

That would be enough

This has been issue 156 of *To Win Just Once*, published 13th July 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

Deadlines

Orders for *Star Trader* and *Railway Rivals* to Mike by Friday, 24th July.

Orders for *LPBS*, *Great White Hunter* and any other contributions to Pevans by Friday, 31st July.

(Next deadlines: 28th Aug/4th Sept, 9th/16th October, 13th/20th November)

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 – the latest game has started. Pevans and Mike Clibborn-Dyer are waiting for the next one. Working map and rules provided.

Star Trader – Mateusz Ochman, Martin Jennings, Mike Clibborn-Dyer and Andrew Burgess are waiting for the next game – anyone else? Rules provided.

Online games

See page 25 for more information about these.

Agricola (at www.boiteajeux.net): Pevans, Alex Everard

Brass at brass.orderofthehammer.com

Concordia (at www.boiteajeux.net): Pevans

Puerto Rico (at www.boardgamearena.com): Pevans, Brad Martin

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

Through the Ages at www.boardgaming-online.com or [boardgamearena.com](http://www.boardgamearena.com)

Credits

To Win Just Once issue 156 was written and edited by Pevans. The *LPBS* masthead (page 27) is by Lee Brimmicombe-Wood, as are the drawings on pages 17, 35 and 36. The illustration on page 28 is by Tim Wiseman and Olaf Schmidt provided the picture on page 37. Game and book artwork is courtesy of the publisher. Pevans took the photos (except where noted) and played with Photoshop.

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To Win Just Once

(incorporating *Les Petites Bêtes Soyeuses*)



UK GAMES EXPO PROGRAMME

Pevans reports
from the Expo



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Chatter

Oh dear. I knew it would happen one day. I've finally fallen for a phishing email. It apparently came from Hilton. "Aha," I thought, "it must be the invoice for my stay at the Expo." However, the subject line was odd and the attachment purported to be a self-extracting ZIP file. Still, my anti-virus software gave it a clean bill of health and did so again after I'd saved to my hard disk.

Then I clicked on it... and it disappeared. Checking my email again, I found three identical messages had arrived. Not a good sign. A full scan followed and identified a Trojan, which I then removed. I trust that's dealt with it, but I'll be keeping an eye open for anything odd happening on the computer.

Time now for a further update on the building work at the end of the road. Activity is continuing on the first lot, but still none of the walls have gone above the ground floor. Meanwhile, the blue lines in the excavated areas on the second plot turn out to be markings for foundations. These have been built up, partially filled in with rubble, concrete joists (are there such things?) laid on top and now what appears to be a damp-proof layer laid over the top. Which has been exposed to the elements for over a week...

There's now a sign on the fence around this area, telling us to expect 4- and 5-bedroom houses. Now, I look at the rectangles marked out by the foundations and I reckon they're about the size of a double garage. They're going to be houses of that size? How tall will these houses have to be to fit in all those rooms? And how small can a bedroom be these days? Go figure, as I keep saying.

Anyway, the meat of this issue is my report from this year's UK Games Expo, which was good fun as always.

Great British Beer Festival

The next big date in my diary is the beer festival: at Olympia from 11th-15th August (slightly later than usual). I'm planning on being there for the Thursday afternoon (13th): anyone fancy joining me? For more information check out the GBBF website: www.gbbf.org.uk

Star Trader

The current *Star Trader* game finishes this issue, so anyone interested in playing in the next one should let me or Mike know.

TWJO online

The PDF version of *TWJO* 155, published on 5th, was downloaded 113 times in June. The previous issue got just 23 more downloads: a mere 90 over two months. Issue 153 was downloaded a further 18 times, taking its total downloads since publication to 190.

Top of the other downloads was my retrospective of *Ambush!*, the classic solitaire wargame from Victory Games. My reports from the 2012 UK Games Expo were also popular. There were a few strange search phrases that brought people to the website (“ouija board” anyone?), but “pevans” was the top search item. People are looking for me!

Letters

Chris Baylis chips in

I know what you mean about multi-player wargames. In fact any game where you can pick on other players and wipe them out simply by more than one player picking/attacking another player puts us off playing it.

Have you played *New York 1901*? It is a really clever game. We thought, at first, that it was going to be a going through the motions sort of game, but it is actually very well thought out and players will get caught out if they don't think (so that's why I am always coming last).

I haven't come across this game. It's about building the early skyscrapers and looks interesting. I'll certainly give it a try if I come across a copy.

Jonathan Palfrey has some reading recommendations.

I bought *Blue Remembered Earth* some time ago on your recommendation, but still haven't got around to reading it. Most often, when I decide to read a book, I pick one that I've read already, because that way I know what I'm getting, and I can match it with what I'm in the mood for. However, I still expect to get to *Blue Remembered Earth* sometime. From your review of *On the Steel Breeze*, I probably won't bother with that.

A while ago I added *Star Griffin* to my collection of Michael Kurland books; an unpromising title, but it turns out to be a decent minor novel, pleasantly offbeat, although initially the style reminded me rather too much of *Stand on Zanzibar* (which is not Kurland's normal style). In the end, it's not one of his best books nor one of his worst.

Kurland has written both sf/fantasy and detective novels; his detective stories in the world of Sherlock Holmes seem to have been moderately successful, though I tried one of them and wasn't very keen. He was initially a younger friend of Randall Garrett, and after Garrett's death he wrote a couple of quite good Lord Darcy novels (*Ten Little Wizards* and *A Study in Sorcery*), using Garrett's scenario and characters proficiently. But he's written a variety of stories in his own scenarios, of which my favourites are *Perchance* and *The Unicorn Girl*. These two books are unrelated, but both involve parallel timelines and travel between them – the worlds of the Paraverse, as he calls it.

The Unicorn Girl is a delightfully loopy book from 1969, *Perchance* is from 1988 and is somewhat more serious, but recognizably from the same author. *Perchance* is a better novel, but *The Unicorn Girl* is nice, unless you're allergic to 1969. I have all these books on my Kindle.

He's still alive at the age of 77, and published a new detective novel last year.

I haven't come across Kurland, but it sounds like I should take a look. I have no problem with something that's in the style of *Stand on Zanzibar* – I'm a big fan of John Brunner's work, particularly *The Shockwave Rider*.

Of Tommies and Thunderbirds

Pevans reports from the 2015 UK Games Expo

The Expo has been getting bigger each year since its move to the Hilton Metropole at the National Exhibition Centre (NEC). This year additional space in the hotel was given over to exhibitors in the trade halls and a 'marquee' set up outside to replace the lost gaming space. Next year sees a big change as the exhibition/trade space moves to Hall 1 of the NEC proper, leaving the rooms at the Metropole for tournaments and other gaming. But that's not until 2016, so let me fill you in on this year's event.

Before I get on to the games, however, the feature I most appreciated at this year's event was the outdoor 'food hall'. A bit of the car park in front of the hotel's main entrance had been closed off and was given over to an impressive array of food trucks – including a double-decker bus serving as a bar! The selection of food available was remarkable: from the predictable burgers and sausages to Indian vegetarian, Asian noodles and Mexican burritos.

I was particularly taken with the prominent display of food hygiene certificates – how can you resist a hot dog stand with a top hygiene rating where the 'dogs are checked with a thermometer while cooking? I sampled several of the vendors over the weekend and each time the food was excellent. It was noticeable that choice was limited on the Sunday as several vendors had sold out! Clearly it was not just me who appreciated them. It was certainly more imaginative – and a bit cheaper – than the fare offered by the hotel. Having said that, the hotel did have several snack and drinks stands in strategic locations indoors.

As always, my main interest is in board games, so that's what I'll report on here. Bear in mind that there's a lot going on for role-players, miniatures enthusiasts and CCG fans as well. A lot of the stands are retailers, too. In general, I don't mention these, but there is a huge range of games and related products available. I should also give my usual caveat: when I say that a game is like another one, I am not suggesting that it is in any way a copy. This is simply a shorthand way of describing a new game by comparing it to something better known.

I'm never sure how to organise these reports. Last year I went through the exhibitors in alphabetical order. This time I'll go for a geographical approach and work my way through the halls. Separate from the hotel's main foyer, the Expo's reception area was just outside the big Monarch Suite. My first find was behind reception, and just outside the Monarch room proper, where PSC Games was



showing off the just-launched *The Great War*. PSC Games is an off-shoot of The Plastic Soldier Company (www.theplasticsoldiercompany.co.uk), who produce detailed model soldiers in hard plastic. No surprise, then, that *The Great War* uses just such models as its playing pieces. The game itself is designed by Richard Borg and is, in effect, *Commands & Colors: WW1*. That is, the core of the game is Richard's simple wargame system that originated in *Battle Cry* and is now best known from *Memoir '44* and the *Commands & Colors* games.

Apart from the excellent models, what I like about the game is the way the tweaks to the game system have provided the flavour of trench warfare. The effectiveness of machine guns and heavy artillery (when it's on target) are pitted against the high level of protection afforded by the trenches. The issue for players is that, in order to win, they have to move their troops out of the trenches.

Trench warfare sounds like it could be a pretty dull basis for a wargame, but I have to say that the scenarios I've played so far have been anything but. True, some patience is needed (particularly compared to *Memoir '44*), but that's a good thing as far as I'm concerned. Expansions to the game are planned and I'm told these will extend the game with scenarios for the early war and the late war. The former will have more open battles, before the trench systems were established. The latter will include tanks – plenty of scope for PSC to provide more models!

I was very taken with *The Great War*. So much so that I'd played two scenarios before the end of the weekend! It gets a definite 9/10 on my highly subjective scale and expect a full review in these pages in due course.

Pretty much in the middle of the Monarch Suite I found Ergo Sum Games (www.ergosumgames.com) with several demo tables for *New Earth*. They were rather short-handed when I found them on Friday afternoon, so I didn't get more than a brief introduction to the game, but the game looks very interesting. It's set in a post-apocalypse world with the players struggling to re-build their nation. To do this, they need land and resources, provoking competition with the other players – though there may also be trading opportunities. Players have to keep their population happy as well, so producing consumer goods is a priority!

The playing area is made up of tiles, providing lots of different configurations. The game is card-driven, so hand management is important, but it also has a worker placement element. Altogether, it looks fascinating and I look forward to trying it when it appears. Checking the website, I see that another game in the pipeline is a Dan Dare board game. That's a must, just because of the subject!

Reaching the end of the room, I turned round to come back through the stands down the other side. The first thing I spotted as I came round the corner was Big Potato (www.bigpotato.co.uk). Mainly because of the packaging of their games. Most noticeable was *Bucket of Doom*: a stack of brightly-coloured plastic buckets (think beach holidays, spades and sandcastles). This is a party game in the tradition of *Apples to Apples* and *Cards Against Humanity*. One player pulls a Doom card ("You're on a plane. There are snakes on the plane. Lots of them."), the others hatch escape plans using an object card from their hand (bagsie the "Samuel L Jackson" card!). Best escape plan wins. Good fun and available in shops following a successful Kickstarter project.

The other two games on display were works in progress. *Mr Lister's Quiz Shootout* (no, nothing to do with *Red Dwarf*) comes in a bright blue box. The idea is to keep on coming up with answers to a question. First one to run out of answers loses. *Qwordie* is in a tall, bright yellow tin and is a combination of a quiz and a word game. Answering quiz questions wins you letter tiles for making words. Both of these are expected out this year.

Further down the aisle were two smaller stands. The first was Terrorbull Games (www.terrorbullgames.co.uk), best known for their controversial *War on Terror*. This year's game is called ... wait for it ... *The Hen Commandments*. I would have run away, but this was no time to be chicken. Damn, they've got me doing it now! The game sounds equally bonkers.

Each round a new commandment is given (six words on 'egg' cards drawn at random). Players chose one of the virtues from their hand and, if they're the only one to have chosen it, argue why their chosen virtue best fits the new commandment. The others vote on the best argument, providing bits of corn (it's



Look: brightly-coloured packaging!



Demoing *The Hen Commandments!*

chicken feed!) to the winner(s). The player with the most corn after a set number of rounds wins the game.

I'm not sure whether the game is an inspired piece of madness or just madness, but it should be good fun. Once everyone's finished making chicken and egg puns. The game was a successful Kickstarter project earlier this year and should be available in December.

The second stand was Griggling Games (www.grigglinggames.com) with *Quartermaster General*. This had passed me by until several *Counter* writers picked it in their top games of 2014. Designer Ian Brody was on hand to explain the game and show off the forthcoming *Air Marshal* expansion. This adds extra cards and neat aeroplane pieces to the game along with new rules to handle the increased number of cards in play.

The game re-fights the whole of World War II across a map of the world and puts the emphasis on supply. There are six major nations (Germany, Italy, Japan, Russia, the UK and the USA) grouped into two sides (Axis and Allies, natch). Each nation has a few models to represent armies and navies and a deck of cards. The mechanics of the game are simple: in turn, each nation plays a card and does what it says. They may discard cards and then draw their hand back up to size. Most obviously, cards may let a nation remove an adjacent enemy piece or build a new piece themselves. However, most of the cards do something else: inflict economic damage on an opponent, provide a counter to an attack or give the nation an advantage.

