

That would be enough

This has been issue 122 of To Win Just Once, published 5th March 2012. It incorporates *Les Petites Bêtes Soyeuses*, a game of *En Garde!*. Issues are published ten times a year, roughly every five weeks. © Paul Evans 2012

Deadlines

Orders for Icehenge to Mike Dommett by Friday, 9th March 2012

Orders for *LPBS* and *Great White Hunter* and any other contributions to Pevans by Friday 16th March 2012.

(Next deadlines: 13th/23rd April, 18th/25th May, 22nd/29th June)

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Games only	
Per game turn	£0.65
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Games played

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.engage.co.uk

Railway Rivals A new game is just starting. Working map provided.

Star Trader The current game is about to finish – Howard Bishop and Mark Cowper await the next one, anyone else? Rules provided.

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To Win Just Once

(incorporating Les Petites Bêtes Soyeuses)

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Chatter

First off, my apologies again that this issue of *To Win Just Once* is late. As I mentioned in my e-mail, the preparations for my latest bookkeeping exam involved more work than I expected. It seems to have paid off, though as I took the exam on 24th February and passed with 97%. This is a bit of a slippery slope: I got 100% in the level I exam. My score went down to 98% for level II. And now only 97%.

The exam format is a bit of a pain, I have to say. It's all done on computer. One side of the screen shows the figures and questions and you have to type the right numbers into the boxes on the other side. Some addition is required. And, occasionally, subtraction. In this exam, I even had a couple of bits of division. The only skill element seems to be knowing which numbers to put in which boxes – and even that is often given to you.

One problem is that the computerised system only knows one correct number for each box. If you don't put that number, you're wrong. So if box C = box A + box B and you put the wrong number in A, C will be wrong, even if it is the correct sum of A + B. Get one number wrong and you can lose several marks. Anyway, that's out of the way. Now I just have to demonstrate that I can type numbers into Sage software...

Six Nations

Yes, it's that time of year again – time for big blokes to bang heads in pursuit of an oddly-shaped ball. I've never played Rugby and don't really follow the game. However, as a Welshman, I do feel the need to support my national team at our national game. Especially when we're winning. ☺

One of the things that amuses me about international Rugby is the way players are quick to draw the referee's attention to infringements by the other team. Conversely, when fingered for a misdeed, they are all innocence – the body language is marvellous.

I'm pleased that the Welsh team actually contains an Evans this year, among all the Williamses and Joneses. The Evans who has been playing in the Six Nations in recent years was playing for Scotland! But then the Welsh captain is called Warburton. Can you get any more English than that? Corbisiero plays for England, of course (like Dallaglio before him), while Italy has McLean and Burton. Oh, it's a mixed-up world!

Online games

Recent weeks have reminded me of the drawback of playing games online – how slow they can be. I seem to have got into several slow games at the

moment. In the worst cases, it can be a week between turns. One of the advantages of the *Brass* website is that you can set time limits when you create a game, so players know what's expected of them when they sign up. There's still the problem of players dropping out, though – something that has always been the bane of postal games playing (about the only thing you could do that would get you blacklisted from *Diplomacy*!)

I'm enjoying myself, even so and my winning streak in *Puerto Rico* games hasn't stopped. Well, my winning streak in three- and four-player games. I have been playing Mark Cowper in a series of two-player games and so far he's thrashing me!

Railway Rivals

Mike's decided to start the new game with four players. Scotland is a congested map, so it makes sense to have a small number of players – in fact the rules on the map say five players is the maximum. They also say the leapfrog rules should be allowed, allowing players to skip along bits of other players' track – within limits.

Working copies of the map will go out to the players with this issue of *TWJO* and we'll try to get the game started quickly. Our players are: Mark Cowper, Rob Lee, Jonathan Palfrey and Gerald Udowiczenko. Their first job is to squabble over starting positions and colours and pick a suitably inane name for their 'railway company'.

TWJO online

January's figures show that *TWJO* 121 was downloaded 75 times (but wasn't published until 19th). Issue 120 attracted a further 60 downloads, making 151 over two months. There were 34 more hits on *TWJO* 119, giving it 148 downloads since publication.

Letters

Al Tabor adds a footnote to our previous discussions of Neal Stephenson's novel, *Quicksilver*.

I listen to a SF podcast, *Sword & Laser*, that has a very active "Good reads" forum. Every few weeks there's some discussion in the form of "I love Stephenson's X but hate his book Y." Well, after months of this, the freak finally posted that he loved the *Quicksilver* trilogy and hated everything else! Remarkable... I mean, I liked *Quicksilver*, but really!

Clearly a person with highly individual tastes.

Olympia in January

Pevans visits the British Toy Fair

Sadly, Toy Fair is not really a place for board games enthusiasts – not least because it's a trade show rather than an opportunity to play. Games are conventionally part of the toy industry. (Mind you, the sort of game favoured by the toy industry is a rather different beast from those preferred by gamers.) However, games seem to be an increasingly small part of the toy industry. I'd say vanishingly small, judging by what I saw at the 2012 London Toy Fair. With a few honourable exceptions, there was a distinct lack of new games to see.

As usual, the brightest sparks were to be found in the 'Greenhouse' area, which is the Toy Fair's showcase for newcomers. Battlefront Miniatures is hardly new, having been around for 10 years, but this was their first year at the Toy Fair. Having recently published the third edition of their WW2 miniatures wargames rules, *Flames of War*, they were promoting the new starter pack that goes with it.

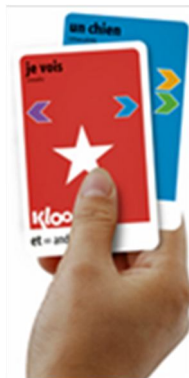


Open Fire! is a boxed set that contains the full *Flames of War* rules together with a set of tanks (15mm scale miniatures) and dice to enable newcomers to pick up the game quickly. I was impressed with the level of detail on the models, given they are substantially smaller than the Airfix models (25mm, OO scale) that I played with in my younger days (ah, nostalgia!). Once you're past the beginners' stage, Battlefront Miniatures provide a large range of vehicles, troops and scenery – some of which was on display at the Toy Fair.

I hadn't come across *Flames of War* before and was quite taken with the range and the approach to wargames. In particular, the *Open Fire!* set looks an excellent starter pack for the budding wargamer. Now I have an urge to blow the dust off my wargames stuff – assuming I can find it at the back of the garage. The Battlefront/*Flames of War* website is at www.FlamesOfWar.com

The second highlight of the Greenhouse area was *Kloo*. At first glance, this appeared to be a rather ordinary looking card game. However, there is a gem of an idea inside the box. It is, indeed, a card game – though there is a board game version as well, where the board is essentially used as a way of keeping score (players race through French cities to be the first to Paris, which does add another element to the game). It is also a clever way of learning a language.

Each card has a word in the chosen language (French or Spanish at the moment) and is colour-coded. It also shows the colours of words that can go before or after it. In the simplest game, players try to get rid of as many cards as they can. They must start by playing a specific colour and can then play any other cards from their hand, as long as the colour-coding allows them to go adjacent to a card already played. They will end up with a sentence that is grammatically correct in the foreign language – with bonus points if they can translate it.



A couple of Kloo cards

What's happening here is that the colour of a card reflects the word's grammatical function: verb, noun, adjective and so on (though these terms are not used). The restrictions on what can be placed next to each other means the sentence produced must be grammatical, though it may be longer or shorter depending on the number of adjectives etc. Players are absorbing the grammar of the language just by playing the game. What's more, each card also has the translation of a word – from a different card – at the bottom, so players will gradually build up their vocabulary.

What a brilliant idea! After thirty seconds, I could see *Kloo* going down well with my nephews (aged 9 and 13). They would happily play the game, while they would object strenuously to any suggestion they should learn French grammar or vocabulary. And this is, of course, the intention: a fun way to absorb a language without even knowing you're doing it.

However, my job is to look at this as a game, rather than an educational tool. The basic game is ... basic. The points you score will depend on the cards you draw and whatever you already know about the language – a gift for a French-speaking smartarse like me! However, there are rules to some 16 different games that can be played using the *Kloo* cards. These include *Kloo* versions of Patience, Rummy and Whist, so there should be something to everybody's liking. I shall certainly be getting a copy and trying out some of them.

For more about *Kloo* (including the rules to all those games), see the website at www.kloogame.com

I was surprised that there were so few games on show in the Greenhouse area. However, several publishers that were in the Greenhouse a few years ago were now to be found in the body of the show. Seager Games, for instance, was up on the balcony, sharing a stand with Circa Circa to show off their new game. They are famous, as far as I'm concerned, for *Where is Moldova?*, a game of general knowledge and geography with a connect-five

tactical element. The game has been around for several years now and Seager is looking to launch into the US market with *Where is Koocanusa?*. This applies the system of the game to a map of North America. A prototype was on display at the Toy Fair, enabling the SG team to **show** me where Koocanusa is! I trust it goes well. You can find out about the original game at www.whereismoldova.com

Moving back to the floor of Olympia, the largest toy company is, of course, Hasbro. I didn't get on to their closed stand, so I don't know what games they were presenting. However, of much more interest to me was the next-door stand of Esdevium Games, who distribute Hasbro's hobby games titles (in particular, the TSR, Wizards of the Coast and Avalon Hill brands) along with games from many other publishers. Esdevium's stand, by contrast, was bright and welcoming and had a lot of games on display.

Apart from the latest Trading Card Games, those given pride of place at the front of the stand were for a general audience: *Fly Trap!*, a children's dexterity game, and TV tie-ins like *Take me out*, *Would I Lie to You?* and *The Walking Dead*. I'm intrigued by the last two. A game where you are expected to tell lies should be good fun, though probably most people won't be as convincing as the participants on the TV show. There are plenty of zombie games around, but tying in to the TV show should give this one an advantage in the shops. The question is how good a game is inside the box.



At the back of the Esdevium stand

Tucked away at the back of the stand, I was pleased to see several shelves of hobby games, though nothing that was particularly new. Esdevium's website is www.esdeviumgames.com

Distributor Coiled Spring Games was promoting the latest offerings from Gamewright in the USA and Gigamic in France. The former produce excellent children's games, the latter elegant abstract games. Coiled Spring were also celebrating last year's success of *Rory's Story Cubes*. This is a set of nine 'dice' whose faces have symbols instead of pips. The idea is that you roll the cubes and then tell a story using the symbols visible. It's a brilliantly simple and completely brilliant idea and I'm sure it will continue its success this year. For more on all of Coiled Spring's offerings, see coiledspring.co.uk

Gibson's is a venerable name in British games, but the company produces far more jigsaw puzzles these days. Hence it was good to see a new game on their stand. *Mission Earth* is a children's game with the players racing to save the planet. The game appears to be a simple one of rolling the dice, moving your pawn and doing what it says on the space you land on. The neatest thing about it is that the board folds up to make the box for the game components. Gibson's also have a fine new edition of *Hare and Tortoise* in a classy black box. For more see www.gibsonsgames.co.uk

Green Board Games was another busy stand, but I did take a look at the *Horrible Histories* games in their Brainbox series. The idea of these is that players study a card for a few seconds and then have to answer a random question about it. Most cards after a set period of time wins. This is quite possibly something that my *Horrible History*-obsessed nephew could challenge me at! For more see www.greenboardgames.com

Paul Lamond Games had their usual black stand in the middle of the floor – most stands are basically white, so it does stand out. Their contribution to the retro vibe I was picking up is *Subbuteo*, the classic football (soccer to my American readers) game. My nostalgia for *Subbuteo* is somewhat tempered by the fact that I have never played it and have no interest in football, but I know it was a big thing with many of my contemporaries. Other than this, I couldn't see anything new – though there may well have been a new title or two in Paul Lamond's excellent range of Murder Mystery Dinner Party games. See them all at www.paul-lamond.com

That brings me to the end of another Toy Fair. As I said at the beginning, I was very disappointed to see so few new board games this year. Though perhaps it was more the lack of new publishers as most of the established names were present and had some new offerings. Away from the High Street market that is the focus of Toy Fair, there are plenty of new games, of course – as demonstrated by Esdevium's substantial display. It's just a shame that this rich diversity is hidden away.



