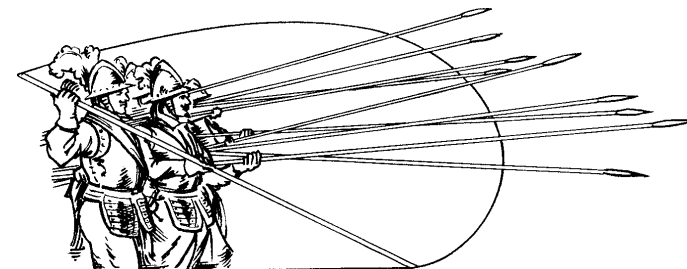
Scythes, sickles and other billhooks

The Frontier Division's assignment is keeping the army's lines of communication clear, in which role they are supported by the Dragoon Brigade. Division CO Bill de Zmerchant is brevetted to General, briefly Mentioned in Despatches ("Bill something...") and adds 150 crowns to his finances. DG Colonel Etienne Brule is his Divisional Adjutant and makes sure a more substantial proportion of the loot comes his way: 500 crowns worth. He, too, receives a Mention in Despatches ("Etienne something...").

Having quit the Cardinal's Guard last month, Euria Humble applies to re-join the regiment this month. So confident of success is he, that he sets off from Paris at once. Only when he arrives in Africa does he discover that his application has been ignored by the new Colonel. He ends up serving as a Private in Frontier regiment 2. Here he re-discovers life at the sharp end. Literally, when a bolshie Arab farmer tries to stick him with a very sharp billhook. Private Humble just about survives, but his uniform needs some attention.

Serving incognito with Frontier regiment 4, Field Marshal Tomas le Matelot seems to have lost the reflexes of a soldier. He doesn't dodge fast enough when it's his turn to face obscure agricultural equipment. RIP.

Grand Duke Max's Dragoons have a relatively quiet month, but are nonetheless busy running messages between the different Divisions. The regiment's Colonel, Chopine Camus, receives promotion to (brevet) Brigadier-General. He's the only member of the regiment to add to his finances, gaining 400 crowns from the area. His Lt-Colonel, Dexter Sinistre, exercises his horses along the beach, making sure they're all fit for action. This backfires on him when one horse stumbles and throws him onto some rocks, breaking his neck. RIP. Still, it's an ill wind... Major



Jacques As is promoted to Lt-Col to fill the slot and Captain Kidder de Margaux becomes a Major. Margaux snaps up a couple of spare horses for his new rank.

There's no scope for any further promotion for General Pierre Cardigan, but he is Mentioned twice in Despatches. Being Field Army commander gets him first dibs on the loot and he takes 800 crowns worth.

Who's Commissioner?

Meanwhile, in Paris... It's really, really quiet, as even more have gone to fight with the army. Ali Vouzon and Jacques Shitacks both hit the Fleur de Lys for the month, accompanied by Angelina di Griz and Madelaine de Proust, respectively. Richard Shapmes brings Ella Fant to the Fleur for a couple of weeks. In between he practises his rapier technique. Pierre le Sang is in the gym for three weeks with his rapier, having spent the first part of the month with his lady friend.

Oh yes, one other thing... Minister of State Shitacks sends a warrant to North Africa, confirming the appointment of Maurice Fluff-Bunny as Commissioner of Public Safety. This should ensure Parisians sleep soundly in their beds... ❖

Press

Announcements

To all officers and men in the Horse Guards Brigade

Gentlemen, as the premier mounted Brigade of France it falls to us to show the others what real Frenchmen are made of. So I am expecting all of you to either return to Paris covered in glory or in a shroud (or possibly both). † Bdr-General Madd

To: Paris

The Glorious Fighting 13th announces its total, unequivocal support for General Count Jacques Shitacks in his application to become Minister of State. There can be no finer a man to take on the challenges and duties of this role.

† Colonel Maurice Fluff-Bunny

To the good citizens of Paris:

Many of our finest are off to defend the realm from foreign enemies

without. While we are gone, those of you that remain need to be ever vigilant about foreign enemies within.

Dear friends, Ministers, Officers and soldiers of France, His Royal Majesty has honoured me with the position of his First Minister and I intend to serve him to the best of my ability and bring in a new era of forgiveness and peace. Too long has our Great Nation been rocked by scandal and the uprising is not that far behind us.

