

That would be enough

This has been issue 120 of To Win Just Once, published 8th December 2011. It incorporates Les Petites Bêtes Soyeuses, a game of *En Garde!*. Issues are published ten times a year, roughly every five weeks. © Paul Evans 2011

Deadlines

Orders for Icehenge to Mike Dommett by Friday, 30th December 2011

Orders for *LPBS* and *Great White Hunter* and any other contributions to Pevans by Friday 6th January 2012.

(Next deadlines: 3rd/10th February, 9th/16th March, 13th/20th April)

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Games played

En Garde! Pevans needs a few more players for Les Petites Bêtes Soyeuses. You will need the rules to *En Garde!* in order to play: www.engage.co.uk

Railway Rivals Gerald Udowiczenko and Jonathan Palfrey are interested in the next game; anyone else? Working copy of the map provided.

Star Trader The current game should reach finish soon—Howard Bishop is first on the list for the next one, anyone else? Rules provided.

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To Win Just Once

(incorporating Les Petites Bêtes Soyeuses)

Pevans is still at Spiel...

...where *Nefarious* is his favourite new game

Plus EuropeMasters 2011

NEFARIOUS™

THE MAD SCIENTIST GAME

Donald X. Vaccarino



Issue 120: December 2011
(LPBS 247: September 1664)

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Chatter

It's Christmas! Merry Christmas and Happy New Year to all my readers.

I don't seem to have done very much in recent weeks – apart from wielding a paintbrush and sweating over marketing my services. I did get to MidCon, though, in the middle of November. The new hotel is pretty good with plenty of room for playing games. What surprised me is just how many restaurants there were around the hotel. I could have stayed longer just to try out another restaurant or two!



This issue will continue my report from Spiel '11 and have my account of this year's EuropeMasters tournament. There's no Science Fiction column again – I haven't had much time for reading recently.

The website statistics show that *TWJO* 119 was downloaded 88 times in November. *TWJO* 118 was downloaded a further 33 times, taking it to 178 downloads over three months. *TWJO* 117 had 117 downloads in those three months and 181 since publication.

Letters

I asked subscriber Ray Vahey about the flooding in Thailand and how it had affected him. Ray sent me the following.

As I live in Thailand I wanted to share my experiences of this year's floods.

Even though this only made the international news in the last month it has constantly been in the Thai news since August. At that time the reports were of rice farms in some of the poorest communities. The scenes on the television were shocking but it's also common to hear of flooding in Thailand every year and the enormity of the disaster wasn't made public at that time.

Throughout October the floods spread to many industrial areas and there were reports of well known international brand factories closing. The ancient city of Ayutthaya, which has some of the country's most magnificent buildings and statues, 1½ hours drive north of Bangkok was completely under water.

The information coming from officials at this time was inconsistent and very confusing, ranging from "everything is under control and Bangkok is completely safe, relax" to "it's time to start moving your belongings to higher ground". My favourite quote is: "I am 70 per cent confident that Bangkok will not be hard hit," Justice Minister Pracha Promnok. He is also director of the flood relief operation centre. Very little practical information was being offered and it seemed like

various members of the political parties were more concerned with scoring points than anything else.

The office building I work in started stacking sandbags around the outside and issued residents with the procedure if the floods should hit. Including that the building's electricity would be cut if the floods breached the sandbag barrier.

As I lived quite close to a supermarket I often popped in on the way home. By the middle of October all of the shelves for water and preserved goods had been emptied by panic buyers (myself included). It seemed like the shops went from fully stocked to empty in the space of 48 hours. Meanwhile the government was saying that there is plenty to go around and not to panic. Later it turned out that several water bottling factories were in flooded estates and they needed to import bottled water.

I decided that it was better to leave and booked my family on flights to Chiang Mai – the second largest city, well north of the affected areas. As I was leaving our car behind I tried to find somewhere high up to park it but all the spaces at the airports were taken, every large building that could take cars was full. Some people had started to park on the raised motorways: 2 and 3 rows of cars in some places. In the end I gave up and left it in our condo's car park about 1 metre above the street level.