The game is clever enough in itself, but I'm particularly impressed that it can be played by any number from two to six. If there are fewer than six, some players control multiple nations. So far, I've played it three-player, four-player and six-player and it worked well in each case. Having said that, I was underwhelmed by my first experience, but it's growing on me. Talking



QMG *Air Marshal* expansion

to Ian, he made the interesting point that, while new players find the Allies tend to win, they quickly learn strategies for the Axis. Expect the *Air Marshal* expansion to be available later this year. Now that I'm up to speed, *Quartermaster General* gets 8/10 on my highly subjective scale.

In the final block of stands was Medusa Games (www.medusagames.co.uk), the imprint of the Expo's main man, Richard Denning (*The Great Fire of London* being his best known design). I'm used to this stand showing prototypes of Richard's games, but this year there was a published game. *Tinker Tailor* is an intriguing card game based on the nursery rhyme. The aim is to collect goods cards with players scoring points for sets of the same good and for sets of different goods. There are also points for remaining money cards.

Each round the first player draws a number of role cards (Tinker, Tailor, Soldier and so on). They choose one to play, keeping it secret, and pass the cards to the next player. Once everybody's chosen a card, the roles take effect in order: Tinker, Tailor, Soldier and so on. Roles may mean collecting goods and/or money cards from those available, after which players may use their money to buy more goods. The game lasts a set number of rounds and whoever has the most points is the winner.



Tinker Tailor display

The tricky bit is, of course, how the different roles interact and what you know of the cards that other players may have. Not to mention what goods and cash are available. I got to play it through at the Expo and it worked very nicely. It's simple enough on the surface, but the complexity in the interactions does make you think and it's entertaining to play. I was quite taken with the (primitive?) style of the artwork, too. *Tinker, Tailor* gets a provisional 7/10 on my highly subjective scale.

Having dealt with the Monarch suite, it's a short walk past lots of smaller rooms – used for role-playing sessions, tournaments and Expo volunteers – to the next of the trade halls, the square Kings Suite. Again, there were a few stands just outside the hall proper. The one that caught my eye was Warm Acre Games (www.warmacre.com), who were familiar from last year. In particular, they had the revised, production edition of *Jane Austen's Matchmaker*.

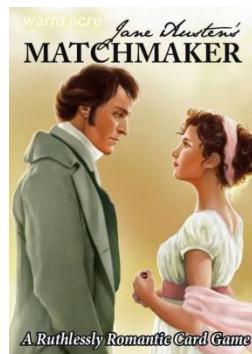
I've finally played this and it's a delightful little card game. The cards are all characters from half a dozen Austen novels. Players start with a heroine, displayed in front of them, and can add other ladies from their hand to this display. They use their gentlemen cards to propose to other ladies. This is where it gets interesting. The proposer can discard cards to increase the gentleman's

'charm'. If the target can't match his charm, the wedding is on. If she can, then she may turn him down.

A successful proposal means players swap cards and will score the points on the card they get. Hence, you're trying to use low-value gentlemen (cads and bounders, basically) to win high-value ladies. Or maybe offer a deal with a higher value gentleman (hello, Mr Darcy!). The game certainly charmed me and it's been closing sessions at the Swiggers games club in recent weeks. *Jane Austen's Matchmaker* gets 9/10 on my highly subjective scale.

In the middle of the room I ran into Burley Games (www.burleygames.com) where Pete Burley and sons were busy demonstrating prototypes of their new game: *Zambezi*. This has players racing their boats along the river of the title. Along the way, they must navigate around – or across – various hazards. They'll be fine if they have enough fuel and equipment. Otherwise, they may have to take drastic action, such as throwing crewmembers to the crocodiles!

However, the game is not just a race, as players use their journey to capture footage of African wildlife and pick up valuables from the wharves along the riverbanks. All of these elements score points to determine the winner. While the game is clearly aimed at family play, I think there's enough about it to keep



Lots of people playing *Zambezi* – and other Burley games

hobby gamers interested – and challenged. *Zambezi* was a Kickstarter project that ended successfully a couple of weeks after the Expo. I look forward to seeing the finished product this Autumn.



Lembitu on display

players must co-operate, pooling their actions to push back the invaders and build castles to block them. The players win if the invaders don't get to the capital. It looks an interesting game, with artwork I think I should describe as "primitive", which creates the atmosphere. Definitely worth trying.

There's a direct connection from the Kings Suite to the next trade hall, the Palace Suite, which is the largest. This means I came in at the top right-hand corner and worked my way round from there. The first stand I came across featured Andy Hopwood of Hopwood Games – sharing with 3D Total Games and Too Much Games. The new game here was 6. This is a tin of six different dice games from three Brummie games designers: Andy himself plus Greg Carslaw and John-Paul Treen (the man behind last year's Next England Captain).

The tin contains 15 dice of different shapes (familiar to any Dungeons and Dragons player!) and the rules. The games are a neat mix of dexterity, bluffing and bidding. None of them takes more than 15 minutes to play, so this is a convenient compendium to stick in a pocket and use to fill in the odd quarter of an hour.

The next stand I came to was Triple Ace Games (www.tripleacegames.com) with the production version of *Rocket Race*, which I enjoyed last year. Triple Ace had two new games, which were available as limited editions in wooden boxes for the Expo. The first is *King of Thieves*. Set in the mysterious Orient of the Arabian Nights, this is a game of tomb robbing. Players aim to gain treasures while preserving their all-important reputation.

The second game is *Halfling Feast* (designed by Naomi Styles), a game of competitive eating. After all, what do hobbits do all the time? (I have to say



Halfling Feast on display



Guilds of London prototype

that I find “second breakfast” a very useful concept!) This is a quick-playing card game with players contend to eat a variety of exotic dishes. Action cards provide ways of interfering with your competitors and add a bluffing element to the game. It looks good fun and will be more widely available after it’s launched on Kickstarter later this year.

At the start of the next block of stands were Surprised Stare Games (www.surprisedstaregames.co.uk) with the prototype of their latest, *Guilds of London*, designed by Tony Boydell. This looks fascinating with players using cards to get their ‘liverymen’ pieces into the Guilds – a set of square cards set out on the table – and

promoting them to Master (the head of a Guild). Control of Guilds is what players are after, but this can also be used to expand your empire further. I’m really looking forward to this one.

Across the aisle was North and South Games (www.northandsouthgames.co.uk). Designer Dave Cousins was busy playing *Terrain*, which I saw last year, with the new expansion, *Taxes*. This lets players add village pieces to the board, which then accumulate coins as terrain tiles are placed. Players have the option of moving the tax collector to collect the money, adding to their score. This is an elegant extra element to what was already a clever little game.

One side of the central aisle was retailer Games Lore, who provided a few tables for Czech Games Edition (www.czechgames.com) to show some of their recent games. Included in this was a prototype of the forthcoming revised edition of Vlaada Chvátil’s *Through the Ages*. I didn’t get a detailed look at this, but was assured that it is 90% the same game. The key thing is that game play has been streamlined – which will be a relief to those who call it “Through the ages and ages...” – while retaining the feel of the original game. As well as new artwork throughout (in line with the digital version of the game), some cards, particularly the Leaders, have been revised. The finished version should be released at Spiel this October. I’m trying not to hold my breath.

Reaching the top of the aisle, I found Phalanx Games from Poland (www.phalanxgames.pl/en) at the end of the next block of stands. As well as *1944: Race to the Rhine* from last year, they had two other games for us to see. *Czas Honoru* (Days of Honour) is a two-player card game set in occupied Poland

during the latter years of WW2. The Polish player aims to grab rocket parts while the German player tries to secure them. A different theme for an interesting looking game with plenty of opportunity to interfere with your opponent’s plans.

Magnates, which I think made its debut at Spiel last year, also looked interesting. This has players taking on the mantle of a powerful noble family in Poland in the 16th-18th centuries. They are competing for positions in the parliament, for land and for prestige, but must also defend the country from external threats. While some family members (cards) are highly competent, others are ... less so, giving players another challenge – and the opportunity to mess up their opponents’ plans. This is definitely a game I’d like to try.



Villainy display



Magnates waiting for players

Back down at the other end of this block was the large area of Mayfair Games (www.mayfairgames.com). Unfortunately, production delays meant that Mayfair’s headline game for the Expo, *Extra! Extra!*, hadn’t made it to the Expo. Which is a shame as it’s definitely a game I’d like to play (I have fond memories of Waddington’s *Scoop!* – showing my age). I expect to catch up with it at Spiel.

The games that had made it were Leo Colovini’s *Flea Market* and *Hot Tin Roof* and, my favourite, *Villainy*. Illustrated with terrific retro comic-style artwork, this is a game of super-villains. As such, the players are looking to complete their plans. To do this, they must recruit henchmen and build the right team for the job. Committing crimes along the way will improve the villains’ stats, also helping them towards completing their plan. And they may have to fight other players! The big finale is a showdown



Ooh, ooh, *Thunderbirds*! I want one!

are head and shoulders pieces with a peg base so that they can be slotted into holes in the models. My only quibble is that Thunderbird 3 is orange, not red. However, the whole thing is utterly brilliant and I can't wait for my copy to arrive! It gets a provisional 10/10 on my highly subjective scale. Because...

At the far end of the Palace Suite were the Ragnar Brothers (ragnarbrothers.co.uk/) with their latest prototype, *Barking up the Wrong Tree*. This is a deceptively simple card game of dogs competing over trees. No, really. Target cards (trees) are set out and players use their hand of dog cards (and the occasional cat) to claim these for themselves. Initially, any tree is useful. However, the bonuses for sets of trees give players more specific goals as the game goes on. They also have more trees and more dogs each round... It's a clever little game and I give it 8/10 on my highly subjective scale on first acquaintance. It was successfully launched on Kickstarter at the end of June, so expect to see it later this year. Meanwhile, the Ragnars' previous Kickstarter project, *D R Congo*, has just arrived in the country and should be out and about soon.

with a super-hero. Cracking stuff and another game I look forward to trying.

Moving on, I found the Modiphius Entertainment (www.modiphius.com) stand and, tucked away in a corner, the prototype of Matt Leacock's *Thunderbirds* co-operative game (successfully launched recently on Kickstarter). An old gaming friend, Michal Cross, is the graphic artist on this and he took me quickly through the game. As you'd expect, players use the Tracy brothers (and Lady Penelope) and the Thunderbirds machines to carry out rescue missions. In keeping with the show, players must also avoid spies who are trying to uncover their secrets. But their biggest threat is, of course, The Hood, whose machinations are the major obstacle for players to overcome.

The game is played over a map of the world, with additional areas for operations in outer space (that's what Thunderbird 3 is for). There are models of all five Thunderbirds along with ancillary equipment, such as the Mole. A clever touch is that the characters

The last of the trade halls is the smallest, the Library. I didn't find much to look at here. One of the few was the delightfully-named Happy Otter Games (www.happyottergames.com) with the equally delightful *Creature College*. This, they tell me, is a crossover game – apparently between board game and card game. Players have a set of numbered tokens with which they bid for the creatures of the title – cards with charming cartoon-style illustrations. Players then use their creatures to fight battles, research for bonuses and carry out secret missions. All of these are worth points, giving players lots of ways of earning victory. It's clearly aimed at a family audience, but looks like there's enough about it to interest gamers. It's being launched on Kickstarter in the Autumn, so keep an eye open for it.



The prototype of *Creature College*



The *Race to the North Pole* prototype

Playmore Games (playmoregames.fi) from Finland had brought prototypes of their *Race to the North Pole*. As you'd expect, each player is leading an expedition in an effort to reach the Pole first. Along the way, they must deal with the ever-changing, harsh Arctic conditions. These are provided by the game's clever, rotating board that changes players' cards, positions and the landscape. On top of this, an optional

smartphone app adds an auction mechanism and upgrades that complicate the game further. It plays quickly (about 45 minutes) and looks good, challenging fun. The finished product should be out this summer and Playmore will be at Spiel in October (as part of the Arctic Union collective).

I had a great time at the Expo again: full marks to the organisers and the troupe of volunteers who handle the nitty gritty over the weekend. I'm really looking forward to next year's event, which is scheduled for 3rd-5th June 2016. Follow the news on the Expo website: www.ukgamesexpo.co.uk

This report has been edited for length. I will be posting the full version on my website shortly: www.pevans.co.uk/Reviews/Expo15.html

Games Events

Coming up is Manorcon: 17th-20th July at John Foster Hall at the University of Leicester. This is the thirty-third event – I've only made it to one – so it has a real pedigree. It's essentially an open gaming event, though there are a few tournaments and this year Manorcon is hosting the European *Diplomacy* Championships. A lot of what you might call hard core' gamers attend, but the event is still readily accessible to newcomers and well worth attending. Full details are available online at www.manorcon.org.uk

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 Allsop 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: 3rd-5th June 2016 at the NEC (Hall 1 and Hilton Metropole). 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>

Banwen

Railway Rivals game 11 – Turn 1

BLACK SHEEP RAILWAYS headed North and West. ARRIBA ARRIBA ANDALE went North, crossing the ridge to reach Caerphilly. TRAVELLING HOPEFULLY RAILWAY headed North towards Pontypridd, while STEAM MACHINES & FUNICULARS drove North West close towards AAA.