To this end, we will be sending out the strongest possible message to our enemies by committing the Brigades to increased efforts in the King's name.

To honour, to glory and for His Majesty.

I look forward to serving you all.

Yours,

† Count Shitacks
Minister of State

Despatches from the Front

La Vie D'un Soldat En Vingt Secondes

We sit in the corner of some foreign field that is forever France.

We whistle the theme to the Flashing Blade.

We decide that war poetry is overrated.

We die in our thousands.

Social

From Richard Sharpness

To all the brave men of France: I welcome you to a refreshing drink as guests of honour at my club, the Fleur, week 4 of September.

Ministerial Correspondence

Dear Fluff-Bunny,

It turns out the current CPS has been sacked. So if you would like the position I can [appoint you in] July, but I need to know.

Regards,

† Shitacks

Dear General,

Thank you for your news and I can confirm that I would indeed be happy to accept this position and therefore will ensure that I register the necessary paperwork immediately.

Your loyal servant and Aide,

† Fluff-Bunny

Personal

Lord Percy Percy says, as fashion is tending towards the grandiose wig, Frele d'Acier needs to be very fashionable.

In the early morning hours, a young man slinked through the streets of Paris. His taint was dark, weathered by the sun in northern Africa. He peaked around corners and then sprinted through narrow alleyways and beckoned to two men behind him. Near the Seine-River, fog was creeping over the cobblestones, making them wet and slippery. One of the men carried a bundle, slipped and juggled his burden. Clinking sounds echoed down the streets.

"Quiet!" Maurice hissed. "If the watchmen see us, all is lost! And be careful with the merchandise! It was not easy to procure it."

"Sorry, Monsieur! Will not happen again, Sir!"

"Ah... good man. It is probably in vain anyway, but I am always for second chances. Anyway the Bridge St. Michelle is not far."

When they arrived, others were already there, equally looking conspicuous and checking the sidelines for watchmen or, God forbid, regimental patrols. After all, to the letter of the law, they could all be hanged.

"Well Maurice! What is the meaning of this?"

"Sir!" Maurice saluted crisply and motioned to his hirelings to come forward and start the preparations. "Being true to my words! Sir! I promised cheese and wine after the affair is over and here they are!"

The first hired waiter from the Frog and Peach had already set up a table and produced an assortment of France's finest cheese, grapes and plates. The second one handled the glasses and set up the flasks of wine.

"If we are discovered, we can always say, that this is an informal gathering to discuss the Summer Campaign. No duels whatsoever! And the sun looks so splendid rising above Notre Dame. Have a bite, Constable, and be glad, for God provides us with this wonderful beauty."

"Well thought, Son! Now give me some of that wine from Burgundy!"

"At once Sir! I just hope that this HK fellow arrives. Would be a shame if this goes all to waste." Maurice checked his rapier and peered through the haze to spot his rival.

Top Cat Cuckpowder

I know you are a simple man who could not properly grasp such skills as wit and sarcasm.

That is why, when a member of your collection of Queer Old Codgers commented on our lack of duelling ability, I pointed out that there was more to the cavalry than been able to handle a sabre. You need to handle a horse!

I thought that was clear enough. Even your trained ogre d'Masses – whom the jibe was aimed at – was not stupid enough to reply. He accepted the just criticism. I should be glad he did not show up with a spiked club instead of Sabres.

So, just for you, because I am a really nice guy, I will spell it out for you slowly. If you cannot handle a horse, then you really cannot perform at the front in a cavalry regiment.

Nobody is criticising your rowing skills, however. As you have flagged that, I will make a note of it at Brigade HQ for the coming campaign.

To aid with our Brigade's planning it would be helpful if you could list all your other failings as a regiment to help the Brigadier know what he can do with you.

At present we have:

Unable to ride horses quickly, so you cannot charge;

Unable to ford rivers without the use of bridges as cannot row;

Unable to fire pistols as your clumsy, ogre-like hands cannot grasp the trigger.

OK, not to worry, I am sure we can find something for you to do on campaign.