We left about two weeks before the waters reached our street. Three weeks later the water got as high as 50cm. Our neighbours who stayed have seen the price of food double and even triple for some goods. The tap water turned a pale brown, the advice on TV was that it was still drinkable once filtered but I don't know anyone who tried. As rubbish collection was very difficult, people had little choice but to leave it in bags outside. The government was very keen to say that central Bangkok still remained dry. This was true for the main tourist and business areas, but I lived next to an underground train station only 6 stops and 15 minutes from these areas.

I briefly returned to Bangkok by coach this weekend. While driving through Rangsit, which is a suburb to the north of Bangkok, I saw areas still knee-deep in water. My part of Bangkok was completely dry, although the stench was really awful – a mix of what was left behind by the floods and the chlorine used to clean up. The Thai people had done an amazing job of cleaning up the piles of rubbish. Many shops still had their sandbag fortifications and some had even built concrete walls but, aside from these signs, the place looked in good order. Thankfully there haven't been reports of large outbreaks of waterborne diseases, contrary to many predictions. The latest prediction by the government that I heard was that all Thailand will be dry by December 31st.

My wife and I have decided we like Chiang Mai a lot better and have made it our new home. From now on I will only be returning to Bangkok on occasion as my work requires it.

Thanks, Ray, it's good to have an account from someone who was there. Good luck in your new home. Meanwhile, I've had a few comments on the changes to *TWJO*. Jerry Elsmore was first.

I like the changes: might have to track down a copy of the book!

Tim Macaire followed up.

Like the new design, though the letters RIP seem to be excessively popular...

And David Olliver takes us in a completely different direction.

Christmas is coming and with it those damn pixies!!!!!!!!!!!!!!

EuropeMasters 2011

This is the European Board games Championship and takes place on the Saturday of Spiel each year (it was originally called Intergame). It's for teams of four, who all play (as individuals) a set of four games against members of other teams. Most teams have qualified through similar tournaments in their own country (I believe Germany has regional competitions leading to their national championships).

I've taken part in this several times and was roped in again this year to join 'A Fistful of Dobbers', one of two UK teams. That's two out of 32 teams from 12 countries across Europe. It's a wonderfully international gathering and a great place to get away from the crush that is a normal Saturday at Spiel.

The tournament

The first game was *Troyes* (Pearl Games), a game I enjoy but find a bit fiddly. Crucial to the game are the three sets of cards that are available (at a cost) for players to use to convert die rolls into cash, influence and victory points. I immediately spotted a good combination of cards and bought onto them. Unfortunately, the player on my right (who went on to win) spotted what I was doing and did his best to deprive me of the yellow dice I needed to use



EuropeMasters 2011 in progress

my cards. I was squeezed into fourth place, which was rather disappointing.

Second was *Olympos* (Ystari Games), which I really like. It's a game of two boards: one showing a map of Ancient Greece where players grab territory to gain resources. The other is a grid of the developments and wonders that will give players advantages—and victory points. I made the mistake of being greedy: I saw an opportunity of getting two Wonders, but took the less valuable one first. A bad mistake and another fourth place. Oh dear...

After lunch (sausage in a bun—hey, I'm in Germany!), the game was *7 Wonders* (Repos Productions). I was a bit surprised that this was included as I find it quite a light game. However, it is excellent and it's good to have a card game in the tournament. The organisers' analysis of the results suggest that the players who got Halicarnassus did significantly better. That was certainly the case in my game—though the woman who won with Halicarnassus spent most of the game complaining that she really didn't like it! I did well enough to take second place—winning the last game would bring me close to average (and would mean I'd win just once!).

The closing game was *Navegador* (published by PD-Verlag and reviewed in *TWJO* 118), another game I really like. The trick to *Navegador* is taking advantage of other players' strategies and doing something different. The player on my right managed to sit on the fence for several turns, not committing to any obvious strategy. I capitalised on my early purchase of colonies by making this my main thrust and my neighbour was then good enough to do lots of exploring.

Cash was tight as the two opposite us had a nice racket going in pumping up the markets for each other and buying lots of buildings with the cash they generated. However, at the end of the game, they deliberately left a single building on the board so that the game went one more round. This let me cash in on the market for once and buy several more colonies. It also let the man on my right maximise his strategy: first for him, second for me. Ah well.