Builds

BLACK SHEEP RAILWAYS (BSR),

Gerald Udowiczenko – Black

- a)(Barry Docks) - D68 - D67 - D66 - D65 - D64 - D63
- b)(D63) - C63 - B62 - A62 - N26
- c)(N26) - N25 - N24 - N23 - N22 - M22

Points: 20 = 20

TRAVELLING HOPEFULLY RAILWAY (THOR), Jonathan Palfrey – Green

- a)(Penarth) - I64 - F62
- b)(F62) - F59 - E69
- c)(E69) - E56 - C55

Points 20 = 20



ARRIBA ARRIBA ANDALE (AAA),

Mike Dyer – Blue

- a)(Cardiff) - K60
- b)(K60) - K58
- c)(K58) - K57 – Caerphilly (+6)

Points: 20 +6 = 26

STEAM MACHINES & FUNICULARS (SMF), Martin Jennings – Red

- a)(Newport)-J94-I94-H93-G93-F92-E93
- b)(E93)-D92-C92-B91-A91
- c)(A91)-N55-M56-L55-K55-J55

Points: 20 = 20

GM Notes

The hexes on the map can be hard to read – I will see what can be done.

Next Turn's builds: 5, 6, 3

Orders to Mike Dommett, 119 Victoria Road, Alton GU34 2DD or by e-mail to mike_dommett@yahoo.co.uk by 24th July 2015

Close to Critical

Star Trader game 7 – Turn 14

The sole topic of Conversation was the dumping of assets by all the Corporations.

One would have thought an enormous mutant star goat was approaching the Quadrant!

At Gamma Leporis AVERY & SONS sold 5 Alloys on Contract, while MARATHON MANIACS and COSTA NOSTRA PIZZA's offers to sell at 1 failed.

Tau Ceti saw AVERY selling Alloys at 6 HTs each and gaining a Contractorship, while leaving enough demand for COSTA NOSTRA PIZZA to sell a further 4 at the same price. SAILCAT dumped 5 Isotopes on Contract.

AVERY & SONS sold 5 Monopolies on Contract at Mu Herculis, but only after COSTA NOSTRA PIZZA had sold 2 at 11 HTs first. SAILCAT sold 10 Isotopes for 4 HTs each and were awarded the position of Market Manager, leaving SWISS MERCENARY FLEET to sell 3 at a price of 8 HTs, THE 7 CORPORATION to sell 4 on Contract and COSTA NOSTRA PIZZA to be ignored.

MARATHON MANIACS tried to sell Isotopes for 1 HT each at Sigma Draconis to no avail, though THE 7 CORPORATION sold some on Contract. MARATHON MANIACS did sell 7 Spice for 7 HTs each and gained a Dealership, reducing the price AVERY & SONS and THE 7 CORPORATION got for selling on Contract.

At Beta Hydri THE 7 CORPORATION sold Monopolies on Contract. COSTA NOSTRA PIZZA sold 10 Spice for 10 HTs each and took a Dealership, leaving AVERY & SONS to sell their Spice on Contract.

AVERY & SON sold their 6 Warehouses and then sold Falmouth at Mu Herculis for 130% of list, while the Penzance's Phoenix Hull and Coversack's Corco Gamma Hull sold for list, finishing with 1,293 HTs.

MARATHON MANIACS sold their 3 Alloy, 3 Isotope and 5 Spice Factories and their 4 Warehouses, while the Clarinet, Saxon, went for 110% and the Viking Phoenix for 100% of list, finishing on 1,452 HTs.

COSTA NOSTRA PIZZA's ship in blockade at Mu Herculis was an apparent risk, but most Corporations took the chance and anyway the System Defence Forces soon claimed free passage once more. COSTA NOSTRA cleverly jumped their illegal hulls L Bob Rife and Clara to the Planet's surface and sold them. The Corco Iota and Clarinet Hulls went for 160% of list price, while Mouse Army's Corco Zeta Hull raised 110%. Snow Crash, also a Corco Zeta, raised only 50% of list. 4 Warehouses, 3 Alloy Factories, 2 Isotope Factories and 2 Monopole Factories were sold as well leaving their net Assets as 1,468 HTs.

SWISS MERCENARY FLEET had a stash of Weapons (OP 23) which was disposed of for 400 HTs. The Ahlspeiss Corco Gamma and the two Phoenix Hulls,

Halberd and Corseque, all went for 140% of list. The two Piccolo Hulls, Naginta II and III, at Tau Ceti only went for 70% though – perhaps the build quality was a little shoddy. They sold their 3 Warehouses and 4 Isotope and 4 Monopole Factories and eventually totalled a surprisingly high 1,791 HTs.

THE 7 CORPORATION had 7 Monopole Factories and a further 7 Spice Factories to sell and 4 Warehouses on top. The Clarinet Blake, Piccolo Jenna, and Corco Zeta Slave all went for 110% of list, leaving them on 2,097 HTs

SAILCAT having sold much of their assets last Quarter, sold their 7 Warehouses with their mountains of stock and the Phoenix hulled Jean went for list price, totalling 2,228 HTs, leaving them as the Corporation with the greatest return on assets in the Quadrant.

Press

Costa Nostra Pizza Corporation announces to the Interstellar Unitary Planets stock market that it is ceasing trading in the Mu Hercules-Beta Hydra quadrant due to reputational issues arising from the actions of the local management team, who appear to have overstepped their remit, not in keeping with the ethos of the company. The local management team has been dealt with internally. All enquiries to be sent to CNP Corporation, Milan, Federal state of Europe, Terra.

Dwarf Pizzas – a little known form of Battle Bread.

Mu Herculis Security Consultants rejected all criticism of their perform-

GM Notes

And so SAILCAT are the victors after a keen game. No drop outs, only one unavoidable NMR; thank you all Gentlemen. If you would like to send me a missive explaining how you were cheated or what the master plan was and what became of it, I will publish the End of Game Statements

ance in the System. A company spokeswoman said it was impossible for them to be held responsible for the failure to intercept and identify the unknown ship orbiting the System for the last Year and pointed out that all their Targets had been met, and Bonuses had to be paid as they were in their staff's contracts.

Stabbed in the back! Stabbed in the back! And it was those pasta loving slimebeings!

Unloading team at MH shipyard Supervisor: "Why do CNP suddenly need so much cement? And where are they? I have not seen any of their hoverbikes this week and they are usually always around with their pizzas, Strange..."

in the next issue. Again thank you all for taking part and Congratulations to Mike Dyer for Winning.

If anyone wants to sign on for a new game, please let me or Pevans know. If there are enough players, we'll use the expanded game, which will have some changes in it. Thanks to Daniel

U. Thibault, who has done some serious investigation on the suit-

ability of star systems, Delta Toucanis will now be Delta Pavonis.

Corporation Table

Corporation letter and name	Connections Bus/Crim/Pol	Init'v Bid	Turn order	Cash	Rep'n	Player
A Marathon Maniacs	10 0 0	0	6	1092	34	Andrew Burgess
B Costa Nostra Pizza	6 5 2	0	2	1468	19	Mark Cowper
C Sailcat	10 0 7	0	5	2228	40	Mike Dyer
D The 7 Corporation	9 4 5	0	3	2097	40	Paul Evans
E Swiss Mercenary Fleet	8 7 2	0	4	1791	40	Martin Jennings
F Avery & Sons	10 8 2	0	1	1239	40	Przemek Orwat

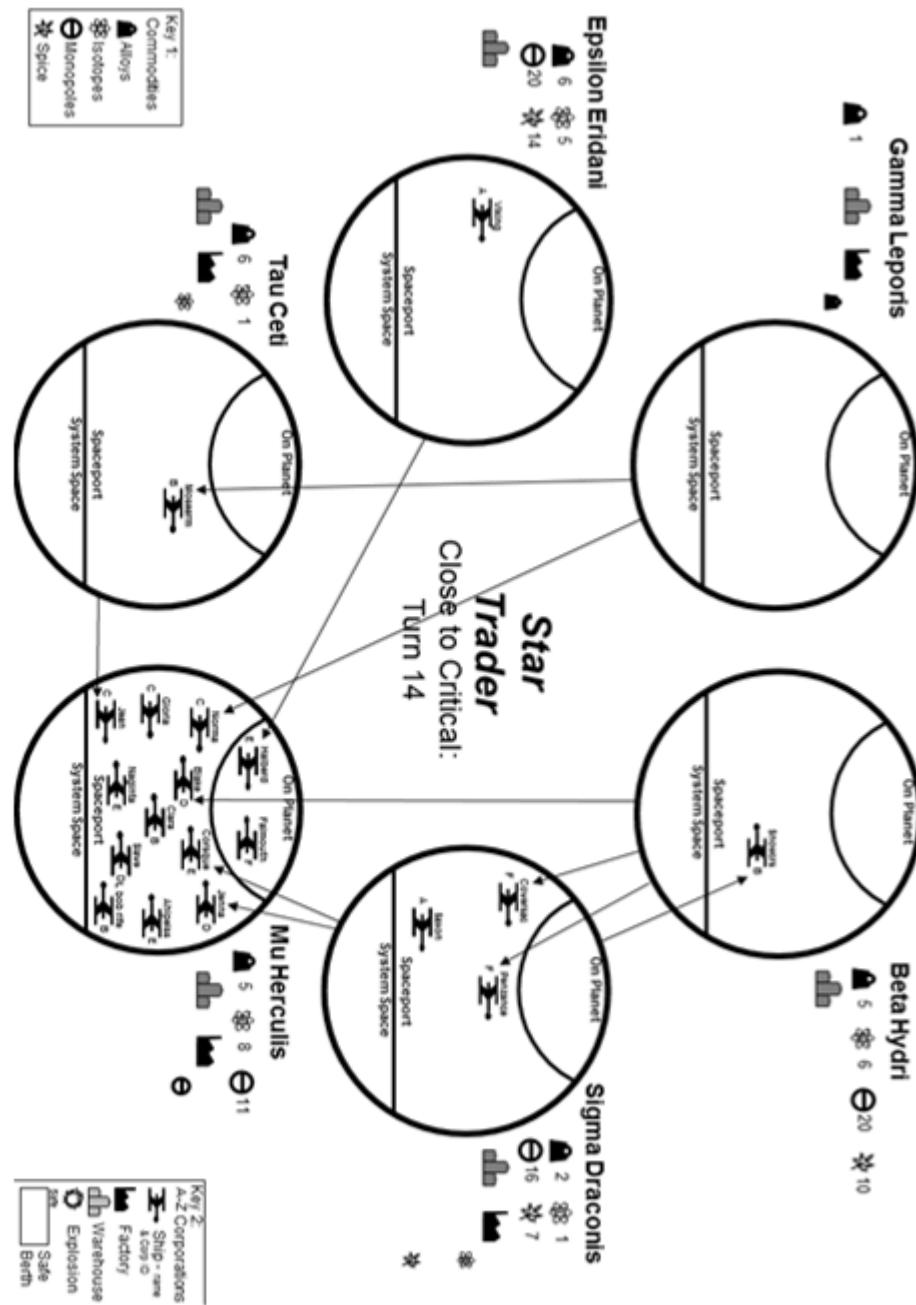
N under Initiative Bid means No move received, F indicates the Corp was floated

Corporation Values

Turn	Corporation Letter					
	A	B	C	D	E	F
1	600	701	664	639	739	664
2	586	363	667	654	724	601
3	691	539	698	565	659	582
4	684	652	834	733	571	625
5	751	691	1030	775	561	596
6	760	710	1025	1020	734	505
7	881	689	1299	1080	768	718
8	1044	937	1022	1486	1018	735
9	1297	947	2076	1597	1083	856
10	1153	927	2331	1610	1158	819
11	1211	1020	2324	1875	1152	1035
12	1557	977	2375	2167	1198	1046
13	1668	1226	2294	2028	1324	1187

These are the cash values of the Corporations turn by turn. The figures are approximate at best, assuming that all goods could be sold at best price, that all ships sell at 100% of cost, that Opportunity chits undelivered are worth zero. The figures may be skewed, too, by jumps in commodity prices.

Send game end statements to Mike Dommett, 119 Victoria Road, Alton GU34 2DD or by e-mail to mike_dommett@yahoo.co.uk by 24th July 2015



Great White Hunter

Turn 3

	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q	R	S	T
1																				
2		s											X							
3		X											X							X
4			l										X			X				
5			l		x															
6			x	l	x	x							X							
7		G		x									X							X
8			x										X	x			X			
9				x																
10																				
11					A									X						
12				m																X
13				x				s					G	g	X					X
14			X			X			M						X					
15					X			s												
16																				
17								G					x							
18			x		b	x														
19					x															
20																				

What's this about?

This game is essentially a variation of *Battleships* and is open to all readers of *TWJO*. Set in the late 19th century, a 20 x 20 grid represents an area of the African bush, while the players are all hunters looking to bag trophies.

All you have to do each turn is nominate two squares to take pot-shots at: F9 and M17, say (the second is only used if the first misses). Letters (A-T) run across the grid and numbers (1-20) up and down (thus A1 is the top left corner).

The first hit on each animal scores points in proportion to its size. For example, a Lion is three squares and worth 15 points, so the first hit scores $15/3 = 5$ points. If several players hit the same square at the same time, they share the points; if several players hit different squares of the same animal at the same time, they get the points for the square they hit.

Key

Animals	Symbol	Size (squares)	Number on grid	Points Value
Bush	B	1	12	0
Monkey	M	1	12	4
Antelope	A	2	9	8
Snake	S	2	?	10
Gorilla	G	3	6	12
Lion	L	3	3	15
Elephant	E	4	2	20

Other symbols

X	Missed shot
---	-------------

Uppercase = this turn, lowercase = last turn, Strikeout = dead animal

Notes: animals go up and down or left and right, not diagonally, with two exceptions. Elephants are blocks of four squares; each Snake is two diagonal squares and moves by up to three squares a turn.