Kind regards,

† Lt Colonel D'Acier Dragoon Guards,
Brigade Major Horse Guards

Sir Richard Sharpnes, do you really think that the Sheik is not some mad deluded vision in our CPS's mind?

† La parapluie vert

Major Norman Trois Dragoon Guards
I noted that at our recent riding display that you appear to have lost that dash of speed required to ride in formation in the Dragoon Guards. With the coming campaign approaching, this might be the time to hang up your spurs to give the younger men a chance.

Or you could aid the Brigade if you joined the QOC and taught them how to ride quickly or maybe even hold classes for them on how to row.

On second thoughts, old friend, hang up your spurs, go out on a high – do not sully yourself with them.

Kind regards,

† Frele

Has Lurkio met Jamesus Bondus?

Maurice Fluff-Bunny

Fine words butter no parsnips. Please elucidate: who is this 'Emperor' whose words you cherish? True-born Frenchmen have his Majesty, King Pevans, as our guiding star. Why then do you apparently follow someone else?

† Cuckpowder

Lord Percy Percy, Amant de Au is not fashionable, merely dull.

† Le bladder rouge

Points Arising

Next deadline is 6th Feb 2015

The Ministers of State and War have decided on the military organisation and commitment for next year's campaign. All Brigades will be deployed, organised as follows (number 74 in your rulebooks):

First Army (Field Ops)

First Division (Guards, Dragoons)

Cavalry Div (Horse Gds, Heavy)

Second Army (Siege)

Frontier Div (Frontier regts)

Third Army (Defence)

Second Div (3rd & 4th Foot, RNHB)

Third Div (1st and 2nd Foot)

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 let me have your applications for posts in September** – these may be conditional on possible promotions in August.

I had no orders from the following and they suffered the consequences:

EdM Eric de Miabeille (Pete Holland)
has NMR'd. Total now 1

JJ Jean Jeanie (Andrew Kendall) has
NMR'd. Total now 2

TIM Tomas le Matelot (Tim Skinner)
has NMR'd. Total now 3

AFD (Gerald Udowiczenko) and WP (Pam Udowiczenko) have been floated as Pam and Gerald were away in Miami for Christmas.

X1 (Chris Boote) has been floated as Chris was busy getting ready for working in Milton Keynes (never mind Miami, how about that?!)

X2 (Gerry Sutcliffe) has been floated as Gerry didn't get his new character sheet. ☺

Welcome

Joining us at the start of 2015 is Mark Nightingale, another player from the past. Welcome to *LPBS*, Mark, and enjoy the game!

Notes

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.

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.

Orders (and press) should be e-mailed to lpbsorders@pevans.co.uk – 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). If you want queries answered before the deadline, e-mail LPBS@pevans.co.uk instead.

Announcements

Eglise de Sant-Suplice applies for Minister without Portfllo

Duels

Results of June's duels

Jean-Pierre Pompenfanfare didn't turn up to fight Lothario Lovelace and lost SPs.

Coeur De Lion (with ROS, gains 1 Exp) killed his enemy Xavier Self Zeffort.

Eric de Miabeille didn't turn up to fight Etienne Brule and lost SPs.

Frele d'Acier declined to meet Eric de Miabeille as he was under half Endurance.

Sebastian Adis II (gains 1 Exp) beat Was Nae Me.

To be settled next month:

None

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

Duels held over to September

Pierre Cardigan versus Euria Humble.

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

Martin Jennings gets the Second son of a Merchant: Init SL 3; Cash 150; MA 2; EC 3 (X3).

Francesca Weal gets the First son of a well-to-do Gentleman: Init SL 5; Cash 275; MA 4; EC 2 (X4).

Cameron Wood gets the Second son of a very wealthy Gentleman: Init SL 5; Cash 750; MA 4; EC 4 (X5).

Neil Packer gets the Second son of a very wealthy Gentleman: Init SL 5; Cash 750; MA 4; EC 5 (X6).

Chris Carter gets the Bastard son of a very wealthy Merchant: Init SL 2; Cash 450; MA 4; EC 4 (X7).

Ray Vahey gets the First son of a very wealthy Gentleman: Init SL 6; Cash 825; MA 5; EC 3 (X8).

Dean Talbot gets the Second son of a well-to-do Gentleman: Init SL 4; Cash 250; MA 5; EC 3 (X9).