The results

After four games, I had two fourth places and two seconds, giving me just 8 points. As a team, we had achieved a completely average score of 44 points, leaving us 19th out of the 32 teams. Most of this was due to our star player, Nick Harrison (a former European champion with 'Sharkbait'), who placed third overall with 17 points (a perfect score for winning all four games would be 20 points and is occasionally achieved). Well done, Nick. The other UK team, 'Nil Nominatus', came in 7th.

The individual prize went to Bernd Radmacher of German team 'Meister der Magie' with 18 points. This wasn't enough for his team, though, as they only

placed 5th. Dutch team 'Krasse Knarren' took 4th, the Czechs of 'One Day Heroes' were 3rd and 'Aachen Fantastics' from Germany came second. The winning team, however, and 2011 European Boardgame Champions were 'Trebotov' from the Czech Republic, who got 56 points in total.

Congratulations to the Trebotov team and to Bernd Radmacher, who (along with the other top-placed teams) received

plaques, trophies and a stack of prizes. Many thanks to Ronald van Lent and his team of volunteers for organising a great day's gaming and an excellent competition. Thanks, too, to the sponsors of the event, particularly the publishers who provide their games for the teams.

Next year's championships will be at Spiel on 20th October 2012. Who will be representing Britain? That depends on next year's Spielchamps, the UK qualifying tournament. For more about EuropeMasters, see the website at www.europemasters.org. There's information on SpielChamps at www.ukboardgaming.com.

Spiel '11 (part 2)

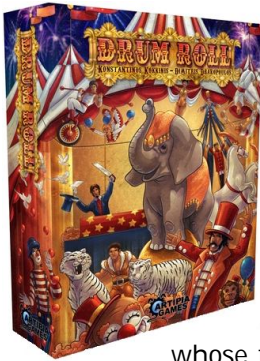
Pevans is still in Essen

Part 1 (*TWJO* 119) of this report took a quick tour of the halls, picking some highlights along the way. This time I'll fill in some of the gaps with more publishers and their new games.

One of the newcomers in Hall 6, Artipia Games was showing *Drum Roll*, a board game of 1900s circuses, designed by Konstantinos Kokkinis and Dimitris Drakopoulos. It's a resource management game where players have to hire personnel and performers, sell tickets and put on a show. While preparation takes several turns, a clever mechanism allows players to stretch this out or to put on their show as soon as they're ready. Depending on how good their show is, players get various benefits, but must also pay salaries to their performers and other staff.



Team Trebotov brandish their trophy – though one of them seems a little shy...



The game goes through three shows in different regions of Europe, each of which provides different bonuses. At the end of the game there are some additional bonuses and the player who's done best overall wins the game. The game is more demanding than its light-hearted theme and artwork would suggest and requires a good bit of planning. It's excellent stuff on first acquaintance and I give it 8/10 on my highly subjective scale.

Back in Hall 5 was Ascora Games, a US publisher whose first appearance at Spiel was with *Kaigan* last year. This time they had *Nefarious*, a new card game from Donald X Vaccarino (best-known as the man who gave us *Dominion*). I was intrigued by the odd-shaped meeples that come with the game. They look almost hump-backed I said, just as I spotted the sub-title on the posters: "The game of mad scientists". All fell into place—every mad scientist needs his Igor and here they get a whole team of them.

Each player has a 'lair' card where they can assign their team of eager assistants to their jobs. They also have a set of four cards for the four actions available each turn. Players all choose their actions by selecting cards, revealing them simultaneously and implementing them in order. Essentially, the actions allow players to research new inventions (drawing from a deck of cards), play an invention (which costs money) or generate themselves some money—even mad scientists need to work, you know!

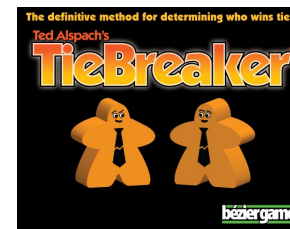


Igor!