Animals only touch (if at all) at corners and only Snakes will go next to a Bush.

straddling that Gorilla today..." And so he is, along with several others. However, half a dozen get a piece of the action: how many will it take to finish it off? Andy Kendall and Graeme Wilson also get a piece of a Gorilla – new ones!

"Without looking," says Olaf S, "just shot from the hip." Bill Howell must have taken careful aim as he gets the snake trying to crawl away. On top of this, Nik Luker finds an Antelope and Tim Macaire bags a Monkey.

Player	Shots	This turn	Total
Martin Abrahams	M8,S7	0	0
Chris Baylis	M6,M7	0	0
Howard Bishop	H15,I14	0	0
Andrew Burgess	M3,N2	0	5
Charles Burrows	N13	1	1
Mike Dommett	O14,P13	0	4
Mike Clibborn-Dyer	O12,O14	0	2.5
Alex Everard	N13	1	5
Joe Farrell	N13	1	1
Tony Hinton-West	N13	1	1
Bill Howell	J15	5	5
Andy Kendall	K17	4	4
Nik Luker	I11	4	9

Once an animal has been identified, subsequent shots share the points of the square they hit (there are no points left for the square(s) hit initially) with a minimum of 1 point. So if A and B hit the second square of that lion and C gets the third, C gets 5 points, A and B 2½ each.

An animal is dead when all its squares have been hit. No more points can be scored for this animal.

After 12 turns or when the board is clear (except for any snakes), the player with the most points wins.

Shots and scores

As expected, the Gorilla gets a lot of attention. Mike Clibborn-Dyer predicts, "Yes, I'll be

Player	Shots	This turn	Total
Tim Macaire	K14	4	4
Stewart Macintyre	T13	0	0
Brad Martin	R3,P13	0	0
Graeme Morris	O11,O8	0	2.5
Craig Pearson	N13	1	1
Gary Phillips	O12,O14	0	0
Rob Pinkerton	P13,O12	0	10
Olaf Schmidt	R8,D14	0	0
Matt Shepherd	O14,P13	0	0
Gerald Udowiczenko			0
Pam Udowiczenko			0
Ray Vahey	C3,O14	0	0
Matt Wale	N13	1	1
Graeme Wilson	B7	4	4
Paul Wilson	O12,Q4	0	0

Send your next shots to Pevans at
180 Aylsham Drive, UXBRIDGE UB10 8UF or
to TWJO@pevans.co.uk by Friday, 31st July 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

To subscribe, send your name, address and payment to To Win Just Once, 180 Aylsham Drive, Uxbridge UB10 8UF, UK or TWJO@pevans.co.uk. You can pay by bank transfer (contact me for the company's bank account details), by UK cheque (payable to Margam Evans Ltd) or by PayPal to TWJO@pevans.co.uk. You can subscribe online at www.pevans.co.uk/TWJO, where you can pay by credit card (via Paypal or Amazon) or Paypal account.

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” – or email me for an invitation. And let me know what other games you'd like to play.

A Few Acres of Snow

Martin Wallace's brilliant card-based wargame is online at yucata.de and I'm enjoying playing it there. I'm currently fighting Tony Hinton-West, but would welcome fresh opponents.

Agricola

Online at www.boiteajeux.net – I'm Pevans56 here and embroiled in several games at the moment. I haven't managed a *TWJO* game though – anyone want to join me and Alex Everard for a game.

Brass

Online at brass.orderofthehammer.com. Game 23 finished just after the last *TWJO* went out. Steve won, with 147 points, well ahead of me on 124, John on 110 and Mike on 107. I opened game 24 to all-comers when it didn't look like we'd get a fourth player. ‘ConquistadorColumbus’ joined us and gave us an object lesson in playing the game: he won with 151 points. I managed 136 points, Steve had 127 and Mike 126. Game 25 is now under way, with ‘Dugy’ as our fourth player.

Concordia

The latest arrival at Boîte à Jeux is this cracking Mac Gerdts-designed game. I'm still getting to grips with this and would welcome more players.

Puerto Rico

Just one of the games at www.boardgamearena.com: there's no password system, so 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 (mostly) rubbish at it. 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 and a game I've actually had some success at.

Games from Pevans

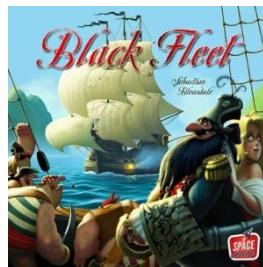
Mail order board and card games in the UK



Black Fleet

The model ships in this game are just wonderful. They're a good, chunky size and covered in detail. Players move ships according to the card they play. The ships earn money in different ways, then players use their money to buy development cards, which improve their abilities. The winner is the first to buy their last development. *Black Fleet* is a really clever tactical game enhanced by the terrific components – Space Cowboys have done a great job here.

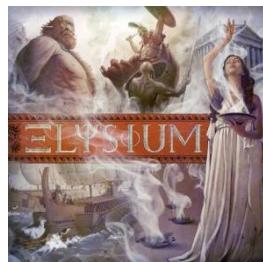
For 3-4 players, aged 14+, playing time 60 minutes: £38.00



Elysium

The latest from Space Cowboys is this gorgeously-illustrated card-driven game. The theme is the Gods of Ancient Greece and players use five decks of cards (= Gods) from the available eight each game – plenty of replay potential there. Each round players acquire cards – and a Quest tile – in a clever bidding mechanism. The trick is to leave yourself with cards to take as your options reduce. *Elysium* is a really clever game that will keep you thinking all the way through.

For 2-4 players, aged 14+, playing time 60 minutes: £33.00



Jane Austen's Matchmaker

This little card game is charming! And that's what players have to do: play their 'gentlemen' to charm the 'ladies' into 'marrying' them. Brilliant! And just so Austen. Both players gain from a marriage, but the ladies seem to be worth more points than the gentlemen, in general. Mr Darcy may be a catch, but there are plenty of bounders too! This is a neat, tactical game, thoroughly in keeping with its theme and it charmed me when I first saw it.

For 3-6 players, aged 8+, playing time 30 minutes: £10.00



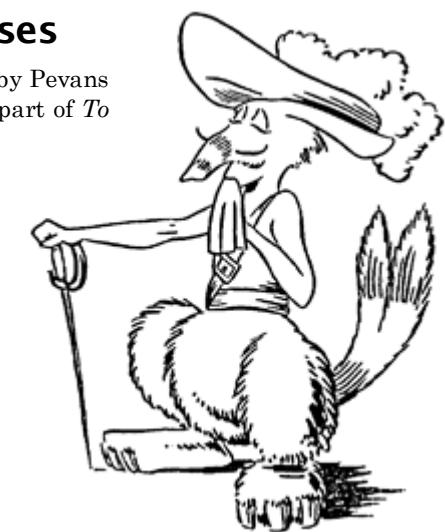
Online at www.pevans.co.uk/Games

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.engarde.co.uk).

**Orders for January 1668 to
Pevans at 180 Aylsham Drive,
UXBRIDGE UB10 8UF, UK or
lpbsorders@pevans.co.uk
by Friday 31st July 2015**



December 1667 (286)

Crisp, frosty mornings herald the onset of winter proper in Paris. Parisians are bundled up against the chill as they go about their early morning business. For some, of course, this involves clandestine assignations and cold steel. Grégory Bonnissel carries his sword as he and his second, Jean Ettonique, head for his meeting with Eric de Miabeille. There's no sign of the Earl de Miabeille, however, and Grégory traipses back to his lodgings. Frele d'Acier doesn't show up either, but at least he has a doctor's note for his appointment with Duncan d'Eauneurts.

Subaltern Eauneurts thus has to square up to Jacques As: sabre versus sabre. Eauneurts is the bigger man, but both carry partly-healed injuries from previous encounters. His big problem is that he is hugely outclassed when it comes to wielding the curved blade. Was Nae Me seconds Eauneurts, while the bandaged Acier stands by As. As starts aggressively with a furious slash. Eauneurts spots it coming, though. He blocks the slash, dodges the cut and attacks with a slash. First blood to Eauneurts. His lack of skill shows now, though, as As hits him with a slash while the bigger man is still regaining his guard. The duellists pause to look at each other and then attack. Slash goes Eauneurts, slash goes As. Both blows strike home and both men offer their sword to the other. The duel is declared an honourable draw.

Lieutenant-Colonel Acier departs to another part of the forest to second Etienne Brûle (Dragoon Guard) against Terence Cuckpowder (Queen's Own Carabinier) in another sabre contest. This would be an even match were it not for Colonel Brûle's old wounds and his lack of expertise. Rob d'Masses seconds Colonel



but his opponent still has that doctor's note and shepherds his Colonel home instead.

This leaves Maurice Fluff-Bunny's challenge to Claude Talon, which is only just voted cause by Paris. Backed by Jean Ettonique and Bernard de Lur-Saluces and flexing his sabre, Fluff-Bunny is the bigger man. Supported by Grégory Bonnissel, the lithe figure opposite him is barefoot and has stripped to the waist. He has two of his tomahawks at his belt, along with the one he brandishes. Fluff-Bunny goes for a furious slash, but Talon has seen him coming. He sidesteps the slash, springs back from the cut and lets fly with his first tomahawk. It takes Fluff-Bunny in the shoulder, though not his sword arm. Drawing another of his hatchets, Talon closes in and kicks out, hard. This coincides with a slash from Fluff-Bunny's sabre, but it's the bigger man who concedes the fight.

The only good Injun...

Outside the court officials struggle to contain the large crowd of people who have turned up seeking entrance to the public gallery. The trial of the 'Injun', or the 'savage' as some are calling the prisoner, has sparked considerable interest with many trying to get a glance of this overseas visitor. Seeing the throng, CPS Maurice Fluff-Bunny decides to use the side door as he and his staff arrive for the day's proceedings.

Inside the Court the public gallery discusses the rumours about the 'Injun': is it true that he is covered in blue war paint? Is he really only the size of a dwarf? Will his 'little chopper' be produced in evidence? Finally, order is restored, allowing the case to begin. Minister of State Shitacks and Commissioner of Public Safety Fluff-Bunny enter the court room.

The accused then appears, attired in the dress uniform of his regiment, the Grand Duke Max's Dragoons, his wisp of a moustache neatly oiled. He looks for all the world like any other officer of Paris, albeit sporting a deep tan, until removing his tricorn hat to reveal a partially shaved scalp. The sound of a hundred sudden intakes of breath fills the courtroom.

Respectfully waiting until Minister Shitacks takes his seat and makes himself comfortable, CPS Fluff-Bunny grips a small, red leather-bound book in his right

hand and can be seen whispering to his personal bodyguard and ministry executioner, Achmed "The Axe," who then discreetly slips away from the CPS's side and leaves the court room. Fluff-Bunny begins the proceedings.

"Your Grace, today's case (a slight groan can be heard coming from the Minister: "not him again, surely? How long this time, I have lunch with His Majesty?") concerns the prisoner who refers to himself as Jean Claude Talon and who further claims to be a colonial native from the New World. This is a shameless pack of lies and the Prosecution shall prove it! These are lies that sought to conceal the prisoner's true reasons for entering the country ... espionage!" At this point Fluff-Bunny turns towards the prisoner and loudly proclaims, "You, sir, are a charlatan, an imposter and an utter out and out rogue". Taking a deep breath, he turns back to address the MoS.

"My apologies, your Grace, it is most difficult to constrain oneself when faced with a villain such as this! Now, returning to the Prosecution case, may I ask you to recall the recent trial of the convicted criminal Gaz Moutarde? It was during the course of that trial that Your Grace enlightened us all with some astute comments concerning the Slaaanesh and their affinity/similarity to the perfidious English. This led me to thinking as to how else these hostile elements to France could seek to undermine our stability and national security, what other seditious plots could they concoct to strike at the heart of Government? Little is known by the common folk about the New World, indeed it is true to say that many in government and high office are also ill informed about it. Then it struck me how easy it would be to seek to infiltrate our society by claiming to be from it! Yes, send in some 'unknown', have him make fake claims about supporting the poor and being a loyal subject when, all along, the swine is an English spy!"

"The prisoner aptly 'fits the bill' and so I began to undertake some background checks on 'Monsieur Talon', as he would have us call him. Dispatching my agents to a number of ports across the country I had them check passenger lists from any vessel that arrived in France at the same time as the prisoner appeared. Well, Your Grace, I could find no trace of a Jean Claude Talon. However, what I did discover was this." Fluff-Bunny raises the red leather book in his right hand and flips through the pages. "Here, on the exact date of the prisoner's arrival, in the ledger of the Harbour Master of Calais is listed one 'John Charles Talbot', an Englishman, and employee of the Duke of Buckley, a known English aristocrat who is often heard to speak out against our nation and urge warfare against us! At this juncture I call the Prosecution's first witness... Harbour Master Captain de Pugwashe".

Into the court room, supported by Achmed "The Axe", hobbles a middle aged, portly fellow, who is clearly the worse for wear. Captain de Pugwashe winces and glances nervously at Achmed 'The Axe' and also towards the CPS who merely gives a brief smile in return.

“Captain, perhaps you can confirm to the Court that this ledger”, raising the red book, “is yours and that the lists pertaining to the Summer entries for this year are correct?”

“Oui, Commissioner, it is.”

“Now, Captain, can you see anyone in this court room who corresponds with any of the passenger names contained within it?”

