

## That would be enough

This has been issue 180 of *To Win Just Once*, published 21st December 2017. It incorporates *Les Petites Bêtes Soyeuses*, a game of *En Garde!*. Issues are published ten times a year, roughly every five weeks. © Paul Evans 2017

## Deadlines

Orders for *Railway Rivals* and *Star Trader* to Mike by 5th January 2018.

Orders for *LPBS*, shots in *Great White Hunter* and all other contributions to Pevans by Friday, 12th January 2018.

(Next deadlines are: 9th/16th February. 16th/23rd March)

## Waiting lists

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

*Railway Rivals* – the current game is in its closing stages. Rob Pinkerton and Jonathan Palfrey are up for the next one, who else? Working map and rules provided.

*Star Trader* – a new game is setting up and we have room for a few more players. Rules provided.

## Online games

*Agricola* (at [www.boiteajeux.net](http://www.boiteajeux.net)): Pevans, Alex Everard

*Imhotep* (at [www.yucata.de](http://www.yucata.de)): Pevans

*Keyflower* (at [www.boardgamearena.com](http://www.boardgamearena.com)): Pevans, Brad Martin

*Navegador* (at [www.yucata.de](http://www.yucata.de)): Pevans

*Pax Porfiriana* (at [www.yucata.de](http://www.yucata.de)): Pevans

*Funkenschlag* (*Power Grid*) (at [famdepaus.nl](http://famdepaus.nl)): Pevans

*Puerto Rico* (at [www.boardgamearena.com](http://www.boardgamearena.com)): Pevans

*Through the Ages* (at [www.boardgaming-online.com](http://www.boardgaming-online.com)): Mark Cowper, Pevans

## Credits

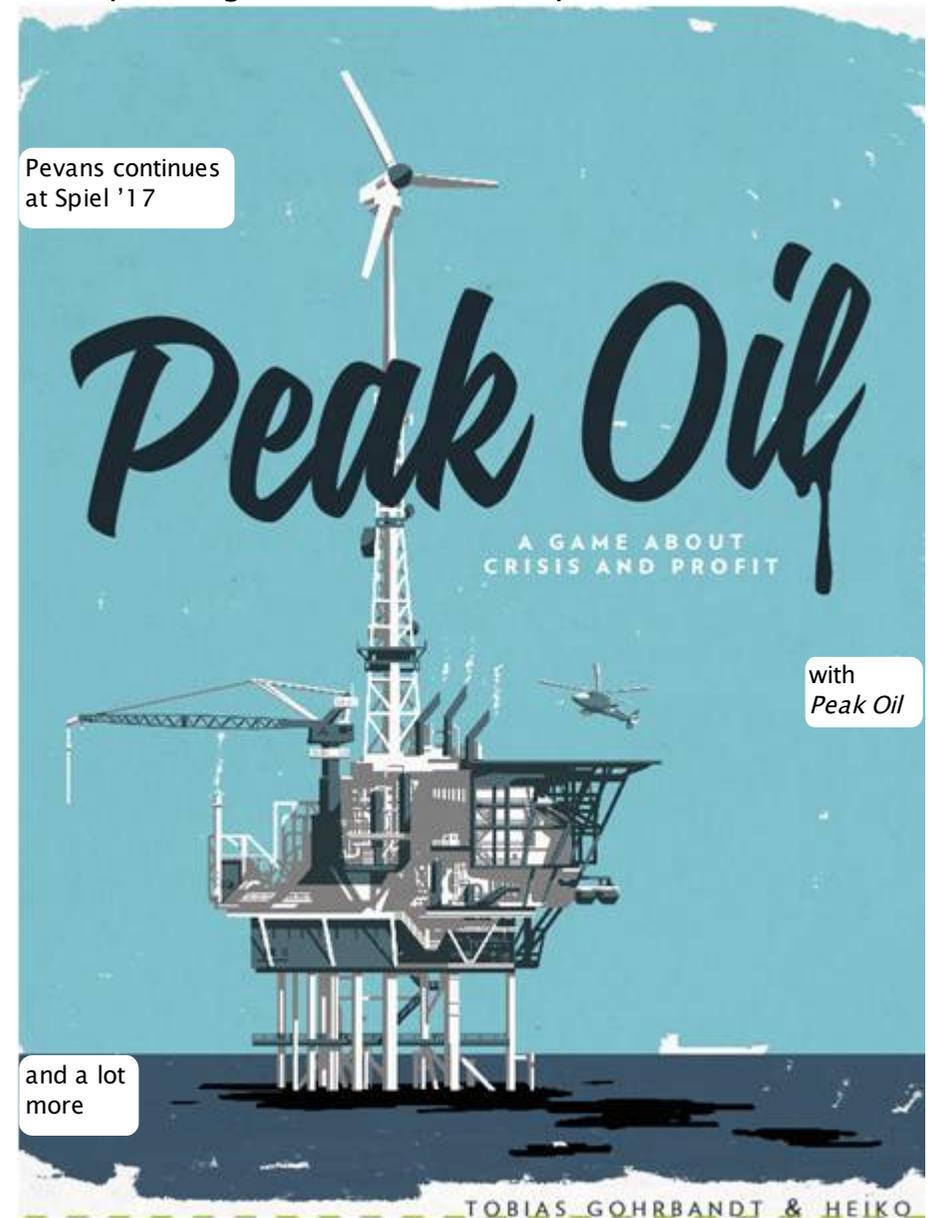
*To Win Just Once* issue 180 was written and edited by Pevans. The *LPBS* masthead (page 26) is by Lee Brimmicombe-Wood, as are all the other drawings except for the first one on page 32, which is by Tim Wiseman. Game and book artwork is courtesy of the publisher. Photos were taken by Pevans (except where noted), who played with Photoshop.

Printed and published by Margam Evans Limited  
(A company registered in England and Wales, number 05152842,  
Registered office: 180 Aylsham Drive, Uxbridge UB10 8UF)

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# To Win Just Once

(incorporating *Les Petites Bêtes Soyeuses*)



Issue 180: December 2017  
(LPBS 312: February 1670)

£2.25 (+ postage)  
and online at [www.pevans.co.uk/TWJO](http://www.pevans.co.uk/TWJO)

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## Chatter



Merry Christmas and a Happy New Year to all readers!  
 (This now counts as a Christmas card.)

Yes, it's that time of year again. I have to say that I've been enjoying my December and the build up to Christmas. First, there are the mince pies, of course. Second has been seeing what mini-expansion is behind the door in my board games Advent Calendar each day. This is the third year Frosted Games have done one of these and I do enjoy them. Okay, I don't have all the games, but they do make useful little presents for gaming friends. Third was the sudden snowfall: that's probably all the snow we'll see in London this winter. It also behaved impeccably: covered everything in white and then melted away in a couple of days.

Talking of mince pies, Mr Dommett kindly sent me a newspaper clipping (he does this from time to time) of a mince pie taste test. Sainsbury's all-butter mince pies, my preferred indulgence, only scored 4/10. However, the rankings Geraldine found had these at the top. I have tried a few others – including the product of my local Wenzel's (bakery chain) – and Sainsbury's are still my favourites.

### Great White Hunter

I've been looking for a better name for this game for a while and think I've finally found one: "Trophy Hunter". The theme would then be that players are culling some of the animals in a park. And I'm toying with the idea of making the Gorillas worth negative points – yes, that makes it even more random. Your comments and thoughts, please.

### TWJO online

The PDF versions of *TWJO* 179 were downloaded 229 times in the ten days of November that they were available. The previous issue, 178, attracted 96 downloads during the whole of November, making 211 in two months. And there were 43 downloads of issue 177's PDFs to give a total of 206 since publication.

## Letters

Alex Bardy (read his stuff at mangoblogoid.com) comments on the first part of my Spiel report.

I had *Noria* down as one of my picks for Spiel '17, but the more I hear about it, the more I'm getting the impression it's a lot of fuss over not very much. As for the other games you mentioned, I saw something about *War of the Worlds* last year and wasn't too impressed – it certainly sounds like your game proved quite tight and intense, and goes against my opinion that the invaders are a little overpowered?

Well, I gave *Noria* a provisional 9/10, which I think speaks for itself. Of course, I may change my mind after I've played it a few more times...

Both Pete and I realised we'd made mistakes in *War of the Worlds*, so it will probably be a different kettle of fish with experienced players. My initial thought was that the Martians would easily exterminate the humans, but the humans only need to cause damage and that's actually easy to do. Using the saucer gave Pete back the initiative, but he had to move tripods in to clear my last pieces because of the defences I'd set up and that gave me the chance to inflict the last couple of points I needed. It was a damn' close-run thing!

Jonathan Palfrey takes his reading seriously.

I've now read *The Long Way to a Small, Angry Planet* four times (the fourth time I skipped a few chapters) and *A Closed and Common Orbit* twice; and I think I'm about done for now. Time to leave them alone for a while.

I used to leave a decent few years between successive readings of a book, but more recently, if I find a new book that I actually like, I'm more inclined to go straight back to it quite soon. Eventually it becomes so familiar that I have to let it rest.

In the case of the Becky Chambers books, it's odd that I found the second one more interesting at first reading; but then the first one became more re-readable, I suppose because it has more characters and more things going on, whereas the second book has only two main characters and two storylines that are less varied. It was written more quickly.

That's interesting: I generally don't re-read a book until many years have passed. For example, I've just re-read *Dune* after, what, 35 years? What surprised me was that it's not until over halfway through the book that Paul Atreides becomes Muad'Dib. I suspect I conflated it with sequels in my memory and expected most of the book to be set in the desert. Still a great read, though.

## More from Essen

### Pevans continues at Spiel '17

After a late night (later than I had expected) on Friday evening, we did not make a prompt start on Saturday. This is also the busiest day of the show, so it was slow work getting around the halls. Back in hall 7 again, we found Game Brewer ([www.gamebrewer.com](http://www.gamebrewer.com)) from Belgium with the bizarre looking *Chimera Station* and the elfin *Pixie Queen*. The first involves mixing body parts from different aliens, to weird effect, while the second is a dark-looking game of tormenting humans. However, we played their third game, *Castellum*, designed by Erik Scheele.

This is a card-based wargame featuring the city of Maastricht under siege through the Middle Ages. It's played over four rounds, each representing a historical siege – from Spanish troops in 1579 to the French in 1794. The players are all defending Maastricht, which leads to a nice element of cat-and-mouse as, between them, the players need to defeat the attacking forces, but are also vying for the upper hand between the defenders. The trick is knowing just how far to push things.



Building up my defences for the next siege in *Castellum*

Players start with a few worker pawns (increasing as the rounds go on) and resources. They use them to buy the square cards that represent troops and fortifications of different types, placing these to form columns at their side of the central board. Cards also provide income, so there are several factors to weigh up when choosing what to buy. There are also 'angel' cards that provide bonuses or special actions for use later on.

Players then get some attacking cards and place them against the columns of defenders – their own or other players'. Clearly, you want weak attacks against your own troops, while putting stronger ones against your opponents. However, the Angel of Maastricht now comes into play as players use their angels to mix things up: swapping over two enemy cards, for instance. Only then do the players resolve the actual siege, taking the enemy cards they defeat.