One of the BTHA's three best new games of 2012...

The London Toy Fair is run by the British Toy and Hobby Association and all the details are available online at www.btha.co.uk/toyfair – also the place to find out more about the BTHA.

The full version of my report is available on my website:
www.pevans.co.uk/Reviews/index.html#Articles

'Zine Scene

Since I last wrote about games 'zines (in *TWJO* 117), I have started trading with Howard Bishop for *The Tangerine Terror*. I don't know whether it is named after its vivid orange cover or whether the cover was chosen to go with the name, but it is certainly tangerine.

TT is in some ways a throw-back: it is just stuffed full of postal games and postal versions of board games with no wasted space. Howard's 'Idiotorial' kicks off each issue and takes no prisoners. I had no idea what he was talking about for the first couple of paragraphs – a combination of the obscure (to me) references and Howard's full-steam-ahead style.

This is followed by a letter column in the same style and then it's games, games, games. Plus the odd puzzle – where I discover I've been helping Keith Rapley's score for some months! I was surprised to see a postal version of *Backpacks and Blisters*, the Ragnar Brothers' entertaining game of hiking in the Lake District. I wouldn't have thought it was a game that lent itself to postal play, but it seems to be going great guns here.

Then there's a football league, a baseball league, a music game I can't make head nor tail of, a collection of games under the "Winter Olympics" banner and sub-zines running more games. Interspersed in this are occasional jokes and other pieces from Howard – about games, 'zines and games conventions. It certainly kept me entertained and, if I can work out what's going on, I shall sign up for a game or two.

The Tangerine Terror appears occasionally and costs £1 an issue (UK and Europe – £1.75 elsewhere). If you fancy taking a look for yourself (and I suggest you do), drop Howard a line and ask for a sample: Howard Bishop, 43 Guinions Road, High Wycombe HP13 7NT or laties@globalnet.co.uk.

Last time it didn't occur to me to mention a couple more 'zines that I get as they are not postal games 'zines. However, they're both about games, even if they don't run any within their pages, and both deserve a plug. The first of these is Chris Baylis's *Games Gazette*, now up to issue 185 since it started in October 1980. Yes, Chris has been going even longer than me.

Games Gazette is a collection of reviews (almost always written by Chris) of board games, CCGs, role-playing, computer games, films and anything else that takes his fancy. It's idiosyncratic, it's scruffy, but, above all, it's full of enthusiasm. Chris is a gamer through and through and his passion and excitement are plain to see. I don't always agree with his view of a game (nor he with mine), but I do respect what he has to say.

Games Gazette comes out every couple of months. An annual subscription costs £14 in the UK, £20 in Europe and £30 in North America – full details on the website: www.gamesgazette.co.uk

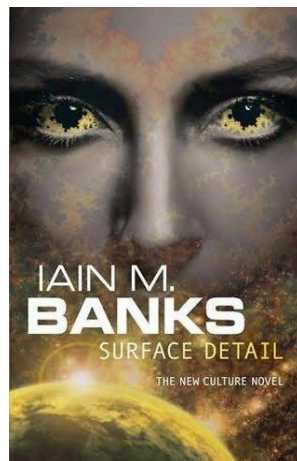
The other title is *Counter*, a magazine of board game reviews with a very serious demeanour – you won't find *Counter* wasting space on frivolities like pictures, for example. It's been running for 15 years now, edited by Stuart Dagger with the able assistance of Alan How. (The third member of the original triumvirate, Mike Clifford, still contributes regularly.)

For once, the title of editor is correct as *Counter* has a plethora of writers (including Alan and Stuart themselves) and Stuart's job is turning their submissions into something coherent. And a cracking job he does, too. With its quarterly publication schedule, *Counter* has never been about news and the very latest happenings (a role that BoardGameGeek fills these days). Instead, you get considered opinions, delivered in some detail by people who know what they're talking about. One of the touches I like is that a review will often be followed by snippets from other *Counter* contributors adding to or commenting on the review.

For anyone interested in board games, *Counter* is a must read. An annual subscription (in the UK) costs £14 from Alan How, 3 Lynsted Close, BROMLEY BR1 3UE. Payment can also be made by Paypal (contact Alan at alan.how@which.net for details) and subscriptions for North America can be bought through Funagain (www.funagain.com).

Science Fiction

My recent reading has been the latest "Culture" novel from Iain M Banks, *Surface Detail*. The title appears to refer to our lead character, Lededje Y'breq. She was genetically engineered to be tattooed: her every cell, not just her skin, embodying the design that marks her out as someone else's property (a punishment for her family's bankruptcy). However, this may be irrelevant as Lededje is dead by the end of the first chapter. If, like me, you've read a lot of stories set in the far future, the idea of people being reincarnated (through technological means) is commonplace. On the other hand, Lededje herself is quite surprised when she regains consciousness a few chapters later.



In the meantime, we've been introduced to several other characters and their stories. Vatuail is a soldier. Through the book we see him fight in apparently different periods of history – in the trenches, on horseback, in space – but we don't get a clear idea of who the enemy is or what he is fighting for.

Yime Nsokyi is a member of the Culture, Iain M Banks's sort-of-utopian interstellar civilization that features in his novels. She is an operative of Quietus, the service that deals with the dead. That is, with beings whose physical bodies have died, but whose existence continues in virtual form. Quietus operatives don't have a lot to do, apparently, but when they are involved, something significant is going on.

Prin and Chay are Chavuleans and they are in hell. Virtually. The idea here is that some civilizations have used the technology that allows people to exist in virtual worlds to create Hell. Virtual worlds where the deceased who have infringed against their society's morals remain alive but are continually tortured – and can never die. Prin and Chay have infiltrated the Chavulean hell in a bid to expose the horror of this.

The common thread is immediately obvious: virtual existence, whether for the living or the dead. In the bigger picture of the many civilizations spread across the galaxy, we discover a political division between those that have Hells for their sinners and those who don't – and are opposed to the very idea of them. A division so deep that the pros and antis have gone to (virtual) war to settle the question.

This is not a question that bothers Lededje, who finds herself restored to life on board a Culture spaceship. Having adjusted to her new lease on life, Lededje's goal is to return to her own planet and finish what she started: her revenge on the man she belonged to, Veppers. Veppers' story becomes another strand in the book. He is an important man both within his and Lededje's culture and, potentially, on the galactic stage. Hence the Culture's interest in Lededje and her intentions (cue a mission for Yime).

As is fairly obvious, the different strands of the book converge as the story goes on. Not everybody's role is immediately obvious, though, and some characters have smaller parts to play than you expect. Conversely, others turn out to have a larger part in the plot than anticipated. Most entertaining, I thought, was the introduction of a borderline psychotic character: a Culture warship. And not just any warship, the "Falling Outside the Normal Moral Constraints" is an Abominator class General Offensive Unit – a fleet as far as less advanced space-faring species are concerned. Mr Banks has a bit of fun with this character – and, as usual, doesn't pull his punches.

Surface Detail is a romp of a space opera. Right from the start I was propelled into nastiness, skulduggery and double-crossing and the mix was still going six hundred and something pages later. Just about every character has their own agenda, but obscures this in layers of misdirection and lies. Lededje is the exception: an innocent abroad (despite her quest for revenge), which makes her an excellent viewpoint for the reader. The book is a great read and highly recommended – whether you've read any of the previous "Culture" stories or not (though those who have will get a little extra something out of it).

On the screen

My re-watching of *Babylon 5* drew to a close over Christmas. The last season is a bit of an oddity. With most of the plot (sorry, 'arc') dealt with in season four, some episodes feel like a prequel for *Crusade*, while others stand alone and could have fitted in almost anywhere. (For those who don't know the history, *Babylon 5* was originally conceived with an overarching five season plot, the infamous arc. When the show was cancelled early in season four, the arc was shoe-horned into the remaining episodes. Before the end of season 4 the show was reprieved and given a fifth season. Which is why the very last episode has the season four cast as it was recorded a year earlier!)

Despite this, it remains great fun and does fill in some of the gaps – notably just how the now Centauri emperor, Londo Mollari, will arrive at his oft-foreseen sticky end. One of the things that struck me as I watched the last episodes is how each season's theme tune becomes definitive. When I started the first episode, I thought "Aha, that's the **real** *Babylon 5* theme." Three episodes into season two and I'd switched my loyalties to that version and this continued right the way to season five.

When you look back at the whole series, you realise how writer J Michael Straczynski deliberately subverted the stereotypes he originally established. The decadent playboy becomes the architect of vast destruction. The perpetually angry warrior turns into a spiritual leader, dedicated to spreading peace and harmony. The simple, straightforward soldier returns from the dead and becomes President of the galaxy. I have really enjoyed watching *Babylon 5* again and no doubt it will get another airing in a few years' time.

Right now, though, I'm torn. I want to work my way through *The Prisoner* (there may only be seventeen episodes, but I'm still not sure I've seen all of them). But should I try to fit in *Star Cops* (all nine episodes) beforehand? (Historical note: *Star Cops* was the very first boxed set I bought – and I'm talking about videotapes here!)

Games Events

There's a clash at the end of March: two events on the 31st. The latest (18th) Raiders of the Games Cupboard event is in Burton-on-Trent. It's a full day (10-8) of board games, CCGs, role-playing, wargames and more. See the website for all the details: www.raidersofthegamecupboard.co.uk

The second is Tringcon XXIV, which runs slightly longer (9-9) and is at Marsworth Village Hall, just outside Tring itself. The emphasis here is very much on board games and the entrance fee (£15) includes buffet lunch and tea. The event is run by Keith Thomasson and there's plenty of information on the website: www.fwtwr.com/tringcon

This box concentrates on events I expect to attend.

Swiggers: games club that meets every Wednesday evening, upstairs at The Shipwright's Arms, 88 Tooley Street, London SE1 (just along from London Bridge station, past the London Dungeon). Board games and occasional role-playing. No charges, all welcome. For more information, see www.pevans.co.uk/Swiggers.