“Oui, that man there.” Pugwashe points to the prisoner. “I’m confident that...” To his side Achmed ‘The Axe’ gives a cough. “Err; I’m very confident, totally confident, in fact,” continues the Captain, glancing to and fro between the CPS and the large Arab, “That’s the man who identified himself to me as John Charles Talbot.” The Captain gives a nervous laugh.

“Thank you Captain. No further questions.” After de Pugwashe has been led from the court Fluff-Bunny continues. “My next witnesses, the Court may be surprised to learn, are English, but Englishmen who are loyal to the codes of honour and who wish to see justice done! None other than the Inspector and crew of the London to Paris ‘Luxton International Stage Coach Company’.” The CPS checks his notes: “Call Inspector Cyril Blake, Driver Stan Butler and Coachman Jack Harper.”

“Really! Commissioner, this is most unusual, interrupts the Minister. He gestures surreptitiously and is quickly attended by several Royal Foot Guards. Looking almost embarrassed the Minister addresses nobody in particular and mutters, “they only care about me getting to lunch on time with His Majesty. There is no way I would be late, it’s duck!”

Entering the court come a tall, thin, moustached man in a dark cloak, followed by a smaller, scruffy-looking fellow with a slightly skewwhiff cap and a taller, lank-haired man with noticeably prominent front teeth. The latter two seem to be ogling the female members of the public gallery. “Cor,” says the smaller man, “would you look at the ‘Nell Gwynns’ on her, she can have a ‘ride’ on my coach any day.” “Yeah, Stan,” replies the other, “there’s some nice crumpet here.” This prompts obvious disapproval from the cloak-clad gent.

All stop as the Minister beckons the Court Interpreter over. “Crumpet?” he asks. The interpreter looks uneasy. “My Lord, perhaps ‘petite crêpe moelleuse et épaisse’...” the Minister looks quizzical. With a shrug of the shoulders, the Interpreter tries again. “Or, perhaps, ‘une belle pépée’...” There is a slight pause, then the Minister, slightly louder than desired, states, “Ahh, look at that lovely piece of crumpet over there.” The Lady blushes.

“Gentlemen, and apologies, my Lord,” continues Fluff-Bunny. “May I remind you this is a Court of Law. I’m not sure how your English courts operate, but we have formal procedures here, so I would ask you to be mindful of the etiquette required. Now, if I can turn to you first of all, Inspector Blake, can you tell the

Court if you recognize anyone here who was a passenger on your service, travelling on...” He turns to his notes again, “On the Dover to Paris route back in the Summer of this year?”

“Yes, your Honour,” respectfully responds the tall, moustached Inspector Blake. “The man sitting in the dock, he was one of our passengers and I remember him perfectly. A Mr Talbot, I believe he called himself.”

“And you two,” directs Fluff-Bunny at the two other men, who are still leering at women in the public gallery. “Can you verify the Inspector’s statement?”

“Here, Jack, he’s talking to us. Quick, remember what we have to say and don’t mess it up or Blakey will have us, it’ll be the sack this time!”

In unison the two men say, “Yes, Your Majesty, we both recognize that man there, the ugly looking fellow,” and simultaneously indicate the prisoner. “In fact,” continues the smaller man, “I particularly recall the fact because it was on the trip where Blakey’s, sorry, Inspector Blake’s britches fell down in front of all the passengers because one of the lads at the depot, sorry coach house, had cut his braces earlier that morning in the changing room and they were held on by a thread that gave way just as they were all boarding.” At this point both he and the other man, Harper, burst out laughing to the clear discomfort of the Inspector, who responds, “I hate you, Butler, I hate you.”

Fluff-Bunny brings the mirth to an end by interjecting, “Yes, I thank you, gentlemen, that will be all. You may leave now and may I correct you that I am not His Majesty, a simple Sir will suffice.” He beckons for the court ushers to lead the men from the court. As they are leaving, Inspector Blake turns to Fluff-Bunny, coughs and says, “So that’s all done now then, Sir. Is it all in order and those travel... err... ‘dispensation chits’ are all sorted?”

“Yes, yes, Inspector, thank you. There will be no need for such trivial issues to be discussed in the Court’s time, one of my men will have that taken care of for you.” The CPS hurries on, “It is now time for the prosecution to sum up its case and move onto the sentencing recommendations.” Fluff-Bunny steps away from his bench and takes up position in front of the dock, facing the prisoner, only for the Minister to interrupt.

“My Dear Commissioner, I have no idea what those English types were doing in this Court and I do not expect to see this happen again. I hope you understand.”

Slightly taken aback the Commissioner continues, “The Court has heard the evidence from a number of witnesses, all of whom have given unequivocal statements to say that the prisoner is known to them. Not by the name of Jean Claude Talon but as John Charles Talbot. The Calais harbour records show that John Charles Talbot entered our country not from the New World but from England and there is no record of any Jean Claude Talon arriving here at all. John Charles Talbot is a direct employee of an English Duke who is known to be

rabidly anti-French. All this is damning evidence indeed, but the English made one further mistake in their feeble efforts to undermine us, the prisoner would have us believe that his family name, this fictitious New World family from whence he claims lineage, is Gitchi-Biizhew. It may interest the Court to learn that my agents were able to identify the language from which these words originate. They are from a little known Sioux tribe dialect and the literally translation of Gitchi-Biizhew is none other than... ” The CPS raises himself to his full height, turns towards the public gallery and then to face the Minister of State, ”...Great Britain!”

There is a sudden and explosive sound from the Minister which grabs the attention of the Court. They turn as one, just in time to see a red mist of what smells like wine spraying from Shitack’s mouth. The words ”Great Britain” are hurled across the Court. And then, after a slight pause, ”and that was good wine! Very Good Wine... Someone will pay for this outrage!”

As the CPS claims attention, the words, ”Your Grace,” are overshadowed by the sudden presence of several Officials who form a screen in front of the Minister and various clatterings and a sudden ”ouch” are heard before they scurry off.

”Your Grace, such comprehensive and conclusive evidence fully justifies the prisoner’s guilt as an enemy spy. The other charge of being a heathen has also been proved, not a heathen from the New World, but a heathen protestant Englishman whose country denounces His Holiness, the Pope, and has created its own religion, courtesy of a long dead bloated fat monarch...”

The loud blow of a gavel stops the Commissioner’s flow. ”Careful Commissioner,” admonishes Shitacks, ”Remember the Authority we hold this Court under. Whilst we hold no sympathy for the English, we do acknowledge the law of God and King and I will hear no slander of any King unless His Most Glorious Majesty King Pevans declares him false!”

The CPS nods to the Minister, ”my apologies, it is as you say.” Gathering himself, the CPS continues. ”The punishment for enemy agents is death; the punishment for heathens – unrepentant ones – is death. The law is most clear on both of these issues and thus the Prosecution can only call for both crimes to be punished accordingly: a double death sentence! Allow a clear message to be sent to his English masters that the same fate awaits any other spies they send to our shores. Let La Belle Estelle ‘twang’ this villain back across La Manche, this English Channel as Albion calls it. I will have him loaded with gunpowder and that tomahawk thing shoved up his backside. That will show the English, Your Grace, that will show the French people that its government stands firm against insurgents. The Prosecution rests its case.”

Talon now gives his testimony. His French is impeccable, albeit with a strong accent. ”Minister Shitacks, I have been accused of being an enemy of the state as well as a heathen, and I refute both charges. First, as to being an enemy of the

state, I have served the King as a soldier in the recent campaign without fail. This charge is merely bringing a personal matter into the realm of politics. CPS Fluff-Bunny took offense at a comment of mine. Well, that is a matter for gentlemen to settle on the field of honour. Which happened recently, as the marks of my hatchet on the good CPS attest. I consider the matter closed honourably and will stand him a Christmas drink should he wish it. His Highness the King indeed is the State embodied. All the rest of us, from mere Majors to lofty men of standing and position, are but servants of the King anointed by God. But as for the charge of being a ‘heathen,’ that... that I will not let pass.”

As Talon continues, the audience is taken aback by the sudden sound of churchly music, soft at first, then rising, as if by magic from the back of the gallery. Well, magic or the result of the orphanage choirboys’ arrival. Their singing was, perhaps, a bit more energetic than usual as a result of large amounts of maple sugar candy earlier consumed. ”I am the son of Jean-Paul Talon,” continues the accused, ”brother to Jean Talon, intendant of New France. I learned the ways of Christ as a child from Father Pere Allouez, Jesuit Priest and servant of the Pope in New France. I have tithed 10% each month to the Church. As a warrior of God I have not only smote his enemies with my hatchet and sabre, but filled the mouths of the outcast children of Paris with bread and meat. Has the good CPS done so?”

As Talon’s voice rises, a glow appears around him, providing a halo. Perhaps it is bestowed by an angel. Or, possibly, it’s the result of some urchins who have snuck behind the box energetically shaking a bottle of watered down maple syrup in front of a torch as they giggle and issue bacon flavoured belches. Talon goes on, ”As for my mother’s ‘heathen blood’, over one hundred years ago the Pope issued the Sublimus Dei, asserting the humanity of the red man, which was further supported by the Valladolid debate of 1550, where Bartolome de las Casas argued so eloquently on behalf of the red man. Yes, they were Spaniards, but they were educated men of God and are we all here not good Catholics? Surely none here would have truck with Saracens or other enemies of the Church of Paul?” Talon suddenly pulled aside the collar of his white lace tunic, revealing a tattoo of a panther above his heart. ”Do I bear the mark of my mother’s people? Yes! Are my ways different from the powdered gentry of the City of Light? Yes!”

Talon rises to his full height in the box as a peal of thunder sounds out of the blue – or at least from the energetic shaking of a large piece of tin in the bell tower. ”Yes, I am my mother’s son; but I am also my father’s son. And I say to this court I am no heathen, I am a child of God!” Talon’s cry is echoed by a final roar, not of thunder but of bacon- and bean-shaped wind carried aloft by high voiced laughter. Talon slowly and grandly sits back down, carefully moving aside sabre and hatchet. All turn towards the Minister and watch expectantly.

A few long moments pass. Then, gently, an attending Baron is seen to tug at the Minister's sleeve. The Minister turns and, after listening for some while, is heard to say, "yes, very imaginative, really a bloody good show, really entertaining and made it a very enjoyable day out. Who would have thought it, that chap Talon really has some spirit? I must say I was impressed. However he did ruin my best and most expensive table cloth – that was a gift from His Majesty – ruined, simply ruined, and as for the wine ... well, really! Oh, and let's not forget, last time the Commissioner brought a criminal to Court, you wanted to discuss his face! Over dinner!!! Look how that turned out!"

Turning to the defendant, Shitacks remarked, "That might have been a bit over the top... Court adjourned!" And with that the Minister stands up and walks out.

The Court is abuzz, but it is some time before anything more happens. Then the unmistakable sound of marching is heard. The Officials' door opens and the Minister, clad in his finest blue ensemble, is escorted to his chair. "My Lords, Ministers, Gentlemen and Loyal Citizens of France. Yet again the Commissioner has brought a most troubling and serious matter before us. It is not palatable that the Commissioner brought English persons to Court, it is not pleasant that the Commissioner has brought these charges against an Officer in our Armies, and it is not right that the Commissioner has raised the matter of the deceased English King. This Court does not judge Kings, only God has that right."

There is a slight disturbance at the back of the Court and the Lady who was earlier identified as "crumpet" is ushered towards the Officials' door. The Minister is seen to smile. "All of these matters are unpleasant and I do not like that one bit, no I do not! Commissioner, we will discuss these matters tomorrow."

He turns to the Defendant once more. "I do not agree with some of the Commissioner's methods. However, I do find that he has put a case together which demands to be considered most seriously. After much deliberation I have come to a conclusion. Actually it's two conclusions." At a nod, two very solemn Officials approach with what looks like a large black hat. As they arrive at the Minister's side, he raises the item to reveal what appear to be cheeses beneath. With a smile the Minister murmurs, "later, later". Then, putting the black hat on his head, the Minister declares, "In the first instance I sentence you to death and in the second instance, death. Officials and Commissioner, you will take the defendant from this place and ensure death by, well it's hard to explain, but I am sure you know what you are doing."

"Oh I say," comes a loud voice from a viewing box on the gallery, "This won't do at all." As all heads turn towards the source, a fanfare sounds and His Majesty steps out of the gloom to the balustrade. "No, no, this Bitchy fellow, what's he called? Talon, yes, he's far too amusing to be deprived of his head. We commute his sentence forthwith and suggest, Minister, that you rein in the Commissioner."

At a gesture from the King, Minister Shitacks stands, removing his black hat. "The sentence is commuted to confiscation of all assets," he intones, "and may God have mercy... I mean, let that be a warning to you." Satisfied with his intervention, His Majesty waves to the court and exits via his private staircase. The public gallery empties as Parisians stream out of court to see the King depart. CPS Fluff-Bunny, deprived of his prey and only slightly consoled by getting half the defendant's assets, orders his agents to form a flying wedge to get him through the throng. Minister Shitacks has already left, intending further discussions with the King. Finally, having signed over his worldly goods and emptied his pockets, Talon departs as well. The orphanage urchins outside are gathering donations under the watchful eye of a rather grubby monk, but Talon has nothing to give.