If enough enemy cards are defeated, players get rewards, the distribution being decided by the player who contributed most to the victory. Time for Maastricht to be besieged again! After all four sieges have been resolved, players score according to stars on defeated enemies (one reason you might want to take on a stronger enemy card), with extra points for leftover resources and special troops. The player with the most points wins, of course.

*Castellum* has some clever features, relatively simple rules and plays quite quickly. Players need to think a bit and make some significant decisions. While I



*Brides and Bribes* on display

enjoyed the game, I'm not sure I need to play it again, so it gets 6/10 on my highly subjective scale.

Moving on around the hall, we came across *Brides and Bribes*. This has an interesting theme: intrigue in Renaissance Genoa to win the hand of the Doge's daughter. Designed by Andrea Gallazzi, Elisa Lenardi and Pietro Navarotto, it is published by Spaceballoon Games ([www.spaceballoongames.com](http://www.spaceballoongames.com)) in Switzerland. Players represent the other noble houses in Genoa, vying to advance their own position. They do this by despatching 'delegations' (character tile/s) to the city's Boroughs. Once all the delegations have been placed, the Boroughs are resolved, allowing players to carry out actions. Unless the other players' delegations get in the way by, say, poisoning an opposing delegate. Yes, it's that kind of game!

In order to marry the Doge's daughter, players must meet the requirements and pay the dowry – using resources gathered by those delegations. Of course, even the Doge's daughter could be poisoned. But he has another one... *Brides and Bribes* looks terrific fun, as players try to gain the resources they need while stopping everybody else. I look forward to playing it, but give it a provisional 8/10 on my highly subjective scale for the time being.

Close by was Italian publisher Placentia ([www.placentiagames.it](http://www.placentiagames.it)) with *Wendake*, a game with an obvious Native American theme. Designed by Danilo Sabia, the game focuses on everyday life, with each player managing their own tribe's activities. Pete and I played through a couple of rounds to get the idea of the game. Players have markers for the male and female members of their tribe, plus wooden pieces for their warriors and canoes.

Players take actions by placing a wooden cylinder on the appropriate space on their own board. Across their three turns in a round, these must form a line, so players are not just selecting one action, they're deciding which set of three they want to carry out – though placing in the middle initially provides flexibility. Players can fish and harvest to gather food, hunt to provide pelts for trading or carry out rituals to score points. Trading allows the tribe to develop, gaining tiles that provide discounts or bonuses. Each round, the actions available change, giving players different opportunities and challenges as the game progresses.

Not everything is peaceful between the tribes, however, and players can use their warriors to remove other players' tribe members from an area so that they can move in their own. They can also choose to get involved in the ongoing wars between the French and British, but this is only a minor component of the game. The result is an entertaining development game with a bucolic feel to it – it just seems very peaceful. There are extensive historical notes and players have the option of choosing specific historical tribes to add a bit more flavour into the game. I quite enjoyed my introduction and give *Wendake* a provisional 7/10 on my highly subjective scale.

Around the corner we found a new name to me, Desyllas Games ([desyllasgames.gr/en](http://desyllasgames.gr/en)) from Greece. Family and children's games are the publisher's stock in trade, but Pete and I had a go at *Sultans of the Wind*, designed by Jan Meyberg. This is a family game of getting flying carpets across a



Displaying *Wendake* at the new games exhibition



Playing *Sultans of the Wind*: Red is using the Genie well, but Green is blocked

maze of clouds. The board is laid out with a grid of tiles showing sky – and white clouds. Plus a genie pawn in the centre. Players each start on one side of the board with their chunky wooden ‘carpet’ pieces and aim to get these to the palace directly opposite.

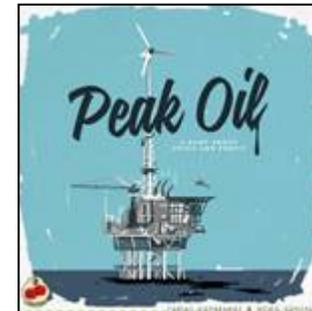
They do this by playing two ‘Wind’ tiles each turn. There’s a neat recycling mechanism that means each player only has four of their set of eight available each turn and, once played, a tile won’t re-appear for the next two turns. The first problem is those clouds: carpets can’t go through them. However, while most Wind tiles move a carpet, others let you move or rotate part of the ‘sky’ or shift the Genie – gaining an extra move.

Okay, it’s not the deepest game, but it is fun and there’s still a challenge in navigating around the ever-changing maze produced by the clouds. There’s a real need to think ahead, too, or you’ll be left with Wind tiles you simply can’t use. I give it a provisional 7/10 on my highly subjective scale.

Tucked into one corner of hall 7, I came across Spanish publisher 2Tomatoes ([www.2tomatoesgames.com](http://www.2tomatoesgames.com)). They were demonstrating *Peak Oil*. Designed by Tobias Gohrbandt and Heiko Günther, this is a game of the modern day oil industry. Players are oil corporations, facing up to the imminent depletion of oil reserves around the world. In the game, the oil (black wooden barrel pieces) will

run out, it’s just a matter of when. Hence the corporations are clandestinely investing in start-up companies developing alternative energy sources.

While the oil barrels last, players will still produce oil as this is the finance for their investments. There is a clever action mechanism that limits the actions players can take each turn. They must also watch out for investigative journalists digging the dirt on their corporation – you can’t avoid this, but can hope to minimise the damage. It looks an interesting, challenging game and I picked up a copy, so expect a full review in due course. For the time being, *Peak Oil* gets a provisional 8/10 on my highly subjective scale.



Strolling through into hall 8, I was pleased to meet Tim Fowers, main man at Fowers Games ([www.fowers.games](http://www.fowers.games)) and designer of *Paperback*, the deck-building word game which I rather like, and co-operative heist game, *Burgle Bros*. Tim had the commercial edition of *Burgle Bros* on show, but only a prototype of *Hardback*, his “prequel” to *Paperback*. It was successfully funded on Kickstarter, but has been hit by production delays. I’m eagerly awaiting my copy...

Tim gave me a review copy of *Fugitive*, his two-player hidden movement game and I’ve played it a few times since. One player takes the role of the Fugitive, trying to escape, while the other is the Marshall – guess what their goal is... The main component is a deck of cards, numbered 1-42. The Fugitive escapes if they successfully play card 42, but they’re caught if the Marshall is able to work out all the cards they’ve played.



The Fugitive starts with cards 1-3 and 42. The rest are divided by number into three draw decks and the Fugitive draws a few more. Then, each turn they draw a card and play card/s. The first card the Fugitive plays (face-down) is their next ‘Hide-out’. It can’t have a number more than three greater than their previous hide-out. Except that the cards also show a number of footprints and the Fugitive can play extra cards (still face-down), using the footprints to play a higher value hide-out.

In their turn, the Marshall draws two cards – crucial, as it gives them some definite places where the Fugitive isn’t – and may guess a hide-out. If they are correct, the hide-out card and any attached footprints are turned over. The Marshall can also guess several hide-outs, but these are only turned over if the Marshall gets them all right, so it’s a high risk tactic. Though it can be useful to fill in gaps if the Marshall’s got a recent hide-out, but not all the previous ones.

I've played this several times now (and it's been a useful two-player option at Swiggers games club) and it's roughly even between Marshall and Fugitive. As/when I get to play it with someone who's played it before, we'll add in the 'Event' cards that mix things up a bit. Such as the 'Barking Dog' that forces the Fugitive to play at least one footprint on their next turn. *Fugitive* is a cracking little game and gets a solid 8/10 on my highly subjective scale (despite my aversion to two-player games). It means I now have two standard two-player games in my bag: *Fugitive* and *The Cousins' War*.

Working our way back again, Pete and I came across 4Hogs ([www.4hogs.org](http://www.4hogs.org)), a Croatian publisher who insisted we give *Skull Port* a go. How could we refuse? Especially when it's the co-designer, Hrvoje Kordic, inviting us – his partner in game design is Ivan Ferencak. This is a pirate-themed dice game, where players roll the dice to make scoring sets, Yahtzee-style – two pairs, three of a kind, full house and so on. Each set is associated with a pirate ship and rolling the set lets you place one of your tokens into the crew. The best slot is Captain, of course, but there are two other spaces. If the space you want is occupied, you push the others down – if your token is a higher value.

When a token is pushed out completely (which will happen), it is moved to one of the Port cards instead. This is also where tokens go if a player doesn't make a set



*Skull Port* in play

on their turn. Having tokens on a Port card isn't all bad. Players can place cash on a Port to use its ability to change their dice roll. At the end of the game, players with influence on Ports divvy up the cash that's accumulated. Players' scores are the totals of the value of their positions on ships plus their cash, so it's well worth picking up the money – as Hrvoje demonstrated.

Players get cash according to the 'Fleet' cards that are in play. For example, taking a Captain's position will give you a doubloon, if

the right card is in play. Another card would give you two doubloons for rolling a full house. Hence, you're not just rolling the dice for the ship positions they will give you, but also to provide cash. There are also 'Captain's Bonus' cards, which players can buy and may have up to two active at a time. These are another way of gaining cash, or victory points or even an extra die. (I'll have that, thank you.)

The game lasts ten rounds, after which players dish out the money from the ports and see who's won. We found *Skull Port* very entertaining. Yes, there's a huge luck element, but this just adds to the fun! I did think it went on a little too long, but I still enjoyed myself. It gets a provisional 7/10 on my highly subjective scale.

With Saturday drawing to an end, Pete and I were drifting towards the exit when we spotted Asyncon Games ([www.asyncon.fr](http://www.asyncon.fr)) – publisher of the delightful *L'Aéropostale* a few years ago. We couldn't resist having a go at the prototype on the table: *Pelegrinus*, designed by Julien Nigon. The theme of this game is the spread of Christianity (monastic orders, specifically) across Europe.

Players have a set of pawns of differing values, which they allocate each round – initially only in the Holy Land, of course, but other regions become accessible as the game goes on. Where there are too many pawns in a location, precedence will decide who stays and who goes. Then those who remain can establish monastic communities of specific eminence. The aim is to dominate a region, but locations on one of several pilgrimage routes are particularly useful as they provide income.



*Pelegrinus* prototype: the church has only spread to Asia Minor, but we're squabbling already

Alternatively, players can use their pawns to gain favour at the Papal court – providing a useful advantage – or to get control of important relics. It was a thoroughly engaging game with plenty to think about and lots of options. I give *Pelegrinus* a provisional 7/10 on my highly subjective scale and look forward to seeing the finished article – expect it on Kickstarter in due course.