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

UK Games Expo: the last weekend in May 2012 at the Clarendon Suites on the Hagley Road in Birmingham. This is a two-day public event that showcases games of all sorts with traders, demos and participation games plus guests and events. For gamers there are lots of tournaments and free gaming on the Friday and Saturday evenings. For details see www.ukgamesexpo.co.uk

Spiel: the board games event of the year. 18th-21st October 2012, at the Messe (Exhibition Centre) in Essen. Contact Friedhelm Merz Verlag, Postfach 210250, Bonn, 53157 Germany, www.merz-verlag.com/spiel.

MidCon: November 2012 at the Hallmark Hotel in Derby – the new venue for this long-running event from 2011. MidCon is a friendly convention in a decent hotel for board games players. See www.midcon.org.uk for more.

Credits

To Win Just Once issue 122 was written and edited by Pevans. The LPBS masthead (page 21) is by Lee Brimmicombe-Wood, as are the illustrations on pages 28 and 37. The picture on page 22 is by Bryan Lea and the one on page 25 by Tim Wiseman. Game artwork is reproduced by courtesy of the publisher. Pevans took the photos and played with Photoshop. © Paul Evans, 2012

Great White Hunter

Turn 10

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

Key

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.

Board features				
	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	
Upper case = this turn, lower case = last turn. Strikeout = dead animal				

This turn's shots

Mike Dommett picks off a monkey to close in on Al Tabor, who just gets one point for a share in finishing off the antelope.

Matt Wale also gets a point from the Antelope and stays in touch. Emrys Hopkins gets a monkey, too, to put himself in reach of the leaders.

Mike Dyer and Tim Macaire find the last gorilla, which will no doubt be finished off next turn.

Andy Kendall bags a snake, but Alex Everard can only find a bush.

By my count, there are one antelope, one lion and five monkeys left... Oh, and some snakes.

Press

Emrys notes, "After cursing two months in a row that I'd forgotten to take my shots I'm not giving myself the chance to forget again." That seems to have worked out well.

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. I have tweaked the rules this time to provide a bigger reward for being the first to hit an animal.

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

Scores			
Player	Shots	This turn	Total
Chris Baylis	G3,K9	1	4.33
Mike Bird			5
Andrew Burgess			4
Charles Burrows	G18,G3	1	8.33
Ash Casey			2.5
Mark Cowper	J16,L16	0	1.25
Mike Dommett	A18,C17	4	18.67
Mike Dyer	B19,F1	4	12
Jerry Elsmore			11.3
Alex Everard	B19,A20	0	5
Russell Harris			11
Pete Holland	C20,T14	0	13.91
Emrys Hopkins	I9	4	14.33
Dom Howlett			11
Andy Kendall	M5	5	8
Nik Luker	F10,E11	0	10.5
Tim Macaire	T4,E1	4	7.38
Przemysław Orwat			4
Jonathan Palfrey			2.5
Colin Parfitt			5.25
Matt Shepherd			7.5
Robert Skynner			4
Mark Stretch			11.8
Al Tabor	L5,G3	1	19.33
Gerald Udowiczenco			6.13
Pam Udowiczenco			9
Matt Wale	A11,G3	1	17.17
David Williams			6
Graeme Wilson	E10,M17	0	6.8
Paul Wilson	C8,M6	0	15

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.

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 score of 1 point. So if players A and B hit the second square of that lion and C gets the third, C gets 5 points and A and B get $2\frac{1}{2}$ each.

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

After 15 turns or when the board is clear (except for any snakes), the player with the most points wins.

**Send your shots (and comments) to Pevans at
180 Aylsham Drive, UXBRIDGE UB10 8UF or
to TWJO@pevans.co.uk by Friday 16th March 2012**

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Indonesia

The popularity of this game means it's been continuously in print for 6 years. **Indonesia** is an economics, development and logistics game set in the Far East. Players make money by producing and transporting goods, but the key is in acquiring and merging companies at the right time.



Greed, Incorporated

This is another clever, cynical business game from Splotter. Players are executives in corporations, but getting fired is the key to the game. Sacked executives get a payoff so they can buy themselves the latest executive toy (ocean-going yacht? Learjet?). The winner is the player with the most toys!



Full catalogue online at www.pevans.co.uk/Games

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Icehenge

Star Trader game 5 – Turn 18

Pevans van Rijn was enjoying his drink from his own private stock when his communicator bleeped.

"Hot damn, he has done what?"

The reply couldn't be heard, but his anger was growing.

"This I try to teach and share with him, and he behaves like this?"

He broke off into a series of subdued explosions.

"Hokay, we have to work around this then."

The Psychic Jam disrupted many Corporations' plans, with ships limping back into Port, Passengers undelivered, and sales unmade. The lower-rated crews suffered the most, as you'd expect, being less able to read the path through the static.

Gamma Leporis had BULGAKOV buying 1 Alloy for 3 HTs and MU HERCULIS buying 1 for 1 HT.

JANET sold Petroleum on Contract at Epsilon Eridani.

SUNDOG wanted to sell Isotopes at Delta Toucanis, but its ship failed to arrive. Instead, JANET and PUM CORP sold them on Contracts. SUNDOG sold 2 Petroleum for 1 HT and MU HERCULIS bought 4 on Contract, as PUM CORP sold 5 on Contract. BULGAKOV sold 6 Spice for 9 HTs each and gained a Contractorship.

At Tau Ceti, MU HERCULIS sold 5 Alloys on Contract and PUM CORP sold 5 Isotopes on Contract. BULGAKOV's bid was too high to sell. SUNDOG sold 2 Petroleum for 5 HTs each after which PUM CORP sold 5 on Contract.

CAESAR WHOLESALE sold 5 Alloys at Mu Herculis as the price rose. JANET and PUM CORP sold Isotopes on Contract. TRANSURANIC sold 1 Liquor for 10 HTs and CAESAR WHOLESALE sold 5 on Contract. Monopolies were sold at Mu Herculis too – TRANSURANIC selling 8 for 1 HT apiece to get a Contractor's position. This drove the price down somewhat and SOLAR SPICE & LIQUORS, MU HERCULIS, and PUM CORP all got less than expected when selling on Contracts. CAESAR WHOLESALE bought 15 Petroleum for 4 HTs each and acquired a Contractorship. PUM CORP sold on Contracts and JANET's bid of 3 HTs to buy was ignored.

SUNDOG bought 5 Alloys on Contract at Sigma Draconis, and PUM CORP bought 5 Isotopes on Contract. SOLAR SPICE & LIQUORS sold a

couple of Monopoles on Contract and PUM CORP sold Petroleum on Contract. TRANSURANIC bought 8 Spice for 6 HTs each and took a Dealership. JANET sold a further 6 at 4 HTs and gained a Dealership too. SOLAR SPICE & LIQUORS sold 5 on Contract.

At Alpha Centauri, CAESAR WHOLESale sold 10 Isotopes for 7 HTs each and gained a Dealership, undercutting JANET's bid of 8 HTs. SOLAR SPICE & LIQUORS sold 4 Monopoles for 5 HTs each and sold 5 Liquors on Contract. MU HERCULIS then sold 5 Spice on Contract.

SWISS MERCENARY FLEET sold 10 Spice for 8 HTs each at Beta Hydri to become Market Managers. PUM CORP sold 10 Petroleum for 7 HTs each to get a Dealer's position and MU HERCULIS sold another 5 on Contract. PUM CORP sold 5 Monopoles for 8 HTs each and MU HERCULIS sold 5 on Contract. MU HERCULIS sold 6 Alloys for 8 HTs apiece and took a Dealership. Finally, TRANSURANIC sold 7 Isotopes for 7 HTs each, gaining a Dealership into the bargain.

MU HERCULIS DEVELOPMENT CORPORATION sold OP 39 at Beta Hydri, delivering the rare earths, and decided against asset sales.

SUNDOG paid to increase their Reputation a little and tried once again to gain legitimate papers for the Maconia. Once again they failed.

PUM CORP repaid their 60 HT Loan to the Federation Banks and immediately took out another loan for the same amount. 5 Cargo pods were bought for Pum5 and a Warehouse was bought at Beta Hydri.

CAESAR WHOLESale bought 5 Petroleum Factories at Mu Herculis, showing their confidence in the markets there.

TRANSURANIC TRADE CORPORATION were one of many recompensing disgruntled passengers for the flight disruption, but found time to buy a Warehouse at Beta Hydri.

JANET sold their Spice Factories at Sigma Draconis and didn't take too much of a hit on the deal.

LISPING TREE repaid their loan to the Federation bankers this Quarter.

SWISS MERCENARY FLEET sold the Weapons at Mu Herculis to one of the feuding groups on Planet. They also increased Political Connections, this time to 8.

SOLAR SPICE & LIQUORS sold their 3 ships, for between 80% and 130% of list price, roughly breaking even, and then sold their unexpectedly devalued Monopole Factories. Selling empty Warehouses gained a few

more Hectotrans, but not enough to reach 2,000 HTs in cash. A spokesbeing blamed the wrong sort of lemon-scented napkins. ❖

Corporation Table

Corporation letter & name	Connections			Initiative		Cash Rep		Player
	Bus	Crim	Pol	Bid	Pos'n			
A Bulgakov Lines	10	1	3	0	8th	400	32	Andrew Burgess
B Caesar Wholesale Inc	10	0	7	0	4th	875	31	Simon Burling
C Just Another New Energy Trader	10	0	7	0	6th	699	36	Mark Cowper
D Sundog	10	1	4	0+6	2nd	728	40	Mike Dyer
E Tegwin Truckers	10	1	9	NMR		599	32	Jerry Elsmore
F Solar Spice & Liquors	10	4	6	0	9th	1953	39	Paul Evans
G PERF	10	2	9	NMR		841	40	Witold Gertruda
H Cigarettes, Wine and Wild Women	8	2	0	NMR		415	20	
J Swiss Mercenary Fleet	9	8	8	0	7th	674	40	Martin Jennings
K Astradyne Enterprises	1	0	7	NMR		80	27	
L Lipping Tree	10	8	5	NMR		528	30	Michael Martinkat
M Mu Herculis Dev't	10	1	7	12	1st	628	30	Przemyslaw Orwat
N Pum Corp	10	0	6	9	3rd	248	40	Paul Holman
P Transuranic Trade Co	10	0	4	0	5th	974	40	Bob Parkins

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

Press

By damn, what do you mean, we're fifty HectoTrans short? Oh, 47! Well, that makes all the difference! Maybe I should just sell a bottle of my Special Reserve Genever? I need a new accountant... Pevans van Rijn

GM Notes

The Contractor's option is exercised at the end of trading, so it is acceptable to say "Sell Monopoles on Contract if price 6 or above", "Buy Monopoles on Contract if price 4 or less" or some combination, as long as it makes sense.

You cannot take an Opportunity Chit unless you 1) can read it, and 2) have read it.

EV1 took place this turn, with Hyperjump chances greatly reduced.