The first player to reach a target value of inventions triggers the end of the game and the winner is the player with the highest value when they've all finished their turn. This is huge fun and plays simply and very quickly (more quickly than you might expect). To provide variety, a further deck of 'Twist' cards provides additional constraints to the game. Two are drawn at the start of the game and remain in place throughout. A simple, but very effective way of ensuring the game is different each time you play.

I had huge fun playing this at the show, added to by the atmospheric pulp fiction-style illustrations. The Twist cards give the game re-play value (otherwise I can see it getting rather same-y after the fourth time) and I think Ascora have a hit. It gets 9/10 on my highly subjective scale.

Bézier Games and supremo Ted Alspach were also in hall 5. As well as his usual *Age of Steam* expansions, Ted was demonstrating the prototype of *Mutant Meeples*, which he described as *Ricochet Robots* with knobs on. As



with the old game, the aim is to move one of the pawns to the target point by bouncing it off the walls and other pawns. Here, however, the pawns are mutant meeple robots and each has a super power!

Players not only have to work out the fastest path for getting to the target, they have to take into account each meeple's power. I found *Ricochet Robots* melted my brain, so this is one game that really doesn't appeal to me. Ted has launched this on Kickstarter to raise the funds for publication early in 2012 (and is halfway there at the end of October).

Ted had one game to show off in its finished form: *Tiebreaker*. This follows his ingenious *Start Player* in providing a simple way of dealing with a perennial problem when playing games: how do you resolve a tie at the end of a game? Simple, draw a card from the *Tiebreaker* deck and the first to carry out the forfeit-style activity wins the tie. To get a better idea of what this is about, take a look at the wonderful video Ted has posted on BoardGameGeek: <http://boardgamegeek.com/video/10116>

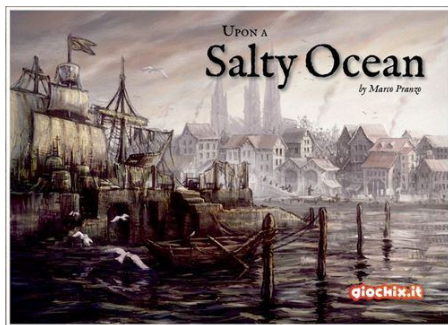
A little further along Hall 5 was Italian publisher Giochix with two new games this year. *The Forgotten Planet*, designed by Giochix main man Michele Quondam, is about exploring the eponymous planet, laying tiles to show the terrain as the players travel round. Each player has a team of robots that it uses to prospect the planet, looking for valuable minerals. The robots must place metal paths as they go to provide stable routes and an energy supply. At the end of the game, players get points for their holdings, which is the main way of winning.



Forgotten Planet bits – from the back of the box

The Forgotten Planet sounds intriguing, but it is very abstract: square grey tiles played onto the table with wooden discs and cubes—and robots, of course. I shall definitely give it a try, but I would have liked something that looked a bit more like exploring a planet.

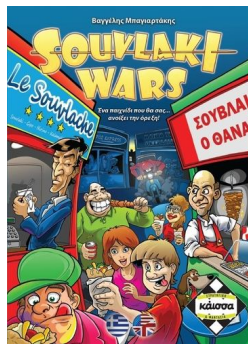
Upon a Salty Ocean, from designer Marco Pranza, looks altogether more atmospheric. The board shows the city of Rouen, France's main port at the beginning of the 16th century, laid out on the banks of an estuary. The city's wealth was based on fishing in the Atlantic, using local salt to preserve the



catch. Players start with a ship, a salt mine and some cash and must build themselves a commercial empire.

This immediately sounds like my kind of game. While fishing is clearly where players start from, they can invest their income in the different buildings around the city. Initially, their investments will be to build up their trade: more ships, more salt mines and warehouses to store stock. Other buildings provide an income and then there are the grand, prestigious projects, such as the great cathedral and its stained glass windows and the Hôtel de Ville. The winner is the richest player at the end of the game—I was particularly taken with the rule that players are limited in the cash they can hold until they have a bank! Another intriguing game that I look forward to playing.