Saturday evening at the Hotel Jung is whisky evening! Except that's one tippie I don't care for. Instead, Chris Dearlove introduced me to (*The Quest for El*



Playing *El Dorado* - we've just made it to the third tile and it's pretty close so far

*Dorado*, a new game from Reiner Knizia, published by Ravensburger ([www.ravensburger.com](http://www.ravensburger.com)). I don't bother visiting Ravensburger at Spiel as a rule - their output is overwhelmingly children's games and jigsaw puzzles - so I missed this one at the show. To some extent, this is Reiner's take on *Dominion*-style deck-building. Players play from their hand of cards (just four) to move their expedition along the board and/or buy a new card, which goes into their discard pile. They then draw from their own deck of cards to bring their hand back up to size, shuffling the discards when their deck runs out.

However, the cards in this game are a means to an end, not an end in themselves. That end is being first to traverse the 'board' and reach the fabled lost city (it's a race!). The board is actually several boards showing different types of terrain (jungle, desert, mountain et al, each with their own symbol) in a hexagonal grid. These can be assembled in numerous different ways and the game's length depends on how many boards are used. To move, players play cards with the appropriate symbols to move onto spaces showing those symbols. Thus, it's good to have jungle cards (showing a machete) when your expedition is in the jungle, but they're not so useful when you reach the desert.

However, all cards have another use: buying new cards. Some cards show gold coins at the top and are worth that amount - all other cards are worth  $\frac{1}{2}$  a coin. The coins at the bottom of a card are what it costs to buy. Hence, a key decision each turn is whether to move or buy, though this is often dictated by the cards you hold - being able to move **and** buy is a luxury that doesn't happen that often. And some cards - the more powerful ones - go out of the game once played.

There's one final twist: in between each board is a zig-zag piece of cardboard - a 'barrier'. The first player to move from one board onto the next one must use extra symbols to remove the barrier. The obvious thing this does is slow down the leader. However, the number of barriers collected is the tie-breaker if more than one player reaches El Dorado at the end of the game (triggered by the first to reach the goal). *El Dorado* may have relatively simple mechanisms, but it's more complicated to play. I give it a provisional 8/10 on my highly subjective scale and expect to see a lot more of it in the coming months.

On Sunday I wanted to catch up with some of the publishers I hadn't managed to visit yet. So it was back into hall 7 for Pete and me to find Moaideas Game Design ([www.wix.moaideas.net](http://www.wix.moaideas.net)), the Taiwanese publisher whose *Flow of History* I was very taken with last year. This year their new game is *Tulip Bubble*, designed by Kouyou. As with last year's game, this has large cards as its main component. In this case, they are gorgeously illustrated with drawings of different varieties of tulip. Not just the simple red or yellow bell, but more ornate shapes, colours and patterns - with the black tulip as the ultimate flower.

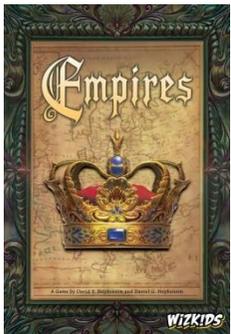


Playing *Tulip Bubble*

However, the game is more about the market for tulip bulbs and the 17th century bubble of tulipmania. Thus players are buying and selling tulips, aiming to buy low and sell high, of course. To buy, players place markers on the tulip cards they want from the market. If more than one player wants a particular card, an auction takes place, with the card going to the high bidder. In a neat touch, players may 'finance' their purchase, borrowing money against the collateral of the tulip. All fine and dandy if they can sell the tulip at a profit...

And the rub is, of course, the way market prices change. At the start of a round, they will be adjusted according to a random event. At the end of the round, the price of each type goes down if it's the most numerous remaining in the market and up if it's the least. Thus, buying several of a tulip may push the price up. However, the most profitable way of selling tulips is to provide a 'collector' with the set they are after – the collector card is then replaced with a new one.

The game ends either when one player has enough money to buy the black tulip and win outright or when the bubble bursts. Suddenly, players' tulips are worth nothing and the banks call in their loans. The player with the most money wins. My introduction to *Tulip Bubble* certainly whetted my appetite to play the game properly. The terrific illustrations on the cards add to the game's appeal and I give it a provisional 8/10 on my highly subjective scale.



Strolling into hall 6 we found the Wizkids ([www.wizkidsgames.com](http://www.wizkidsgames.com)) stand. The game that got Pete's and my attention was *Empires*. Not least because it was spread over several tables with demo games involving up to 10 players. We hung around to get in on the next demo. As the name suggests, *Empires* – designed by Daniel and David Stephenson – is about expanding empires. In this case, it's the empires of the 19th century European powers. However, there's no map in the game. Like everything else, geography has been abstracted to cards, tiles and tokens. The heart of the game is negotiation: players can trade anything in the game. And that does mean anything: if you chose Britain as your nation at the beginning of the game, you can still trade that (assuming you think it's worth it), giving someone else Britain's special ability.

Having said that, the game's mechanisms do provide some structure. The first thing that happens each round is that players develop their empire: assigning their population to produce things, paying the interest on the bonds they've taken out to finance their empire, building new stuff and so on. There are penalties (Revolt cards) if players don't manage their empire properly. Then they sell the goods they've produced. Money is used to buy armies and players then take 'War' tiles in order of the number of armies they have. The wars provide players with

new assets and that's the end of the round. Because everything can be traded, you don't necessarily need to plan to get the right balance of assets: you can take the most and then trade to get what you need.

Based on our experience of playing through a few rounds (with seven players), I'd happily play this game even without the trading. As I found, you can do okay in the game with a minimum of dealing. However, as our demonstrator proved, making lots of deals where you gain a little



Demo game of *Empires* – across two tables

each time will always do better. This is a terrific game that I look forward to playing. *Empires* gets a provisional 9/10 on my highly subjective scale.

I was pleased to see Portuguese publisher MESA Boardgames ([www.mesaboardgames.pt/en](http://www.mesaboardgames.pt/en)) back at Spiel – it's been a few years. Their new game is *Viral*, designed by Antonio Sousa Lara and Gil d'Orey (with the US version from Arcane Wonders – [www.arcanewonders.com](http://www.arcanewonders.com)). The bright colours and simple artwork on the board may make it look like childish, but it's a surprisingly subtle tactical game. Players are viruses, invading the organs of a human body. They score points for having the majority in a set of organs (the two lungs, for example), but having lots of viruses in an area will attract the body's white corpuscles or even prompt an inoculation, killing off viruses.

Players' actions are driven by their set of cards – each player has an identical set initially. These let players place or move their virus tokens. Everybody secretly plays a pair of cards: one showing an action, the other an area. These are then resolved in player order and players play a second pair. Only then can players pick up the cards they played last round. This means you really need to think about what you're going to do next turn as well as the current one.

Players score points according to who controls each area – which can be nobody. Scoring points also moves a player's marker up a chart, which will trigger an inoculation against that virus when the marker reaches the top of the chart. On

The colourful *Viral* on display

top of this, as a player's score increases, they will get the opportunity to add extra cards to their hand, giving them different and more powerful movement options – though just having extra cards is useful.

The final twist is the tie-breaker table: at the end of each round, this is set in reverse order of players' scores, thus giving low-scoring players the advantage over higher scorers. Pete and I had good fun playing *Viral* and players' decisions are anything but obvious, so there's plenty to think about. It gets a provisional 8/10 on my highly subjective scale and I expect to be playing it a lot more.

My last call (apart from collecting a few more things for Games from Pevans) was at Abacus Spiele ([www.abacusspiele.de](http://www.abacusspiele.de)) for a brief chat with main man Joe Nikisch. Abacus's new releases included the German editions of *Century: Spice Road* and *NMBR9*, both of which I encountered at this year's Gathering (see my report in TWJO 174), the *Diamante* set of expansions for *Cacao* and *Zooloretto Duell*, Michael Schacht's two-player version of his zoo-building game, *Zooloretto*.

Also on the Abacus stand was Stefan Risthaus of Ostia Spiele ([www.ostia-spiele.de](http://www.ostia-spiele.de)) with his latest design, *Riga*. (Given Stefan's game last year was *Tallinn*, I'm expecting Vilnius next year...) This is another clever little card game, centred on the medieval city of the title. Players are traders vying to expand around the Baltic Sea from their base in the city. They draft sets of 'commodity' cards to provide the resources they need to play building cards in four other cities.

The twist is that, while there is a standard value for each commodity, some of them have a premium value, depending on the specific building they're being used for. The aim is thus to make the most efficient use of the cards by collecting goods that are worth more for the buildings you hold and buildings that are cheaper for the goods you hold. On top of this, buildings also provide special abilities.

After a set number of rounds, the player with the most valuable buildings wins, after subtracting points for any buildings left in their hand. It's not too demanding, but there's more than enough going on to keep players attention throughout the game. Stefan let me have a review copy, so expect more about *Riga* in due course. For the time being, I give it a provisional 7/10 on my highly subjective scale.

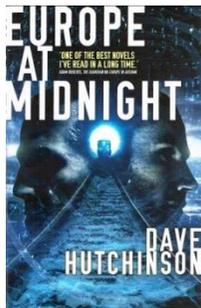
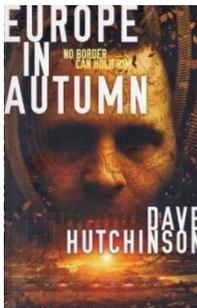
And that was that at Spiel for another year. My journey home was delayed a bit by a motorway closure in Kent, but was otherwise uneventful. As always, many thanks to Dominique Metzler and the team at Friedhelm Merz Verlag ([www.merz-verlag-en.com](http://www.merz-verlag-en.com)) for their hard work in putting together another fine event. Spiel '18 is scheduled for 25th-28th October 2018 – dates that are already in my diary.

*Riga* on display

## Reading Matter

It seems I haven't mentioned Dave Hutchinson's *Europe in Autumn* in this column, though I read it a while ago. In this near future, Europe has fractured into lots of independent mini-states following a flu pandemic. Our hero (if that's what he is), Rudi, is a chef in what's left of Poland. Though he's actually Estonian. Through circumstances Rudi is pulled into the shadowy *Coueurs de Bois*. They move goods (maybe just a letter) and people in and out of the myriad of statelets.

The *Coueurs* are, of course, illegal everywhere. This gives them an uneasy relationship with the many security agencies now operating across Europe. Rudi is flung into this as he learns what it is to be a *Coureur*. The novel strikes me as more techno-thriller than SF. Until the very end of the book when we discover something very science-fictional.



*Europe at Midnight* is Hutchinson's second book in this sequence – it's more of a parallel narrative than a sequel. We start in a very strange place: a highly stratified society modelled on a University. Thus people inherit their status as student or Professor, with limited social mobility. We meet the Campus in the aftermath of a revolution: the evil, repressive old regime has been overthrown and the New Board is struggling to create a new establishment. The closest parallel I can think of is Germany in the 1940s if the Nazis had been overthrown.

However, we also discover that the Campus is a closed state, completely cut off by barriers both natural (mountains) and man-made (minefields). Though there are rumours that people have succeeded in leaving (and, indeed, entering). Our hero is the new Professor of Intelligence, struggling with prosecuting the Old Board and suppressing subversion and criminals – just what *is* the secretive Science Faculty up to?

