

That would be enough

This has been issue 123 of To Win Just Once, published 31st 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

Game end statements for Icehenge to Mike Dommett by Friday, 13th April

Orders for *LPBS* and *Great White Hunter* and any other contributions to Pevans by Monday 23rd April 2012.

(Next deadlines: 18th/25th May, 22nd/29th June, 3rd/10th August)

Subscriptions

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Paper edition	UK	Europe	World
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Games only	
Per game turn	£0.65
1-year subscription	£6.50

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.engarde.co.uk

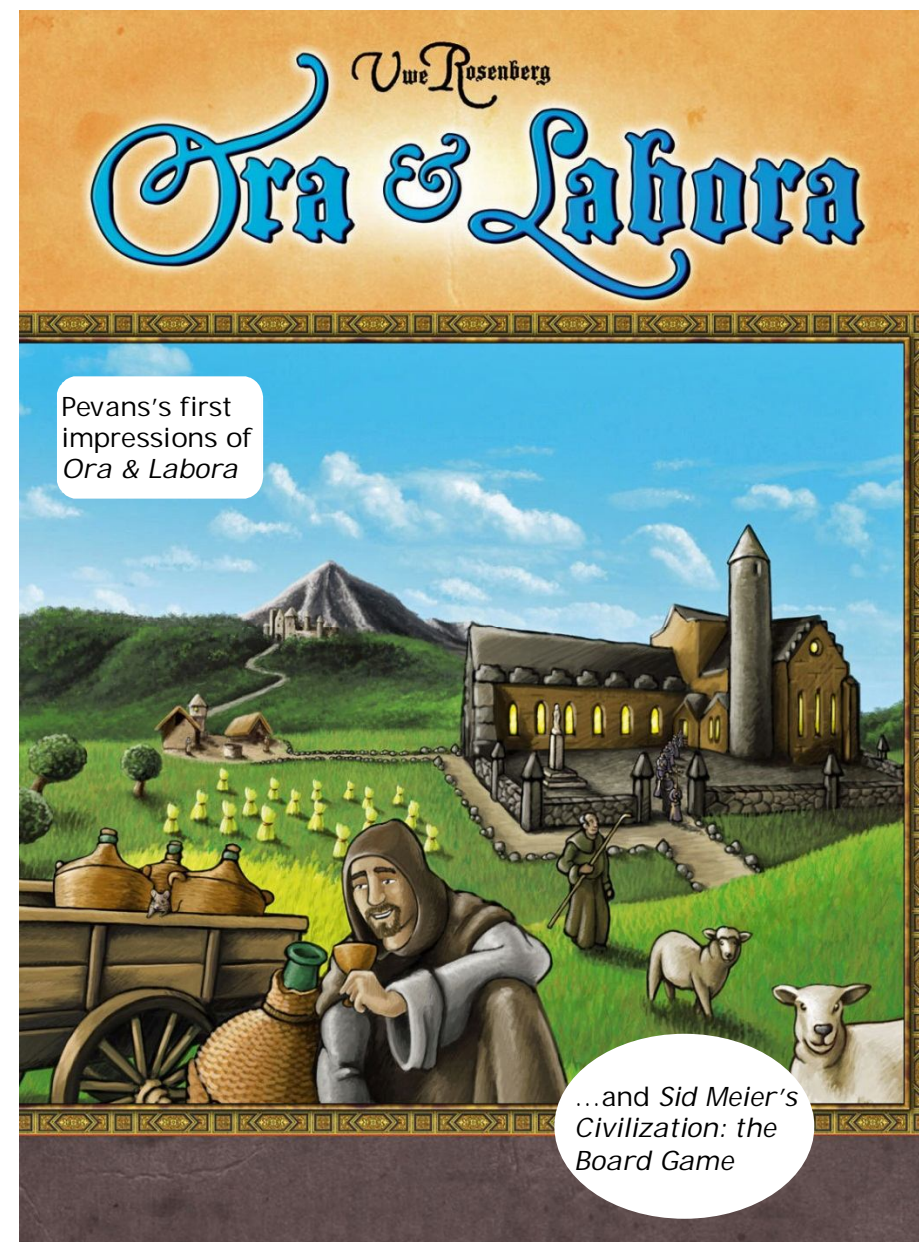
Railway Rivals A new game is just starting. Working map provided.

Star Trader The current game has just finished – Howard Bishop, Andrew Burgess, Mark Cowper and Pevans are up for the next one, anyone else? Rules provided.

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To Win Just Once

(incorporating *Les Petites Bêtes Soyeuses*)



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Contents

	Page
Contents	2
Chatter	3
Letters	5
First Impressions	6
Pevans tries out <i>Ora & Labora</i> and a new <i>Civilization</i>	6
Science Fiction.....	11
Games Events.....	13
Credits.....	14
Great White Hunter	15
Turn 11	15
Icehenge.....	17
<i>Star Trader</i> game 5 – Turn 19	17
Press	18
GM Notes.....	18
Corporation Table.....	19
Corporation value by turn (table on next page)	19
Star System Map	21
Les Petites Bêtes Soyeuses 250.....	22
December 1664	22
Press	31
Announcements	31
Matters of Honour	31
Social	32
Personal.....	34
Poetry Corner	36
Points Arising.....	36
Announcements.....	37
Duels.....	38
New Characters.....	39
Tables	39
Brigade Positions.....	39
Army Organisation and next year's summer Deployment	40
Regiments.....	40
Frontier Regiments.....	40
Battle Results	41
Other Appointments.....	41
Femmes Fatales.....	41
The Greasy Pole.....	42
The Greasy Pole.....	42
That would be enough	44

Chatter

I was hoping that putting this issue of *TWJO* together would be less hectic than the previous one. However, the sudden illness of my father-in-law took my wife and I away for a few days. I'm pleased to say that he's now back home and recovering well (touch wood!) and *TWJO* 123 shouldn't be more than a couple of days late.

As you know, last issue was late, but the paper copies were even later. See below for the gory details.

I'm off to the States for the Gathering of Friends later in April and I've pushed back the deadline for *LPBS* until I return. Hopefully, this will not delay the production of *TWJO* 124. In fact, I should have played lots of new games to tell you about in next issue. In the meantime, this issue contains my first impressions of a couple of games that I've played for the first time recently.

Adventures in laser printing

The paper copies of *TWJO* 122 were further delayed by problems with my colour laser printer. I only have myself to blame, though. Those of you who get the paper version may have noticed odd blue 'blots' on pages recently. I decided to give the machine a clean before printing last issue. Mistake.

Having removed all the toner cartridges and the drum unit and opened up all the access panels, I gave the printer a good blast with my 'air duster'.

I was promptly enveloped in a cloud of bright blue dust! Boy, was I glad I'd taken the machine outside before doing this.

Closer inspection showed a pile of toner in the bottom of the printer – something had been leaking. I tipped this out and then set about cleaning the machine, which now had a fine blue film over every surface. And it has a lot of surfaces!

Once I'd re-assembled the printer, I ran the cleaning process, producing several pages of blue paper. Once this cleared, I could start printing.

Then the yellow toner ran out. (As you probably know, colour printing involves four colours, and the printer has a separate toner cartridge for each: cyan (blue), magenta (red), yellow and black – or CMYK.) This was not unexpected as it had been showing as low for a while and I had a replacement standing by.

New yellow toner in place and printing could continue. About two thirds of the way through and another cartridge ran out. As expected this was

black – the printing uses more black than anything else. I had a spare black cartridge, so this went in and printing could continue.

Three pages later another cartridge ran out! Yes, I was now out of blue. I ordered a fresh set of cartridges for next day delivery and took a break.

Two days later the cartridges arrived and I finally got the magazine finished and posted the day after that. However, things were not over yet: the printer was warning me that another cartridge was running low. Checking the details, it turns out that it's actually the drum that is nearing the end of its life. Time to order a new drum, which is in place to print this issue. Fingers crossed...

New Railway Rivals game

Mike is starting the new game (on the Scotland map) with four players. Maps and rules have gone out to the players, but one of them is busy with exams at the moment. We expect this to get started properly next time.

New Star Trader game

Icehenge finishes this turn. (I suggest you check to see who's won. Yay!) We'll have game end statements next turn and will then be ready to start a new game. We have four players already lined up, so there's plenty of room for more. Depending on how many players we end up with, we'll play on either the standard or expanded map.

The other question is whether to play the Corporation scenario, using the Corporations provided in the rules, or go for the more equal 'postal game' set-up. The Corporation game gives each player different starting and victory conditions, which adds to the flavour of the game. However, the strengths and weaknesses of each Corporation also increase the complexity. The 'postal game' set-up is more even, but blander (though each player gets a special ability).

If you're interested in playing, let Pevans or Mike know and tell us whether you would prefer the Corporation scenario or not.

Postage increase

UK readers will be aware that the Royal Mail has announced hefty increases (30% or more) in the cost of postage at the end of April. This will clearly increase the cost of sending out the paper version of *TWJO*, so I need to look at what I charge for it.

One option is to switch to Second Class post, which is cheaper (if slower). Another is to postpone things by buying, say, a year's worth of stamps

before the price rise takes effect. However, neither of these would help with the postage cost for subscribers outside the UK.

Once I've got this issue of *TWJO* out of the way, I'll take a look at all my costs and see what the subscription rates would need to be. However, I don't expect to be changing the "games only" subscription for those of you who play in the games and get the PDF version of the magazine.

TWJO online

TWJO 122 didn't make it onto the website until March, so it doesn't feature in February's figures. *TWJO* 121 was downloaded a further 110 times, giving a total of 185 over two months (well, one and a half). Issue 120 attracted a further 27 downloads, making 178 since publication.

Letters

Tony Hatfield of Chatterback responds to my comments on the game in last issue's report from the London Toy Fair.

I was a little disappointed with the mixed review. Particularly your assertion that "there is not much of a game there". I selected "easy" clues for demonstration at the Toy Fair to suit as wide a variety of participants as possible.

You seem to have taken the fact that you could identify the reverse clues on the demo card to mean that everybody will get every clue. It's like me showing you a *Trivial Pursuit* card and just because you might know all the answers to the questions on that particular card, you assume that everyone will know the answers to every question on every card, and therefore there is no basis for a game.

The fun thing is that the variations in people's speech patterns plus the listeners "tuning in" to the weird sound of reversed speech, makes every clue different depending on who is reading and who is listening.

In reality what happens with *Chatterback* is that somebody in the team will get a particular answer straight away whereas others just can't get it till they see the answer or they need a couple of play backs to get it.

I would argue that *Chatterback* is a better game than *Trivial Pursuit* where you either know the answer or you don't whereas in *Chatterback* you can, with a few play backs eventually work it out.

I think that if you played a full game you would agree that there is a game there.

Thanks, Tony. You make some good points there. My report reflects what I saw at Toy Fair and my reactions to that. It is by no means definitive and, of course, is purely my opinion – as my readers are well aware!