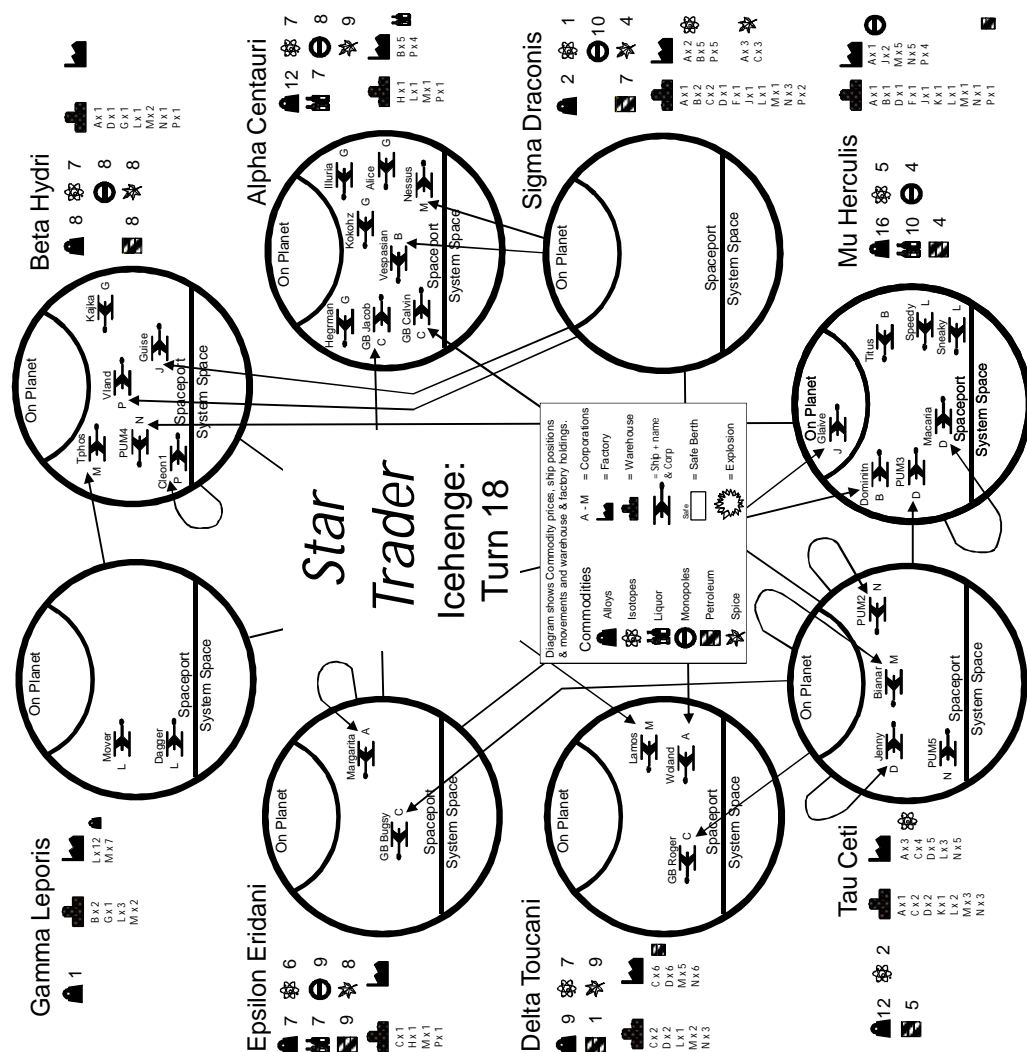
There were no new News Chits this turn. Current News chits (new ones in bold) are:

Turn 19 P5, C5

Turn 20 B7

Turn 21 P6, C6

**Orders to Mike Dommett, 119 Victoria Road, ALTON GU34 2DD
or by e-mail to mike_dommett@yahoo.co.uk by 9th March**



Les Petites Bêtes Soyeuses 249

Being a postal game of *En Garde!* run by Pevans since May 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 December 1664 to
Pevans at 180 Aylsham Drive,
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16th March 2012**



November 1664

Autumn arrives with a vengeance in Paris this month: it's wet and windy and the streets are strewn with leaves. Many Parisians stay indoors, but the weather doesn't stop those with affairs of honour to settle. First up we have Subaltern Etienne Brule of the Picardy Musketeers taking on Captain Glock von Spiel of the 4th Arquebusiers: rapier to rapier. The duellists are both chunkily built, but von Glock has the advantage of not being injured. PM Major Binet de Bours rolls up to second his colleague, but von Glock is on his own. Both men immediately attack with a furious lunge. Their rapiers slide past each other and both draw blood from their target. Von Glock swings round to continue with the cut only to find that Brule is offering his surrender. Von Glock puts up his sword, accepting victory for the Arquebusiers.

Fourth Arquebusier Major Noel Fornam Idya also has a duel, but his is with Lieutenant-Colonel Jacques de Gain of the King's Musketeers. It's interesting that, while Idya is using his regimental rapier, de Gain wields a sabre. Size-wise, this is an even match, but it pitches the flexibility of the rapier against the weight of the sabre. Idya starts with a parry, apparently expecting a lunge. He jumps back, but de Gain follows up and hits him with a slash. Idya jumps further back, but de Gain follows up and hits him with a slash. Idya has had enough of this. He surrenders.

A speech from the dock

The next thing on the order of business is the trial of Pierre le Sang. The Commissioner of Public Safety, Uther Xavier-Beauregard, prosecutes.

"If it please the court, Brigadier le Sang was apprehended and taken into custody, acting on information received from an impeccable source. This is a matter of state security, and as such is of the most sensitive nature. Discretion must be my watchword in laying the charges before this court.

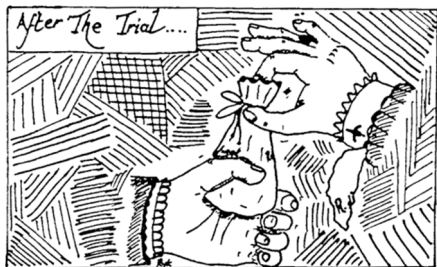
"Therefore, I can only tell the court that the defendant conspired with several others [names withheld] to steal documents which reveal the identities of spies in the household of [Royal Name withheld] with a view to extorting cash and favours from their employer, Minister [name withheld]: conspiracy, blackmail, *lèse majesté*... The court may feel that the political repercussions if the facts of this case were widely disseminated require a permanent solution. I would hesitate to disagree."

Expecting the CPS to rant and rave against his loyalty and honour, Sir Pierre le Sang sits stoically, his face betraying no emotion. Surprised by the brevity of the prosecutor's statement, but keen to have his turn to speak, le Sang rises unsteadily, leaning upon a cane. He is silent for a long moment, as if thinking, than begins: "How has it come to this? How have we allowed the good name of His Majesty's Justice to become so besmirched and befouled that it could come to this?"

"I stand here before you an innocent man, a brave soldier of France and a loyal and devoted subject of His Majesty. Yet I am subjected to insult and arrest, and stand here with not just my property but my very life hanging in the balance. So I ask again: How has it come to this? I will tell you."

Le Sang points at Xavier-Beauregard. "It has come to this because creatures like that one have been allowed to run rampant, lining their pockets with the goods of better men that they envied! It has come to this because the gentlemen of Paris have not stood up to this Thief-Under-Cover-of-Law, called him out and then cut him down like the dog he is! It has come to this because no one has had the courage to tell His Royal

Highness of the evil that is being done in his name, by men who claim to be His servants, but who use his authority to line their own pockets rather than enrich his Treasury! I can only hope to still be upon this good earth, Mr Commissioner, when the King learns exactly what you have been doing in his name. Then



we shall see a true traitor's head go up on a pike over the gates of Paris, and loud will be the rejoicing of honest men as your corrupt soul is consigned to the deepest pits of Hell!"

He pauses for breath and then turns round to face the Minister of State. "And of course, presiding over this farcical affair, we have the illustrious Count d'Or, the veritable personification of blind justice himself. After all, how could a gentleman such as myself object to being judged by the very same man who, not a month ago, gave him two sword thrusts through the body!" Le Sang pulls open his coat in a dramatic gesture, showing a pierced and bloodstained shirt beneath it.

"Indeed, the Count d'Or is such a fair and just man, someone who would never allow personal spite or animosity to colour his administration of the King's Justice, that I am sure it was mere coincidence that the very day that I was well enough to leave my sickbed after the wounds he gave me, his lickspittle, Xavier-Beauregard, arrested me. Not to mention that I was imprisoned in such foul conditions that, given my wounds, it is only through the Grace of Our Lord that I actually lived to make it to this trial."

Le Sang leans even more heavily on his cane, and gathers himself for his summation. "Count d'Or, I put it to you simply: Give me justice, sir, in the King's Name! Prove to all here and to the gentlemen of Paris, and to the Royal Court that you are still a man of honour, who puts the King's Law ahead of personal vendetta. You and I have crossed swords, sir. That means we have a bond that few men can share. Do not dishonour that bond by hiding behind that bench and perverting the King's Justice. If you consider matters between us still unsettled, then let us settle them like gentlemen. There is no need to involve piss-boys such as that one." He gestures toward the prosecutor with contempt.

"You know me to be a soldier, sir. Death and I are old comrades. If you wish to demand my life in the name of His Majesty, then I am willing to surrender it. For I am now, and shall always remain, a true and loyal subject of Good King Pevans. God Save the King!" Sir Pierre le Sang limps back to his seat to await the verdict, his rousing finale apparently waking Minister d'Or from his slumber on the bench.

Straightening his wig, the Minister calls Armand Slice, who is appearing as a witness for the defence.

"Sir, I beg leave to speak in defence of Pierre le Sang, an honourable gentleman who is surely innocent of these charges. Consider, Sir, his standing in society, his military record and his sense of honour. There is no substance to the Commissioner's allegations. If, however, Sir Pierre

has offended you in any other way, think only on this – that you bested him in your duel last month and let that be satisfaction enough.”

The Minister of State dismisses Slice's peroration as irrelevant to the charges.

“M le Sang, I have previously punished you on the field of honour for the offence committed against my dignity. Some in the court might think that punishment enough. But you, sir, have also offended the dignity of the Crown and committed sedition by ignoring a lawful summons from His Majesty to attend Count Spencible's funeral and going whoring instead. It therefore falls to me to impose a sentence that upholds the sovereignty of the Crown, gives me a warm feeling and sets an awful example to all who would act as you have done. I sentence you therefore to a fine of 800 cr. Let Justice Be Done!”

Le Sang is so relieved that he doesn't bother to appeal his sentence and pays the fine at once. Slice is disappointed as he was raring to go with his influence, but is happy to accept a small gift from le Sang. He is left with a large pile of “Pierre le Sang is innocent” posters.

From Fusilier to Cuirassier

Euria Humble is keen to improve his rank in the Cardinal's Guard from that of Major and has asked the current Lieutenant-Colonel to resign. He calls in a favour that should make this a formality. However, Sheikh Yadik Al-Abowt has different ideas. He uses his own influence to persuade the Lt-Col to stay. He isn't completely persuasive, but does enough to keep the man in his post. Hence Humble is unable to buy a rank. Not so Charles Asnomonai, who has taken out a loan to elevate himself to Captain in the Crown Prince Cuirassiers. Similarly, Etienne Brule makes himself Captain in the Picardy Musketeers with his loan. Pierre Robierre buys his way to Major in Grand Duke Max's Dragoons without needing any additional finance.