Alongside this we have the tale of the investigations of a British security officer, tying us in to the near-future Europe of the first novel. He is working with an academic who has theories about a parallel, Europe-wide land. It's no surprise when these two narratives converge, but the story then takes a different path with an old-fashioned espionage tale. Only at the very end of the book does it really connect with the first when a familiar character pops up.

While Hutchinson's stories use some familiar tropes from science and spy fiction, they are in a class of their own. This near future world is brilliantly imagined – I love the idea of the independent republic that is a railway line, snaking its way across the continent. And I would have loved more of the Campus, which is

another well-conceived, strange world. My only problem is that, having finished each book and understood what was going on (maybe), I really need to go back and re-read it in the light of this knowledge! (Note that I have tried to keep my explanations vague as you really need to read these yourself.)

What I should make clear is how readable and gripping these books are. The plots may be complex, but the prose isn't and both books are real page-turners. I have now moved on to the third book in the series, *Europe in Winter*. No doubt I'll have to go back and re-read all three when I've finished this. Assuming, of course, that Hutchinson does wrap things up – there's apparently a fourth novel on the way, *Europe at Dawn*.

## Games Events

The new year starts, as always with Winter Stabcon: 5th-7th January at the Britannia Hotel in Stockport. It's a few years since I attended, but Stabcon was always good fun. It's largely open gaming, mixing board games, role-playing, CCGs, wargames and anything else people fancy. For more information, drop a line to [bookings@stabcon.org.uk](mailto:bookings@stabcon.org.uk)

The next Raiders of the Game Cupboard event (the 41st) is the same weekend: 6th January at the Waterside Community Centre in Burton-on-Trent. This is a day of open gaming organised by a local group. For more information, see the website: [www.raidersofthegamecupboard.co.uk](http://www.raidersofthegamecupboard.co.uk)

This box concentrates on events I expect to attend.

**Swiggers:** games club that meets every Wednesday evening, upstairs at The Shipwright's Arms, 88 Tooley Street, London SE1 2TF (a few minutes' walk from London Bridge station). For more info, see [www.pevans.co.uk/Swiggers](http://www.pevans.co.uk/Swiggers)

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

**UK Games Expo:** 1st-3rd June 2018 at the NEC (Hall 1 and Hilton Metropole). This is a public event that showcases games of all sorts with a huge trade hall plus demonstration and participation games and guests. For gamers there are lots of tournaments and open gaming. For details see [www.ukgamesexpo.co.uk](http://www.ukgamesexpo.co.uk)

**Spiel:** the board games event of the year. 25th-28th October 2018, at the Messe (Exhibition Centre) in Essen. Contact Friedhelm Merz Verlag, Postfach 210250, Bonn, 53157 Germany or see [www.merz-verlag-en.com](http://www.merz-verlag-en.com)

**MidCon:** mid-November 2018 at the Hallmark Hotel in Derby. **MidCon** is a friendly board games convention in a decent hotel. See [www.midcon.org.uk](http://www.midcon.org.uk).

For more extensive information on UK board games events, try The Queen's Lane Advertiser at [www.boardgamers.org.uk/qla.php](http://www.boardgamers.org.uk/qla.php)

# Voyager (Star Trader game 9)

## Turn 2

*"OK, we're ready for atmosphere insertion."*

*"Sir, warning on the screens: interceptors."*

*"How did they get so close? Evade!"*

*"No time."*

*"Open communications. The boss will not be pleased."*

INTERSIDEREAL's attempt to land on planet at Tau Ceti was a failure – but could have been much worse. Unstreamlined hulls trying to jump on planet are always a little vulnerable, even with assistance from Pods.

FATCAT bought 10 Alloys for 4 HTs each at Gamma Leporis and was made a Dealer. There was enough market left for TRANSURANIC TRADING to buy 5 more units at 2 HTs apiece, but not for COSTRA NOSTRA II who also bid 2.

Tau Ceti was popular with those buying Isotopes and INTERSIDEREAL NOVICES picked up 6 for 6 HTs each and took a Dealership, as did TRANSURANIC TRADING at the same price. But SMITTEN KITTEN's bid of 4 HTs was not enough.

SMITTEN KITTEN bid 6 to buy Alloys at Mu Herculis, which was also too low.

RED STAR LINES loaded their Isotopes Factory production at Sigma Draconis while TRANSURANIC TRADING bought 6 Units at 6 HTs apiece. RED STAR LINES sold 8 Petroleum for 13 HTs a unit and gained a Dealership. TRANSURANIC then used Percent to sell 6 units at the closing price. FATCAT finally sold 6 Isotopes for 7 HTs each and there was a Dealership for them as well.



RED STAR LINES bought 3 Petroleum Factories at Delta Pavonis and loaded up RED2, 3, and 4 with A crews, augmented jump and cargo pods. They took out a 340 HT loan for 4 quarters to finance this.

FATCAT launched their Passenger Fleet and loaded Passengers for Tau Ceti, Epsilon Eridani and Beta Hydri.

TRANSURANIC TRADING bought a Warehouse at Epsilon Eridani.

COSTRA NOSTRA PIZZA INC loaded Passengers to Delta Pavonis, built an Isotope Factory at Sigma Draconis and increased their Political Connections.

OXFORDS NOT BROGUES took Passengers for Alpha Centauri, increased their Reputation substantially and laid down a new Phoenix Hull at Alpha Centauri: the Bodkin, with Passenger and Cargo Pods.

SOLAR SPICE & LIQUORS increased their Reputation and took out a 500 HT Loan for 4 Quarters, using this to increase their Business Connections and buy 2 more Monopole Factories at Mu Herculis, along with Warehouses at Beta Hydri, Sigma Draconis and Epsilon Eridani. They also hired Agent Willy at Mu Herculis.

INTERSIDEREAL NOVICES shuffled pods between their two ships, ending up with an A class crew on the Flute Hull, while the Clarinet tried to land on Tau Ceti. Unfortunately it was intercepted by system ships and forced to land at the Spaceport, with embarrassing loss of Reputation. The Corporation spent to increase their Reputation substantially. They sold the Light Weapons pod and improved their Political Connections.

SWISS MERCENARY FLEET bought 4 Spice Factories at Sigma Draconis.

SMITTEN KITTEN upgraded their ships crews to A class, hired Agent Badger at Tau Ceti and bought 3 Isotope Factories at Tau Ceti.

### News

There were three new News chits this turn. The current list (new chits in **bold**) is:

Turn 3 **B6**

Turn 4 **P4, B8, C4**

Turn 5 **B8, P6**

(Chits are identified by the Connection type and level required to see them and disappear/take effect in the News Phase of the turn listed.)

### Corporation Table

Corporation letter and name	Connections Bus/Crim/Pol	Init'v Bid	Turn order	Cash Rep	Player
A Costra Nostra Pizza Inc	7 0 2	0	8th	45 22	Mark Cowper
B Oxfords not Brogues	1 0 7	0	9th	37 27	Mike Clibborn-Dyer
C FATCAT	2 0 7	7	2nd	153 24	Jerry Elsmore

Corporation letter and name	Connections			Init'v Bid	Turn order	Cash Rep		Player
	Bus	Crim	Pol					
D Solar Spice & Liquors	2	0	6	4	3rd	283	34	Paul Evans
E Swiss Mercenary Fleet	2	0	5	0	7th	241	24	Martin Jennings
F Smitten Kitten	4	0	7	0	6th	180	22	Michael Martinkat
H Intersidereal Novices	1	7	2	12	1st	29	26	Mateusz Ochman
J Red Star Lines	2	7	1	0	5th	196	25	Przemek Orwat
K Transuranic Trading	4	0	7	0	4th	116	28	Bob Parkins

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

**GM Notes**

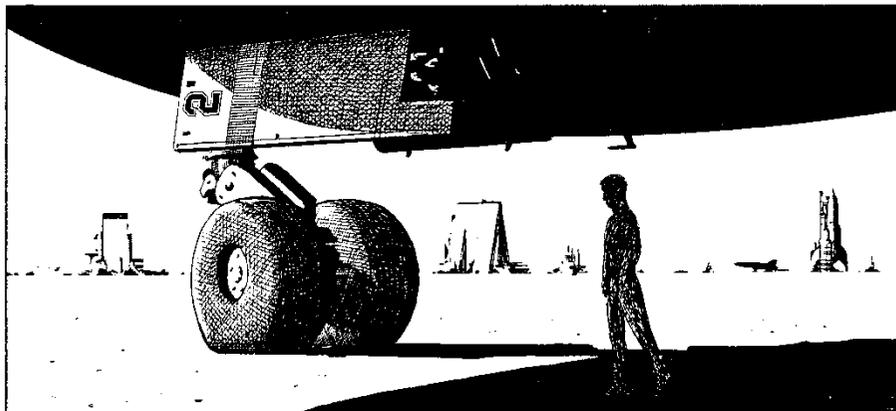
Up to now, I have ruled that crews do not need to be bought until the ships are launched, but the rules do say you need to buy a crew when you lay the ship down. So, from next turn, you must buy a crew when you lay down a ship.

If you buy a pod that needs a crew, you must buy the crew at the same time.

Pods put into a Warehouse keep the crew they had. If a pod with, say, a B class crew is stored in a Warehouse and later put onto a ship with an A class crew, then a new A class crew must be bought for the pod. If the pod is put on a ship with a C Class crew, the pod's crew is downgraded to C Class. If it is put on a ship with a B class crew, then no new crew is required.