Andrew Burgess added a note to his *LPBS* orders:

Best wishes (or should I be wishing you "Happy Christmas" based on where we are at in the game?)

Careful, Andrew, we wouldn't want anyone confusing game with reality! No such problem for Jonathan Palfrey.

Re your editorial: "I've never played Rugby" – interesting that you managed to avoid it! I was required to play it for six years at school, although we called it rugger then. I decided in the end that it's OK as a game if you don't take it too seriously. And I was never in a school team, so that wasn't a problem. I haven't played it or watched it since leaving school. I'm English, not Welsh.

I won't hold your ethnicity against you, Jonathan. ☺ My school (Woking Grammar) was a Soccer school and my two left feet meant nobody wanted me in their team (I could trip over a football).

I read your review of *Surface Detail*, but remain unconvinced that it would be my kind of thing. So far I've read only one book by Banks, *Look to Windward*, which my mother sent me as a present four years ago. I have no idea how she selected it; she doesn't read sf, and she certainly wouldn't like the book herself.

I reviewed the book (www.thurb.com/reviews/windward.htm); in summary, I liked the quality of writing but rather disliked the story, and I suspect I might react similarly to his other books.

I was hooked when I read *Consider Phlebas* (which, I see, was published 25 years ago!). Since then I have read all his science fiction and a lot of his non-science fiction (for which he is just Iain Banks without the 'M').

First Impressions

Pevans tries out *Ora & Labora* and a new *Civilization*

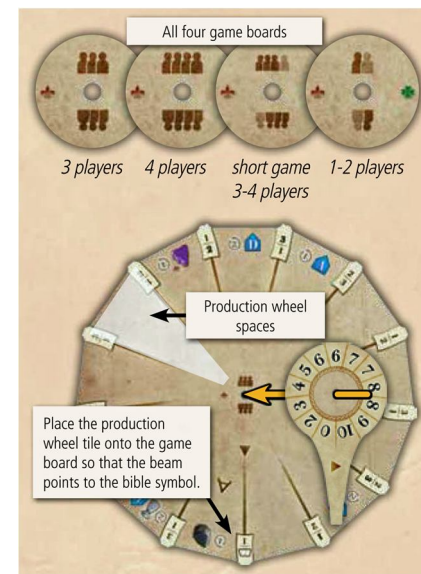
There was one game that was both much talked about in Essen last year and something of a disappointment. This is the new board game from Uwe Rosenberg, *Ora & Labora*. It was much talked about because it is the new game from Uwe Rosenberg – incorporating, I was told, all the best features from *Agricola* and *Le Havre*. It was something of a disappointment because production problems meant the English language version wasn't ready in time for Spiel. However, it wasn't long in coming out and is now readily available. I finally got a chance to play it a couple of weeks ago, so here are my first impressions.

The Latin title (which loosely translates as Prayer and Work) reflects the game's theme of a medieval monastery. Each player is developing their monastery and building up the trades needed to support it. At the end of

the game, they will get points for the buildings in and around their monastery and for the goods they have accumulated. Unlike *Agricola* and *Le Havre*, though, there is no requirement to produce enough food for your workforce – a major consideration when playing those two games.

My immediate thought on seeing the components of the game was a worry that it was over-produced. Did it really need these large dials with a variety of 'hands' to go on them? This turns out to be a clever mechanism for managing the resources available to the players and the timing of the game. The combinations of different dials and hands provide several different ways of playing the game.

The dials are divided into segments, which are reflected in the circular central portion of the hands. To begin with, the wooden pieces representing the various resources are tucked up against the right-hand side of the hand, making sure they are all in one segment of the dial. Each turn, the hand is moved anti-clockwise, leaving the pieces behind. The section at the base of the hand shows how many of each resource are available in each section – until someone takes them, when the appropriate piece is moved back against the hand. This device is both brilliantly simple and brilliantly clever. Icons on the outside of the dial indicate what else happens that turn – on the first, second or even third circuit of the dial, depending how long a game you're playing.



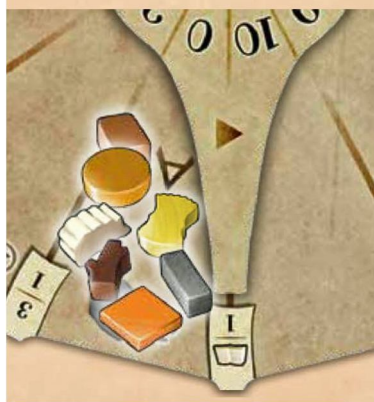
How the rules introduce the 'dial'

Players each start with a small board, divided by a rectangular grid onto which cards are placed. This board shows the starting buildings and initially holds cards for forest and moorland. I'm quite used to games where having forest means you get wood. However, in this game, you clear the forest to get your wood, leaving land on which you can build – but won't produce any more wood. Clearing land like this is one of the actions available to you each turn.

The next action in a quite obvious progression is to build something on cleared land. The buildings are represented by cards, with some available for players to buy – different sets are laid out as the game progresses.

The Production Wheel

Place one of the two production wheels on the board. Note: Use the reverse side of the



I say "dial, they say "Production Wheel"...

Some buildings expand your monastery, others represent trades and settlements growing up around the monastery. There is a cost to build each one, so players need to accumulate the right resources for the buildings they want.

What's more, each building card must be played on the correct terrain, so players must also expand the land available around their monastery by buying more boards, selecting the terrain they want. This is what I think of as a *Tetris* element to the game as players need to fit their terrain and buildings together. Particularly as some of the buildings score points according to what's adjacent to them. Hence you need to look ahead and leave spaces for the buildings you plan to

buy later. Of course, this could easily go pear-shaped if you don't get the buildings you want.

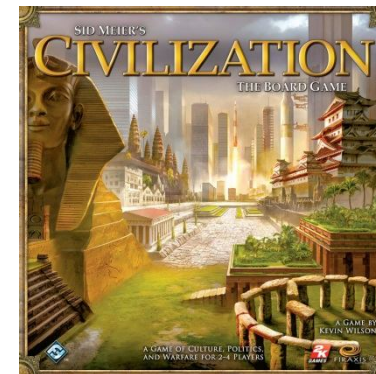
The third action in a turn is, of course, to use a building to produce stuff. You do this with one of your clergyman pieces – you don't get these back until you've used all of them and you can't place one on a building that's already occupied. An interesting twist is that you can pay another player to use one of their buildings. Not only does this give you access to buildings you didn't build, it also uses up one of the other player's clergymen!

As you'd expect, there's an awful lot going on in his game. Clearly, the aim of the game is to add buildings to produce the resources that you need to get more buildings and score enough points to win. Just how you do this depends on which buildings you get (and what other players have) and a bit of experience is needed to understand which combinations make sense. It's also a question of which version of the game you play: France or Ireland. There's not a huge difference, but the French produce wine (using grapes, which are not grown in Ireland), while the Irish make whiskey (of course!).

On my first playing, I was very taken with *Ora & Labora* and give it a preliminary 9/10 on my highly subjective scale. I can see where mechanisms have been taken from Uwe Rosenberg's other recent games, *Le Havre* in particular. However, *Ora & Labora* stands on its own, providing a significantly different challenge from the other games. I look forward to playing it a lot more.

Sid Meier's Civilization

Now, as far as I'm concerned, there is only game called *Civilization*. It comes in a long, shallow, pale blue, rectangular box, was designed by Francis Tresham and was published by Hartland Trefoil in 1980 (says BGG, though I thought it was a couple of years earlier). Accept no substitute! Then there was *Sid Meier's Civilization*, which was – spit! – a computer game. Eagle turned this into a board game in 2002: *Sid Meier's Civilization: the Boardgame*. And now Fantasy Flight has entered the fray with *Sid Meier's Civilization: the Board Game*. This is, I'm told, a new game, based on the computer game.



Anyway, when a copy of *Sid Meier's Civilization: the Board Game* was on the table at Swiggers games club, I was happy to give it a go. Now, if I thought there was a lot going on in *Ora & Labora*, there is an awful lot going on in this game! And you need plenty of space on the table to set everything out. You start with a card for your civilization that gives your special abilities. To this is attached a dial with two pointers to show trade points and cash. The board is made up of a number of square terrain tiles (divided into squares), depending on how many are playing. Each player gets a specific starting tile on which they place their capital and a city.

Players also get army markers – plastic flags – and scouts – covered wagon models that make it look like this should be a Wild West game! The strengths of their units are given by their current unit cards. These are square, divided into four diagonally, with the current strength indicated by the uppermost edge. The strength of the units is limited by the player's current technologies.

Technologies are shown by cards that players can lay in front of them (each player has their own set to draw on) and provide the ability to construct particular buildings, military units, types of government and other things. There are five levels of technology and, apart from any other restriction, players can only place a level 2 card if there are two level 1 cards to 'support' it. A level 3 needs two level 2s and so on. One way to win the game is to be first to build the sole level 5 technology.

Then there are the building tiles, Wonders, event cards and other bits and pieces. Phew! Cities produce stuff from the squares around them. Buildings and wonders go onto these squares, changing what the city

produces. Thus, while adding buildings is usually better for you, you do need to think about what they are replacing and look to maintain the level of production you need. Production is at the start of the turn and players can then trade between themselves. This didn't happen much in my (three-player) game.

The rest of the game turn involves moving your armies and scouts, initially exploring the terrain tiles, which start the game face down. This can, of course, provoke a battle with opposing players' armies or cities (though it takes a while before enough of the board has been explored to reach another player's domain). It also gives players access to more resources and the space to found another city.

Each turn ends with players discovering a new technology, if they can. I've already mentioned one way of winning the game. Players can also win by being the most 'Cultured' civilization (that is, having lots of arty stuff), by being the richest (by gaining the right number of coins) or by conquering another player's Capital. Hence, the way to win is to concentrate your efforts on one aspect of your Civilization so that you hit your chosen target before anybody else reaches theirs.

My overriding feeling about *Sid Meier's Civilization: the Board Game* on playing it for the first time is that it is very complex. There are an awful lot of things that you have to keep track of. I suspect this is because of its translation from a computer game: in a board game you don't have a computer taking care of the bookkeeping. This gives the players a fair amount of work before they can start to worry about the mechanics of playing the game, let alone strategy and tactics.

I did enjoy the game, but it clearly needs a lot of time to understand all the options and how all the elements work with each other. However, I don't think that's an effort I'll be making when there are so many other games around that don't need such an investment of time and work to

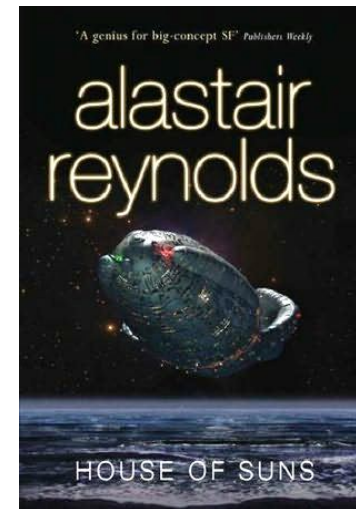


Fantasy Flight's promotional image from their website

learn. Besides, I'm still struggling to get to grips with *Through the Ages* (which has some similarities) and I've been playing that for a couple of years now. I give my first playing 7/10 on my highly subjective scale.