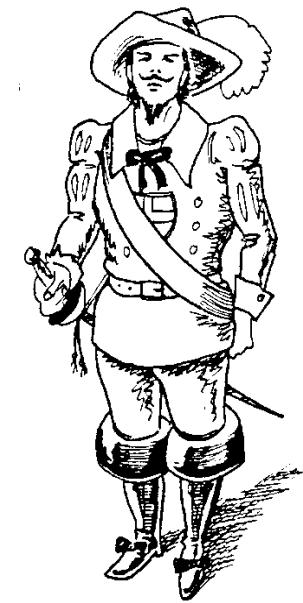
Overkill or no kill

General Pierre le Sang is keen that his Aide should quit his job. To this end, he calls in a favour that makes it certain that the man will resign. Major Sebastian de la Creme is in line for the job. He uses enough influence to make absolutely sure the Aide's resignation will take place. Bill de Zmerchant calls in a favour of his own, making the Aide's resignation a triple certainty. Surprise, surprise, the General's Aide leaves. Le Sang promptly appoints Creme to the post.

Brigadier-General Ali Vouzon wants a job too. He's asked lots of Brigadiers and the odd Quartermaster-General to resign in his favour. However, he uses no favours, making sure all of them retain their positions. Vouzon is now so concerned he's threatening to resort to poetry!

Captain Jean Ettonique has his eyes set on being Aide to a Lt-General. He uses a little influence to try to remove the Cavalry Division commander's Aide. It is only a little influence, though, and it's no surprise that the incumbent stays on. However, there are plenty of Lt-Generals around: surely one of them will be happy to take on Ettonique? The Captain calls in more favours to increase his chances, but to no avail.

The Majors in the King's Musketeers have both been asked to quit by their Colonel, Was Nae Me. He exerts some influence on the junior Major, only to find that the man has the support of Sebastian Adis II. Adis also steps in to back up the senior Major and both stay on. Terence Cuckpowder uses a favour to thwart Duncan d'Eauneurts' attempt to get rid of one KM Captain. And Maurice Fluff-Bunny ensures the Lt-Colonel of the Crown Prince Cuirassiers retains his job.



Despite just having returned to Paris, RM commander Jacques le Franc and CG commander Lothario Lovelace volunteer their personal services to the Frontier regiments again.

Is the CPS festive?

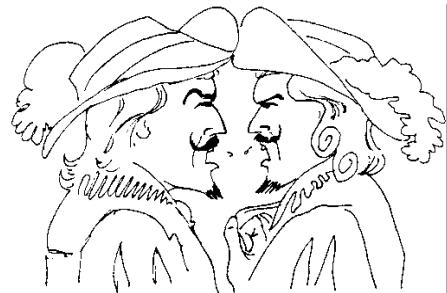
The major social event of December has to be Maurice Fluff-Bunny's four weeks of "Festive Fun" at the Fleur de Lys. Leia Orgasma is on Maurice's arm as he greets his guests, several of whom join them for the whole month. Kidder de Margaux is the first of these and is accompanied by Bess Ottede. Leonard de Hofstadt and Sue Briquet are second and the third pair is Sebastian Adis II and Marie Antoinette. Joining this lot at the start of the month are Arnaud Surfinmaise and Betty Kant, Duncan d'Eauneurts, Grégory Bonnissel plus Anna Rexique and Xavier Four-Hollandaise with Ava Crisp.

Arnaud and Betty return for the second week and several new guests pitch up. Richard Shapmes brings Ella Fant and they settle down for the rest of the month. Pepé Nicole pops in for just this week. Noggin le Nog escorts his new conquest, Carole Singeurs, and is wearing his RFG uniform with pride. His face falls when he realises that Arnaud, despite having higher social standing, is not of the nobility. Outraged, he strides up to the PM Colonel and challenges him to a duel. Arnaud accepts and they have a date for the start of the year.

On returning to the party in week 3, Noggin is pleased to see that his bête noire is not there. He may be less pleased to learn that Arnaud is busy honing his rapier skills. Xavier and Ava re-appear this week, keen for a further taste of the high life. Bernard de Lur-Saluces joins in for the first time, but not the last, as he returns for the Hokey Hunt in week 4. So, too, do Euria Humble and Edna, passing two weeks at the CPS's do.

The Hokey Hunt in week 4 brings a few more socialites to join in. Grégory and Anna and Duncan all return. Jean Ettonique brings Deb Estaround to join in the search for "the Hokey Cokey". As does Sebastian de la Creme with Di Lemmere. Leonard really gets into the swing of the Hokey hunting, waving his red-hot 'Hokey Poker' as he charges around the streets. The jokey approach to the event ends abruptly when Achmed 'The Axe' Headsoff takes exception to a lowlife who laughs at the CPS's red armour (well, the paint has run a bit). Terminally.

Maurice is not the only person to be hosting at the Fleur. Pierre le Sang starts December in his club with Guinevere d'Arthur and they receive Sebastian and Di as their guests. Di brings some thrice-baked honey cakes for their hostess. Eglise



de Sant-Suplice is also expected to be accepting guests in the Fleur, but there's no sign of the man. Bill de Zmerchant and Etienne Brule are caught out at the start of the month. They spend a fruitless week stuck outside. They seem to have learned from this, though, and neither is there the following week. Pierre le Sang is. In fact, he spends the rest of the month vainly waiting for Eglise. Bill returns to keep him company in week 4, after visiting the lady in his life.

Bothwell's is the venue for Frele d'Acier's Christmas party. This is scheduled for the second week of the month, but Monty Carlo turns up a week early. Frele and Fred de Ath are in Bothwell's, but are not accepting guests while they get ready for the following week. In Frele's case this involves placing a 100-crown bet and watching his money disappear. Come the actual event, Frele checks the names of those arriving against his blacklist, but finds them all acceptable. He and Freda are joined by Euria and Edna, Jacques As and Thomasina Tancenjin and René de Gaviscon. The only problem with this is that René and Jacques are in enemy regiments and the party resounds with the insults they direct at each other.

The third event in the second week is "Christmas Ettonique" at the Frog & Peach. Hosted by Jean of that ilk, now Colonel of the GDMD, and Deb Estaround, it attracts a few Parisians. Top of the list is Cyrano de Camembert, who brings Jenny Russe with him. Claude Talon comes on his own. Grégory is there, too, with Anna as usual. Maurice Essai Deux turns up alone, his courting having failed (apparently his target is not a fan of opera), but is impeccably – if bizarrely – dressed (see illo). It may be the cutting edge of fashion, but it cuts no ice here. Xavier Four-Hollandaise escorts Ava to finish off the guest list. While Ava is wearing simple white dress, festooned with mistletoe, Xavier is extravagantly costumed as a plum pudding. Various pockets in the costume contain figs and nuts as Xavier invites the ladies to "put in their thumb and pull out a plum." Jean celebrates by slapping half a dozen wagers on the table. He wins three and loses three to end up even and then presents Xavier and Ava with the prize for best fancy dress.

There should be one more event going on: Claude Talon invited supporters of the Paris Orphanage to join him in the Frog & Peach in week 1. Unfortunately, having had all his assets confiscated, Claude cannot keep up his membership dues at the club. He is thus refused entry when he turns up. Joining him outside the club is Euria Humble, who is more annoyed that Edna stalks off home when they can't get in. The grubby monk and orphanage children are once more in attendance, trying to gather donations, but getting short shrift.

Other club members visit their clubs at various points during the month. Coeur De Lion can be found at Red Phillips all month, enjoying the company of Ada



Andabettoir. Wearing his nice new Colonel's uniform and with his face freshly scrubbed, Percy Mistic is in the Frog & Peach in week 2, avoiding the party for a quiet tête-à-tête with Lotte Bottle. Monty Carlo sees in the New Year in Hunter's with Charlotte de Gaulle. Bothwell's is fairly busy all month. Along with Frele and Freda, Rick O'Shea and Was Nae Me start December here. Was brings Vera Cruz with him. Etienne Brule accompanies Belle Epoque the following week, staying away from Frele's bash. Frele and Freda are back in the club for the second half of the month. Frele places another 100-crown bet each week, losing one and winning one. Bothwell's is also home to Jacques As and Thomasina for these two weeks. Finally, Chopine Camus brings Sheila Kiwi for week 3.

The Fleur de Lys has a few members visit over the month. Ali Vouzon and Angelina di Griz are here the whole time, as is Jacques Shitacks. Apart from them, Uther Xavier-Beauregard brings Henrietta in at the start of the month and Pierre Cardigan does the same with Lois de Low. Finally, Voulo Vault and Ophelia are in place in week 3, just in case anyone turns up for the Académie de Danse despite the notice mysteriously disappearing from last month's Press.

Those without clubs go to the Bawdyhouses – though there are other reasons for visiting the red light district. Egon Mad 2, Pepé Nicole and René de Gaviscon partake of those other reasons to start their December. Pepé attracts the attentions of the footpads, only to disappoint them with his empty purse. Duncan d'Eauneurts pops in the following week. It's the turn of Maurice Essai Deux and Rick O'Shea to get their oats in week 3. The end of the year sees Claude Talon, Jean Jeanie and Xavier Four-Hollandaise in the Bawdyhouses. However, Claude's pecuniary embarrassment means he can't even buy a drink and he is quickly shown the door. Well, pitched out of it, in fact. The other two have a few drinks to see in the New Year and steer clear of the ladies, though Xavier also places a couple of small bets, only to lose both. Jean is complaining about Rob d'Masses as he's seen a lot of the man this month. They've both been outside a certain young lady's residence, denying each other access. What Jean doesn't know is that Rob is there again. A New Year's glass of champagne does the trick and Rob has acquired a mistress. There's still a duel to come, though.

Jacques de Gain is in his accustomed position all month – practising rapier in the gyms. His competition as iron man is Amant d'Au, who puts in four weeks with his dagger. Despite the seasonal parties, lots of Parisian practise for three weeks: Chopine Camus (sabre), Cyrano de Camembert (rapier), Egon Mad 2 (rapier), Gar de Lieu (sabre), Pierre Cardigan (sabre), Terence Cuckpowder (sabre), Uther Xavier-Beauregard (sabre), Voulo Vault (rapier) and Was Nae Me (rapier).

There are even more in the gyms for two weeks: Arnaud Surfinmaise (rapier), Bernard de Lur-Saluces (rapier), Etienne Brule (sabre), Gaz Moutarde (cutlass – following two weeks with his lady friend), Jean Ettonique (sabre), Monty Carlo (two-hander), Percy Mistic (sabre), Pepé Nicole (rapier), René de Gaviscon

(sabre), Rick O'Shea (cutlass) and Sebastian de la Creme (rapier). A few more put in the odd week's practice to fill in their month.

Bricks and bunnies

The new season starts with France's Frontier regiments moving into their winter quarters around the country's borders. Lt-Gen Eglise de Sant-Suplice entertains First Frontier regiment with his tales of adventure in North Africa. He is awarded a hundred crowns for boosting morale.

Frontier regiment 2 finds its winter barracks in poor repair. So poor that one of the buildings collapses, killing several who were unfortunate enough to be inside at the time. Amongst these is RM commander Jacques le Franc. RIP.

Third Frontier regiment has a quiet month, foraging its way along the Savoy border. This brings a few exchanges of fire with Savoyard troops doing the same on their side of the line. CG Colonel Lothario Lovelace keeps out of the way of this. However, Brigadier-General Eric de Miabeille earns a couple of hundreds crowns and a Mention in Despatches for sneaking up to grab a bagful of rabbits right under the Savoyard noses.

Attached to Frontier regiment 4, Bdr-Gen Warren Peece is also Mentioned in Despatches for providing sage advice on foot care to the weary troops as they march all the way to the Pyrenees.



Press

Announcements

Official Ministerial Announcement No. 9

All 'true patriots' are hereby notified that they need to be alert for the presence of Rick O'Shea. This man is a wanted criminal and should be:

- Shot on sight,
- Stabbed on sight,
- Beaten to death on sight or
- Captured and delivered to my officials at the Bastille.

A reward of 2,000 crowns is offered to whoever manages to carry out any of the above.

† Sir Maurice Fluff-Bunny
Commissioner for Public Safety

General seeks Aide – apply GdLi

Gentlemen of the Picardy Musketeers,

I hereby give notice that 1st and 3rd squadrons will be off to the Front with me in January to shake off some of our Xmas excess.

Make merry while you can gentlemen...

† Surfinmaise
Colonel, Picardy Musketeers

To all officers and men of the KM
Following the return of our friends in the Royal Foot Guards from the front, it is the turn of the King's Musketeers to rotate to the front. Our posting will commence in January.

† Sir Was Nae Me Col KM

My dear captains Bonnissell and Ettonique,
I find myself somewhat bored with city life and feel like the troopers of our 2nd Squadron need a little more honing for what promises to be a more hectic campaign this coming Summer. To that end, I intend to volunteer the 2nd Squadron of the GDMD AFTER the coming holidays (which I intend to spend at as many parties, soirees and bars as possible) to serve at the front for the months of both January and February, to return to Paris in March.

You are both obligated to accompany the Squadron and neither I, nor the commander may excuse you. However, I am not made of stone. If there is a reason that we shouldn't go to the Front and reap more glory for ourselves, our regiment, our King and for France, please let me know and I will consider not taking the squadron out on campaign in January.