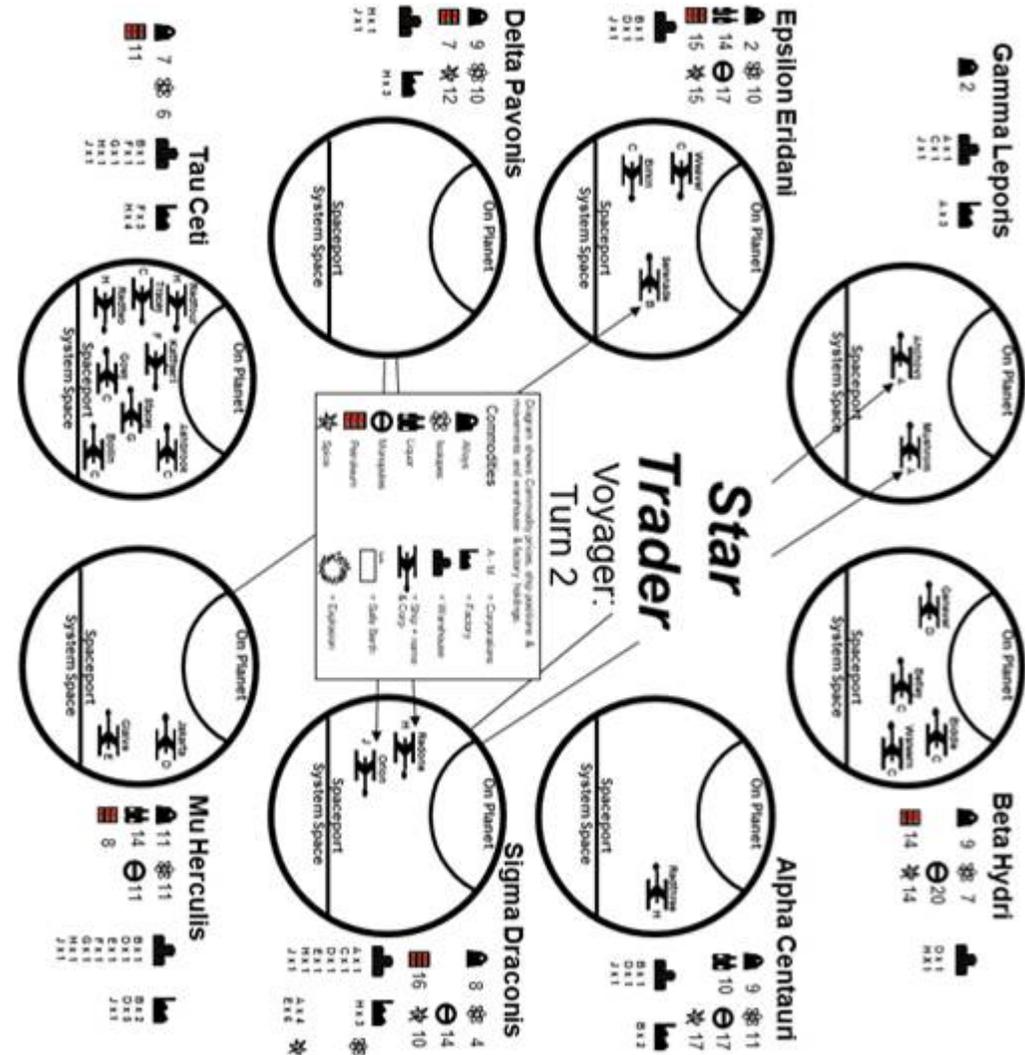
You don't have to buy all the pods your ship can carry.

An Augmented Jump Pod doesn't count against the number of pods a ship can have. All ships have a Jump Pod. This can be replaced by an Augmented Jump Pod which improves your Jump chances.



When writing Buy and Sell orders I need the planet, the commodity, the price and whether you are buying or selling.

Orders for next turn to Mike Dommett, 119 Victoria Road, Alton GU34 2DD or by e-mail to mike\_dommett@yahoo.co.uk by Friday, 5th January 2018



Obama (*Railway Rivals* game 12 – RR2332IL)

## Game report – Turn 10

Race results					Scores			
					TRUMP	ACR	CR	UCR
27	KC	Iowa	QH	Indiana		20+6	0-3	10-3
28	6C	Freeport	8D	Alton		0	20	10
29	7C	Dubuque	2S	Mattoon	+5	10-5+3	20-3	
30	4D	Galesburg	2H	Chicago				20
31	QD	Missouri	8H	Streator		15-2+2	0+2-1	15-1
32	6S	Evansville	3H	Chicago	20			
33	9D	St Louis	KS	Kentucky	10-2			20+2
34	2S	Mattoon	AC	Wisconsin	20-7	+7	10-2	+2
35	7D	Belleville	QC	Iowa		20+6	10-2	20+2
<b>TOTAL</b>					<b>46</b>	<b>56</b>	<b>51</b>	<b>97</b>

JR = Joint Run; ERP = Exchange of Running Powers

UPTHUR CREEK RAILS increases their lead still further and are ahead of AMERICAN CENTRAL RAILWAY and CANNIS RAILWAYS, who are roughly equal. TYRANNICAL RACISM UNDER MY PRESIDENCY brings up the rear at the moment: the races still haven't been kind to them and they are wondering if changing their name might help.

**Builds and scores**

**TYRANNICAL RACISM UNDER MY PRESIDENCY** (TRUMP), Gerald Udowiczenko – Black

**Builds:** none

**Points:** 144 +46 = 190

**AMERICAN CENTRAL RAILWAY** (ACR), Jonathan Palfrey – Green

**Builds:** none

**Points:** 249 +56 = 305

**CANNIS RAILWAYS** (CR), Paul Evans – Blue

**Builds:** None

**Points:** 231 +51 = 282

**UPTHUR CREEK RAILS** (UCR), Mike Clibborn–Dyer – Red

**Builds:** None

**Points:** 293 +97 = 390

**GM Notes**

Players may enter up to 6 races plus any held over from previous turns. After the races, each player may build up to 4 build points, including known costs to others. The build points available after the races will reduce by 2 each turn.

**Next turn's races**

Race	From		To	
36	KH	Indiana	9S	Murphysboro
37	7H	Aurora	10D	St Louis
38	5H	Chicago	JC	Dikon
39	4S	Danville	5D	Pekin
40	5S	Mt Carmel	2C	Wisconsin
41	QS	Kentucky	8C	Clinton
42	10C	Burlington	9D	St Louis
43	10S	Cairo	9H	Joliet
44	4H	Chicago	JD	St Louis

Orders to Mike Dommett, 119 Victoria Road, Alton GU34 2DD or by e-mail to [mike\\_dommett@yahoo.co.uk](mailto:mike_dommett@yahoo.co.uk) by 5th January 2018

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

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

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10-turn (1 year) subscription	£6.00	£5.00

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## Great White Hunter

## Turn 4

## This turn's shots

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

After his success last turn, Mr Baylis reckons "I should leave my firing to the last minute every round". This turn he's just one of many picking off the Gorilla.

Apart from this, there's a lot of sound and fury as players blaze away and hit almost nothing – though I think the Lion top right is now a goner. The exception is Alex Bardy who gets the last piece of Gorilla all on his own. And Mike Dommett pots a Monkey.

See the note under Chatter (page 3) for some thoughts about the game. Some comments from players would be very welcome.

## Scores

Player	Shots	This turn	Total
Alex Bardy	Q5,J6	4	4
Chris Baylis	K7,J8	1	9
Charles Burrows	L7,J8	1	3.83
Mark Cowper	Q5,R6	0	5
Mike Dommett	A1	4	0
Jerry Elsmore			3.5
Bill Hay	I7,J8	1	3.25
Andy Kendall	I7,J8	1	3.5
Rob Lee	R6,Q5	0	1
Nik Luker	K7,J8	1	10.5
Tim Macaire	T5,J9	0	6.33
Dave Marsden	S5,T5	0	3.5
Graeme Morris	I7,K7	0	3.5
Rob Pinkerton	M2,N12	0	1
Gerald Udowiczenko	R6,S5	0	2.58
Pam Udowiczenko	K7,L6	0	2
Matt Wale	L7,J8	1	3.25
Graeme Wilson	O16,S19	0	5
Paul Wilson	A14,K12	0	2.5

## What's this about?

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

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

## Key

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

## Other symbols

	X	Missed shot
UPPER CASE = this turn, lower case = last turn, <del>Strikeout</del> = dead animal		

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

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

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

Once an animal has been identified, subsequent shots share the points of the square they hit (there are no points left for the square(s) hit initially) with a minimum score of 1 point. So if players A and B hit the second square of that lion and C gets the third, C gets 5 points and A and B get  $2\frac{1}{2}$  each.

An animal is dead when all its squares have been hit. No more points can be scored for this animal. After 10 turns or when the board is clear (except for any snakes), the player with the most points wins.

**Send your shots to Pevans at  
180 Aylsham Drive, UXBRIDGE UB10 8UF or  
to TWJO@pevans.co.uk by Friday, 12th January 2018.**

## Online Games

TWJO readers are welcome to join in the various online board games we're playing. Let me know what games you'd like to play and I'll add you in.

*Brass* game 58 (at [brass.orderofthehammer.com](http://brass.orderofthehammer.com)) was the second win in a row for Mike (with 151 points). Pevans came in second (on 149), Steve third with 134 and and 'Darklord' on 116. Game 59 is under way and I'm about to set up game 60: the password will be pevans56.

*Keyflower* is annoying me: I've just failed to get **any** tiles in the first round of my latest game. Let me have your ID at [BoardGameArena.com](http://BoardGameArena.com) and I'll invite you into a game to see how bad I am.

I'm on a bit of a roll, winning our seventh game of *Through the Ages: a New Story of Civilization* (at [boardgaming-online.com](http://boardgaming-online.com)). Only 190 points this time, just ahead of Al Tabor's 172 with Mike Reeves on 146 and Brad Martin suffering with 47. Game 8 has started and Mark Cowper is looking for a game: who'd like to join him and me?

Mark Benson won our latest *Pax Porfiriana* (at [yucata.de](http://yucata.de)), taking me by surprise (I was stacking up the cash, expecting it to go the distance). Another game is on the way – let me know if you'd like to join in.

The latest arrival at [yucata.de](http://yucata.de) is *Navegador*, my favourite of Mac Gerdts' roundel games. I won the practice game, but am now suffering – more players needed.

Meanwhile, *Power Grid (Funkenschlag)* is proving as tough online as in real life. Who'd like to give it a go at [famdepaus.nl](http://famdepaus.nl)?

## Les Petites Bêtes Soyeuses

Being a correspondence game of *En Garde!* run by Pevans since April 1986 and now published as part of *To Win Just Once*.

New players are always welcome. If you'd like to play, you'll need to subscribe to TWJO (see page 28). You will also need (access to) a copy of the published rules to *En Garde!* (see [www.engarde.co.uk](http://www.engarde.co.uk)).

**Orders for March 1670 to  
Pevans at 180 Aylsham Drive,  
UXBRIDGE UB10 8UF, UK or  
[lpbsorders@pevans.co.uk](mailto:lpbsorders@pevans.co.uk)  
by Friday 12th January 2018**



## February 1670(312)

There aren't many duels to start off February: just the two involving Jacques ZeLad that were postponed from January. ZeLad brings his second, Bernard de Lur-Saluces and his rapier to his first meeting, with Charles Louis Desapear. This causes an awkward conversation.

"Hallo, good friend," starts ZeLad. "Come to be my second? Whaaaaat? We're duelling as well? Why am I duelling you? ... er 'cos I'm Noble and you're not? How did that come about?"

Then a light dawns, "Oh, 'cos I have a Dad who happens to be a Baron... (but couldn't be arsed to marry my mother) ... and we were at this grand party and you say I was very drunk at the time and took exception to your presence...?"

"Hang about, mate," concludes ZeLad, "let me get this one out of the way..." And he whispers, "Not sure I'll be in any state after and we can both retreat with our honour intact..."

Desapear is armed with a rapier as well, but clearly has the advantage over the slight figure of ZeLad. Both men start cautiously, parrying against an expected furious lunge. Desapear then jumps while ZeLad blocks. Only when both have regained their guard do they actually attack. A slash from Desapear deflects ZeLad's lunge, but both blows hit home. Neither causes more than a scratch. Desapear now launches into the expected furious lunge, striking with the initial lunge. ZeLad's blow was also the start of a furious attack, however, and his cut is

the next to land. Then it's Desapear's cut, hitting ZeLad hard again. He surrenders, conceding the fight.

"There," gasps ZeLad to Lur-Saluces, "don't have to fight you now..." And his injuries are certainly severe enough to excuse him.