Science Fiction

My latest reading has been Alastair Reynolds' 2008 novel, *House of Suns*. I'm running a bit behind here as he's produced a couple more since then. Maybe I should read faster. Anyway, *House of Suns* is set in the distant future. Despite the many civilizations and species that have come and gone over the millions of years that have passed, there are still creatures we would recognise as human beings. This is because they, or at least our protagonists, belong to one of the Lines: 'clones' of a single person. Long-lived to begin with, their lives have been greatly extended by suspended animation (in various forms) as they travel the galaxy.



Our heroes, Campion and Purslane, are 'shatterlings' of the Gentian Line (also known as the House of Flowers). These are the thousand 'clones' of Abigail Gentian, created some six million years before (in a future much closer to our time, but already featuring space travel and communities in space). I'm putting clones in quotes as the book calls them clones, but they are clearly not genetically-identical copies of the original, which is how I think of clones. For a start, Campion is male and Purslane is female!

In fact Campion and Purslane are a couple, which is against the rules of the Gentian Line and could get them into serious trouble. Talking of trouble, they start the book late for the Line's thirty-second reunion (they happen every 20,000 years or so, which ought to give everybody plenty of time to get there!) and looking for a way of getting to it more quickly. This takes them on time-consuming detours, but tells us a lot about the galaxy in which they live.

The story gets going with part two of the novel when our heroes run into a distress signal from the Gentian Line, gathered for the reunion. The Line has been attacked by an unknown enemy and all but wiped out. The rest of the book follows the survivors' attempts to identify and pursue their attackers. This takes Campion and Purslane, in particular, into the

murky past of the Gentian Line (shatterlings tend to edit and even delete memories to keep the contents of their brains to manageable levels, so it is quite possible for one of them to have done something significant that they no longer remember).

It turns out that the actions and decisions taken by the duo in the first part of the book have greater significance than was apparent at the time. For a start, they are the reason why the two escape the attack on their fellows. However, Campion and Purslane are crucial to the events that follow and play a major part in resolving things for the Gentian Line and settling a mystery that has been a great concern for the whole of this far-future galaxy.

The first chapter of each section of the novel tells the story of the childhood of a rather odd little girl – Abigail Gentian herself. This takes us through to the creation of the Line in parallel to the main story. While this is interesting, I don't see any correlation between Abigail's story and Campion and Purslane's tale. The one seem to have any particular significance for the other. Having said that, every shatterling in the Line has (or had) Abigail's memories up to this point, so maybe I've just missed the point.

House of Suns is an odd book. The idea of the Lines is fascinating. The blurb on the back gives their purpose as "to gather more memories and wisdom than one single human being could ever accumulate in a universe bound by Einstein's laws." Given the way shatterlings share memories, this is certainly one feature, but it didn't seem to be apparent in the book. To me, the Lines seem to be a way of achieving immortality – unless someone decides to wipe out the whole line, of course!

However, the idea of the Lines is very much in the background of the story. This is very much about working out the motives – and the perpetrators – behind the attack on the Gentians. The book is an interesting tour of a well-conceived far future with the revelation of the dark secret in its past adding spice. However, the actual telling of the tale came across as quite banal. Nor did I warm to the two main characters, so I wasn't bothered when they were in jeopardy. The device of alternating the viewpoint character from chapter to chapter became irritating after a while. All in all then, *House of Suns* was a bit of a disappointment.

Fantasy corner

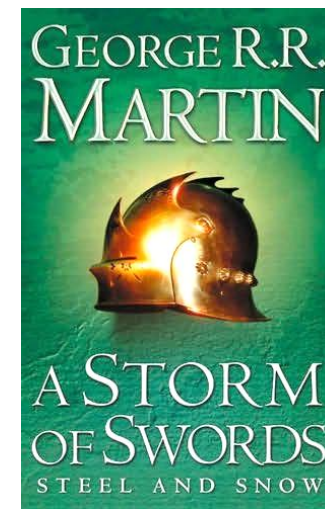
I am continuing in my attempt to catch up with the rest of the world by reading George RR Martin's "A Song of Ice and Fire" cycle (better known by the title of its first volume, *A Game of Thrones*). I have reached book three, *A Storm of Swords*, only to find that it's divided into two parts! Yes,

600 pages are no longer enough to contain an instalment of this epic tale. And I can see why.

Having introduced us to a huge cast of characters George Martin has his work cut out following each one's storyline. Particularly as most of them are now widely separated in the geography of his fantasy world – and he adds the odd new one as well. Each chapter focuses on one character, which can be annoying as it will be several chapters before you return to them. A couple of times now, I've found myself skipping forward to the next chapter for this character as I simply can't wait to resolve the cliffhanger.

So book 3 part 1, *Steel and Snow*, contains a great deal of adventure and I enjoyed it heartily. Yet, at the end of it, nothing much has changed. Nasty, incestuous spawn of the Lannister clan still on the throne? Check. Eldest Stark son still fighting him off as King of the North? Check. Eldest Stark daughter still a hostage of the Lannisters? Check. Younger Stark sons still on the run? Check. Younger Stark daughter still trying to get home? Check. Bad guys from north of the wall still moving south? Check. Last scion of the previous dynasty still raising an army to re-take 'her' throne? Check. Winter still approaching? Check.

I may be being a bit harsh, there have been some developments in the overall plot. It's just that, looking back, they don't seem significant compared to the amount of action that has taken place. That's not something that bothers you when you're reading it, mind. The pace of the story pulls you along and you're having too much fun to see that all this sound and fury signifies not very much plot. Not that this has stopped me from having part 2 on my reading pile – it is great fun.



Games Events

The big board games event in April is Baycon over the long weekend of 12th-15th (the week after Easter). As usual, this is at the Exeter Court Hotel in Kennford, a few miles south of Exeter in sunny Devon. Baycon is a great event for playing board games and I thoroughly enjoyed my one visit a couple of years ago (it usually clashes with the Gathering in my diary). The website (www.baycon.co.uk) is still showing details of last

year's event, so I suspect the up-to-date information is on the Google group at <http://groups.google.com/group/Baycon-UK>

Coming up in May is Beer & Pretzels: 12th and 13th in Burton-on-Trent. For details, see: <http://www.spiritgames.co.uk/bnpdetails.php>

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 123 was written and edited by Pevans. The LPBS masthead (page 22) is by Lee Brimmicombe-Wood. The drawing on page 24 is by Bryan Lea, the one on page 26 by Spencer Marlow and the illustration on page 28 by Nik Luker. Game artwork is reproduced by courtesy of the publisher. Pevans took the photos and played with Photoshop.

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Great White Hunter

Turn 11

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

That gorilla is finished off with three players sharing the points – Matt Wale closing in on Mike Dommett.

However, Al Tabor finds the last lion to increase his lead. However, he shares it with Pete Holland, who stays in touch.

Press

Chris Baylis notes: I see my shot was on target this time, unfortunately with 3 others, still I am not last – yet, but I strive towards infamy (no old Kenneth Williams gags there). My aim is to bring down the so far unseen T-Rex that has been lurking on the fringes waiting for a chance to Hoover up all the dead animals.

Mike Dyer: According to my slide rule, I have a 60% chance of winging a lion with this salvo. ;)

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

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

Scores			
Player	Shots	This turn	Total
Chris Baylis	J20,I20	0	4.33
Mike Bird			5
Andrew Burgess			4
Charles Burrows	S13,D1	1.33	9.67
Ash Casey			2.5
Mark Cowper			1.25
Mike Dommett	I6,K8	0	18.67
Mike Dyer	R13,S13	0	12
Jerry Elsmore			11.3
Alex Everard	S6,T7	0	5
Russell Harris			11
Pete Holland	S14,J3	2.5	16.41
Emrys Hopkins			14.33
Dom Howlett			11
Andy Kendall	I2,A2	0	8
Nik Luker	I6,J7	0	10.5
Tim Macaire	D1	1.33	8.71
Przemysław Orwat			4
Jonathan Palfrey			2.5
Colin Parfitt			5.25
Matt Shepherd			7.5
Robert Skynner			4
Mark Stretch			11.8
Al Tabor	J3	2.5	21.83
Gerald Udowiczenko			6.13
Pam Udowiczenko			9
Matt Wale	D1	1.33	18.5
David Williams			6
Graeme Wilson	G1,I6	0	6.8
Paul Wilson	J6,Q12	0	15

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 Monday 23rd April 2012**

Icehenge

Star Trader game 5 – Turn 19

"What's that? The ships are not selling well?"

"I'm afraid not – the market is not paying the premium this quarter."

"But that will mean that reprobate van Pevans will win the Federation's Contracts..."

At Gamma Leporis, MU HERCULIS sold 5 Alloys on Contract.

Epsilon Eridani saw Janet selling 5 Petroleum on Contract.

SUNDOG sold 8 Isotopes for 5 HTs each at Delta Toucanis after PERF had sold 1 for 4 HTs apiece and BULGAKOV 2 at 6 HTs. SUNDOG got a Dealership. SUNDOG and JANET couldn't sell Petroleum, though MU HERCULIS sold 5 on Contract. BULGAKOV sold 5 Spice on Contract.

MU HERCULIS sold 4 Alloys on Contract at Tau Ceti, but no one could sell Isotopes. SUNDOG sold 6 Petroleum for 4 HTs each. JANET's bid of 5 HTs was too high.

At Mu Herculis, MU HERCULIS sold 2 Alloys for 14 HTs each and CAESAR WHOLESALE and SUNDOG sold on Contract. SUNDOG sold 5 Isotopes for 4 HTs apiece and CAESAR WHOLESALE sold Liquors on Contract. SOLAR SPICE & LIQUORS sold 8 Monopoles for 1 HT each as MU HERCULIS sold 5 more on Contract.

SUNDOG sold 5 Alloys at Sigma Draconis on Contract. SWISS MERCENARY FLEET sold 5 Monopoles for 7 HTs each, CAESAR WHOLESALE sold 8 Petroleum for 6 HTs each and gained a Dealership. JANET tried to sell Spice for 4 HTs, but failed as the price dropped. SWISS MERCENARY FLEET and SOLAR SPICE & LIQUORS sold on Contract, however.

At Alpha Centauri JANET sold 5 Isotopes for 6 HTs each. TRANSURANIC tried to sell Liquor at 6 HTs and found they couldn't, but SOLAR SPICE & LIQUORS could sell on Contract.