Martin Adamson gets the Bastard son of a very wealthy Marquis: Init SL 7; Cash 675; MA 1; EC 4 (X10).

Dave Whiffin gets the Bastard son of an Impoverished Gentleman: Init SL 3; Cash 36; MA 6; EC 4 (X11).

Tim Skinner gets the Second son of an Impoverished Viscount: Init SL 10; Cash 40; MA 5; EC 3 (X12).

Mark Nightingale gets the First son of a well-to-do Gentleman: Init SL 5; Cash 275; MA 2; EC 3 (X13).

Tables

Other Appointments

King's Escort: Ensign N	Captain N
Cardinal's Escort: Ensign N	Captain N
Aides: to Crown Prince N	to Field Marshal __
Provincial Military Governors: N/N/N/N/N	
City Military Governor N	Adjutant-General N
Inspectors-General: of Cavalry N	of Infantry AV
Commissioner of Public Safety MFB	
Chancellor of the Exchequer __	Minister of Justice __
Minister of War UXB	Minister of State JS

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

Battle Results

Field Army: 3

First Division: 4

Guards Brigade: 1

Royal Foot Guards: 3

Cardinal's Guard: 3

King's Musketeers: 2

RNHB regiment: 3

Second Division: 2

1st Foot Brigade: 3

Royal Marines: 5

Picardy Musketeers: 1

2nd Foot Brigade: 2

13th Fusiliers: 4

53rd Fusiliers: 4

Third Division: 3

3rd Foot Brigade: 4

27th Musketeers: 4

4th Arquebusiers: 5

4th Foot Brigade: 4

69th Arquebusiers: 3

The Gascon Regiment: 2

Cavalry Division: 1

Horse Guards Brigade: 1

Dragoon Guards: 3

Queen's Own Carabiniers: 2

Heavy Brigade: 4

Arc hduke Leopold Cuirassiers: 2

Crown Prince Cuirassiers: 2

Frontier Division: 2

Frontier regiment 1: 5

Frontier regiment 2: 3

Frontier regiment 3: 1

Frontier regiment 4: 6

Dragoon Brigade: 5

Grand Duke Max's Dragoons: 4

Princess Louisa Lt Dragoons: 5

Army Organisation and 1667's summer Deployment

Field Army (Field Ops)	PC/N/N6/N
First Division (Field Ops)	___/___/JIF
Guards Brigade (Field Ops) – RFG CG KM	
RNHB Regiment (Field Ops)	
Second Division (Field Ops)	N8/N/___
1st Foot Brigade (Field Ops) – RM PM	
2nd Foot Brigade (Field Ops) – 13F 53F	
Third Division (Field Ops)	N5/___/N3
3rd Foot Brigade (Field Ops) – 27M 4A	
4th Foot Brigade (Field Ops) – 69A Gscn	
Cavalry Division (Field Ops)	EM2/N/TC
Horse Guards Brigade (Field Ops) – DG QOC	
Heavy Brigade (Field Ops) – ALC CPC	
Frontier Division (Field Ops)	BdZ/N/EB
Frontier Regiments (Field Ops)	
Dragoon Brigade (Field Ops) – GDMD PLLD	

Organisation and Deployment for the Campaign Season
with Army and Division posts (Commander/Aide/Adjutant/OMG)
Entries are ID for player characters, N (+MA if needed) for NPC, ___ for vacant

Brigade Positions

Guards Brigade	JdG/___/VV	First Foot Brigade	ROS/___/GM
Horse Guards Brigade	EdM/___/FdA	Second Foot Brigade	N5/___/BdLS
Heavy Brigade	EdSS/___/___	Third Foot Brigade	SA2/___/___
Dragoon Brigade	N6/___/___	Fourth Foot Brigade	N5/N/PN

Current CO/Aide/Brigade Major of each Brigade; entries as Army table

Frontier Regiments

	(On campaign for June-Aug)				
	<u>F1</u>	<u>F2</u>	<u>F3</u>	<u>F4</u>	<u>RNHB</u>
Colonel	N4	N3	N7	N3	N5
Attached		EH			UXB MC GdLi
Also at the Front					