### Filling the vacancies

General Uther Xavier-Beauregard has had enough of the nobody he was saddled with as his Aide and calls in a favour to remove the blighter. It's no surprise when said gentleman resigns. Next in Xavier-Beauregard's sights is the Quartermaster-General of Second Army, his command. Here he is aided by Charles Louis Desapear, who uses some of his (well, mainly his lady friend's) influence to assist Xavier-Beauregard in creating a vacancy. Into which Xavier-Beauregard promptly appoints Desapear.

Brigadier-General Chopine Camus has applied to take over as commander of the Heavy Brigade and has some influence to help. Field Marshal Bill de Zmerchant throws his weight (well, a large favour anyway) behind Camus and he is duly appointed Brigadier.

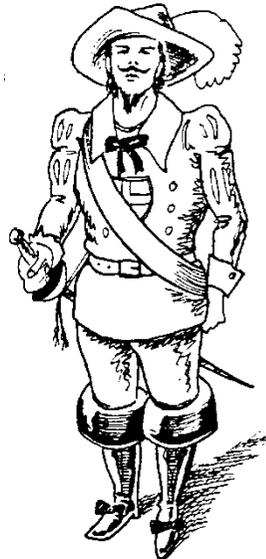
New arrival Vulson de Chalais wishes to join Princess Louisa's Light Dragoons. However, the regiment doesn't like the look of him and his application is rejected. Chalais quickly moves on to the headquarters of the 27th Musketeers, which regiment is happy to sign him up. He promptly buys the rank of Major and follows the time-honoured course of many arrivals in Paris by volunteering his new command for active service.

The commander of Grand Duke Max's Dragoons, Lieutenant-Colonel Xavier Money, recruits Augustin Fourier for the regiment. Fourier is content to take the rank of Subaltern.

Colonel Amant d'Au decides the Royal Foot Guards should be in action and volunteers his men for a jaunt to the frontiers. Neither Lt-Col Jean Jeanie, nor Major Beau Reese Jean Seine (who's just taken out a substantial loan) seems to be expecting this. They follow their marching orders with bad grace.

Colonel Gaston le Somme does the same for the Royal Marines, but his subordinates (Lt-Col Louis Oeuf Ur Terribles and Subaltern Robert d'Lancier) are aware of the plan and support their commander.

Now that he's acting commander of the Picardy Musketeers, Lt-Colonel Roméo Boudreaux orders second battalion and the regimental HQ to join him



and first battalion in action. Joining the marching men is Major Ranso Mware as he's commanding first battalion.

Major Jean d'Ice feels it's time the first battalion of the Cardinal's Guard joined the rest of the regiment in Rome. His men are not happy about the long journey, but are hoping for fun and frolics in the eternal city, while Ice hopes for a meeting with the Pope.

General Sebastian de la Creme dons his uniform to join his fellow Sebastian in commanding a battalion of the Royal North Highland Border regiment.

### Clubbing and... swording?

The February doldrums have struck Paris: there is not a single social event going on. However, most of the city's clubs remain reasonably busy as members bring their ladies for drinks or a quiet tête-à-tête. Thus, the Fleur de Lys is home to Minister of State Pierre le Sang and Mademoiselle Guinevere d'Arthur throughout the month. Occupying another room for February are Richard Shapmes and Kathy Pacific. Generals Pierre Cardigan and Uther Xavier-Beauregard visit at the start of the month, escorting Mlle Edna Bucquette and Mlle Henrietta Carrotte, respectively.

Their visit is enlivened by the antics of the Minister of War, Field Marshal Bill de Zmerchant, who is accompanied by Mlle Ada Andabettoir. Bill and Ada take over the club's gaming tables for Bill to place a sequence of substantial wagers. Cash is no object – which is good, as he ends substantially out of pocket after winning three bets, losing five and cutting one when the house rolls his bogie number. However, his profligacy does bring Bill some reward in terms of respect. He returns to the Fleur the following week, but without Ada or any gambling. After a week's practice – with two-handed sword! – he passes the last week of the month at home with Ada.



Round at Bothwell's, the gentleman occupying the place all month is Was Nae Me, who has Mlle Vera Cruz on his arm. The lightly-bandaged Charles Louis Desapear, accompanied by a pile of ledgers marked "Second Army" and a bored-looking Mlle Emma Roides, is there for three weeks. Guards Brigadier Leonard de Hofstadt pops in with Mlle Frances Forrin in the first week – with all three of the Brigade's regiments away, there's not a lot for the Brigadier to do. The new Heavy Brigadier, Chopine Camus, visits in the following week, bringing Mlle Sheila Kiwi with him.

Hunter's is empty through the middle of the month, but February is bookended by the visits of Florent Sans de Machine and Mlle Charlotte de Gaulle. Jacques Diabolick brings Mlle Mary Huana along in the first week as well.



The Frog & Peach is actually busier. The heavily-bandaged Jacques ZeLad and the secretive 'XI' show up right through the month. Mlle Angelina di Griz accompanies Jacques, demanding the staff provide lots more "pain relief" – in the form of bottles of wine. Mlle Anna Rexique is with 'XI' and holds her own counsel. For most of the time, a third couple is visiting, too: Xavier Money and Betty Kant. However, Xavier has something better to do at the end of the month.

Gaz Moutarde doesn't take his lady to a club: he spends all his time at her place.

The iron man title is shared this month, with both Bernard de Lur-Saluces and Jacques de Gain spending the entire month practising their rapier thrusts (Bernard is either anticipating or avoiding another confrontation with his mate, Jacques ZeLad). After hitting the red light district, Balzac Slapdash puts in three weeks with his rapier. Jacques Diabolick and Leonard de Hofstadt are in their clubs to begin with, but follow the same path for the rest of the month. For Pierre Cardigan and Uther Xavier-Beauregard it's three weeks practising sabre after their time in their clubs. Chopine Camus also works out with his sabre for three weeks, but mixes things up by visiting his club in week two. Florent Sans de Machine manages two weeks rapier practice and a few others pop in to their gym for the odd week.



New boy Augustin Fourier does not, however. After his two attempts at courting have gone awry, he reports to the bawdyhouses and enjoys himself. However, it's then off to the regimental barracks to supervise his troopers.

### Going Dutch

Some of France's most prestigious regiments are bolstering the Frontier regiments this month, along with the Royal Marines. And the Picardy Musketeers. The Horse Guards Brigade, patrolling the foothills of the Pyrenees, is joined by the Royal Foot Guards. This is fortuitous as the Spanish still think that the cavalry is without accompanying infantry. The Dragoon Guards are ambushed and take casualties. Only the speed of their horses lets much of the regiment – and almost all the senior officers – escape. There are Mentions in Despatches for all the officers. Captain Simon Alfred Devereux "rides like the wind". The more senior Captain, Henri Dubois, is promoted into the sudden vacancy at Major and is characterised as "riding like a stiff breeze". Major Jean Ettonique is Mentioned as "squally". Lieutenant-Colonel Frele d'Acier's Mention characterises him as "gusty". And regimental commander Brigadier-General

Etienne Brule is "a breath of fresh air". He still finds time to send Pierre le Sang his monthly subscription.

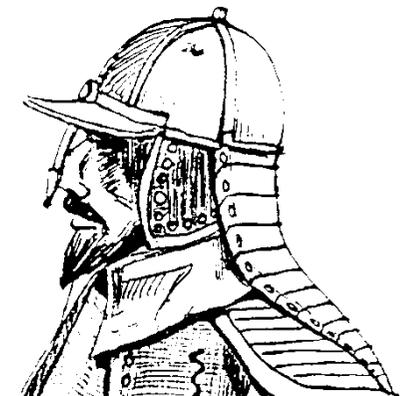
Horse Guards Brigadier Terence Cuckpowder enjoys what appears to be a horse race between the members of the Dragoon Guards and wins 300 crowns betting on Devereux to win. He has his rank made permanent, thus removing his association with the Queen's Own Carabiniers. Brigade Major Swindelle d'Masses is too busy writing up the ~~race~~ Despatches to earn anything for himself.

On the field, the Spanish are taken by surprise in turn by several well-aimed volleys from the Royal Foot Guards. They depart sharpish, leaving plenty of goodies behind. RFG Major Beau Reese Jean Seine acquires some 500 crowns' worth of loot for himself. Lt-Colonel Jean Jeanie does much better: his haul comes to well over a thousand crowns. Colonel Amant d'Au picks up just as much as his number one and is brevetted to Brigadier-General as well. He is Mentioned briefly in the Despatches ("Au got promoted").

In the north-east, the King's Musketeers are not amused by the arrival of the Royal Marines and the Picardy Musketeers. However, the King's men have got used to the conditions, while the new arrivals struggle in the snow and ice. KM Lt-Col Felix Antoine Gauchepied'er makes several demonstrations against the opposing Dutch forces. This consists of him trying on different outfits and marching about where the enemy can see him to get their opinion. What he does not expect that they'll express their opinion with volleys of musket fire. "Some people," he huffs, "have no taste!" He is, of course, Mentioned in Despatches ("I preferred the long, pink number"). His CO, Bdr-Gen Duncan d'Eauneurts, takes advantage of this distraction to mount raids against the Dutch positions. He returns with the best part of a thousand crowns' worth of loot, which he splits 60:40 with Gauchepied'er.

The Royal Marines seem to be all at sea. Except that, if they were at sea, they'd know what they were doing. Hence they do very little all month. Colonel Gaston le Somme is brevetted to Bdr-General and gets a bonus hundred crowns. There is no reward for the unenthusiastic Lt-Col Louis Oeuf Ur Terribles, but the reluctant Subaltern Robert d'Lancier is Mentioned in Despatches ("I don't think he wants to be here").

The Picardy Musketeers see an opportunity when they spot some Dutch troops marching off. They charge across the open ground to chase them. Unfortunately, it's a trap. The Dutch blow a dike and a wall of water floods



across the area, sweeping away much of the regiment. RIP Lt-Col Roméo Boudreaux and Major Ranso Mware.

Frontier regiment 3 has the advantage this month of having the company of second squadron of Grand Duke Max's Dragoons and first battalion of the 27th Musketeers. They have a good, secure position with plenty of men and have a relaxed month. There's no reward for GDMD Major Inigo Montoya, despite his desperate pleas for a title. However, 27M Major Vulson de Chalais finds his name going into the Despatches ("good work from the new boy").

The RNHB is busy in the hills of the Ardennes. Bdr-Gen Sebastian Adis II commands one battalion. His men find a Dutch supply train, chase off the guards and fill their boots. Adis's share comes to a thousand crowns and he is Mentioned in Despatches ("he should be a quartermaster!"). Bdr-Gen Sebastian de la Creme leads another battalion, but doesn't find such rich pickings, despite engaging enemy patrols in musketry duels. After the first musketball has ripped through his tricorne, he swaps it for a metal helmet. Creme still has the opportunity to bag 400 crowns' worth of booty. He is Mentioned as well ("Holey hat!").