SWISS MERCENARY FLEET sold 7 Spice for 7 HTs each at Beta Hydri and gained the Market Managership. MU HERCULIS sold 17 Petroleum for 8 HTs apiece and also gained a Market Managership. Finally TRANSURANIC sold an Isotope for 7 HTs.

SUNDOG sold the Maconia for 160% and Pum3 for 90% of list price and its Warehouses at BH and SD.

MU HERCULIS DEVELOPMENT CORPORATION sold all its Warehouses, all its Factories and all of its ships. Nessus went for 120% of list, but with the others failing to reach list value, the corporation still fell short of 2,000 HTs

TRANSURANIC TRADE CORPORATION undermined SSL's Reputation – pointing out its double-dealing nature and over-consumption of luxury goods – and loaded Passengers to Mu Herculis and Alpha Centauri.

PERF sold all its Warehouses and ships, making between 60% and 160% of list price, paid off its loan and made a profit on the ship sales in the process.

JUST ANOTHER NEW ENERGY TRADER also disposed of its Warehouses, Factories and ships, getting 100% of value for the more expensive ones and 80% for the others.

SOLAR SPICE & LIQUORS sold all its Warehouses and, with its (diminished) Reputation bonus, managed to crawl across the line. ❖

Press

So, the question for this game is: what was the theme of my spaceship names, eh? Pevans van Rijn

GM Notes

EV 16 took place this turn.

Game over: Solar Spice and Liquors (Pevans) won.

So Paul wins in the end, despite going for it early and not quite making it. Congratulations to him and thank you to all the others who kept going. I have drawn up a table of approximate worths – don't take it too seriously because of the caveats – but it's a rough idea of how people were doing.

I'd like Game End Statements from as many of you as will for the next issue. What you did right, what you did wrong, what you liked, what you didn't like – as long or as short as you like.

Corporation Table

Corporation letter & name	Connections			Initiative		Cash Rep		Player
	Bus	Crim	Pol	Bid	Pos'n			
A Bulgakov Lines	10	1	3	0	9th	467	32	Andrew Burgess
B Caesar Wholesale Inc	10	0	7	0	4th	1083	35	Simon Burling
C Just Another New Energy Trader	10	0	7	0	7th	1570	36	Mark Cowper
D Sundog	10	1	4	0+6	1st	1254	40	Mike Dyer
E Tegwin Truckers	10	1	9	NMR		599	32	Jerry Elsmore
F Solar Spice & Liquors	10	4	6	0	5th	2068	36	Paul Evans
G PERF	10	2	9	0	8th	859	40	Witold Gertruda
H Cigarettes, Wine and Wild Women	8	2	0	NMR		415	20	
J Swiss Mercenary Fleet	9	8	8	0	6th	799	40	Martin Jennings
K Astradyne Enterprises	1	0	7	NMR		80	27	
L Lipping Tree	10	8	5	NMR		548	30	Michael Martinkat
M Mu Herculis Dev't	10	1	7	5	2nd	1704	32	Przemyslaw Orwat
N Pum Corp	10	0	6	NMR		287	40	Paul Holman
P Transuranic Trade Co	10	0	4	0	3rd	1057	40	Bob Parkins

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

Corporation value by turn (table on next page)

All Corporations started with 800 HTs.

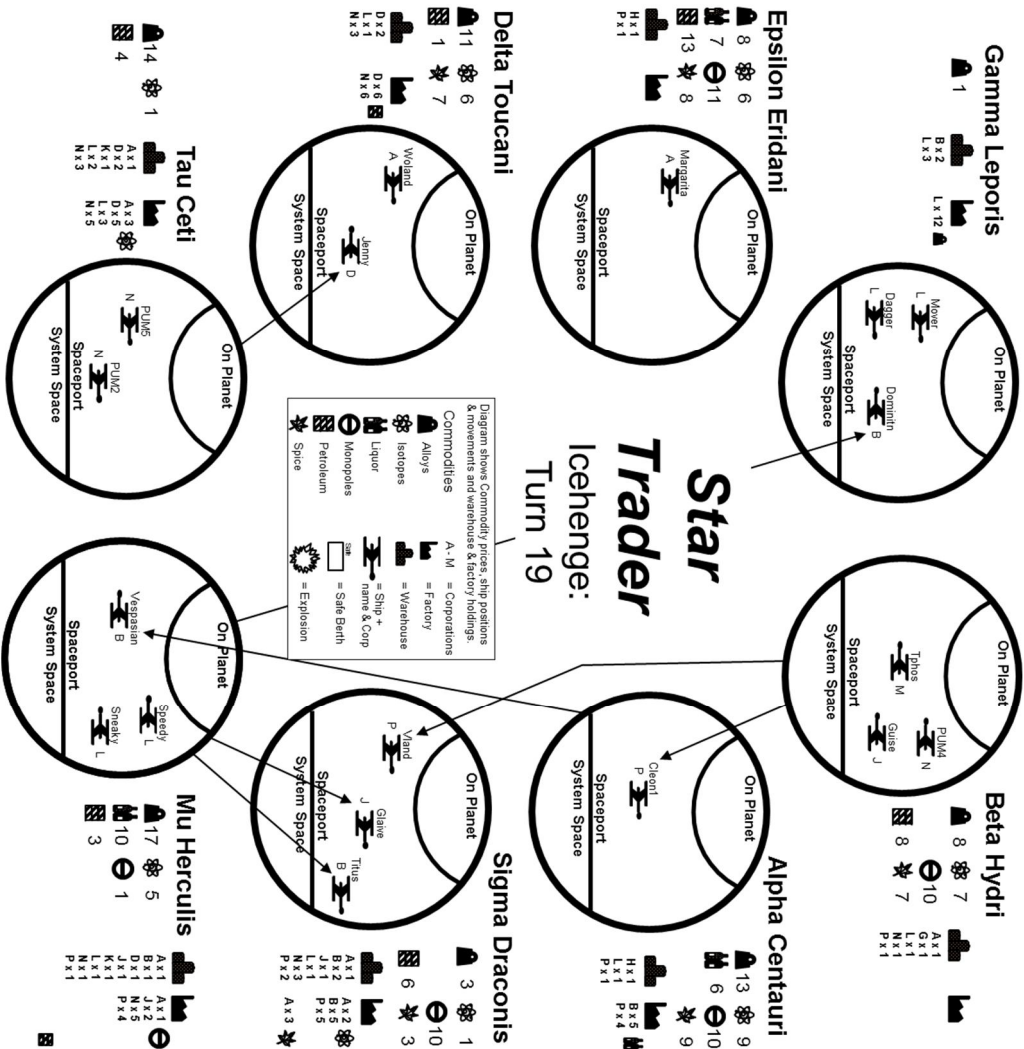
The values each turn are approximate, assuming everything could be sold for face value – which of course they couldn't be.

It is unfair to compare PERF's figures with everyone else's – he has played several turns less than everyone else.

Some of the sudden highs and drops come from a big purchase or sale of a commodity, especially if it was also produced at a Factory at that system.

I have valued the goods some players abandoned when they sold their warehouses on the last turn.

Game end statements to Mike Dommett, 119 Victoria Road,
ALTON GU34 2DD or by e-mail to mike_dommett@yahoo.co.uk
by 13th April 2012



Corp	Turn																		
	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20				
A	901	750		878	672	979	1077	920	974	864	1109	1017	1153	1317	1160				
B	890	840		859	1028	1181	1469	1533	1544	1805	1973	1988	1837	2149	1970				
C	999	778		894	1011	1402	1389	1144	1407	1285	1273	1428	1890	1752	1794				
D	720	700		812	1167	1277	1508	1738	1738	1253	1039	1263	1642	1607	1626				
E	1089	968		1031	1430	1447	1553	1267	1912	1813	2058	2048							
F	855	833		942	854	1000	1407	1522	1415	1695	2098	2082	2215	2152	2068				
G				New player	756	659	661	882	620	711	643	668	639	745	854				
J	720	640		928	694	1025	1417	1241	998	1101	1294	1296	1135	1303	1289				
L	418	476		535	490	610	890	1453	1377	1466	1954	1942	1768	1635	1472				
M	975	709		1105	1072	1237	1473	1473	1459	1550	1678	1577	1793	1812	1718				
N	762	454		646	627	853	760	858	1022	1142	1039	1215	1321	1046	1067				
P	993	982		928	965	1215	1504	1450	1584	1707	1929	2034	1888	1862	1853				
Colour key:				1st			2nd			3rd			4th						

Les Petites Bêtes Soyeuses 250

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.engage.co.uk).

Orders for January 1665 to Pevans at 180 Aylsham Drive, Uxbridge UB10 8UF, UK or lpbsorders@pevans.co.uk by 23rd April 2012



December 1664

It's the end of the year, but there are a few matters to settle before the seasonal festivities begin. First up is Yves Vrai Bretheauteque, who is taking on Sheikh Yadik Al-Abowt over the latter's advances towards Frances Forrin. The Sheikh brings his regimental rapier and a second, Pierre Robierre. Bretheauteque has no regiment, so he is armed with a foil. He's on his own, as well. What's worse, the pint-sized Bretheauteque is at a distinct physical disadvantage, even though Al-Abowt is carrying an old injury. A furious lunge from Bretheauteque starts the duel and gets him first blood with the initial lunge. Al-Abowt responds with a lunge of his own. Bretheauteque surrenders. The Sheikh is scheduled to fight Arsène Est, too, but refuses the match, claiming to have eaten "a few too many 'Sheikh' cakes the night before."

Est's challenge to Warren Peece is voted down, which leaves him with just Zachary The Money Goes to face. Cardinal's Guardsman Est has his rapier and is backed up by Pierre Cardigan and Tomas le Matelot. King's Musketeer The Money Goes has his rapier, too, but no seconds. His advantage is that he's far more skilled with this weapon. Both men start proceedings with a lunge. Est has the stronger arm, but it's still pretty even. Est continues with a second lunge, but The Money Goes switches to a slash. This does less damage, but gives him the tempo. He hits Est with

another slash just as Est puts up his sword! However, there's no call for the seconds to intervene, as The Money Goes accepts his surrender.

Pierre le Sang's challenge to the CPS is voted cause, so he is able to cross swords with Uther Xavier-Beauregard. As a cavalryman, Xavier-Beauregard wields a sabre. As a man with no sense of fear, he comes without a second. Le Sang is an infantryman. He brings his rapier, and two colleagues: Armand Slice and Tourtière Mangetout. This is an even fight, in terms of build, though le Sang is the more skilled swordsman. Mangetout insists that Xavier-Beauregard should face into the rising sun as the two men cross swords. An opening lunge from le Sang is partially deflected by a slash from Xavier-Beauregard. Both men draw blood.