The only new recruit this month is Monty Carlo. This is a bit of a surprise as Carlo is currently Lt-Col of the 13th Fusiliers. He resigns his commission and offers his services to the Archduke Leopold Cuirassiers. They are happy to accept him and Carlo buys himself the rank of Major in his new regiment. The only complication in all this is that he's actually on active service on the frontiers this season. The now Major Carlo has command of the first squadron of the ALCs and this unit trots off to join him in action.

After the disappearance of the Army commanders last month, Field Marshal Gustav Ind appoints new Generals to take charge. Pierre

Cardigan takes over First Army, Tomas le Matelot Second Army. The command of Third Army remains vacant, however.

Royal Foot Guards commander Richard Shapmes offers the position of Regimental Adjutant to Captain Amant d'Au, but the Captain is not interested. Keen to forget last month's cashless antics, d'Au is with the Shylocks, negotiating a hefty loan that will finance the lifestyle to which he is accustomed. Starting with buying himself some new horses.

Ring those bells!

As Chairman of the Boozers and Bellringers, Quasi Le Bossu has made their November get-together open to all. They start with a public recital on the banks of the Seine to mark the feast of Hallowmas (All Saints Day) and re-convene on All Souls Day with a more solemn performance, for which they are commended by His Eminence. They conclude in Bothwell's, as ever, where Quasi is host, accompanied by Guinevere d'Arthur. Quasi has commissioned Sheikh Yadik Al-Abowt to provide the catering and the Sheikh provides a range of Arabian delicacies to complement the 'soul cakes'. The Sheikh advises consuming his 'sheikh cakes' in a ratio of 1:2 with the soul cakes for “a truly mellow experience, man”...



At the top of the guest list, alphabetically, is Amant d'Au, who is accompanied by Bess Ottede. Arsène Est is next, representing the Cardinal's Guard, and brings Lotte Bottle with him. Lucy Fur accompanies Charles Rabbit-Vacuum. Etienne Brule and Eric de Miabeille attend solo. Gaz Moutarde brings Anne Tique. Ilk Lamore Bartat brings just himself, as does Jacques le Franc. Lothario Lovelace has to spend his time making eyes at other people's women, as he doesn't have a mistress to bring along. Pierre Robierre brings Di Lemmere. The Sheikh has Frances Forrin on his arm. Tomas le Matelot escorts Jacky Tinne. Mary Huana is with Uther Xavier-Beauregard. Ingrid la Suède accompanies Warren Peece. At the end of the list is the long-time commander of the King's Musketeers, Zachary The Money Goes. Zack brings Anna Rexique with him. They join his regimental colleague, Sheikh Yadik, and Frances. Zack then spots the Cardinal's man and he and the Sheikh exchange the obligatory challenges with Arsène.

It's not surprising that the two Musketeers are not included in the party that Arsène takes on a tour of Notre Dame's bells in week 2. Tramping up and down both towers leaves the party with something of a thirst and they

retire to Hunter's for refreshments, courtesy of Arsène. His (and Lotte's) guests include Quasi, of course, along with Gaz and Anne, Lothario, Tomas and Jacky and Warren and Ingrid. Arsène is to be congratulated on organising a guide for the tour (a man of the cloth, no less). Having successfully re-scheduled his loans, Arsène had some spare cash...

Binet de Bours holds his "Picardy Prom" at the Blue Gables in the third week of November, looking to spend the money he borrowed earlier. Marie Antoinette joins him to host a gathering of the lower orders. They are joined by Arnaud Surfinmaise, Armand Slice, Etienne Brule and Ada Andabettoir and Pierre Robierre and Di Lemmere.

To wrap up November, Sheikh Yadik Al-Abowt, throws his "latest lavish entertainment extravaganza", a party to celebrate the Arabian Nights. The Sheikh really pushes the boat out this time, sparing no expense on food, entertainment and decoration. Two hefty bouncers wielding scimitars stand sentry at the entrance. The club itself has been decked out to resemble the interior of a huge, carpeted tent strewn with cushions for guests to sit on. Yadik's guest list starts with Arnaud Surfinmaise and Armand Slice. Slice has taken on board his host's request to come in fancy dress. His mixes effete Dragoon and Arab, which, he explains to everybody (increasingly insistently as the drink goes down), portrays the CPS. Luckily for Armand, Uther is elsewhere at the time. Charles Asnomonai is next and has gone the whole hog. Not only has he constructed an excellent facsimile of Arab dress, he is wearing a beard, has stained his features with cold tea and learnt several Arabic phrases. However, the costume is quickly forgotten as the trouble starts: Charles spots Armand, who's in the 53rd and thus his enemy.

Etienne Brule brings Ada with him and is closely followed by Glock von Spiel. This provokes another squabble as Etienne is in the Picardy Musketeers while Glock is a member of the 4th Arquebusiers. What's more, Glock has dressed as "one of the Forty Thieves" using the Picardy Musketeers' colours. Jean-Luc Beauchamp l'Rojik arrives without any trouble – apart from being in drag as a concubine – as does Lothario Lovelace. Then Noel Fornam Idya turns up and joins his colleague, Glock, in his fracas with Etienne. Sue Briquet accompanies Patrice d'Romilly, both in desert robes and stepping delicately around the confrontations. Di Lemmere is on the arm of Pierre Robierre, whose outfit is the uniform of the Cardinal's Guard with a target on his back. Underneath is some text: "If you are an enemy and can see this, I am heading in the right direction". The King's Musketeers present find this most amusing. Richard Shapmes brings Ella Fant and Vaux de Ville shows off his new conquest, Thomasina Tancenjin. Vaux doesn't seem to have got the hang

of the fancy dress idea as he is dressed as a Harlequin. However, Vaux is another member of the 4A, which makes it three to one against Etienne. Warren Peece and Ingrid la Suède complete the list.

Greeted with a glass of Arrack and dates, guests can choose from a feast of Arabian delights. Yadik and Frances share a costume – they are dressed as a camel. Yadik pops out of the camel's hump to welcome their guests and to introduce the entertainment: belly dancers and displays of scimitar wielding. However, the pièce de résistance is a re-enactment of the 'Battle of El Bogs'. Players dressed as Turkish soldiers drive off a rabble in Royal Marine and Cardinal's Guard uniforms before Yadik leads the 69th Arquebusiers to defeat the Turks. The final victory brings resounding cheers. Yadik finishes off by awarding the fancy dress prize to Charles Asnomonai.

Leaving the Orient

The top echelon of society is catered for with Revaulvin d'Or's continuing review of the Armies' performance on campaign. This is held at the Fleur de Lys through November. To start with, the Minister of State welcomes Minister Devlin Carnate, who brings Belle Epoque with him, Minister Gustav Ind, joined by Kathy Pacific, Lt-Col Jacques de Gain, accompanied by Henrietta Carrotte, and Chancellor Jacques Shitacks, who has Madelaine de Proust on his arm. The Chancellor has brought several caskets and pouches with him and distributes these to other Ministers. Devlin, Belle, Gustav, Kathy, Jacques S and Madelaine all return the following week. The Commissioner of Public Safety, Uther Xavier-Beauregard, joins them. He has Mary Huana on his arm and tales of the Bellringers to enliven proceedings. His thunder is slightly stolen by Colonel Zachary The Money Goes, who was also with the Bellringers the week before. Anna Rexique accompanies Zack.

For week three, Uther's place is taken by Minister Quasi le Bossu, accompanied by Guinevere d'Arthur. The fourth week is a bit of a surprise as Revaulvin decides to forsake the Fleur to try his luck with a certain young lady. This leaves Jacques Shitacks, Quasi and Zack standing outside the club. Devlin and Gustav are inside, though: Devlin as host, with Belle, and Gustav and Kathy as their guests. Devlin strolls to the gaming tables, places a substantial bet and swagger back with twice the money he started with – and plenty of kudos.

The only other visitors to the Fleur this month are Egon Mad 2 and Pierre Cardigan. They show up for the first week of November with their ladies – Edna Bucquette and Fifi, respectively. Then it's off to the gyms for the

pair of them. Egon to practise for three weeks with his rapier and Pierre to put in three weeks with his sabre.

Pierre le Sang is in Bothwell's all month with Katy Did. Richard Shapmes is there, escorted by Ella Fant, in the first week. Then Ilk Lamore Bartat shows up with Leia Orgasma and they spend the rest of November in the club. Week 3 sees Warren Peece and Ingrid la Suède pop in and that's it. Except for Pierre's fellow members of the 53rd Fusiliers Toadying to him



in week 2. The Toadies are Armand Slice and Tourtière Mangetout, the latter with Lois de Low on his arm. Their entertainment is provided by watching Amant d'Au hanging around outside. He's turned up expecting to be admitted by Quasi le Bossu and can't understand where his host has got to.

Hunter's is the haunt of Connor McKnight and Emma Roides for the month. Horse Guards is the province of Eric de Miabeille and Freda de Ath, once Eric's done his bellringing. The Blue Gables is a bit busier. Binet de Bours and Marie Antoinette are there all month, hosting their party in week 3. Binet is sucked into the fracas at the Sheikh's bash in week 4 as he supports his regimental colleague, Etienne Brule, against the three Arquebusiers. Patrice d'Romilly and Sue Briquet are also in the Blue Gables all month, albeit one of these is spent at the Sheikh's revelry. This leaves the Sheikh himself: Yadik and Frances pop in for week 2.

Week 2 is also when the Frog and Peach gets its visitors: Jacques le Franc and Angelina di Griz. Louis Smorals and Violet Bott spend their whole month at Red Phillips. Arnaud Surfinmaise drops in for a week, fresh from getting some female companionship in the red light district. Etienne Brule is also there, with Ada Andabettoir, in a gap between parties. Glock von Spiel is in Red Phillips for week 3, Toadying to his fellow Captain in the Fourth Arquebusiers, Vaux de Ville. The final visitor is Tourtière Mangetout, accompanied by Lois de Low, in the last week of November.

Glock seems to have had a busy month, fitting in a week's rapier practice between womanising in the bawdyhouses and Toadying to Vaux. Rick O'Shea puts in three weeks with his cutlass before hitting the Bawdyhouses for female company. The footpads decide he's a likely victim, but Rick has carefully contrived to spend all his cash. Jean-Luc Beauchamp l'Rojik hits the Bawdyhouses first and then spends two weeks practising rapier before he goes partying. Charles Asnomonai is another who parties at the end of the month after two weeks' sabre practice and a

visit to the red light district. Jacques de Gain practises rapier for three weeks and Charles Rabbit-Vacuum puts in three weeks with his sabre (pausing only to send Tourtière Mangetout some money). There's two weeks' rapier practice for Richard Shapmes and for Arsène Est, two weeks with cutlass for Jacques le Franc, two with sabre for Tomas le Matelot and two with dagger for Amant d'Au.

Noel Fornam Idya is unlucky in love this month. However, he made sure to get some female company at the Bawdyhouses at the start of November. And the otherwise invisible Michel Marteau is to be found at his young lady's place all month.