† Major Kidder de Margaux,
2nd Squadron Commander,
Grand Duke Max Dragoons

Major 1 of the Dragoon Guards,
I regret to feel the necessity of this letter, but as a fellow cavalryman and an admirer of the ability of your Commanding Officer, Sir Etienne Brule, and 1st Squadron's commander, Lt-Col Frele d'Acier, I feel you simply do not live up to the high standards of your regiment. Imagine my dismay as, riding past your barracks last week, I saw your Squadron parading for inspection. 'Twas the worst display of readiness I have had the displeasure to witness: leather accoutrements dull, brass

tarnished, head-dress at all angles ... I half expect that, had I checked their swords, they would have been rusty! I feel you have abandoned your men to pursue a life of indolence as the Brigade Major for this surely cannot have been the state of the men when you left them? I hear all you do is put your feet up on your desk and drink expensive claret whilst Mademoiselle Domina Trix takes turns feeding you grapes or whipping you on the derriere.

For God, for France, for the dignity and honour of the Dragoon Guards, I call upon you to resign your commission and run a club for degenerate half-wits wearing too little (all of it black leather) where your riding crop and boules will be more appreciated.

Good day, Sir.

† Jean Ettonique
Captain and Adjutant
Grand Duke Max's Dragoons

What: still no Chancellor?
Apply now, serve your King and Country.
Last Chance
All welcome

† Shitacks

Blatant brown-nosing

May this new year start as well for all of us. I hope that the reign of our glorious King may last for years to come!!

† Marquies Sharpness

Jolly good. More please.
† Le Roi

Matters of Honour

Cher FdA

I was horrified to hear of the way you had been treated in your duel. Rest assured, should we cross blades, I will not resort to such behaviour.

Yours truly,

† Terence Cuckpowder

A duel to the death

The Crimson Knight, Sir Maurice Fluff-Bunny, esteemed Commissioner for Public Safety and Commanding Officer of the 'Glorious Fighting Thirteenth' formally issues a personal challenge to the coward hiding behind the pseudonym of the Hokey Cokey. This is to be a duel to the death, no quarter asked or given.

Meet me on the banks of the Seine, on the 1st day of the New Year.

† Sir Maurice Fluff-Bunny
Commissioner for Public Safety
Commanding Officer, The Glorious Fighting Thirteenth
The Crimson Knight

Earl Eric de Miabeille

I wish to make clear that I was not aware of your amorous engagement with Ana. I had been idling perusing that worthless rag "Bonjour!" and was led to believe that she was unattached. I understand that matters of honour need to be settled and will see you for our duel. In the meantime, I will be looking for the editor of "Bonjour!" to assist him in ensuring his rag provides its readership with the correct information.

Yours,

† Grégory Bonnissel

Social

Ladies and Gentlemen,

Ophelia and I are delighted to continue hosting the 'Académie de Danse' in the Fleur De Lys ballroom during the 3rd week of each month.

Our offer extends to all those of SL 12 or higher with a suitable mistress to come and learn from their betters. All costs will be paid for those of SL 15 or higher, in appreciation of their efforts to impart their dance insights. In addition, a prize of 50 crowns will be offered to the couple teaching the most interesting new dance.

For January 1668, we will be enjoying the Courante, another dance in triple metre, which is chiefly characterized by the passion or mood of sweet expectation.

As ever, applications from those of a lower social standing, but with a burning desire to learn, will be considered.

† Sir Voulo Vault, Major RFG/Gds
Brigade Maj.

Gentlemen of Paris

I have a new, guaranteed (nearly) infallible cure for hangovers which I will be demonstrating in my club during week 1 of January, just in time for you to purchase some to deal with the New Year binge. Due to limited supplies this demonstration is only open to those of SL 20 or higher. Those of lower standing may still purchase the cure at a low price of 10 cr per bottle.

Yours kindly,

† Count Madd

Cher FdA,
I fully understand your dis-invitation
I hope your party is a success
† Terence Cuckpowder

Gentlemen and Ladies,
Apologies for my non-appearance, but I heard that the Frontier Regiments were in dire need of an inspiring leader (or at least the example a great soldier can provide while fighting in their company). I promise you that I shall provide recompense in the form of a sumptuous banquet soon and proffer my abject apologies.

† COUNT EGLISE DE SANT
SULPICE

Ministerial Correspondence

To the Minister of State & CPS
Gentlemen,

I have been most unjustly accused of crimes against the state. Rest assured I will appear in my defence. How shall I make arrangements for testimony to refute these charges, which I believe are brought against me only for mere personal reasons?

Yours,
† Major Jean Claude Talon/Gitchi-Biizhew

Talon,
Yes, yes, you're innocent, it's all been a big misunderstanding, must be down to an administrative error, personal loyalty beyond doubt etc etc. YAWN... welcome to Paris, Major. At least your stay will have turned out to be a brief one!
"But the big news is the city is abuzz over the trial of one Gaz Moutarde by

the Minister of Justice, prosecuted by a man with the absurd name of Fluff-Bunny. (Considerable speculation, fuelled by wine, goes about as to how he got his name. There are those who suggest he is more of a camel fluffer." So perish those who choose to mock Government, the Public Safety Commissioner and, by virtue, France itself. See you in Court and then, later, at the Bastille where I have a certain Mme Estelle who is just dying – please pardon the unintentional pun – to meet you.

† Sir Maurice Fluff-Bunny
Commissioner for Public Safety
Commanding Officer, The Glorious Fighting Thirteenth

The Crimson Knight

P.S. Gitchi-Biizhew ... and you say I have a ridiculous name...

Count Shitacks,
I am writing to impress upon you my high regard for both the service and character of Major Jean-Claude Talon of our own Grand Duke Max Dragoon's. I am sure the current charges are all some tragic misunderstanding. His service to our regiment has been noteworthy and the fact that he is the junior Major of the regiment and still snatched the desired post of Brigade Major out from under my very nose does not in the least predispose me for a second to believe the charges against him.

Yours,
† Major Kidder de Margaux, Major, Grand Duke Max Dragoons

Personal

Le Roi

Your Majesty, I will not forget the kindness afforded me by yourself and the Cardinal during my exile. I will always hold yourself, the Cardinal and France close to my heart. I have been deeply troubled by the reports received from our man in Paris, "The Hokey Cokey". I have dispatched several of our best men to root out and destroy the apostasy, heresy and evil that have arisen. For your own security, I would be wary of both the RFG and KM, as several of their members are on our lists for observation and, if necessary, interrogation, along with several officials.

I would like to stress that you are above all suspicion.

† Francesco Barbereini

Can anyone tell me who this fellow is?
† Le Roi

Primus: Have you heard?

Secundus: About what?

Primus: I could be wrong...

Secundus: About Bernard?

Primus: Oh, oh, I was wrong. I thought it was Lothario.

Secundus: It was, I always get confused about names.

Primus: He was in our bed last night.

Secundus: How could you tell?

Primus: He kept throwing me out!

D'Eauneurts,

Juniors give way to their seniors, not demand their resignation.

Or do you have intentions of overthrowing your betters?

† Cuckpowder

To Brigadier-General Sir Maurice Fluff-Bunny, Commander – 13th Fusiliers and Commissioner for Public Safety.

From Major Sebastian de la Creme, 3rd Battalion – 13th Fusiliers.
Sir,

What a month November was, much more like a whirlwind than I would care to admit in public. Myself and Di have never spent so much time with so many excellent and well regarded members of society.

Thank you for resolving the issue of joining your most excellent regiment, Di tells me that the uniform looks fine upon me, though I can assure you that mere looks are not the only reason for joining. Indeed, I am keen to put France's enemies in their place and give them what for!

It is a shame that the Hokey Pokey hunt did not find the cur. Unlike some others, I did not find the matter amusing and take the apprehension of this traitor to be a very serious matter indeed. The man who carries this letter also holds 50 crown for the True Patriots Fund, vive la France! I will speak to Di and see which parts of your fabulous month long party we can attend... certainly the hunt, we look forward to it.

† Major de la Creme

Our CPS needs a ferret and yet should beware his ferrets. Ferrets slaughter Fluffy Bunnies for sport.

† La parapluie Orange

Duncan d'Eauneurts,
Shame on you for kicking FdA.
That is not the act of a Gentleman.

† Cuckpowder

Major de la Crème,
Congratulations upon joining the 'Glorious Fighting Thirteenth' and, like our regiment, may your career with us be glorious and beneficial.

On behalf of the Public Safety Ministry, may I thank you for your contribution to the True Patriots Fund and your name will be included with those of other kind donors to the cause.

There is the small matter of the trial of the enemy spy and heathen, Claude Talon – or so he claims to be called, at the beginning of the Festive Season, but once that is concluded I look forward to seeing you and your good lady at the Fleur at some point during the month.

Esteemed regards,

† Sir Maurice Fluff-Bunny
Commissioner for Public Safety
Commanding Officer, The Glorious
Fighting Thirteenth
The Crimson Knight

To General Count Shitacks

Sir,

I write to you concerning charges of "being a heathen and an enemy spy" that have been laid against Major Claude Talon of my regiment, the Grand Duke Max Dragoons.

Major Talon has been a member of the GDMD since August and fought with distinction for King and country in that month. The charges against him are totally false and have no basis in reality, owing more to the product of a fit of personal pique by the CPS over a challenge to a duel.

The facts of this case are known to all and many have made the similarities of the present CPS and a previous

holder of the post. Does this ministry end with MFB for Emperor? Let sanity prevail and dismiss this case. No doubt, I will be seeing you soon in another MFB fantasy story!

† Jacques As Lt.Col. GDMD

Minister of State Count Shitacks
I thank you for your time in reading this short note in defence of my regimental colleague and friend, Claude Talon. I am unsure of the evidence of the CPS against Talon, but I from my experience of fighting alongside him, I cannot believe that he is "a heathen and an enemy spy". His valour was noted during the campaign in Africa against the pirates. Since his return to Paris, whilst he may be unorthodox, he has proved to be a true friend and comrade and I wholeheartedly vouch for his honour.

Yours,

† Grégory Bonnissel
Captain, GDMD

Aide to Lt Gen Count Egon Mad 2

Lord Percy Percy says that, as fashion is tending towards the over-rated, Lothario Lovelace has one of the most fashionable sex lives in Paris.

A letter to the Court:

M'lud,

Please show a little leniency to Monsieur Claude Talon. His generosity could save the lives of many of the poorest children who have the hardest lives. I beg you to release him and let this charity event take place.

† The Humble Orphanage Monk

Except, Yoda, that be there the chance of two apprentices also.

Poetry Corner

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

Found scratched on a privvy door near Hunter's
He said he'd put Hokey
In the deepest pokey.
When will that be?
We'll wait and see.

Points Arising

Next deadline is 31st July 2015

Many thanks to Jason, David and Cameron for their teamwork on the trial report – though it has helped push the page count of this issue rather higher than usual.

MFB has challenged the character writing Press as the "Hokey Cokey". If anyone would like to take on the duel (whether or not they're actually the Hokey Cokey), let me know and it will be scheduled asap.

Uther Xavier-Beauregard's term as Minister of War ends next month. Anyone wanting to apply for the job should do so with their January orders (to be resolved at the start of February).

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

AFD Allan Fa-Dân (Gerald Udowiczenko) has NMR'd. Total now 2 and is sent to a Frontier regiment

CA Charles Asnovoice (Gerry Sutcliff) has NMR'd. Total now 1

Maurice Fluff Bunny –
Now that is funny.
Ha! Ha! Ha! Ha!

† The Privvy Poet

When Leia sees the CPS prefers
La Belle Estelle's long arms to hers,
He'll know at least he did get one
thing right.
The rest of us will clearly see
A crimson night.

† BdZ

EdM Eric de Miabeille (Pete Holland) has NMR'd. Total now 3 and is sent to a Frontier regiment

EdSS Eglise de Sant-Suplice (Jerry Spencer) has NMR'd. Total now 2 and is sent to a Frontier regiment

WP Warren Peece (Pam Udowiczenko) has NMR'd. Total now 2 and is sent to a Frontier regiment

X1 (Chris Boote) has NMR'd. Total now 2 and is sent to a Frontier regiment

CLD (Martin Jennings) has been floated at his request.

Howard Bishop will not be taking up his new character immediately, so he will be floated for a few months.

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.

Announcements

Ali Vouzon asks NPC Brigadiers of Horse Guards, Heavy, Dragoon, 1st Foot, 2nd Foot and 3rd Foot Brigades to resign

Ali Vouzon asks NPC Army Quarter Master Gen. of First Army to resign

Ali Vouzon applies for Brigadier of Horse Guards, Heavy, Dragoon, 1st Foot, 2nd Foot and 3rd Foot Brigades

Ali Vouzon applies for Army Quarter Master Gen. of First Army

Duels

Results of December's duels

Eric de Miabeille didn't turn up to fight Grégory Bonnissel and lost SPs.

Frele d'Acier declined to meet Duncan d'Eauneurts as he was under half Endurance.

Duncan d'Eauneurts (with WNM, no Expertise) drew with Jacques As (with FdA, no Expertise).

Terence Cuckpowder (with RdM, gains 1 Exp) beat his enemy Etienne Brûle (with FdA).

Frele d'Acier declined to meet Terence Cuckpowder as he was under half Endurance.

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.

Duncan d'Eauneurts asks NPC Major 2 of King's Musketeers to resign

Euria Humble asks NPC Lt.Colonel of Crown Prince Cuirassiers to resign

Jean Ettonique asks NPC Major 1 of Dragoon Guards to resign

Maurice Fluff-Bunny asks NPC Major 1 of 13th Fusiliers to resign

Maurice Fluff-Bunny asks NPC Captain 1 of 13th Fusiliers to resign

Claude Talon (with GB, gains 1 Exp) beat Maurice Fluff-Bunny (with JE & BdLS) - voted cause 7:6.