However, Xavier-Beauregard's attack is just the first part of a furious slash and he swings round with a cut. Le Sang has anticipated this and jumped out of the way. This gives him the advantage as Xavier-Beauregard recovers his guard. Le Sang closes and sticks the boot in. A wincing Xavier-Beauregard holds up his blade in a block as it's le Sang's turn to recover. Then he lunges while Xavier-Beauregard is still off balance. This third blow is enough for the CPS and he concedes the fight. Le Sang accepts his surrender with equanimity. It's not good for Tomas le Matelot, though, as Xavier-Beauregard is too injured to meet him.

Major Slice (of the 53rd) now has a duel of his own: against his regimental enemy Captain Charles Asnomonai (of the Crown Prince Cuirassiers). Le Sang and Tourtière Mangetout second Slice who takes his rapier and his greater expertise against Asnomonai's sabre. Slice is also the bigger of these two men, but old wounds level the playing field. As with the previous duel, a slash from the sabre deflects a lunge from the rapier. First blood to both, but the advantage is with Asnomonai. Again, the slash is the first part of a furious slash. Slice is blocking against another slash and takes the full force of the cut.

Undaunted by this wound, Slice lunges at his opponent, drawing blood again. Asnomonai jumps back to survey the damage. It doesn't appear to be too serious, but Slice has followed up and runs him through once more – this evens things up. Another mis-matched pair of lunge and slash tips the balance in favour of the Cuirassier and another cut seals the deal. Slice surrenders so that he can get some medical attention.

Picardies versus Arquebusiers

Time now for the Picardy Musketeers and Fourth Arquebusiers to settle their differences. To start with, Musketeer Captain Etienne Brule takes on Arquebusier Major Noel Fornam Idya. Both men are of much the same build and each carries a rapier. Brule has Binet de Bours as his second.

Both men opt for a defensive stance. Brule parries and then blocks, while Idya parries and then jumps back and forth. Brule is first to give this up and skewers his adversary with a lunge. Idya promptly surrenders and is now able to decline to meet de Bours without any penalty.

This means PM Major de Bours's first fight is with 4A Captain Vaux de Ville. Brule seconds de Bours and is joined by Revaulvin d'Or, who has brought a small hamper with him. De Ville has Charles Rabbit-Vacuum as a neutral second. De Bours's biggest problem is that he's a small man and de Ville isn't. Still, first blood to de Bours as his lunge goes through de Ville's block. De Ville uses a slash to even the score. A slash from de Bours isn't much more than a scratch before de Ville completes his furious slash, smacking de Bours with the cut. De Bours concedes.

Time then for another duellist to take the field: enter 4A Captain Glock von Spiel. He chooses to fight Brule first, with de Ville acting as his second. The now heavily-bandaged de Bours is still seconding Brule, who is inferior to von Spiel in size and expertise and is still carrying old injuries. His lack of skill is belied by the expert way he parries von Spiel's opening lunge and jabs him with the riposte. First blood to the Musketeer. The lunge is just the start of a furious lunge, though, and blocking is no way to stop a cut. Von Spiel thumps Brule hard with his second attack and Brule quickly concedes.

De Ville is next to take on Brule. The adversaries are evenly matched in terms of build, but Brule has taken heavier hits than de Ville, giving the Arquebusier a clear advantage. De Ville prepares his trademark furious slash. Brule surrenders. De Ville swishes his sword around angrily, deprived of the opportunity to improve his skill further. Brule suffers some loss of status for not fighting, but this is matched by the kudos he gains for taking the field in his badly injured state.

De Bours decides to emulate his junior officer and staggers into the arena with the help of his seconds (still Brule and d'Or – the latter has finished the cold meats and is munching on an apple). He crosses swords with von Spiel and then surrenders. Unfortunately, von Spiel has gone for a furious lunge again and runs de Bours through as he opens his mouth. Thus, what we get is: "I surr..." and then a thump as de Bours's body hits the ground. RIP. D'Or looks guiltily surprised as he checks his betting slip.

I make that 4:1 in favour of the Arquebusiers and one less Musketeer for them to worry about!



Resign, dammit!

General Pierre Cardigan needs a new Aide. However, first he has to get rid of the incumbent. Having announced his intentions, he calls in a favour to remove the man. This has the desired effect and General Cardigan has a convenient vacancy to offer any Major without a job. Revaulvin d'Or offers the role of his Aide to Binet de Bours. Ah, bit of a problem there... No problem for Lieutenant-General Quasi Le Bossu, who appoints Etienne Brule as his Aide.

Cardinal's Guards Major Euria Humble would like to get rid of the Lt-Colonel who is blocking his progression in the regiment. He uses his influence to improve the odds. However, the Colonel of the King's Musketeers, Zachary The Money Goes, has other ideas and uses some of his numerous favours to thwart Humble. Humble remains a Major for this month. And Arsène Est remains a Captain, as there's no room at Major.

In the King's Musketeers itself, Captain Sheikh Yadik Al-Abowt wants to remove the junior Major so that he can augment his rank. He has some influence of his own and gets support from his CO – that man The Money Goes again – and Lt-General Quasi Le Bossu. CG Captain Arsène Est tries to turn the tables by using one of his favours to block this. It's not enough and the Major quits. This lets Al-Abowt buy his way to Major.

Now that his honour is restored, Yves Vrai Bretheauteque resumes his military career. He applies to the Dragoon Guards and is immediately accepted. He would like to be a Major, but there's no vacancy at that rank, so has to make do with a Captaincy. He issues a request for the senior Major to quit to allow him to advance further.

Pierre le Sang recruits a new arrival in Paris, Valéry Singh-Letonne, for the 53rd Fusiliers. Singh-Letonne buys a Captaincy.

Some of the King's Musketeers feel the need to spend the winter on the frontier. Both Lt-Col Jacques de Gain and Major Sheikh Yadik Al-Abowt volunteer their battalions for active service. This catches out Captain Patrice d'Romilly, who marches off with second Battalion (the Sheikh's command). Brigadier-General Armand de Luce fancies some action, too. He doesn't have a command, so he's off to serve with a Frontier regiment.

It's Christmaaaas!

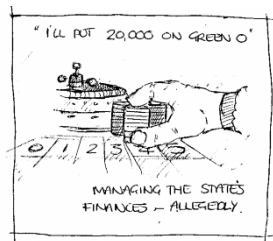
Pierre Cardigan is throwing a party at the Fleur all month and this is where many of Paris's more senior socialites are to be found. With Fifi at his side, Pierre welcomes his guests in the first week. We start, in alphabetical order, with Connor McKnight, who brings Emma Roides with him. Charles Rabbit-Vacuum has Lucy Fur at his side. Maggie Nifisent

accompanies Michel Marteau. Pierre le Sang escorts Katy Did. Only Rick O'Shea is without female company. Uther Xavier-Beauregard brings Jacky Tinne. Warren Peece is with Ingrid la Suède. And Anna Rexique accompanies Zachary The Money Goes.

The following week sees all but Zack return for more partying. They are joined by Jean-Luc Beauchamp l'Rojik, making it two single men amongst all the couples. Uther and Warren drift away before week 3, but numbers are kept up by the arrival of Ilk Lamore Bartat, with Leia Orgasma on his arm, and Tomas le Matelot. Tomas entertains the group by putting nearly five thousand crowns on the tables in a single wager and losing it all! He seems quite pleased with the kudos he gets for his profligacy.

The final week is much more poorly attended. The rival attraction of Quasi Le Bossu's horse race is blamed, but only Charles has gone to the Prix d'Or so there must be something else going on. Those who do Toady to Pierre and Fifi are: Connor and Emma, Jean-Luc, Michel and Maggie.

Pierre's party is not the only thing going on at the Fleur. Throughout the month there is a foursome ensconced in another corner of the club. Devlin Carnate and Belle Epoque host Gustav Ind and Kathy Pacific right the way through December. They wrap up the month with a visit to the gaming tables, both Devlin and Gustav placing large, single bets. Devlin puts down the larger sum and doubles his money. However, Gustav's wager ends up in the club's coffers.



Jacques Shitacks and Madelaine de Proust make the Fleur their residence for December, too. Jacques has a busy time of it, parcelling up pouches of coin and sending them to Paris's poor (as officially classified in last month's "Greasy Pole"). And then there's a small chest to go to Quasi Le Bossu for the benefit of the B&Bs. Anyone would think Jacques was Chancellor or something... Zack and Anna remain in the club for two further weeks after leaving Pierre's party. Visiting for the first week are Egon Mad 2 and Edna Bucquette and Revaulvin d'Or and Deb Estaround.

Quasi Le Bossu is to be found in Bothwell's for most of the month. He brings Guinevere d'Arthur with him and they try their luck on the tables. Each week, Quasi plonks down a couple of hundred crowns and sees how the dice roll. By the time he leaves to host the horse race, he's lost two and won one of his bets, leaving him somewhat out of pocket.

Bothwell's gets quite noisy in the second week when Richard Shapmes is host. The main topic of conversation is the notices that have been spread

around Paris. They show a caricature of the outgoing Commissioner of Public Safety clutching a bomb labelled "Justice" and dressed as the devil. The text reads; "Danger UXB – beware all ye innocents." Richard and Ella Fant have made it clear that they expect their guests to behave civilly at all times, but a couple of regimental enmities cause some heated words (good job that swords were left in the cloakroom!). First on the guest list (alphabetically) is Arnaud Surfinmaise, who's no trouble. Next are Armand Slice and Mary Huana, whose affections he won the week before.

Charles Asnomonai follows and starts the trouble: he is in the Crown Prince Cuirassiers, Armand is a member of the 53rd Fusiliers and they do not get on. Etienne Brule and the "beautiful, influential and altogether magnificent" (as he introduces her) Ada Andabettoir sidestep the argument as they arrive. Gaz Moutarde is next, followed by Jacques le Franc and Angelina di Griz. Lothario Lovelace precedes Noel Fornam Idya. Noel is very keen that everyone should take notice of his new companion, Pet Ulante. However, Etienne takes more notice of Noel's uniform (4th Arquebusiers) and compares it unfavourably to his Picardy livery ("pin cushion!"). That's argument number two.

Pierre Robierre arrives with Di Lemmere. Then in comes Tourtière Mangetout. He is quickly collared by his Fusilier colleague, Armand, to join the 'discussion' with Charles. Vaux de Ville is the last man through the door. He's an Arquebusier, which makes it two to one against Musketeer Etienne. That only leaves the man standing outside the club: Glock von Spiel. Glock knows there's a party in Bothwell's. He just doesn't know the host's name. He makes several attempts to get past the doorman, but "Jean invited me" does not gain him admittance.

Richard and Ella remain in Bothwell's for another week. They don't have the place to themselves as Warren Peece and Ingrid spend their week 3 in the club as well. Warren has invited those who were refused entry to his November Party to join him and Ingrid for Christmas Eve, so they stay in the club for the last week of the year. Of those invited, Noel Fornam Idya and Pet attend, as do Zachary The Money Goes and Anna. The Sheikh sends a package of 'Sheikh cakes', but the guests give them a wide berth.