Kaissa Chess & Games has been around for some time as a retailer, distributor and publisher in Greece and their stand was back in Hall 6. They were showing the gloriously named card game, *Souvlaki Wars*, designed by Vangelis Bagiartakis. As the name suggests, the game is about battling restaurant owners. Players win by getting the most reputation and money. The cards show potential customers with their order, telephone orders and, of course, the food that will be served to meet these orders (fingers crossed!). There are also event cards and each owner has their own character.



Players draft customers from those available, but can't refuse them even if they don't have the right items to serve them with. Those they can serve pay for their food and increase the restaurant's reputation. The money is required to pay expenses and buy in fresh supplies. Customers that haven't been served get "a bit anxious". If they aren't served the following turn they leave, reducing the restaurant's reputation by double their value. I'm sure there can be tactical reasons for not serving a particular customer, but they'd better be a low reputation value!

To add to the fun, players can advertise their restaurant and play the event cards to affect their opponents or themselves (A 'Generous Tip' is much better played on yourself, for example!). The atmosphere of the game is helped by the cheerful and entertaining illustrations on the cards. It's great fun and a game I look forward to playing a lot more. I'll give it an initial 8/10 on my highly subjective scale.



Vintage on display at Spiel '11

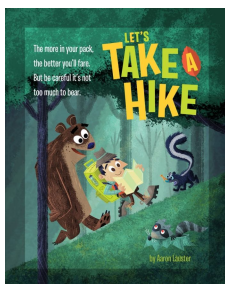
Portuguese publisher MESA Board Games was a bit further up hall 6 and had two new games on display, as well as last year's *Caravelas*, all designed by Gil d'Orey. I'll concentrate on *Vintage*, the more complex of the two. It's all about making—and selling—Port in Portugal's Douro valley. Players must acquire estates, plant vineyards and harvest their grapes to make wine and brandy—the brandy, of course, being used to fortify the wine and turn it into Port. They must then age and, finally, sell their Port. The game ends after seven turns when players get more points for their holdings.

This is a detailed and intricate game that reproduces the way Port is produced in quite some detail. Players need to plan carefully to get their production right and keeping an eye on what the others are up to is also recommended. *Vintage* is an engrossing game and I very much look forward to giving it a go. It gets a preliminary 8/10 on my highly subjective scale.

At the end of Hall 5 US publisher Stratamax Games was sharing Treefrog's stand and had a card game to show off. *Let's Take a Hike* is designed by Stratamax regular Aaron Lauster and is all about a gentle stroll in the country. Or not. Players draw and play cards to fill their backpack and pockets. Sooner or later the group will go on a hike, turning over cards from the deck to encounter hazards—including the odd bear.

If a player has a matching card in their backpack, they keep going. Otherwise they must discard cards with the same number of bootprints on

them. If they decide to drop out of the hike, they take a card which will be their score at the end. So *Let's Take a Hike* is a push-your-luck game where players have to decide what risks to take and how long to keep going before scoring some points. It's good fun, but, for British hikers, is distressingly without any Kendal Mint Cake!



Back in Hall 6 Surprised Stare Games had two new games to show us. The first, from regular designer Tony Boydell, was the second *Paperclip Railways* game—subtitled “the railway game where the trains are stationery”. Yes, players are building railways from chains of paper clips! *Paperclip Railways: Express Edition* was a limited edition of 300 copies and sold out at Spiel. I look forward to the next in the series—maybe I'll actually get hold of a copy!

The second game was a card game from Sebastian Bleasdale, designer of *On the Underground* and former regular at Swiggers games club. *On the Cards* contains two decks of cards. One is a standard, 52-card, 4-suit pack of playing cards. The other is rather different. Sebastian has divided the rules of trick-taking card games into four elements: the deal, the aim, card play and winning the trick. Instead of four suits, the second pack has a set of cards for each element. Taking one card from each set gives the current rules.



The game starts with the four sets shuffled. The top cards give the rules for the first round. The players play this game and score: the winner takes a rule card. This, of course, reveals a different card, giving a slightly different set of rules for the next round! The first player to get a set number of cards wins. What a clever idea. It

takes the variability generated by a game like *Fluxx*, but sets it in a structure. This means the game is both more challenging and more rewarding than the randomness of *Fluxx*.