Grudges to settle next month:

Jean Jeanie (Rapier) and Rob d'Masses (Sabre, Seconds TC, adv.) have mutual cause as neither stood down over Katy.

Noggin le Nog (Rapier, 5 rests) has cause with Arnaud Surfinmaise (Rapier, adv.) as he's not Noble but higher SL.

Jacques As (Sabre, Seconds FdA, adv.) and René de Gavison (Sabre, Seconds TC) have mutual cause for being in enemy regiments.

Amant d'Au (Dagger, adv.) has cause with Rob d'Masses (Sabre, Seconds TC, 2 rests) for pinching Katy.

Maurice Fluff-Bunny (Sabre, Seconds JE & BdLS) challenges an unknown.

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

Challenges to be voted on

Maurice Fluff-Bunny challenges the Hokey Cokey.

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

Charles Burrows gets the Bastard son of a very wealthy Count: Init SL 10; Cash 675; MA 3; EC 2 (X1).

Chris Boote gets the Second son of an Impoverished Gentleman: Init SL 4; Cash 40; MA 2; EC 6 (X2).

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 N
Provincial Military Governors: RS/N/N/N/N	
City Military Governor N	Adjutant-General N
Inspectors-General: of Cavalry N	of Infantry N
Commissioner of Public Safety MFB	
Chancellor of the Exchequer N	Minister of Justice EH
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

Frontier regiment 1: 3

Frontier regiment 2: 5

Frontier regiment 3: 3

Frontier regiment 4: 5

RNHB regiment: 2

Army Organisation and 1668's Summer Deployment

First Army (Field Ops)	PIS/SdIC/EB/N
First Division (Field Ops)	EM2/GB/N2
Guards Brigade (Field Ops) – RFG CG KM	
Dragoon Brigade (Field Ops) – GDMD PLLD	
Cavalry Division (Field Ops)	N5/N/RdM
Horse Guards Brigade (Field Ops) – DG QOC	
Heavy Brigade (Field Ops) – ALC CPC	
Second Army (Siege)	BdZ/N/__/ROS
Frontier Division (Siege)	N1/N/N5
Frontier Regiments (Siege)	
Third Army (Defence)	--/__/TC/JdG
Second Division (Defence)	N6/N/N5
3rd Foot Brigade (Defence) – 27M 4A	
4th Foot Brigade (Defence) – 69A Gscn	
RNHB Regiment (Defence)	
Third Division (Defence)	N2/N/BdLS
1st Foot Brigade (Defence) – RM PM	
2nd Foot Brigade (Defence) – 13F 53F	

Organisation and Deployment for the Campaign Season

with Army and Division posts (Commander/Aide/Adjutant/QMG)

Entries are ID for player characters, N (+MA if needed) for NPC, __ for vacant

Brigade Positions

Guards Brigade	N4/N/VV	First Foot Brigade	N2/N/CDL
Horse Guards Brigade	N6/N/N2	Second Foot Brigade	N3/N/N6
Heavy Brigade	N5/N/N5	Third Foot Brigade	N6/N/N4
Dragoon Brigade	N2/N/CT	Fourth Foot Brigade	SA2/N/N3

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

Frontier Regiments

	F1 N4	F2 N1	F3 N1	F4 N6	RNHB N5	(Defence for Dec-Feb)
Colonel						
Attached	EdSS		LL AFD EdM	WP		
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	EH
3	Kathy Pacific	17	B	
54	Madelaine de Proust	17		
35	Katy Did	16	I	
42	Maggie Nifisent	16	B	
55	Jacky Tinne	16		
52	Guinevere d'Arthur	15	B/W	PIS
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		VV
26	Ella Fant	13	B	RS
27	Lucy Fur	13	B	
30	Leia Orgasma	13	B	MFB
45	Cath de Thousands	13		
8	Lotte Bottle	12	B	PM
12	Charlotte de Gaulle	12	I/W	MC
17	Henrietta Carrotte	12	I/W	UXB
28	Vera Cruz	12		WNM
31	Bess Ottede	12	I/W	KdM
1	Sue Briquet	11	B	LdH
4	Anne Tique	11	W	
9	Deb Onairre	11	I	JE
40	Sheila Kiwi	11		CC
63	Carole Singeurs	11		NIN
20	Emma Roides	10		
33	Anna Rexique	10	I	GB
38	Pet Ulante	10	W	
43	Di Lemmere	10	I	SdIC
53	Angelina de Griz	10	B	CLD
56	Ingrid la Suede	10		AV
6	Viv Ayschus	9	I	XFH
57	Ava Crisp	9		
59	May Banquet l'Idee	9	I	
2	Betty Kant	8		AS
19	Jenny Russe	8	W	CdC
32	Sal Munella	8	W	
41	Marie Antoinette	8	B/I	SA2
49	Mary Huana	8	B/I/W	
34	Freda de Ath	7	W	FdA
39	Thomasina Tancenjin	7	I	JA
50	Ulla Leight	7	I	
5	Belle Epoque	6	B/I	EB
13	Josephine Buonoparte	6	I/W	
24	Violet Bott	6	I/W	
15	Ada Andabettor	5	B/I	CDL
25	Lois de Low	5	B	PC

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.

Regiments	RFG CG	KM	DG	OOCALC	CPC	RM	GDMD	PM	13F	PLLD	53F	27M	4A	69A	Gscn
Col	AdA	LL	WNMEB	TC	N7	CC	CC	AS	MFB	PM					PN
LCol	J	N3	FdA	RdM	RdG										
Maj 1	VV+	N3	N5	N2+	N5	GM	JA								
Maj 2	N1	N2	N2	N2	N2	EH	N6	CT+	N6	SdIC					N7
Capt 1	N1	N6	N6	N6	N2	N4	N5	N3	N4	N4	N3	N2	N5	N5	N3
Capt 2	N6	N6	N4	N1	N5	N2	N6*	N2	N4	N1	N3	N5	N6	N5	N3
Capt 3	N2	N2	N4	N1	N3	N5	N5*	GB	N6	N4	N1	N2	N3	N5	N3
Capt 4	N2*	N3*	MED	N6*	N3*	N4*	N6	N5*	N6	N6*	N2*	N3*	N5*	N5*	XFH*
Capt 5			AFD*												CdC
Capt 6			DdE												

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
GdLi	Count Gar de Lieu	28	72	Poor	General/Min w/o Port	9			Flr	4	Bill Hay
PC	Viscount Pierre Cardigan	25	66	Withy	Fld Marshal/Min w/o Port	9	Lois		Flr	4	Matt Shepherd
EM2	Count Egon Mad 2	25	55	Rich	Lt-General/1st Div Commandr	11			Flr	4	Tym Norris
JS	Count Jacques Shitacks	24	66	Flthy	General/State Min.	3			Flr	4	David Oliver
JdG	Count Jacques de Gain	23	52	Flthy	Bdr-General/3rd Army QM Gen.	20			Flr	5	Ben Brown
UXB	Count Utter Xavier-Beauregard	22	56	Comfy	Bdr-General/War Minister	13	Henrietta		Flr	4	Pete Card
EH	Count Euria Humble	21	48	Rich	Major CPC/Justice Min.	18	Edna		Flr	5	Matthew Wale
PIS	Marcuis Pierre le Sang	21	47	Comfy	General/1st Army Commndr	7	Guinevere		Flr	4	Bill Howell
AV	Earl Ali Vouzon	20	41	Rich	Bdr-General	8	Angelina		Flr	1	Graeme Morris
EdSS	Count Eglise de Sant-Suplice	20	F	Comfy	B Lt-General/Min w/o Port	7			Flr	2	Jerry Spencer
BdZ	Marcuis Bill de Zmerchant	19	51	OK	B General/2nd Army Commndr	6			Flr	3	Tim Macaire
JfF	Baron Jacques le Franc	19	RIP						Charles Burrows		
VV	Sir Voulo Vault	18	43	Poor	Major RFG/Gds Brigade Maj.	2	Ophelia		Flr	2	Mark Booth
RS	Marcuis Richard Shapmes	18	33	Withy	Lt-General/Prov. Mil.Gov	10	Ella		Flr	4	Charles Popp
EB	Sir Etienne Brule	16	36	Poor	Colonel DG/1st Army Adjunt	2	Belle		Both	4	James McReynolds
GM	Sir Gaz Moutarde	16	28	Rich	Lt:Colonel RM	3			Both	2	Mike Clibborn-Dyer
AdA	Marcuis Amant d'Au	16+64	Withy	Bdr-General RFG				Both	5	David Brister	
TC	Terence Cuckpowder	15	34	Comfy	Colonel QOC/3rd Army Adjunt	3			Both	4	Mike Dommett
ROS	Baron Rick O'Shea	15	31	Rich	Bdr-General/2nd Army QM Gen.	5			Both	6	Paul Wilson
FdA	Frele d'Acier	15	28	Comfy	Lt:Colonel DG	4	Freda		Both	3	Peter Farrell
WP	Marcuis Warren Peece	15	F	Withy	Bdr-General	13			Both	2	Pam Udowiczenko
EdM	Earl Eric de Miabelle	15	F	Withy	Bdr-General	14			Both	3	Pete Holland
JJ	Baron Jean Jeanie	14	40	Withy	Lt:Colonel RFG	13			Both	3	Andrew Kendall
MC	Marcuis Monty Carlo	14	28	Withy	Lt-General	13	Charlotte		Hunt	4	Andrew Burgess
CC	Sir Chopine Camus	14	25	Comfy	B Bdr-General GDMD	7	Sheila		Both	4	Stewart Macintyre
MFB	Sir Maurice Fluff-Bunny	13	39	Comfy	B Bdr-General 13F/CPS	6	Leia		Flr	5	Jason Fazackarley
JA	Jacques As	13	24	Comfy	Lt:Colonel GDMD	1	Thomasina		Both	4	Joe Farrell
RdG	René de Gavison	12	27	Comfy	Lt:Colonel ALC	4			Both	5	David Williams

ID	Name	SL	SPs	Cash	Rank	Regiment/Appointment	MA	Last seen	Club	EC	Player
W/NM	Sir Was Nae Me	12	25	Comfy	Colonel KM	6	Vera		Both	3	Mark Farrell
LL	Sir Lothario Lovelace	12	F	Comfy	Colonel CG	8			Both	4	Geoff Bowers
AS	Arnaud Surfinaise	11	24	Poor	Colonel PM	6	Betty		Hunt	5	Nik Luker
RdM	Rob d'Masses	10	31	Comfy	Lt:Colonel QOC/Cav Div Adjutant	3			Hunt	5	Craig Pearson
SA2	Sebastian Adis II	10+42	OK		Bdr-General/4 F Brigadier	5	Marie		Hunt	4	Mark Cowper
GB	Grégory Bonnissel	9+	34	OK	Captain GDMD/Lt:Gen's Aide (1 Div)2 Anna	4			BC	3	Mark Nightingale
DdE	Duncan d'Eauneurts	9+	29	OK	Captain KM	4			BC	5	Paul Lydiate
CDL	Coeur De Lion	8	18	OK	Major PM/1 F Brigade Maj.	5	Ada		RP	3	Graeme Wilson
MED	Maurice Essai Deux	8	13	Poor	Captain KM	4			BC	3	Olaf Schmidt
Kdm	Kidder de Margaux	8+	44	OK	Major GDMD	4	Bess		BC	6	Gary Phillips
Ldh	Leonard de Hofstadt	8+	43	OK		4	Sue		BC	5	Neil Packer
JE	Jean Ettonique	8+	37	Comfy	Colonel GDMD/GDMD Regt. Adj.	6	Deb		F&P	5	Tony Hinton-West
NIN	Noggin le Nog	8+	30	Comfy	Subaltern RFG	1	Carole		4	Martin Adamson	
BdLS	Bernard de Lur-Saluces	8+	29	Poor	Lt:Colonel 13F/3rd Div Adjutant	5			BC	2	Rob Pinkerton
XFH	Xavier Four-Hollandaise	8+	28	Poor	Captain 13F/13F Regt. Adj.	4	Ava		F&P	2	Francesca Weal
PN	Pepé Nicole	7	23	Comfy	B Bdr-General 69A	5			BC	3	Colin Cowper
PM	Percy Mystic	7	17	OK	Colonel PLLD	5	Lotte		F&P	3	Ray Vahey
CT	Claude Talon	7	11	Poor	Major GDMD/Drgn Brigade Maj.	4			4	Cameron Wood	
X1		7	RIP						Chris Boote		
AFD	Allan Fa-Dân	7	F	OK	Captain KM/KM Regt. Adj.	6			BG	4	Gerald Udwoviczenko
SdIC	Sebastian de la Creme	7+	41	Poor	Major 13F/Gen's Aide (1st Army)	4	Di		F&P	5	Alan Percival
CA	Charles Asnovoice	5-	2	Poor	Subaltern KM	4			4	Gerry Sutcliff	
Cdc	Cyrano de Camembert	5	11	Poor	Captain 4A	6	Jenny		F&P	4	Dave Whiffin
CLD	Charles Louis Desapear	4	7	Poor	Major 27M	1			RP	4	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, Wthy = 5000-10000, Rich = 10000-25000, Flthy = 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+