Hunter's is where Gaz Moutarde passes his first week, enjoying the company of Anne Tique. Two weeks later it's Ali Vouzon and his latest conquest, Alison Wunderlandt. They like it enough to stay for Christmas.

Eric de Miabeille makes the staff at the Horse Guards club feel wanted by popping in with Freda de Ath for week 2.

Nobody bothers to do this for the guys at the Blue Gables. There is a collection of people outside in week 3 though. Turning up to Toady to the

deceased Binet de Bours are: Arnaud Surfinmaise, Armand Slice, Charles Asnomonai, Etienne Brule and Lothario Lovelace.

Vaux de Ville hosts his own tête-à-tête at the Frog and Peach at the start of December. Thomasina Tancenjin is at his side as he welcomes his regimental colleague, Glock von Spiel, and new boy Valéry Singh-Letonne. As fine, upstanding members of the Fourth Arquebusiers, Vaux and Glock are put out by the sight of another club member. Etienne Brule, attending with Ada, is in the Picardy Musketeers and thus requires challenging (though Vaux loftily claims, "it's hardly worth the bother of defeating them"). This is achieved with much arm-waving and posturing, an interesting introduction to Paris for young Valéry.

Red Phillips has visitors in Christmas week. Arnaud Surfinmaise drops in, while Tourtière Mangetout brings Lois de Low out to celebrate Yule.

A day at the races

This leaves the Boxing Day horse race organised by Quasi Le Bossu for the Boozers and Bellringers. Quasi and Guinevere officiate from the main building (where it's warm and there's a plentiful supply of wine). They are joined by Lothario Lovelace, who's decided not to enter the race (apparently he's still suffering from the debt collectors retrieving what he owed at the start of the month) and the mistresses of the men who have. Hmm, Lothario and a group of five women...

The going is officially described as "hard" and a fast race is expected. The clear favourite is the diminutive cavalryman, Pierre Robierre, who has Di Lemmere supporting him. At the opposite end of the racing spectrum are Royal Marines Ilk Lamore Bartat (gamely cheered on by Leia Orgasma) and Jacques le Franc, plus Etienne Brule (whose partisan is Ada Andabettoir). All three look distinctly uncomfortable on horseback. There is one Royal Marine who seems much more at home: Gaz Moutarde is in with the second-place runners, Tomas le Matelot and Uther Xavier-

Beauregard. In between these two groups are Arsène Est (backed by Lotte Bottle) and Charles Rabbit-Vacuum (egged on by Lucy Fur).

The horses canter off the line with Pierre taking a clear lead round the first corner. Gaz, Tomas and Uther jostle for position a



No, no – put the sword away!

couple of lengths behind him. Arsène and Charles are a length and a half behind them, closely pursued by Etienne and Ilk. Jacques is on their tails, but clearly last. As the horses come on to the back straight, Gaz digs his heels in and his horse responds. Ears flat, it gallops flat out down the straight, making Pierre look like he's just cantering. As he enters the corner, Pierre looks back casually, to see how far behind the others are. He gets a shock when he sees Gaz's helmet alongside his horse's tail!

Tomas and Uther enter the corner a good two lengths down on the leaders, still jostling for position. Jacques has followed Gaz's example and is only half a length behind them in fifth place. He is just ahead of Arsène and Charles, who look surprised to see his horse pound past them as they are engaged in their own duel for places. They have remained half a length ahead of Etienne, who has pulled away slightly from Ilk, now being left behind as he hangs on to the reins.

As he comes into the final straight with Gaz just behind him, Pierre digs in his spurs and starts flailing his whip. This has the required effect as his horse matches the furious pace being maintained by Gaz. The two horses gallop full speed for the finishing line with Gaz just that crucial half length behind all the way. Pierre wins, but it's much closer than expected with Gaz just behind him. Tomas and Uther sprint for the line, too, but Tomas gets that little extra out of his hose to take third place by half a length. However, Tomas is a good two lengths behind Gaz.

Arsène and Charles continue their duel all the way to the finishing line, claiming a shared fifth place a length further behind. Etienne gets a bit more speed out of his mount, but still drops further behind this pair and finishes a length down as seventh. Having made such an effort to get into the midfield, Jacques has clearly over-stressed his horse. It can do little more than trot to the line as the others go back past, leaving Jacques eighth. At the back, Ilk has given up trying, concentrating on not spilling his wine as he finishes the course at a leisurely pace.

Three sabres and a rapier

Away from the races, Yves Vrai Bretheauteque is concentrating on important stuff: sword practice. After three weeks working out with a sabre, he decides to vary things with a week's rapier practice. Arsène Est puts in three weeks with his rapier before going racing and Eric de Miabeille practises sabre for three weeks around his visit to the Horse Guards. Once they've got their club visits out of the way, it's three weeks with sabre for Revaulvin d'Or and with rapier for Egon Mad 2. Monty Carlo spends one week in a Bawdyhouse and three with his two-hander.

There is two weeks' practice with cutlass for Ilk Lamore Bartat and Jacques le Franc. Two weeks with sabre for Pierre Robierre and two with rapier for both Richard Shapmes and Vaux de Ville. Plenty of others pop into the gyms for the odd week.

Amongst those visiting the Bawdyhouses, Valéry Singh-Letonne is the one who attracts the footpads' attentions. Having expertly tapped him on the head with a blackjack as he makes his way home at the end of week 3, they are disappointed to find he's spent all his money on wine and women. Perhaps feeling he's unlikely to be a target again, Valéry returns to the Bawdyhouse the following week. He sticks to the drinking and gambling this time, laying four bets and breaking even.

Maggie Nifisent is a popular girl this month. While she's out on the town (Michel Marteau has taken her to Pierre Cardigans' party), three prospective beaux turn up at her door. Ali Vouzon, Jean-Luc Beauchamp l'Rojik and Tomas le Matelot will not give way to each other and a three-way duelling festival will be required. As already mentioned, Ali goes on to success with another lady. Tomas goes on to success with his purse at the Bawdyhouses. And Jean-Luc goes elsewhere.

This leaves Euria Humble, who is not in evidence much this month. This is because he's gone courting a certain young lady, whose affections were cruelly stolen from him by another "whilst [he] was campaigning for France". Once he has succeeded in charming her again (as Egon Mad 2 is only too aware), he spends the rest of the month at her place.

Over the hill

This is probably not a good time to be on active service. In defiance of the military wisdom, that winter is for sharpening weapons and polishing anything that doesn't move, the top brass have ordered the Frontier regiments to assault a Spanish position. At least it's in southern France, so the weather isn't too bad. The terrain is a little rocky, though.

Frontier regiment 2 demonstrates unexpected rock-climbing abilities to win a bloody victory and capture some Spanish guns. They may have been helped by the other regiments who manoeuvred in front of the guns to draw their fire. Or maybe they just march about and get shot at. Anyway, Bdr-Gen Armand de Luce is attached to Frontier regiment 2 and gains some two thousand crowns as his share of the booty.

Second Battalion, King's Musketeers is attached to Frontier regiment 3. Major Sheikh Yadik Al-Abowt, commanding, has more sense than to put his men in front of enemy artillery. Particularly after a cannonball bounces a yard or so in front of him and then sails over his head. He is

Mentioned in Despatches ("fine use of cover"). There is a Mention, too for one of his company commanders, Captain Patrice d'Romilly.

The First Battalion of the KMs is with Fourth Frontier regiment. Lt-Col Jacques de Gain is too canny to be caught in close proximity to any cannonballs, but his men have little effect on the battle. There is no reward for him. ❖

Press

Announcements

To All Loyal Men of Paris,
Come and join the country's premier regiment, the King's Musketeers, and ensure that France's enemies are hunted down and dispatched.

Places are still available, but please apply early to avoid any disappointment.

Generous bonuses available and help with purchasing your commission.

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

From The Office of The Minister of State:

May I remind all concerned that to challenge a Minister or servant of the Crown for the performance of his lawful duties is illegal, an affront to His Majesty's sovereignty and must be counted as sedition in that it will deter his servants from the exercise of their powers and execution of His Majesty's commands. The penalty for sedition is death or such other punishments as occur to Le Roi at the time.

By Order,
† Count d'Or, Minister of State

Officers and Men of the 2nd Brigade of Foot:

This is a warning order. The Brigade will be departing for a winter campaign. Officers and enlisted men should expect to spend the month of February, 1665, on the frontier, defending France from her many foreign enemies. Plan your schedules accordingly.

Long live the King,
† Sir Pierre le Sang
Brigadier

Matters of Honour

To the Nobles of France
Would any of you be willing to be my Second should such a thing be necessary? I will naturally reciprocate.

If so, please leave your name with my assistant Igor.

† Earl Madd

Charles Asnohope,
This is getting tedious. Rather than seeking a second, you should bow, Sir, to the inevitable.
For a small fee, I'd be happy to put in a word for you with the regimental Colonel.

Respect where respect is due.
Given your time in the CPC, I am

sure we could find an opening for you as a groom to the officers' horses. What say you? A private in the 53rd and an end to these duels?

† Major A. Slyce

Social

The Picardy Pick-me-up (Party in Week 3)

With the January Blues just around the corner, why not shake off the cobwebs and come and get ready for spring with the Picardy Musketeers.

I'm pleased to invite anyone of my own social level or lower to join me in my club during the third week of January for refreshments and talk of the spring fashions, along with other subjects which might brighten the dark evenings.

As ever, those loathsome 4th Arquebusiers are not welcome, but members of the Picardy Musketeers and guests of within 1 social level of myself carouse at my expense.

† Major Binet de Bours

To: Whoever advertised Week 2 Bothwell's Party

Dear Sir,

I would have enjoyed – unless you should happen to be an accursed CG or fish-smelling RM poltrooner – coming along to your party. However, since you omitted to include your name, I felt unable to attend. Alas, maybe next time.

† Captain Sheikh Yadik Al-Abowt
Regt Adj, Kings Musketeers
(Honorary member 69A)

To Earl de Lieu, Earl Carnate, Earl Ind and Count Shitacks:

I hope you will join me Week 2 in January to give me your views of the candidates for high office I will convene that week and then you and your mistresses will be my guests Weeks 3 and 4 as we celebrate the start of the New Year and wish His Majesty joy of the age.

Please RSVP as winter means my caterers are by no means certain of obtaining all the choice delicacies I plan to regale your senses with.

Yours,

† Count d'Or,
Minister of State,
General of France

Pierre Cardigan will be hosting a party all month: SL 12+ and mistresses welcome.

Dear chaps,

After spending far too long kicking my heels on the far frontiers of our beloved Belle France, I am, at last, returned to the City of Light.

Accordingly, I would like to invite all and sundry to a little Micklemas [sic] soirée at my club, Bothwell's, in week 3.

Well, when I say 'sundry', of course I mean only those with either a distinguished military record, or those who would be at home in the genteel surrounds of Bothwell's.