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

Femmes Fatales

No	Name	SL	Attr	Last
64	Edna Bucquette	18	W	
3	Kathy Pacific	17	B	
54	Madelaine de Proust	17		JS
35	Katy Did	16	I	
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	RS
27	Lucy Fur	13	B	
30	Leia Orgasma	13	B	
45	Cath de Thousands	13		
8	Lotte Bottle	12	B	
12	Charlotte de Gaulle	12		
17	Henrietta Carrotte	12	I/W	
28	Vera Cruz	12		
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	AV
56	Ingrid la Suede	10		
6	Viv Ayschus	9		
57	Ava Crisp	9	I	
59	May Banquet 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=Influentia, W=Wealthy;
Last=Last lover seen with this month

Regiments														
CoI	REG CG	KM	DG	OO	CALC	CPC	RM	GDMD	PM	13F	PLD	53F	27M	4A
CoI	ADA	LL	JdG	EB	TC	RdG	JIF	JA	AS	BdLS	N5	N6	N4	69A Gscn
LCol	JJ	WNM	FdA	TC	RdG	N7	ROS	CC	MFB	TM	SA2	+	PN	
Maj 1	VV	N3	N5	N4	N5	N2	N5	GM	KdM	CDL	BdLS	+	N7	
Maj 2	N5	N3	N2	N2	RdM	N5	N5	N5	N6	N4	N5	N6	N4	
Capt 1	N1	N2	N6	N2	N2	N2	N2	N5	N3	N6	N4	N5	N6	
Capt 2	N1	N6	N4	N1	N2	N2	N6	N3	N3	N3	N5	N4	N4	
Capt 3	N2	N2	N1	N1	N2	N2	N2	N6	N3	N3	N5	N4	N4	
Capt 4														
Capt 5														
Capt 6														

This table shows the ten senior positions in the 17 regiments by rank. Entries are Character abbreviations, N (+MA) for NPCs, blank for vacant. * shows the regiment adjutant; + shows ranks held by characters with a (senior) brevet rank or an appointment elsewhere.

The Greasy Pole

ID	Name	SL	SPs	Cash	Rank	Regiment/Appointment	MA	Last seen	Club	EC	Player
GdLi	Count Gar de Lieu	26	F	Poor	General/Min w/o Port		9		Flr		4 Bill Hay
JS	Count Jacques Shitacks	24	64	Rich	General/State Min.		3	Madelaine	Flr		4 David Olliver
EM2	Count Egon Mad 2	24	F	Rich	Lt-General/Cav Div Commandr		11		Flr		4 Tym Norris
JdG	Count Jacques de Gain	23	F	Fithy	B.Bdr-General KM/Gds Brigadier		19		Flr		5 Ben Brown
PC	Earl Pierre Cardigan	22	F	Withy	General/Fld Army Commndr		9		Flr		4 Matt Shepherd
TIM	Earl Tomas le Matelot	22	RIP								Tim Skinner
PIS	Marquis Pierre le Sang	21	57	Comfy	General/Min w/o Port		7		Flr		4 Bill Howell
EH	Count Euria Humble	21	F	Withy			18		Flr		5 Matthew Wale
UXB	Count Uther Xavier-Beauregard	21	F	Comfy	B.Lt-General/War Minister		13		Flr		4 Pete Card
AV	Earl Ali Vouzon	20	58	Rich	B.Lt-General/Insp.Gen.Inf		8	Angelina	Flr		1 Graeme Morris
JIF	Baron Jacques le Franc	19	F	Withy	Lt.Colonel RM/1st Div Adjutant		15		Both		6 Charles Burrows
EdSS	Viscount Eglise de Sant-Suplice	19	F	Comfy	Bdr-General/Hvy Brigadier		7		Flr		2 Jerry Spencer
AdL	Baron Armand de Luce	19	RIP								Francesca Weal
RS	Marquis Richard Shapmes	18	50	Comfy	B.General/Min w/o Port		10	Ella	Flr		4 Charles Popp
VV	Sir Voulo Vault	18	F	Comfy	Major RFG/Gds Brigade Maj.		2		Flr		2 Mark Booth
BdZ	Marquis Bill de Zmerchant	18	F	OK	B.General/Fntr Div Commandr		6		Flr		3 Tim Macaire
EB	Sir Etienne Brule	16	F	Comfy	Colonel DG/Fntr Div Adjutant		2		Both		4 James McReynolds
GM	Sir Gaz Moutarde	16	F	Rich	Major RM/1 F Brigade Maj.		3		Both		2 Mike Clibborn-Dyer
WP	Marquis Warren Peece	15	23	Withy	B.Lt-General		13		Both		2 Pam Udowiczenko
FdA	Frele d'Acier	15	F	Comfy	Lt.Colonel DG/HGds Brigade Maj.		4		Both		3 Peter Farrell
TC	Terence Cuckpowder	15	F	Comfy	Lt.Colonel QOC/Cav Div Adjutant		3		Both		4 Mike Dommett
EdM	Marquis Eric de Miabeille	15	F	Withy	Bdr-General/HGds Brigadier		14		Both		3 Pete Holland
AdA	Baron Amant d'Au	15	F	Withy	B.Bdr-General RFG		7		Both		5 David Brister
ROS	Sir Rick O'Shea	14	F	Comfy	B.Bdr-General RM/1 F Brigadier		5		Both		6 Paul Wilson
JJ	Sir Jean Jeanie	14	F	Comfy	Lt.Colonel RFG		10		Both		3 Andrew Kendall
DS	Dexter Sinistre	14	RIP								Martin Adamson
JA	Jacques AS	13	F	Comfy	Lt.Colonel GDMD		1		Both		4 Joe Farrell
MC	Jacques Monty Carlo	13	F	Withy	B.General		13		Hunt		4 Andrew Burgess
CC	Sir Chopine Camus	13	F	Comfy	B.Bdr-General GDMD		6		Both		4 Stewart Macintyre