Meanwhile in Rome, His Eminence has come to the conclusion that the rivalry between France and Spain means the conclave is deadlocked. He and his opposite number from Spain reluctantly agree a compromise candidate, to take the Papal throne as Clement X in due course. Thus, just as first battalion arrives to join the rest of the regiment, the Cardinal orders them all back to Paris. He rewards Lt-Colonel Alan de Frocked with promotion to Colonel, cementing his command of the regiment, and presents him with 50 crowns. Major Jean d'Ice gets no reward and definitely doesn't get to see the Pope. ❖

## Press

### Announcements

Volunteers welcome to join the QOC. Ability to ride a horse required, unlike in our sister regiment, the Dragoon Guards, Apply to the regimental headquarters.

† Cuckpowder

Capable and Energetic officer sought for 2nd Army Adj. Applications to General commanding. † UXB

New Brigadier needs Aide to answer the avalanche of fan mail that is the inevitable by-product of commanding the finest cavalry regiment in the King's army. Must be hard-working, able to read, write, and ride a horse, not necessarily in that order. The ability to make a decent coffee in the morning also a plus. Interested candidates of appropriate rank and station to apply to B.Gen (Brev.) The Marquis Etienne Brule at the Dragoon Guards Regimental Headquarters, Boulevard de la Victoire, Paris.

To Officers & Soldiers of Picardy Musketeers:

As Paris nightlife this Winter seems non-existent, we must get our blood flowing in battle. I will be taking the Picardy Musketeers to the front for the Month of March to kill Spanish men and bed Spanish ladies. If any officers don't want to get their swords out, best let me know, otherwise it is off to use our swords, and our swords.

† Col. Jacques Diabolick

That'll be for March, April and May... † Le Roi

### Despatches from the Front

Field Report from the QMG, 1st Army Last month we (the RNHB) trialled the Hudson Bay Trading Company Flintlocks. Sadly, these were totally useless and wildly inaccurate, but did make a frightful thunderous bang that had the Dutch ducking for cover to avoid the storm they thought was about to rain down on them; I have managed to sell these to local farmers as Bird scarers.

This month we are going to trial some new Camouflage gear designed by Miss Triss for the Boys. These are bright orange full-body suits made of some plastic (Latex!) manufactured by Tan-Go, a Chinese import company – apparently the Dutch Peasants always dress like this on nights out in Amsterdam and they would never attack one of their own, so we are going to give it a trial. I am slightly concerned that these outfits will stick out against the snowdrifts, but Monsieur Triss has advised that these are for nocturnal use only, so

this negates this potential downside. They do have the advantage of keeping one nice and warm, but are devilishly difficult to peel off.

Camp of the King's Musketeers, Dutch border

"Felix, darling, I've just heard the wonderful news... you're a Knight!"

"Oh Trissy... sob... wail... there's been a terrible mistake... I don't know what to do with myself, it's simply so embarrassing... sniff..."

"Whatever do you mean, sweetheart? Why are you so sad?"

"Look at this official letter from the Palace; see for yourself, my love."

"To Lt Colonel Gauchepied'er ... His Majesty ... delighted to recognise your actions ... heroic conduct against the enemies of France ... in recognition of such ... raises you to the title of Knight of the Realm ... a great example to all other men serving the Kingdom... What on earth is wrong with this, Felix?"

"Can't you see, Trissy? Some administrative lackey has messed it all up and failed to note I should have been made a DAME, not some Knight! What will all our friends think? I shall write to His Majesty immediately, I am sure he will understand and sort this out and I shall write to Pierrie-poops and Dunkie, too; they will help me."

### Social

WNM will be holding a party at Bothwell's 1st and 2nd weeks of March. All characters SL 8 or above are welcome. All costs will be covered.

Gentlemen of Paris

It seems that the race I sponsored in January was very popular and, despite my abysmal performance on horseback, I found it rather enjoyable!

How about a rematch for those interested? I did have some comment about the type of people I invited, so will be a little more exclusive this time.

So, first week of March, let's have another horse race with a drink or two after at the Fleur.

† Baron de la Crème

[OOO Horse race, week 1 of March. SL 12+ only invited.]

Advance notice: Prinny is proud to sponsor the annual Jacques As Memorial Stakes – April, week 4, at the Prix d'Or.

## Military Missives

To Lt. Colonel Xavier Money:

Sir: Allow me to introduce myself: my name is Augustin Fourier and I am newly arrived in Paris. Since I have a strong desire to establish myself in service to the defence of France and since I possess some talent with horses, I put forward my name to be enrolled into the noble company of Grand Duke Max's Dragoons. I promise to project honour, determination, and integrity and to never bring disgrace to the unit. Please accept my bona fides and allow me the honour of serving with you in this distinguished regiment.

Your Obedient,

† Augustin Fourier

To: Augustin Fourier

Monsieur,

Bienvenu en Paris!

The GDMD would love to have a competent horseman such as yourself in our ranks. Please report to the regimental barracks on Tuesday at 10am, where Sergeant Stronginthearm will commence your induction.

Yours, etc,

† XM

## Personal

Brigadier Sir Duncan d'Euaneurts to, His Excellency General le Vicomte Pierre le Sang, His Majesty's Minister of State  
Greetings!

Your Excellency,

I have now served His Majesty as Commissioner of Public Safety for almost a year. During this time I successfully brought charges against the infamous Rick O'Shea and have executed all your subsequent instructions with equal vigour. Additionally, unlike previous holders of the post, I have refrained from abusing the position by misusing its powers for my personal ends.

The office of Commissioner falls vacant in March and to be re-appointed to the post would be esteemed an honour by

Your Excellency's Most Loyal and Devoted Servant,

† Sir Duncan d'Euaneurts

Lord Percy Percy says, as fashion is tending towards the pointed toes, Monsieur Gauchepied'r could do with some fashionable footwear.

RdL to GIS

Sir, with your permission I would now like to purchase the vacant Major position now that I know I have enough CRs to do so. I would like to do this before we ride into battle next month. I am looking forward to serving the Royal Marines on the Frontier.

To Lt.Colonel de Frocked

The 1st Battalion of Cardinal's Guard will be joining you in Rome. I hope I will be fortunate enough to catch a sight of His Holiness the Pope while I am there.

† Major Jean d'Ice

Cher Brule,

You did well at the front last season. Congratulations.

† TC

The Foot Guards are apparently refusing all recruits who do not have silver spoons in their mouths.

† La parapluie Jaune

OK, Monsieur high and mighty Lt-Col-in-the-King's-Musketeers Gauchepied'er; I kept my nose out of your business (unlike half of Paris's demi-monde, from what I hear). So what prompted you to block my attempts at getting promotion in my own regiment? Quoi? † JZL

## Poetry Corner

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

Augustin Fourier arrives in Paris

1 A Young Man Goes to Paris

To see the grandest city in the nation.  
Though born a misbegotten youth,  
He yearns to improve his station.

2 With dreams of ancient heraldry,  
And wanderlust to sate,  
Armed with courage, pluck and élan  
He ventures forth to meet his fate.

3 Striding amongst the people along  
the Seine,

His countenance friendly and serene,  
He announces, Greetings mes amis!  
Je m'appelle Augustin.

## Points Arising

**Next deadline is 12th Jan 2018**

Duncan d'Euaneurts' term as Commissioner of Public Safety (and Minister of Justice) concludes at the end of March. Anyone who wants to apply for either post should do so with their March orders – but bear in mind that Minister of State Pierre le Sang makes the appointments.

Next month is the start of a new season. **All characters start the month in Paris and all duels must**

**be fought.** Any vacant appointments not taken by player characters will be filled by NPCs. However, if a player character appoints the position, they may leave it vacant. (If you have an appointment or a rank that allows you to appoint other characters to posts, don't forget to do so).

## Absent friends

I had no orders ("No Move Received") from the following and they suffered the consequences:

GS Guido Spoons (Ray Vahey) has NMR'd. Total now 1  
 RBCB Raoul Bernard de Chenin Blanc (Olaf Schmidt) has NMR'd. Total now 1

I removed Colin Cowper's character as he didn't send orders, his previous character died without orders and his subscription has run out.

**Notes**

The *En Garde!* rules are available to LPBS players at a reduced rate: see any month's Points Arising page at [www.pevans.co.uk/LPBS](http://www.pevans.co.uk/LPBS).

There's a Yahoo! group for *En Garde!* players that provides a forum for players

**Announcements**

Beau Reese Jean Seine asks NPC Army Commander of First Army to resign

Duncan d'Eauneurts applies for Commnr. of Public Safety

of different games to swap stories and ideas. Sign up and get talking at: <http://games.groups.yahoo.com/group/EnGardePlayers/>

**Reminders:** It is worth sending orders 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](mailto: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](mailto:LPBS@pevans.co.uk) instead.

Richard Shapmes applies for Province Mil. Governor

Uther Xavier-Beauregard asks NPC Army Adjutant of Second Army to resign

**Duels**

**Results of February's duels**

Jacques ZeLad declined to meet Bernard de Lur-Saluces as he was under half Endurance.

Charles Louis Desapear (gains 1 Exp) beat Jacques ZeLad (with BdLS).

**Grudges to settle next month:**

None!

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

All duels listed above (including any to be voted on) must be fought next month. Orders conditional on a challenge being voted cause are acceptable.

**New Characters**

Mark Nightingale gets the Second son of a wealthy Gentleman: Init SL 4; Cash 500; MA 4; EC 4 (X2).

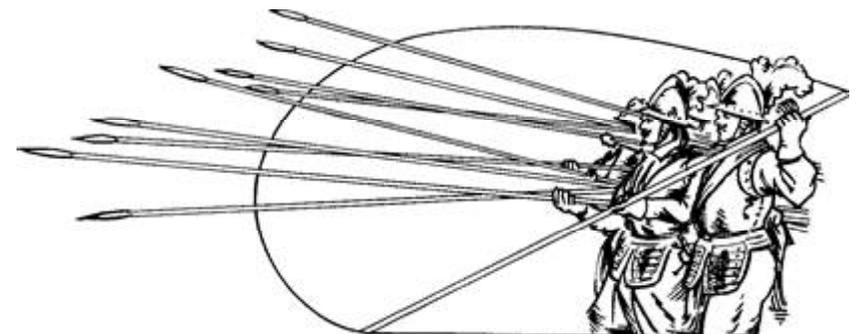
Graeme Wilson gets the Bastard son of an Impoverished Baron: Init SL 6; Cash 36; MA 6; EC 2 (X3).