Drinks will all be on me, so I hope to see you there.

† YVB

To: Sir Warren Peece

Sir,

Thank you for your kind invite to attend your Christmas Eve Party. I am most honoured to receive such and can only apologise that, due to military service, I shall be unable to attend. Nevertheless, I wish you and your guests a truly good time and forward to you this seasonal gift of some of my 'exceedingly fine' 'Sheikh cakes' which should enable you to have a relaxed and mirthful gathering.

† Captain Sheikh Yadik Al-Abowt
Regt Adj, Kings Musketeers
(Honorary member 69A)

To Count The Money Goes, Earl Madd and Marquis de Gain:

I am considering candidates to join government when a vacancy arises. I would like therefore to get to know you better and cordially invite you to be my guest in Weeks 1 and 2 in January at my club.

After the formal affair has been dealt with, you and your mistresses can join me for an 'informal affair'. Your costs will be paid of course. Please RSVP if you wish to be considered for future office.

Yours,

† Count d'Or,
Minister of State

Party at Bothwell's in January Week 2.

† Charles Rabbit-Vacuum

To Sir Quasi Le Bossu

Dear Quasi,

Please accept a small gift intended to further the work of those most excellent bell ringers in this most festive time of year.

As you know, I take my duties and responsibilities as an Honorary Life President of your group most seriously. As such I am planning a small party to be held in week 1 of January for a few select friends and I would like to invite you to provide the entertainment. I know you direct your members in military fashion, but for this gathering I must insist most sincerely that tradition be upheld and you wear the Hat of Victualling and sit by my side with one hand constantly on the Cup of Vintage whilst the other be gainfully employed in the art of the bell. Of course, it goes without saying that in order that you travel no further than quaffing distance from me during the course of the evening your feet shall never leave the trough of hops! There will be a prize of 1,000 crowns to the person I judge to have dressed in the manner most appropriate. This judgement shall be announced in February. I hate to have nothing to look forward to. The winner shall also accompany me to my club in week 1 in March - Where they shall apologise most sincerely to the management for their behaviour in December!

Yours,

† Life President
Count Jacques Shitacks

Mess Night for the 2nd Brigade of Foot:

I wish to announce a Mess Night for the Officers and Men of the 2nd Brigade of Foot during Week 4 of January, 1665, at Bothwell's. As the Brigade will be on active service in February, this will likely be the last chance that some of us get to enjoy ourselves in this life. All officers and other ranks of the 2nd Foot and their ladies are invited to dine and carouse at my expense.

† Brigadier le Sang
Commanding the 2nd Brigade of Foot

Personal

To my countrymen high and low, My friends, winter is coming and the candle burns low. Cold nights and draughty beds are no fitting reward for those who work and fight so hard and well for the most glorious King Pevans – appointed by God to lead us and protect us from all evil, especially a lack of fine wines and cheeses! Therefore, to rectify this dire situation, I have ordered that hampers be sent to all citizens of Paris who for some reason can't fill their own cheese larder, so that this winter is a winter of full bellies and happy laughter. I look forward to a fine festive season and a happy new year of slaughtering the enemies of France.

Your Countryman,
† Count (Chancellor) Shitacks

Dear Euria,
You must expect some ill feeling for previous poltroonery.

† Rabbit-Vacuum

To the Heathen,

I couldn't understand the foreign ramblings you posted last month except for the word pig, so I asked around the barracks. One person said you were explaining that you like pigs, another said you were explaining that you are intimate with pigs, another said pigs are intimate with you. As you do not speak very good French, I guess we will never know for sure. I want you to know that I do not condone these kinds of heathen rituals. But it's very clear why you have joined the King's Musketeers. The Colonel is well known to have kept a pig in his household. I'm not suggesting for a moment that you should go courting or anything like that.

† Arsene Est

It is hardly surprising that Binet de Bours finds the 4th Arquebusiers too annoying to invite to his party; since his pathetic Picardy Musketeers have consistently lost on the duelling field, he obviously doesn't dare to enter a drinking contest.

† VdV

Dear Quasi,
Apologies, but I won't be able to attend the 3-legged race this year. To ensure our chosen charity does not miss out, I am enclosing a donation of 100 crowns.

Yours etc,

† WP

Old Sheikh Yadik needs a decent bacon sarnie. † CRV

From a confused court correspondent

The trial of Sir Pierre le Sang was a very odd affair.

The CPS brings charges that suggest there are spies within His Majesty's court working for an undisclosed Minister of His Majesty's Government – a very worrying situation. So, rather than arresting them or the minister involved and protecting the king himself, he issues a warrant for the arrest of Sir P le Sang.

Not to worry, I'm sure Minister of State d'Or will rectify this.

No, wait, he seems to be more intent on charging Pierre le Sang for not attending a funeral that he was not invited to (unless His Majesty made a special request for him to attend) as he is neither a member of the government or a Baron. Had His Majesty made such an invitation, would it have been public knowledge or does this hint at Minister of State d'Or's involvement with the spies mentioned by the CPS, which would also explain why he ignored the charges brought by the CPS?

Dear WP,

Thank you for explaining the party mix-up. My lady friend was most annoyed and I had thought you did it intentionally. If only I had known sooner.

I hope we can put this behind us.

Regards,

† Arsene Est

To M. Le Sang: Sir, your intemperate attack on a Minister of the Crown does you no credit and verges on seditious libel. For an officer and a man of your standing NOT to attend the funeral of Count Spencible – whether it was a royal command or not – smacks of disloyalty, disaffection and a suspicious disregard for the army of the King. Do you secretly despise your brother officers? Is military rank merely something you seek because you like the uniform? The opportunities for seduction it offers? I hear you were relieved at my leniency heretofore. Savour it, sir, for it will be the last such mercy I grant you, should you come before the courts again.

† Count d'Or, Minister of Justice

To: Sir Pierre le Sang

Mon General,

I should like to apply to join your most esteemed Regiment of Foot, the 53eme Fusiliers, as a Captain.

I wouldn't claim to add much to the fencing team (at present) but on the other hand I am a keen reader of the classics on strategy and tactics – Tacite (who must never be read out aloud), Xenephobe etc. (I must admit, I was a bit defeated by 'The Art Of War' by Uzt Nus – I might as well have been reading it upside-down and back to front for all the sense it made.) Still, I think I can bring some military success to enhance the glory of the Regiment and of course its noble Commander.

Your obedient servant,

† Valery Singh-Letonne, bourgeois

Al-Abowt,
Amidst your ravings, was that a
threat? † Sir ILB

To: Mon cher ami, Captain Amant
d'Au, His Majesty's Royal Foot
Guard

Amant, you truly have no need to
thank me for speaking up at your
recent trial. I could not stand by to
see a gentleman and a fellow
soldier stand alone against such
lame and unjust charges. I am glad
that you have retained your
rightful liberty and continue in
your duty of protecting His
Majesty.

May the Prophet watch over you
my friend.

† Captain Sheikh Yadik Al-Abowt
Regt Adj, Kings Musketeers
(Honorary member 69A)

To the members of the Royal
Marines,
Gentlemen, You will probably not
recall, but I started my military
career in your most able Regiment.
I am still proud to wield my
Cutlass and remember my days
leading your Regiment with great
affection. If you need anything, let
my aide know.

Yours, † General Shitacks

Points Arising

**Next deadline is
23rd April 2012**

Note that the deadline is three
days later than usual. This is
because I will only start on the
next turn after I return from the

Michael Mateau is too weak to get
out of bed – but what a way to go!

To His Majesty The King
"EXTERMINATE" – An excellent
word. Should I ever succeed in
creating a mechanical army I shall
ensure they repeat this chant.
In the meantime, perhaps our army
should shout this anyway? I'm sure
that will terrify our enemies.

Your Obedient Servant,
† Earl Madd

Poetry Corner

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

1 One of them!... Die!
Two of them... Fie!
Three of them...Sigh...
Another party to try...
2 One of them... Die
Only two of them... oh Fie!
Must be another party to try...
Oh ... Sigh! † CA

There once was a foolish thief
called Uther,
Had a post and abused her.
He now lies dead, a victim of his
own greed,
So few brains, so much need.

USA on 23rd. It's one way of
dealing with jet lag. ☺

I've only just realised this is the
250th turn of the game. Nearly 21
years in the game and over 25 in
the real world!

Welcome

Stewart Macintyre joins us this
turn. Welcome to *LPBS*, Stewart,
and enjoy the game

Absent friends

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

GdLi Gar de Lieu (Bill Hay) has
NMR'd. Total now 1

PdR Patrice d'Romilly (Simon
Burling) has NMR'd. Total now
1

AdA (David Brister) was floated as
David sent me an e-mail, but not
any orders

JB (Dominic Howlett) has been
floated at his request

X1 (Derek Brister) got the benefit
of the doubt and was floated

Farewell

One of our veterans, Colin Parfitt
(LS), has decided to resign from the
game as he's finding it increasingly
hard to find the time to play.
Thank you for your contributions
over the years, Colin and you will
be very welcome to return any
time.

Announcements

Charles Asnomonai asks NPC
Brigade Major of Heavy Brigade to
resign

AD has also quit as he can't find
the time to do the game justice.

I have removed the trial characters
of Joey Browning and Mark
Wardell, who have not provided
any orders.

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. Sign up and get
talking at:

[http://games.groups.yahoo.com/
group/EnGardePlayers/](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.

Charles Rabbit-Vacuum applies for
Commnr. of Public Safety

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

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

Pierre Robierre asks NPC Army Adjutant of Second Army to resign

Duels

Results of last month's duels:

Sheikh Yadik Al-Abowt (with PR, gains 1 Exp) beat Yves Vrai Bretheauteque.

Sheikh Yadik Al-Abowt didn't turn up to fight Arsène Est and lost SPs.

Arsène Est (with TIM & PC, gains 1 Exp) beat his enemy Zachary The Money Goes.

Uther Xavier-Beauregard declined to meet Tomas le Matelot as he was under half Endurance.

Charles Asnomonai (gains 1 Exp) beat his enemy Armand Slice (with PIS & TM).

Glock von Spiel (with VdV, gains 1 Exp) killed his enemy Binet de Bours (with RdO & EB).

Noel Fornam Idya declined to meet Binet de Bours as he was under half Endurance.

Vaux de Ville (with CRV, gains 1 Exp) beat his enemy Binet de Bours (with RdO & EB).

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

Tomas le Matelot asks NPC Army Adjutant of Second Army to resign

Tomas le Matelot asks NPC QMG of Second Army to resign

Yves Vrai Bretheauteque asks NPC Major 1 of Dragoon Guards to resign

Etienne Brule (with BdB, gains 1 Exp) beat his enemy Noel Fornam Idya.

Vaux de Ville (with CRV, no Expertise) beat his enemy Etienne Brule (with BdB, under half Endurance, losing 3 extra SPs).