ID	Name	SL	SPs	Cash	Rank	Regiment/Appointment	MA	Last seen	Club	EC	Player
LL	Sir Lothario Lovelace	12	F	Comfy	Colonel CG		8		Both		4 Geoff Bowers
TM	Sir Tourtière Mangelout	12	F	Withy	B.Bdr-General 53F		3		Both		4 Howard Bishop
WNM	Was Nae Me	10	F	Comfy	Lt.Colonel KM		6		Hunt		3 Mark Farrell
RdG	René de Gaviscon	9	F	Comfy	Lt.Colonel ALC		4		BG		5 David Williams
AS	Arnaud Surfinmaise	9	F	OK	Lt.Colonel PM		6		BG		5 Nik Luker
BCdT	Bonne Chance de Tres	9	RIP								Cameron Wood
MFB	Maurice Fluff-Bunny	8	F	OK	B.Bdr-General 13F/CPS		5		BG		5 Jason Fazackarley
X1		8	O	OK			6				3 Chris Boote
CDL	Coeur De Lion	8	F	OK	Major PM		4		RP		3 Graeme Wilson
AFD	Allan Fa-Dân	8	O	Poor			6				4 Gerald Udowiczenko
SA2	Sebastian Adis II	8	F	Poor	B.Bdr-General 27M/3 F Brigadier		5		BG		4 Mark Cowper
X2		7	O	Poor			4				4 Gerry Sutcliffe
RdM	Rob d'Masses	7	F	OK	Major QOC		3		HGds		5 Craig Pearson
KdM	Kidder de Margaux	6	F	Poor	Major GDMD		4		F&P		6 Gary Phillips
MED	Maurice Essai Deux	6	F	OK	B.Captain KM		4		F&P		3 Olaf Schmidt
PN	Pépé Nicole	6	F	Comfy	B.Bdr-General 69A/4 F Brigade Maj.5				RP		3 Colin Cowper
GLR	Gruaud LaRose	6	RIP								Neil Packer
SdR	Swindle de Reserves	6	RIP								Ray Vahey
PJ	Pierre Jambon	5	RIP								Chris Carter
BdLS	Bernard de Lur-Saluces	4	F	Poor	B.Lt.Colonel 13F/2 F Brigade Maj.		5		RP		2 Rob Pinkerton
BO	Boul Ogne	4	RIP								Dean Talbot
JPP	Jean-Pierre Popenfanfare	4	RIP								Dave Whiffin
XSZ	Xavier Self Zeffort	4	RIP								Martin Jennings

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

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

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

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

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