**Tables**

**Army Organisation and 1670's Summer Deployment**

First Army (Field Ops)	N1/N/GIS/SA2
First Division (Field Ops)	--/--/AdF
Guards Brigade (Field Ops) - RFG CG KM	
Dragoon Brigade (Field Ops) - GDMD PLLD	
Cavalry Division (Field Ops)	JdG/--/--
Horse Guards Brigade (Field Ops) - DG QOC	
Heavy Brigade (Field Ops) - ALC CPC	
Second Army (Siege)	UXB/--/N1/CLD
Frontier Division (Siege)	N1/N/N3
Frontier Regiments (Siege)	
Third Army (Defence)	N6/N/N2/N
Second Division (Defence)	WNM/N/N3
3rd Foot Brigade (Defence) - 27M 4A	
4th Foot Brigade (Defence) - 69A Gsc n	
RNHB Regiment (Defence)	
Third Division (Defence)	--/--/N2
1st Foot Brigade (Defence) - RM PM	
2nd Foot Brigade (Defence) - 13F 53F	

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



### Brigade Positions

Guards Brigade	LdH/N/N5
Horse Guards Brigade	TC/__/SdM
Heavy Brigade	CC/N/N4
Dragoon Brigade	N6/N/N6
First Foot Brigade	N3/N/JD
Second Foot Brigade	N4/N/N2
Third Foot Brigade	N2/N/N5
Fourth Foot Brigade	N5/N/N6

Current CO/Aide/Brigade Major of each Brigade; entries are ID for player characters, "N" (+ MA if needed) for NPC, \_\_ for vacant

### Frontier Regiments

	F1	F2	F3	(Defence for Mar-May)	
				F4	RNHB
Colonel	N2	N1	N1	N2	N9
Attached					
Also at the Front					

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

### Battle Results

Horse Guards Brigade: 4	Royal Marines: 4
Dragoon Guards: 6	Picardy Musketeers: 5
Queen's Own Carabiniers: 3	Frontier regiment 1: 5
Royal Foot Guards: 1	Frontier regiment 2: 5
Cardinal's Guard: 3	Frontier regiment 3: 4
King's Musketeers: 2	Frontier regiment 4: 3
	RNHB regiment: 1

### Other Appointments

King's Escort: Ensign N	Captain N
Cardinal's Escort: Ensign N	Captain N
Aides: to Crown Prince N	to Field Marshal LOU
Provincial Military Governors: __/N/N/N/N	
City Military Governor N	Adjutant-General BdLS
Inspectors-General: of Cavalry N	of Infantry N
Commissioner of Public Safety DdE (until March 1670)	
Chancellor of the Exchequer EB (until April 1670)	
Minister of Justice CPS (until March 1670)	
Minister of War BdZ (until August 1670)	
Minister of State PIS (until November 1670)	

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	PC
3	Kathy Pacific	17	B	RS
54	Madelaine de Proust	17		
35	Katy Did	16	I	
42	Maggie Nifisent	16	B	
55	Jacky Tinne	16		
52	Guinevere d'Arthur	15	B/W	PIS
10	Frances Forrin	14	B	LdH
21	Helen Highwater	14	W	
48	Fifi	14	B/W	
62	Alison Wunderlandt	14		
11	Laura de Land	13		
16	Ophelia Derrière	13		
26	Ella Fant	13	B	
27	Lucy Fur	13	B	
30	Leia Orgasma	13	B	
45	Cath de Thousands	13		
8	Lotte Bottle	12	B	
12	Charlotte de Gaulle	12		FSdM
17	Henrietta Carrotte	12	I/W	UXB
28	Vera Cruz	12		WNM
31	Bess Ottede	12	I/W	
1	Sue Briquet	11	B	
4	Anne Tique	11	W	
9	Deb Onairre	11	I	
40	Sheila Kiwi	11		CC
63	Carole Singeurs	11		
20	Emma Roides	10	I	CLD
33	Anna Rexique	10	I	X1
38	Pet Ulante	10	W	
43	Di Lemmere	10	I	
53	Angelina de Griz	10	B	JZ
56	Ingrid la Suède	10		
6	Viv Ayschus	9		
57	Ava Crisp	9	I	
59	May Banquot l'Idée	9		
2	Betty Kant	8	I	XM
19	Jenny Russe	8	W	
32	Sal Munella	8	W	
41	Marie Antoinette	8	B/I	
49	Mary Huana	8	B/I/W	JD
34	Freda de Ath	7	W	
39	Thomasina Tancenjin	7	I	
50	Ulla Leight	7	I	
5	Belle Epoque	6	B/I	
13	Josephine Buonoparte	6	I/W	
24	Violet Bott	6	I/W	
15	Ada Andabettoir	5	B/I	BdZ
25	Lois de Lô	5	B	

Regiments		REG	CG	KM	DG	OOC	ALC	CPC	RM	CDM	13F	PLLD	53F	27M	4A	69A	Gscn
Col	AdA	AdF	DdE	EB	SdM	N1	N6	GIS	LOUT	XM	N2	N4	N6	N1	N2	N4	N3
LCol	Jl	N6	FAc	JE	N2	N4+	N3	N3	N3	N6			N1	N5+			N6+
Maj 1	BRJS	Jdl	N6	HD	N1	N5	N1	N4	N4	IM		JZ	N2+	N2	N5+		N6+
Maj 2	N5+	N2	N2	N3	N2	N5	N1	N3	N3	N2			N2	N4	N6		N5
Capt 1	N6	N3*	N1	N3	N2	N5	N1	N3	N3	N2			N2	N1	N2		N1
Capt 2	N2	N2	N6	SAD	N2	N4	N4	N5	N4	N2			N3	N5	N6		N3
Capt 3	N2	N5	N1	N6	N2*	N4	N1	N6*	N4	N2			N3	N5	N6		N2
Capt 4	N4	N2	N4	N3	N4*	N4	N3*	N3	N3	N4*			N6*	N4	N2		N2
Capt 5																	N1*
Capt 6																	N1*

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

# The Greasy Pole

ID	Name	SL	SPs	Cash	Rank, Regiment/Appointment	MA	Last seen	Club	EC	Player
PLS	Viscount Pierre le Sang	25	62	Withy	General/State Min.	7	Guinevere	Flr	4	Bill Howell
BdZ	Viscount Bill de Zmerchant	25+	79	Comfy	Fld Marshal/War Minister	7	Ada	Flr	3	Tim Macaire
PC	Count Pierre Cardigan	24	39	Rich	General	9	Edna	Flr	5	Matt Shepherd
UXB	Count Uther Xavier-Beauregard	23	60	Withy	B.General/2nd Army Commndr	16	Henrietta	Flr	4	Pete Card
JdG	Count Jacques de Gain	23	55	Fthly	B.Lt-General/Cav Div Commandr	21		Flr	6	Ben Brown
EA	Marquis Etienne Brule	22	F	Rich	B.Bdr-General/DG/Chancellor	3		Flr	4	James McReynolds
AdA	Count Amanant d'Au	22	F	Rich	B.Bdr-General RFG	9		Flr	5	David Brister
FdA	Viscount Frele d'Acier	21	F	Comfy	Lt.Colonel DG	15		Flr	3	Peter Farrell
RS	Viscount Richard Shapmes	20	46	Withy	Lt-General	15	Kathy	Flr	4	Charles Popp
JJ	Count Jean Jeanie	20	F	Rich	Lt.Colonel RFG	23		Flr	3	Andrew Kendall
DdE	Sir Duncan d'Eauneurts	20	F	Comfy	B.Bdr-General KM/CPS	5		Flr	5	Paul Lydiate
WNM	Viscount Was Nae Me	18	45	Rich	B.Lt-General/2nd Div Commandr	11	Vera	Both	3	Mark Farrell
TC	Baron Terence Cuckpowder	18	F	Withy	Bdr-General/HGds Brigadier	6		Both	4	Mike Dommett
BRJS	Baron Beau Reese Jean Seine	18	F	Withy	Major RFG/Min w/o Port	4		Flr	3	Bill Hay
SdIC	Baron Sebastian de la Creme	18	F	Comfy	B.General/Min w/o Port	4		Flr	5	Alan Percival
GM	Sir Gaz Moutarde	16	32	Rich	B.Lt-General	4		Both	2	Mike Cilbourn-Dyer
SA2	Sir Sebastian Adis II	16	F	Comfy	Bdr-General/1st Army QM Gen.	5		Both	4	Mark Cowper
LdH	Sir Leonard de Hofstadt	15	37	Comfy	Bdr-General/Gds Brigadier	5	Frances	Both	5	Neil Packer
CC	Sir Chopine Camus	15	37	Comfy	Bdr-General/Hvy Brigadier	8	Sheila	Both	4	Stewart Macintyre
BdLS	Bernard de Lur-Saluces	14	31	Withy	B.Lt-General/Adjutant Gen	7		Both	2	Rob Pinkerton
GIS	Sir Gaston le Somme	14	F	Comfy	B.Bdr-General RM/1st Army Adj't	2		Both	3	Jerry Spencer
JdI	Sir Jean d'Ice	14	F	Poor	Major CG	5		Both	3	Tym Norris
JE	Baron Jean Ettonique	14	F	Withy	Major DG	11			5	Tony Hinton-West
AdF	Sir Alan de Frocked	13	F	Withy	Colonel CG/1st Div Adjutant	3		Both	2	Charles Burrows
SdM	Swindelle d'Masses	13	F	OK	Lt.Colonel QOC/HGds Brigade Maj.	4		Both	4	Craig Pearson

ID	Name	SL	SPs	Cash	Rank, Regiment/Appointment	MA	Last seen	Club	EC	Player
CLD	Charles Louis Desappear	12	33	Comfy	Bdr-General/2nd Army QM Gen.	3	Emma	Both	4	Martin Jennings
IM	Inigo Montoya	12	F	Comfy	Major GDMD/LtGen's Aide (BdLS)	6		Both	3	Graeme Morris
LOUT	Louis Oeuf Ur Terribles	12	F	Comfy	Lt.Colonel RM/FMshl's Aide	2		Hunt	5	Dave Marsden
JD	Jacques Diabolick	11	22	OK	Colonel PM/1 F Brigade Maj.	1	Mary	Hunt	3	Cameron Wood
RBCB	Raoul Bernard de Chenin Blanc	10	2	OK		5			4	Olaf Schmidt
FAG	Sir Felix Anton Cauchepied'er	10	F	Withy	Lt.Colonel KM/Gen's Aide (SdIC)	8		Hunt	4	Jason Fazackarley
XM	Xavier Money	9	13	Comfy	Lt.Colonel GDMD	5	Betty	F&P	3	Pam Udowiczzenko
FSdM	Florent Sans de Machine	9	10	Comfy		1		Hunt	4	Nik Luker
HD	Henri Dubois	8	F	Comfy	Major DG	3			3	Wayne Little
SAD	Simon Alfred Devereux	7	15	OK	Captain DG	6			2	Paul Wilson
JZ	Jacques Zeland	7	15	OK	Major 13F	5	Angelina	F&P	2	Francesca Weal
RM	Ranso Mware	7	RIP							Graeme Wilson
X2	Guido Spoons	6	5	OK	Captain CPC	1			3	Ray Vahey
GS	Guido Spoons	6	8	OK		5	Anna	F&P	1	Gerald Udowiczzenko
X1	Roméo Boudreaux	5	F	Poor	Major 27M	3			2	Mark Nightingale
VdC	Vulson de Chalais	5	F	OK	Subaltern RM	4		F&P	4	Brian Heasley
RdL	Robert d'Lancier	3	7	Poor	Subaltern GDMD	2		RP	3	Brick Amundsen
AF	Augustin Fourier	2+	9	Comfy	B.Bdr-General	9			4	Matthew Wale

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+