Arsène Est's challenge to Warren Peece was voted down 6:6.

Pierre le Sang (with ASli & TM, gains 1 Exp) beat Uther Xavier-Beauregard - voted cause 10:3.

Grudges to be settled next month:

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

Ali Vouzon (Rapier, 1 rests) and Jean-Luc Beauchamp l'Rojik (Rapier, Seconds ZTMG, adv.) have mutual cause as neither stood down over Maggie.

Ali Vouzon (Rapier, 4 rests) and Tomas le Matelot (Sabre, Seconds PC & PIS, adv.) have mutual cause as neither stood down over Maggie.

Jean-Luc Beauchamp l'Rojik (Rapier, Seconds ZTMG, 3 rests)

and Tomas le Matelot (Sabre, Seconds PC & PIS, adv.) have mutual cause as neither stood down over Maggie.

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

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

Egon Mad 2 (Rapier, 5 rests) has cause with Euria Humble (Cutlass, adv.) for pinching Edna.

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

Charles Asnomonai (Sabre, Seconds PR, adv.) and Tourtière Mangetout (Rapier, Seconds AS)

have mutual cause for being in enemy regiments.

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

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

Challenges to be voted on:

Sheikh Yadik Al-Abowt challenges Gaz Moutarde for being just not quite right ... and really ugly too.

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.

Duels held over until March

Sheikh Yadik Al-Abowt versus Gaz Moutarde (if voted cause).

New Characters

Mark Booth gets the First son of a well-to-do Marquis: Init SL 9; Cash 275; MA 2; EC 2 (X2).

Stewart Macintyre gets the First son of a wealthy Gentleman: Init SL 5; Cash 550; MA 2; EC 4 (X3).

Tables

Brigade Positions

Guards Brigade	N6/N/JLBR
Horse Guards Brigade	N5/N/EdM
Heavy Brigade	N6/N/N5
Dragoon Brigade	N4/N/N6

First Foot Brigade	N6/N/ROS
Second Foot Brigade	PIS/___/ASii
Third Foot Brigade	N2/N/N3
Fourth Foot Brigade	N6/N/N5

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

Army Organisation and next year's summer Deployment

First Army (Defence)	PC/__/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

Regiments

	RFG	CG	KM	DG	QOC	ALC	CPC	RM	GDMD	PM	13F	PLLD	53F	27M	4A	69A	Gscn
Col	RS		ZTMG		CMK	MC		ILB		N3	AV	UXB	PIS+	WP			
LCol	DC	N2	JdG	N1	MM		N4	JB	PR	N4	CRV		N5	N5	N3	N5	
Maj	N4	N4	JLBR+	N3	EdM+	N2	N5+	ROS+	N3	N1		N6+	ASli+	N3+	N5		N5+
Maj	N6	EH	SYAA	N2		N3		GM					TM	N4	NFI		N2
Capt	AdA	N1	N6	N2	N1	N5	N3	N1	N2	N5	N5	N3	N4	N2	N2	N1	N1
Capt	N2	N5	N2*	N3	N2	N6	N5	JIF*	N5	N3	N6	N5	N6	N5	N5*	N1	N2
Capt	N5	N2	PdR	N3	N2	N6	N3	N3	N6	N4*	N6	N6	N3	N3	VdV	N5	N1
Capt	N5*	N6*		N4*	N5*	N3*	N1*	N3	N3*	EB	N4*	N4*	VSL	N3*	GvS	N5*	N3*
Capt		AE		YVB			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)				
	F1	F2	F3	F4	RNHB
Colonel	N3	N4	N2	N4	N6
Attached		AdL	2 Bn KM	1 Bn KM	

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

Battle Results

Frontier regiment 1: 6
Frontier regiment 2: 2
Frontier regiment 3: 5

Frontier regiment 4: 5
RNHB regiment: 4

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/N	
City Military Governor N	Adjutant-General EM2
Inspector-General of Cavalry N	Inspector-General of Infantry N
Commissioner of Public Safety __	
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	MM
55	Jacky Tinne	16		UXB
52	Guinevere d'Arthur	15	B/W	QLB
10	Frances Forrin	14	B	
21	Helen Highwater	14	W	
48	Fifi	14	B/W	PC
62	Alison Wunderlandt	14		AV
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	
28	Vera Cruz	12		
31	Bess Ottede	12	I/W	
1	Sue Briquet	11	B	
4	Anne Tique	11	W	GM
9	Deb Onairre	11	I	RdO

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	NFI
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	
49	Mary Huana	8	B/I/W	ASli
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	
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
DC	Earl Devlin Carnate	26+	78	Rich	Lt.Colonel RFG/Min w/o Port	10	Belle	Flr	2 Bruno Giordan
ZTMG	Count Zachary The Money Goes	25	67	OK	Colonel KM	18	Anna	Flr	4 Gerald Udowiczenko
RdO	Count Revaulvin d'Or	25	63	Rich	General/State Min.	13	Deb	Flr	4 Jerry Spencer
GdLi	Earl Gar de Lieu	25	59	OK	General/Justice Min.	9	Kathy	Flr	4 Bill Hay
GI	Earl Gustav Ind	25+	79	Withy	Fld Marshal/War Minister	4	Kathy	Flr	6 Ashley Casey
JS	Count Jacques Shitacks	24	60	Rich	General/Chancellor	3	Madelaine	Flr	4 David Oliver
EM2	Earl Egon Mad 2	22	60	Rich	B.Lt-General/Adjutant Gen	9	Edna	Flr	2 Tym Norris
JdG	Marquis Jacques de Gain	21	F	Rich	Lt.Colonel KM/1st Div Adjutant	14		Flr	4 Ben Brown
EH	Viscount Euria Humble	20	49	Rich	Major CG	15		Flr	5 Matthew Wale
PC	Baron Pierre Cardigan	18+	58	Withy	General/1st Army Commndr	9	Fifi	Flr	4 Matt Shepherd
TIM	Baron Tomas le Matelot	17+	52	Withy	B.General/2nd Army Commndr	8		Flr	4 Tim Skinner
QLB	Sir Quasi Le Bossu	16	45	Comfy	Lt-General/Min w/o Port	8	Guinevere	Both	6 Mark Cowper
ILB	Sir Ilk Lamore Bartat	15	31	Withy	B.Bdr-General RM	6	Leia	Both	6 Andrew Kendall
MM	Sir Michel Marteau	15+	51	OK	Lt.Colonel QOC/FMshl's Aide	1	Maggie	Both	1 Neil Packer
PIS	Sir Pierre le Sang	14+	48	Comfy	B.Bdr-General 53F/2 F Brigadier	5	Katy	Both	4 Bill Howell
JLBR	Sir Jean-Luc Beauchamp l'Rojik	13	41	Withy	Major KM/Gds Brigade Maj.	6		Both	4 Rohan Keane
UXB	Sir Uther Xavier-Beauregard	13	38	Withy	B.Bdr-General PLLD/CPS	7	Jacky	Hunt	3 Pete Card
EdM	Sir Eric de Miabeille	13	26	OK	Major QOC/HGds Brigade Maj.	7	Freda	HGds	3 Pete Holland
RS	Richard Shapmes	13	16	Rich	B.Bdr-General RFG	7	Ella	Both	4 Charles Popp
CRV	Charles Rabbit-Vacuum	13+	42	OK	Lt.Colonel PLLD/2nd Div Adjutant	3	Lucy	Hunt	5 Mike Dommatt
YVB	Sir Yves Vrai Bretheauteque	12-	28	Withy	Captain DG	4			1 Chris Boote
CMK	Sir Connor McKnight	12	35	OK	Colonel QOC	3	Emma	Hunt	5 Graeme Wilson
ROS	Rick O'Shea	12	31	OK	Major RM/1 F Brigade Maj.	3		BG	6 Paul Wilson
WP	Sir Warren Peece	12	31	Withy	B.Bdr-General 27M	8	Ingrid	Both	2 Pam Udowiczenko
AdL	Armand de Luce	12	F	Comfy	Bdr-General	5			2 Francesca Weal
JB	Sir Jacques Blanc	11	13	Comfy	Lt.Colonel RM	4			4 Dominic Howlett
AV	Sir Ali Vouzon	11+	43	Comfy	B.Bdr-General 13F	6	Alison	Hunt	1 Graeme Morris
MC	Sir Monty Carlo	11+	34	Comfy	Colonel ALC	9		Hunt	4 Andrew Burgess

ID	Name	SL	SPs	Cash	Rank, Regiment/Appointment	MA	Last seen	Club	EC Player
AE	Arsène Est	10	25	OK	Captain CG/Ensn.C's Esc	5	Lotte	Hunt	5 Ray Vahey
SYAA	Sheikh Yadik Al-Abowt	10	F	OK	Major KM/KM Regt. Adjit.	4			3 Jason Fazackarley
GM	Gaz Moutarde	10+	34	Comfy	Major RM	3	Anne	Hunt	2 Mike Dyer
AdA	Amant d'Au	9	19	OK	Captain RFG	3		Hunt	5 David Brister
PdR	Patrice d'Romilly	9	F	OK	Captain KM	6		BG	2 Simon Burling
NFI	Noel Fornam Idya	8	23	Comfy	Major 4A	1	Pet	BG	4 Martin Jennings
JIF	Jacques le Franc	8+	31	Comfy	Captain RM/RM Regt. Adjit.	6	Angelina	BG	6 Charles Burrows
BdB	Binet de Bours	7	RIP						Mark Booth
PR	Pierre Robierre	7+	42	Comfy	Lt.Colonel GDMD	4	Di	F&P	1 Bob Bost
EB	Etienne Brule	6+	36	OK	Captain PM/LtGen's Aide (QLB)	2	Ada	F&P	4 James McReynolds
VdV	Vaux de Ville	6+	27	OK	Captain 4A	2	Thomasina	F&P	4 Tim Macaire
CA	Charles Asnomonai	6+	24	OK	Captain CPC	2		RP	4 Gerry Sutcliff
LL	Lothario Lovelace	5	15	Poor		5		RP	4 Geoff Bowers
AS	Arnaud Surfinmaise	5	14	OK		5		RP	5 NIK Luker
ASli	Armand Slice	5+	23	OK	Major 53F/2 F Brigade Maj.	5	Mary	RP	5 David Williams
TM	Tourtère Mangetout	5+	21	OK	Major 53F	2	Lois	RP	4 Howard Bishop
GvS	Glock von Spiel	5+	18	OK	Captain 4A	3		RP	5 Colin Cowper
LS	Louis Smorals	4	RIP						Colin Parfitt
X1		3	0	OK		5			3 Derek Brister
VSL	Valéry Singh-Lettonne	2	8	Poor	Captain 53F	5			3 Paul Appleby
X4		2	RIP						Joey Browning
AD	Absolom Dupré	2	RIP						Ken Ditto
X5		1	RIP						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, Flthy = 25000+

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

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