On the frontier: disease, death and cavalry charges

The lot of the Frontier troops gets no easier this month as the weather gets colder. Commanding the 13th Fusiliers, Brigadier-General Ali Vouzon puts his men through lots of drills. "Marching keeps 'em warm!" he insists. The brass seem to think so, too, as Vouzon receives another Mention in Despatches.

Bdr-Gen Armand de Luce is attached to Frontier regiment 1, which is crippled by illness this month. De Luce survives with nothing more than a bit of a chill and is Mentioned in Despatches.

Second Frontier regiment is routed when Spanish cavalry unexpectedly charge through their camp. CG Major Euria Humble gets out of the way with alacrity and survives the shambles. Third Frontier is next in line for the cavalry treatment and beats a hasty retreat before they can arrive. Sadly, the Private known only as 'X2' falls behind and under the horses' hooves. RIP. Now transferred to the Archduke Leopold Cuirassiers from the 13th, Monty Carlo handles his new command, attached to the Frontier troops, well. He is promoted to his old rank – Lt-Colonel.

Frontier regiment 4 gets a quiet month, much to the joy of Private Yves Vrai Bretheauteque. He has survived another season on the Frontiers and is keen to get back to Paris next month rather than be stuck out here through the winter. RM Lt-Col Jacques Blanc, attached, looks benignly down on the Frontier troops. He, too, is anticipating a return to Paris.

General Gar de Lieu continues to demonstrate his mettle, leading a battalion of the Royal North Highlanders. They are skirmishing through the Pyrenees (which the men regard as far too warm), bringing Gen de Lieu a Mention in Despatches and some three hundred crowns or so in booty. He has, rather generously, sent money back to Paris to settle his loans, but insists that the moneylenders send further cash out to him in return.



Press

Announcements

To all men of noble blood and high bearing,

The Royal Food [sic] Guards are looking for men to join us. We are the elite premier Regiment of the King. We are the ones who guard the palace and his royal Person.

Please inquire for possible enrolment. Only those of the proper social status will be allowed to join us before the next campaign season.

Let me make it clear that The Royal Food Guards have an extremely important role at court as far as I'm concerned.

† Le Roi

To the Chairman and Committee of Hunter's

Following my humiliation at the hands of your doorman, Gentlemen, I resign. I will take my membership subscription elsewhere.

Yours etc,

† WP

To All Loyal Men of Paris,

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

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

Or Colonel The Money Goes,
as he's known in the King's
Musketeers. † Le Roi

Matters of Honour

To Sir Uther Xavier-Beauregard,
Commissioner of Public Safety:

You are a parasite on the body politic and disgrace to His Majesty's uniform. For too long have you profited by bearing false witness against better, braver men. At first, when you accused Jacques Blanc and Warren Peece of Disturbing the Peace, I gave you the benefit of the doubt, as I well know how boisterous soldiers may be. However, when next you accused Captain Amant d'Au, as brave and true as any man in Paris and a loyal subject of King Pevans, of treason, it became clear to me that you are motivated by greed rather than a desire to honestly serve His Majesty.

Now you have turned your sights to me and the modest fortune I have won with my sword arm. If I manage to survive this trumped-up trial, I challenge you to face me in December. Face my sword or be branded a coward in the eyes of every gentleman in Paris!

Long live the King!

† Brigadier Sir Pierre le Sang,
a loyal subject of His Majesty

Second needed

It seems this innocent abroad has to suffer the unwelcome attention of a cabal of what I had previously hoped would be civilised gentlemen. This means I am in need of a reliable second to keep their eye on things while my sword is busy. A mutual arrangement would be most agreeable.

† Charles Asnomanai

To: Sir Uther Xavier-Beauregard
From: Captain Amant d'Au, His Majesty's Royal Foot Guard
The parade of characters you paid to falsely accuse me is too much. Will you rob all the gentlemen of Paris? I see that your circus of lies seeks to relieve Brigadier Sir Pierre le Sang soon. It sickens me that you continue to abuse a post entrusted to you by His Majesty Le Roi in this manner. To rob heroes of France goes too far! I would seek satisfaction from you, cur. If you be more than a thieving parasite that lives off the efforts of your betters than meet with me... and you may relish [sic] Saint Peter with your villainous exploits.

Awaiting your cowardly refusal,

† Captain Amant d'Au, His Majesty's Royal Foot Guard

Social

Pierre Cardigan will be hosting a party all month: SL 11+ and mistresses welcome.

[Note hand delivered to each of the recipients]

To Amant d'Au, Arsène Est, Noel Fornam Idya, Patrice d'Romilly, Sheikh Yadik Al-Abowt, Uther Xavier-Beauregard and Zachary The Money Goes

Gentlemen,

Please accept my sincerest apologies for your non-admittance to my party last month. No slight was intended – the doorman completely misinterpreted my instructions to deny access to enemy regiments and turned almost everyone away. I am so sorry.

In an attempt to make it up to you, I would like to invite you to a Christmas Eve dinner party at my club, starting at 6pm. Please bring your mistresses. All costs paid.

Yours, etc,

†WP

I feel it is time to show Paris the true manner to throw a party. All are invited next month Week 2 to Bothwell's. Please check weapons and the door and maintain civility at all times or you will be required to leave. Female accompaniment is of course allowed and refreshments are on me.

Quasi Le Bossu invites all members of the Boozers and Bellringers to take part in a Boxing Day horse race at the Le Prix d'Or (Week 4 December 1664, apologies to my good friend the Sheik, but no Camels) followed by the annual 3-legged New Year's Eve Promenade

Performance of "Ding-a-dong-a-Jingle Bells, Jingle bells" through the streets of Montmartre to Notre Dame. Entry fees for the race (50 crowns each) will be collected by Chairman Le Bossu who will cover the costs of hiring the Race Track himself. Any member who cannot afford this can apply for a cash boost from the B&B funds; please contact Chairman Le Bossu. Mistresses and Spectators welcome. All proceeds from the race (Entrants Fees) to the 1664 B&B nominated Charity 'Fallen Women of Montmartre'.

Party with The Picardies (Party in Week 3)

Well it's party season again, and who wouldn't want a big booze up at this time of the year.

As such, I'm pleased to invite anyone of social level 5 or lower to join me in my club during the third week of December for refreshments and dancing as you can sustain. As ever, the tedious and irksome 4th Arquebusiers are not welcome.

† Major Binet de Bours

Personal

Euria Humble: You have redeemed yourself. I offer my apologies.

† Charles Rabbit-Vacuum

To: Arsene Est

You have the effrontery to write to Count The Money Goes to denounce me as a heathen. This is the same Count The Money Goes

whose trust you abused, whose generosity you ill-used and whose name you have no right to utter. Any man who chooses to serve Cardinal first, rather than King, is the one who should be called to account. We have a word for your kind in my country – PEEEEIGG! In your case it is insufficient, as you merit being called a FILTHY PEEEEIGG.

† Capt Sheikh Yadik Al-Abowt
Regt Adjt Kings Musketeers
(Honorary member 69A)

To: Captain Sheikh Yadik Al-Abowt, His Majesty's Royal Foot Guard

From: Captain Amant d'Au, His Majesty's Royal Foot Guard

Sir,

I am honoured by your valiant and eloquent defence of the false charge lain against me by the cur Uther Xavier-Beauregard. Although your attempt was in vain as it fell upon deaf and greedy ears, I am still in your debt.

Wishing you well,

† Captain Amant d'Au, His Majesty's Royal Foot Guard

The Boozers and Bellringers, a society of Gentleman who wish to promote the art of Campanology to the accomplishment of tasting fine wines and refreshing beer, is open to all members of Parisian Society, regardless of Social standing. No pre-application is required; if you can hold your beer, you are in! If you can't hold your beer, please join the Gascons and b*gger off! See

Press for details of next meeting(s) and just turn up with your tankard.

The 1664 Committee

Honorary Life Presidents: Zackary the Money Goes and Jacques Shitacks

Chairman: Quasi Le Bossu

Master of Ceremonies: Tomas Le Matalot

Entertainments Secretary: Arsene Est

Honorary Chief Boozers (aka The Old Sots and Surviving Founder Members) Ilk Lamore Bartat, Warren Peace and Devlin Carnate
Chief of Catering: Shiek Yadik Al-Abowt

To His Majesty

To put record straight, needs to be done.

Report last month was incorrect, please note I not take part in 'sword practice' because of old injuries, why say I get jeers? If fit I 'practice', here not fit, I no 'practice'. Anyway we knows Picardy Musketeers prefer when 4th not fit, only way they can win, unless prancing competition, in which case they win all the time.

† Major Noel Fornam Idya
4th Arquebusiers

In response to the October letter from Count d'Or, Minister of State: To the Count d'Or, Minister of State:

I thank you for your recent letter, though I admit I find myself somewhat confused by it. How is it that one of His Majesty's Ministers

can have so little regard for the actual commands of His Majesty? Allow me to remind you of the exact words of the decree from His Gracious Majesty, King Pevans:

"His Majesty has declared a state funeral for the late Count Indie Spencible in Week 2, September. All Ministers and nobles (Baron and above) are expected to attend. Earl Gar de Lieu, Count Zachary The Money Goes and Count Revaulvin d'Or have been given the job of organising and financing this and of holding a wake the week before."

As you can clearly see, His Majesty in no way commanded a lowly knight such as myself to attend. Had he done so, I would most assuredly have been there. As for the wake prior to the funeral, which you were tasked by his Majesty with overseeing, you yourself deemed "carnal adventures" more important than attending to your clear duty there. You will recall us meeting at the doorstep of a certain young lady that week, I trust?

Furthermore, I would suggest that it ill behooves someone who had to be personally reminded by His Majesty of explicit royal orders regarding paying for said funeral to cast unfounded aspersions on an honest soldier's attention to his duty. Glass houses and all that. I begin to wonder, my dear Count, if the duties of your office have begun to get the better of you? Perhaps His Gracious Majesty should consider granting you an

honourable retirement to your country estates and assign the running of national affairs to a younger, fitter man?

As for the lesson in humility you provided, I thank you for it. I know I shall forever treasure the scars I have from your two sword thrusts through my body, as they shall be a constant motivator to me to improve my swordsmanship. I trust you likewise enjoyed the impression the toe of my boot left on your codpiece?

Best wishes for a speedy recovery from your cold; I hear they can be difficult to shake off as one advances in age. I picked up a rather nasty one myself, but that was from spending a week in the Bastille, thanks to your lickspittle Xavier-Beauregard. You should really find someone else for that job, Count d'Or. His greed will be his undoing, and likely your own as well, when His Majesty learns how he has conspired to pervert the King's Justice to line his own pockets! Should you ever need an honest man to replace that thief and maintain good order in the kingdom as Commissioner of Public Safety, feel free to call upon me.

I close with all the respect and honour due to your office as Minister of State for our valiant King Pevans. Until my upcoming trial is finished, I remain unsure of how much of either I should hold for you as a man.

† Brevet Brigadier Sir Pierre le Sang
Commanding the 2nd
Brigade of Foot

To: Ilk Lamore Bartat
Further to your whinging letter to my Commanding Officer Count The Money Goes.