In case this isn't enough, a fifth, optional set of cards provides a 'twist' for the round. The rules provide an introductory game to give players the idea and additional options for making the game trickier. I can see this being a big hit with fans of trick-taking games as it gives them the opportunity to test their skills against the rules variations. *On the Cards* gets a provisional 8/10 on my highly subjective scale.

There's still a lot of stuff I haven't been able to fit in, so expect to see more snippets in later *TWJOs*. The full version of my report will be on my website (www.pevans.co.uk/Reviews) and I'll be adding to it as I play more of the games. Spiel '12 will be 18th-21st October 2012 and I fully intend to be there. You can find more on the organiser's website: www.merz-verlag.com/spiel

Games Events

The first board games event of the new year is the winter Stabcon: 6th-8th January 2012 at the Britannia Hotel in Stockport. It's been a while since I made it to Stabcon, but it's always been good fun and an interesting mix of board games, role-playing, CCGs and anything else that takes people's fancy. For more information e-mail bookings@stabcon.org.uk or join the [stabconinfo](http://stabconinfo.org) group on Yahoo.

I'm told that Oxcon is on for later in January: 21st-22nd at The Mitre pub, High Street, Oxford. However, the website has disappeared, so I've no further details.

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 120 was written and edited by Pevans. The LPBS masthead (page 22) is by Lee Brimmicombe-Wood, as are the drawings on pages 23, 25 and 26. The illustration on page 29 is by Nik Luker. Game artwork is reproduced by courtesy of the respective publishers. Pevans took the odd photo and played with Photoshop. © Paul Evans, 2011

Great White Hunter

Turn 8

	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q	R	S	T
1										X				g	x	x				
2		X						b	x			x		g				a		
3					m									g				a		
4							A	X	X			x								
5		A	a					X		X						a				
6						†				X						a				
7	†	‡	†			†			X	X		x					g			
8						†							m			g	x	x		
9																g				
10			m										X						a	a
11								g	g	g				X						
12	X				X	x							X	X	X				x	
13						B														
14				a									e	e						
15		M		a									e	e		a				
16																a				
17				x	g													e	e	
18					g					X								e	e	
19					g			X					g	g	g					
20	b						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	Points Value
Bush	B	1	12	0
Monkey	M	1	12	4
Antelope	A	2	9	8
Snake	S	2	?	10
Gorilla	G	3	6	12
Lion	L	3	3	15
Elephant	E	4	2	20
Other symbols				
	X		Missed shot	
Upper case = this turn, lower case = last turn, Strikeout = dead animal				

This turn's shots

Charles Burrows and Russell Harris have the same idea, but in opposite directions.

They're part of a barrage of shots into empty space – though a Monkey gets a scare and there's a very worried Lion.

Jerry Elsmore bags a Bush, but top marks go to Mike Dommett, who wings an Antelope.

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 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.

Scores			
Player	Shots	This turn	Total
Chris Baylis			3.33
Mike Bird			5
Andrew Burgess			4
Charles Burrows	N11,O12	0	6
Ash Casey			2.5
Mark Cowper	G20,H19	0	1.25
Mike Dommett	G4	4	9.67
Mike Dyer			3
Jerry Elsmore	E12,F13	0	11.3
Alex Everard			5
Russell Harris	O12,N11	0	11
Pete Holland	J20,A12	0	9.91
Emrys Hopkins			10.33
Dom Howlett			11
Andy Kendall	H4,I4	0	1.67
Nik Luker	M10,N12	0	10.5
Tim Macaire	J5,J7	0	3.38
Przemysław Orwat			4
Jonathan Palfrey			2.5
Colin Parfitt			1.25
Matt Shepherd			7.5
Robert Skynner			4
Mark Stretch			11.8
Al Tabor	J1,H4	0	18.33
Gerald Udowiczenko			4.8
Pam Udowiczenko			9
Matt Wale	J6,B2	0	16.17
David Williams			6
Graeme Wilson	H5,K18	0	6.8
Paul Wilson	I7,P12	0	15

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

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

**Send your shots (and comments) to Pevans at
180 Aylsham Drive, UXBRIDGE UB10 8UF or
to TWJO@pevans.co.uk by Friday 6th January 2012**

Cambourne*

Railway Rivals game 8—Turn 12 and game end

Races

JACOBahn nearly catches THURB, but just falls short. The others score, but don't change their positions.