I would point out that any comments that I choose to make regarding your camel's dung of a regiment are mine. Unlike you, I do not seek to hide behind the cover of my regiment as I have the confidence to say what I feel and, in this instance, what I know to be true. Sadly, France has lost the services of the noble, much lamented, Col Jacques Madik but his legacy and name live on. The task he left for me was to put an end to Jacques Blanc and all his kind, which includes the likes of you. In my country we have a word for your kind – PEEEEIGG! In your case it is insufficient as you merit being called a FILTHY FISHY SMELLING PEEEEIGG.

† Capt Sheikh Yadik Al-Abowt
Regt Adjt Kings Musketeers
(Honorary member 69A)

From the Diary of Egon Madd
It would seem that His Eminence the Cardinal has some reservations as to my experiments in re-animation and, since I have no desire to examine the "instruments" he has in his cellar any more closely than I already have (and I must say that they were most primitive), I am going to have to curtail those experiments until a more enlightened time. So I shall focus my efforts instead into creating mechanical creations that are able to mimic human

beings, or (at least initially) Gascons (which will be much simpler). I understand that a M. Camus has had some small success in this area and I must obtain a copy of his notes.

Ultimately, I would like to see an army of these automata, marching across Europe, terminating all of the enemies of France as they go.

"Terminating"? How about
"exterminating"? † Le Roi

Dear Minister of State d'Or,
Thank you for allowing me to join your Government. Naturally, I will support your position without question in any and all votes going forward. I look forward to working with you, the rest of Government, Le Roi, His Eminence and all loyal citizens in our Big Society. Yours Faithfully, † Sir Quasi Le Bossu

Dear General d'Or,
I attempted to attend you as your Aide this month past only to be tuned away buy a rather brash young man who said that 'you already got one'.

He took from me the rather frisky bottle of Montpellier '47 that I'd brought for you to try, saying that he would serve it on you later. Alas, I fear you never received it as I'm sure that I heard a cork pop moments after he slammed the door in my face.

I have lodged a formal application to have this interloper removed from his position. I hope to start my service to you soon.

† Major Binet de Bours

To: His most esteemed excellency, Count Zachary The Money Goes
As your most trusted servant and loyal subordinate I humbly beseech you to ignore the poison words of the villains Arsene Est and Ilk Lamore Bartat. A worthless pair of licentious bigots, a duo of dung beetles not fit to be squashed under the sandals of the Prophet, all in all a couple of FILTHY PEEEEIGS despised by even the most afflicted of lepers.

Their recent malicious missives demonstrate their disdain for authority and do an injustice to the majesty of King Pevans and the French people at large who are known for their civility and welcome to foreign visitors.

Fear not, my dear Count, for their days are numbered and I shall continue in my efforts to bring about their demise.

† Capt Sheikh Yadik Al-Abowt
Regt Adjt Kings Musketeers
(Honorary member 69A)

My dear M. de Bours,
Once more I have been let down by my minions and lackeys who failed to deliver the 'persuasion' I had ordered to the officer currently occupying the position to which you aspire. Rest assured, I am endeavouring to rectify the matter and will notify you as soon as the position becomes open (one way or the other).

† Revaulvin d'Or,
General of France

Poetry Corner

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

Points Arising

**Next deadline is
16th March 2012**

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

As next month is December, Mistresses' influence will be renewed at the end of the month. A good reason to court a new mistress next month and gain twice as much influence. ☺

Apologies to Martin Jennings: I missed a line in his orders last turn that meant NFI lost SPs from his duel with BdB when he should have just declined to meet him. Luckily, NFI had enough SPs to spare.

Appointments

UXB's term as Commissioner of Public Safety finishes at the end of next month. Anyone wishing to apply for the job should do so with

Across the city I ride alone,
Accosted by two noble lads I was;
I am a poor man now Sires,
While you commit more faux pas.
† PR

their December orders – though the post is actually appointed by the Minister of State, RdO.

Horse racing

Quasi Le Bossu is holding a horse race next turn (see Social Press). Newer players – and older ones, too – should check the Horse Racing section in the house rules for details.

Welcome

Paul Appleby joins us this turn. Welcome to *LPBS*, Paul – have fun!

Absent friends

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

AD Absolom Dupré (Ken Ditto) has NMR'd. Total now 1

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

X4 (Joey Browning) has NMR'd. Total now 1

X5 (Mark Wardell) has NMR'd. Total now 1

Dave Carter has decided to bow out of the game. Thanks for your

contribution over the years, Dave, and you are very welcome to re-join us whenever you wish to.

Carl Olson has also decided not to continue his character (C).

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; or send a cheque (payable to Margam Evans Limited) for £7 (inc postage to UK addresses) to *LPBS*, 180 Aylsham Drive, Uxbridge UB10 8UF.

There's a Yahoo! group for *En Garde!* players that provides a forum for players of different games to swap stories and ideas.

Announcements

Binet de Bours asks NPC Aide to General (RdO) to resign

Binet de Bours applies for Aide to General

Etienne Brule asks NPC Aide to Lt. General of First Division to resign

Etienne Brule applies for Aide to Lt. General

Sign up and get talking at: <http://games.groups.yahoo.com/group/EnGardePlayers/>

Reminders: It is worth sending orders in even if they're a day or two late: I may be able to action the orders and should be able to use any press. It also reassures me you're still there.

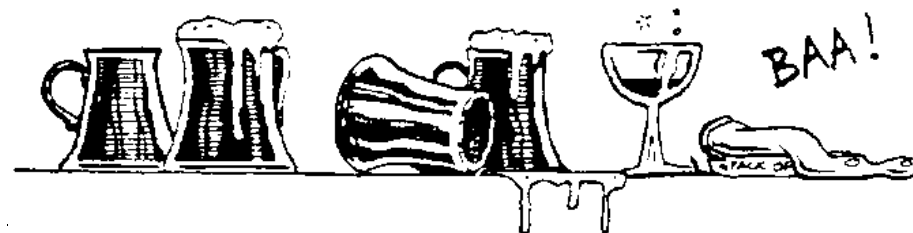
Orders (and press) should be e-mailed to lpbsorders@pevans.co.uk – you'll get an automated reply when your message arrives in my mailbox. Please give your name and your character's name and specify actions in full (since it's without your character sheet). If you want queries answered before the deadline, e-mail LPBS@pevans.co.uk instead.

Euria Humble asks NPC Lt.Colonel of Cardinal's Guard to resign

Glock von Spiel asks these to volunteer: 4A - Regt;

Pierre Cardigan asks NPC Aide to General (PC) to resign

Sheikh Yadik Al-Abowt asks NPC Major 2 of King's Musketeers to resign



Duels

Results of last month's duels:

Glock von Spiel (gains 1 Exp) beat his enemy Etienne Brule (with BdB).

Jacques de Gain (gains 1 Exp) beat Noel Fornam Idya.

Grudges to be settled next month:

Yves Vrai Bretheauteque (Foil, adv.) has cause with Sheikh Yadik Al-About (Rapier, Seconds PR) for pinching Frances.

Arsène Est (Rapier, Seconds TIM & PC, adv.) and Sheikh Yadik Al-About (Rapier, Seconds PR, 3 rests) have mutual cause for being in enemy regiments.

Arsène Est (Rapier, Seconds TIM & PC, 5 rests) and Zachary The Money Goes (Rapier, Seconds QLB, adv.) have mutual cause for being in enemy regiments.

Tomas le Matelot (Sabre, Seconds PIS, adv.) has cause with Uther Xavier-Beauregard (Sabre, Seconds QLB, 3 rests) for pinching Jacky.

Armand Slice (Rapier, Seconds PIS & TM, adv.) and Charles Asnomonai (Sabre, 2 rests) have mutual cause for being in enemy regiments.

Binet de Bours (Rapier, Seconds RdO & EB, 2 rests) and Glock von Spiel (Rapier, Seconds VdV, adv.) have mutual cause for being in enemy regiments.

Binet de Bours (Rapier, Seconds RdO & EB, adv.) and Noel Fornam Idya (Rapier) have mutual cause for being in enemy regiments.

Binet de Bours (Rapier, Seconds RdO & EB) and Vaux de Ville (Rapier, Seconds CRV, adv.) have mutual cause for being in enemy regiments.

Etienne Brule (Rapier, Seconds BdB, 3 rests) and Glock von Spiel (Rapier, Seconds VdV, adv.) have mutual cause for being in enemy regiments.

Etienne Brule (Rapier, Seconds BdB) and Noel Fornam Idya (Rapier) have mutual cause for being in enemy regiments.

Etienne Brule (Rapier, Seconds BdB, 1 rests) and Vaux de Ville (Rapier, Seconds CRV, adv.) have mutual cause for being in enemy regiments.

Arsène Est (Rapier, Seconds TIM & PC, adv.) challenges Warren Peece (Rapier).

Pierre le Sang (Rapier, Seconds ASli & TM, adv.) challenges Uther Xavier-Beauregard (Sabre, Seconds QLB, 1 rests).

Uther Xavier-Beauregard (Sabre, Seconds QLB, adv.) challenges Amant d'Au (Dagger, 1 rests).

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

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

Challenges to be voted on:

Arsène Est challenges Warren Peece for his ungentlemanly behaviour towards several ladies.

Pierre le Sang challenges Uther Xavier-Beauregard for being a thief and coward.

Uther Xavier-Beauregard challenges Amant d'Au for being an unmitigated scoundrel.

New Characters

Derek Brister gets the Second son of a very wealthy Merchant: Init SL 3; Cash 500; MA 5; EC 3 (X1).

Paul Appleby gets the Bastard son of a wealthy Merchant: Init SL 2; Cash 225; MA 5; EC 3 (X2).

Tables

Army Organisation and next year's summer Deployment

First Army (Defence)	PC/N/N4/N
Guards Brigade (Defence) – RFG CG KM	
Second Army (Assault)	TIM/__/N4/N
First Division (Assault)	N4/N/JdG
1st Foot Brigade (Assault) – RM PM	
2nd Foot Brigade (Assault) – 13F 53F	
Second Division (Assault)	N5/N/CRV
3rd Foot Brigade (Assault) – 27M 4A	
4th Foot Brigade (Assault) – 69A Gscn	
Frontier Division (Assault)	N4/N/N3
Frontier Regiments (Assault)	
Third Army (Field Ops)	__/__/N6/N
Cavalry Division (Field Ops)	N2/N/N2
Horse Guards Brigade (Field Ops) – DG QOC	
Heavy Brigade (Field Ops) – ALC CPC	
Dragoon Brigade (Field Ops) – GDMD PLLD	

Organisation and Deployment for the Campaign Season

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

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

Brigade Positions

Guards Brigade	N6/N/JLBR	First Foot Brigade	N6/N/ROS
Horse Guards Brigade	N5/N/EdM	Second Foot Brigade	PIS/_/ASli
Heavy Brigade	N6/N/N5	Third Foot Brigade	N2/N/N3
Dragoon Brigade	N4/N/N6	Fourth Foot Brigade	N6/N/N5

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

Regiments

	RFG	CG	KM	DG	QOC	ALC	CPC	RM	GDMD	PM	13F	PLLD	53F	27M	4A	69A	Gsch
Col	RS		ZTMG		CMK			ILB		N3	AV	UXB	PIS+	WP			
LCol	DC	N2	JdG	N1	MM	MC	N4	JB		N4		CRV		N5	N5	N3	N5
Maj	N4	N4	JLBR+	N3	EdM+	N2	N5+	ROS+	N3	BdB		N6+	ASli+	N3+	N5		N5+
Maj	N6	EH	N5	N2		N3		GM	PR	N1			TM	N4	NFI		N2
Capt	AdA	N1	SYAA*	N2	N1	N5	N3	N1	N2	N5	N5	N3	N4	N2	N2	N1	N1
Capt	N2	N5	N6	N3	N2	N6	N5	JIF*	N5	N3	N6	N5	N6	N5	N5*	N1	N2
Capt	N5	N2	N3	N3	N2	N6	N3	N3	N6	N4*	N6	N6	N3	N3	VdV	N5	N1
Capt	N5*	N6*	N2	N4*	N5*	N3	N1*	N3	N3*	EB	N4	N4*		N3*	GvS	N5*	N3*
Capt		AE	PdR				CA										
Capt																	

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 brevet rank or an appointment elsewhere.

Frontier Regiments

(Assault for Dec-Feb)																
Colonel		N2			N4			N2				N4				N6
Attached																
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.

Battle Results

13th Fusiliers: 3	Frontier regiment 3: 5
Frontier regiment 1: 5	Frontier regiment 4: 3
Frontier regiment 2: 6	RNHB regiment: 2

Other Appointments

Ensign of King's Escort N	Captain of King's Escort N
Ensign of Cardinal's Escort AE	Captain of Cardinal's Escort N
Aide to Crown Prince N	Aide to Field Marshal MM
Provincial Military Governors: _/N/N/N/N	
City Military Governor N	Adjutant-General EM2
Inspector-General of Cavalry N	Inspector-General of Infantry N
Commissioner of Public Safety UXB	
Chancellor of the Exchequer JS	Minister of Justice GdLi
Minister of War GI	Minister of State RdO

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

Femmes Fatales

No	Name	SL	Attr	Last
64	Edna Bucquette	18	W	EM2
3	Kathy Pacific	17	B	GI
54	Madelaine de Proust	17		JS
35	Katy Did	16	I	PIS
42	Maggie Nifisent	16	B	
55	Jacky Tinne	16		TIM
52	Guinevere d'Arthur	15	B/W	QLB
10	Frances Forrin	14	B	SYAA
21	Helen Highwater	14	W	
48	Fifi	14	B/W	PC
62	Alison Wunderlandt	14		
11	Laura de Land	13		
16	Ophelia Derriere	13		
26	Ella Fant	13	B	RS
27	Lucy Fur	13	B	CRV
30	Leia Orgasma	13	B	ILB
45	Cath de Thousands	13		
8	Lotte Bottle	12	B	AE
12	Charlotte de Gaulle	12		
17	Henrietta Carrotte	12	I/W	JdG
28	Vera Cruz	12		
31	Bess Ottede	12	I/W	AdA
1	Sue Briquet	11	B	PdR
4	Anne Tique	11	W	GM
9	Deb Onairre	11	I	

No	Name	SL	Attr	Last
40	Sheila Kiwi	11		
63	Carole Singeurs	11		
20	Emma Roides	10	I	CMK
33	Anna Rexique	10	I	ZTMG
38	Pet Ulante	10	W	
43	Di Lemmere	10	I	PR
53	Angelina de Griz	10	B	JIF
56	Ingrid la Suede	10		WP
6	Viv Ayschus	9		
57	Ava Crisp	9	I	
59	May Banquot l'Idee	9		
2	Betty Kant	8	I	
19	Jenny Russe	8	W	
32	Sal Munella	8	W	
41	Marie Antoinette	8	B/I	BdB
49	Mary Huana	8	B/I/W	UXB
34	Freda de Ath	7	W	EdM
39	Thomasina Tancenjin	7	I	VdV
50	Ulla Leight	7	I	
5	Belle Epoque	6	B/I	DC
13	Josephine Buonoparte	6	I/W	
24	Violet Bott	6	I/W	LS
15	Ada Andabettoir	5	B/I	EB
25	Lois de Low	5	B	TM

This table shows the mistresses in Paris. B=Beautiful, I=Influential, W=Wealthy;
Last = Last lover seen with this month

The Greasy Pole

ID	Name	SL	SPs	Cash	Rank, Regiment/Appointment	MA	Last seen	Club	EC	Player
ZTMG	Count Zachary The Money Goes	25	75	OK	Colonel KM	18	Anna	Flr	4	Gerald Udowiczenko
RdO	Count Revaulvin d'Or	25	71	Rich	General/State Min.	13		Flr	4	Jerry Spencer
GdLi	Earl Gar de Lieu	25	F	Comfy	General/Justice Min.	4		Flr	4	Bill Hay
DC	Earl Devlin Carnate	25+ 78	Rich	Rich	Lt.Colonel RFG/Min w/o Port	10	Belle	Flr	2	Bruno Giordan
GI	Earl Gustav Ind	24+ 89	Rich	Rich	Fid Marshal/War Minister	9	Kathy	Flr	6	Ashley Casey
JS	Count Jacques Shitacks	24+ 82	Fithy		General/Chancellor	3	Madelaine	Flr	4	David Oliver
EM2	Earl Egon Mad 2	22+ 67	Rich	Rich	B.Lt-General/Adjutant Gen	9	Edna	Flr	2	Tym Norris
JdG	Marquis Jacques de Gain	21+ 67	Rich	Rich	Lt.Colonel KM/1st Div Adjutant	13	Henrietta	Flr	4	Ben Brown
EH	Viscount Euria Humble	20	F	Rich	Major CG	15		Flr	5	Matthew Wale
PC	Baron Pierre Cardigan	17+ 52	Withy		General/1st Army Commndr	9	Fifi	Flr	4	Matt Shepherd
QLB	Sir Quasi Le Bossu	16	37	Comfy	Lt-General/Min w/o Port	8	Guinevere	Both	6	Mark Cowper
TIM	Baron Tomas le Matelot	16+ 51	Rich	Rich	B.General/2nd Army Commndr	8	Jacky	Flr	4	Tim Skinner
ILB	Sir Ilk Lamore Bartat	15	43	Withy	B.Bdr-General RM	6	Leia	Both	6	Andrew Kendall
MM	Sir Michel Marteau	14	32	OK	Lt.Colonel OOC/FMshl's Aide	1		Hunt	1	Neil Packer
RS	Richard Shapmes	13	26	Rich	B.Bdr-General RFG	7	Ella	Both	4	Charles Popp
YVB	Sir Yves Vrai Bretheauteque	13	F	Withy		4		Hunt	1	Chris Boote
UXB	Sir Uther Xavier-Beauregard	13+ 50	Withy		B.Bdr-General PLLD/CPS	7	Mary	Hunt	3	Pete Card
JLBR	Sir Jean-Luc Beauchamp l'Rojik	13+ 41	Withy		Major KM/Gds Brigade Maj.	6		Hunt	4	Rohan Keane
PIS	Sir Pierre le Sang	13+ 40	Comfy	Comfy	B.Bdr-General 53F/2 F Brigadier	5	Katy	Both	4	Bill Howell
EdM	Sir Eric de Miabeille	13+ 39	Poor		Major OOC/HGds Brigade Maj.	7	Freda	HGds	3	Pete Holland
WP	Sir Warren Peece	12	20	Withy	B.Bdr-General 27M	8	Ingrid	Both	2	Pam Udowiczenko
CMK	Sir Connor McKnight	12	19	Comfy	Colonel OOC	3	Emma	Hunt	5	Graeme Wilson
ROS	Rick O'Shea	12	16	OK	Major RM/1 F Brigade Maj.	3		BG	6	Paul Wilson
AdL	Armand de Luce	12	F	Poor	Bdr-General	5			2	Francesca Weal
CRV	Charles Rabbit-Vacuum	12+ 39	OK		Lt.Colonel PLLD/2nd Div Adjutant	3	Lucy	Hunt	5	Mike Dommert
JB	Sir Jacques Blanc	11	F	Comfy	Lt.Colonel RM	4			4	Dominic Howlett
AV	Sir Ali Vouzon	10	F	Comfy	B.Bdr-General 13F	6		Hunt	1	Graeme Morris
MC	Sir Monty Carlo	10	F	Comfy	Lt.Colonel ALC	9		F&P	4	Andrew Burgess

ID	Name	SL	SPs	Cash	Rank, Regiment/Appointment	MA	Last seen	Club	EC	Player
SYAA	Sheikh Yadik Al-Abowt	10+ 39	OK	OK	Captain KM/KM Regt. Adjit.	4	Frances	BG	3	Jason Fazackarley
AE	Arsène Est	10+ 34	Poor		Captain CG/Ensn.C's Esc	5	Lotte	Hunt	5	Ray Vahey
AdA	Amant d'Au	9	27	OK	Captain RFG	3	Bess	Hunt	5	David Brister
PdR	Patrice d'Romilly	9	19	Poor	Captain KM	6	Sue	BG	2	Simon Burling
GM	Gaz Moutarde	9+ 45	Comfy	Major RM		3	Anne	BG	2	Mike Dyer
NFI	Noel Fornam Idya	8	20	Comfy	Major 4A	1		BG	4	Martin Jennings
BdB	Binet de Bours	7	19	Poor	Major PM	2	Marie	BG	2	Mark Booth
JIF	Jacques le Franc	7+ 27	Comfy	Captain RM/RM Regt. Adjit.		6	Angelina	F&P	6	Charles Burrows
PR	Pierre Robierre	6+ 32	Poor	Major GDMD		4	Di	F&P	1	Bob Bost
CA	Charles Asnomonai	5	13	OK	Captain CPC	2		RP	4	Gerry Sutcliff
EB	Etienne Brule	5+ 31	Poor	Captain PM		2	Ada	RP	4	James McReynolds
LL	Lothario Lovelace	5+ 22	Poor			5		RP	4	Geoff Bowers
AS	Arnaud Surfinmaise	5+ 16	Poor			5		RP	5	Nik Luker
VdV	Vaux de Ville	5+ 16	Poor	Captain 4A		2	Thomasina	RP	4	Tim Macaire
LS	Louis Smorals	4	5	Poor		2	Violet	RP	3	Colin Parfitt
C	Cosmos	4	RIP							Carl Olson
ASli	Armand Slice	4+ 27	Poor		Major 53F/2 F Brigade Maj.	5		RP	5	David Williams
TM	Tourtière Margetout	4+ 21	Poor		Major 53F	2	Lois	RP	4	Howard Bishop
GvS	Glock von Spiel	4+ 15	Poor	Captain 4A		3		RP	5	Colin Cowper
X4		2- 2	OK			1			4	Joey Browning
AD	Absolom Dupré	2- 2	Poor			6			5	Ken Ditto
X1		2	RIP							Dave Carter
X2		2	RIP							Derek Brister
X5		1	2	Poor		6			4	Mark Wardell

An F under SPs means that the character was at the Front, RIP means that he died.
+ against SL means it went up this month, - means it went down.

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

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

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