Race	From	To	THURB	LATGALE	BLUE	JACOBahn	BALTIC
36	14	64				10JR	10JR
37	11	46				20-5+6	10-6+5
38	21	32				10	20
39	22	41		0+7	20-1	0+1	10-7
40	33	54	10	0+3	0-3	20	
41	52	S4	20				
42	66	S5	0	0+2	10-2	20	
TOTAL			30	12	24	82	42

Entries are points earned from races, +/- payments from/to others; JR = Joint Run

Scores

A) Jonathan Palfrey—The Heavily Underfunded Railway Business (THURB), Green

Score: 309 +30 = **339**

B) Emrys Hopkins—Locomotive Latgale, (LATGALE) Red

Score: 224 +12 = **236**

C) Gerald Udowiczenko—Blue Mountain Railways, Blue

Score: 119 +24 = **143**

D) Mark Cowper—Jacobahn, Black

Score: 242 +82 = **324**

E) Paul Evans—Baltic Rail, Brown

Score: 168 +42 = **210**

Game end statements

Blue Mountain Railways (Blue): Gerald Udowiczenko, 5th

I took over a network that had gone off in strange directions, and then Mike has a special die he uses for me.

Baltic Rail (Brown): Paul Evans, 4th

Not a lot I can say about this as I inherited the network and just ran the races. The Baltic Rail network must have suffered from missing a turn's builds, but I thought it was decent enough.

In the event, having a direct east-west route seems to be a good idea. Having said that, THURB did best by concentrating on the eastern two-thirds of the map. Congratulations to Jonathan for a fine win.

Latgale (Red): Emrys Hopkins, 3rd

I'd like to congratulate Jonathan for his comfortable victory.

Starting in Riga my plan was to build a central "spine" and benefit from joint runs to destinations I'd not reached. I wasn't expecting Colin/Paul and Mark C to get as far east as they did, for Mark W/Gerald to get that far west nor for Jonathan to completely ignore the "1~" and "2~" destinations by stopping his westward expansion once he'd reached Riga, yet still manage to rack up quite so many victories in races. As the final totals show only too clearly, mine was not the correct strategy for this map!

Jacobahn (Black): Mark Cowper, 2nd

Firstly, congratulations to Thurb on winning. I started in the worst place (IMO) at Liepaja, with very few towns in easy reach. As Baltic Rail took the northern towns in the Western corner, I concentrated on the taking the Southern towns to try and reach Riga, only to find my route north via Riga to Estonia blocked by Latgale. So I decided to change plans and travel south of the big river that cuts the country in half (E-W) and join to Russia, before curving north to Estonia, establishing an East-West link. This seems to have worked OK, though I missed the rule of entering more than 3 races early on (Turns 7 and 8) and missed a few more points. If Blue Mountain Railways had stayed the course, I might have been closer.

Thurb (Green): Jonathan Palfrey, 1st

I thought this a rather unpromising map: almost flat, and covered with unfamiliar names. However, the game turned out quite interesting anyway; thanks to Mike and the other players! The flat map isn't as dull as I expected: on a hilly map, the hills often force your choice of route, but without the hills there are more route options.

In game 7, I tried to cover the whole map as best I could, and wasn't displeased with my network, but I came third out of four. The winner, Ben Brown, concentrated on getting good coverage of the more densely-populated half of the map, and ignored the other half (roughly); so in game 8 I decided to learn from that experience, and resolved to ignore Latvia west of Riga, enabling me to concentrate on the eastern side. It seemed to work fairly well, even though my network isn't ideal and I don't feel satisfied with it.

I thought that starting at Riga would be a significant advantage, and initially expected Emrys to win for that reason. His network is wide-ranging and looks good, but maybe he spread himself out too much; and it seems a pity not to have grabbed the Riga-Jurmala route in the first turn.

Mark started on the less-populated western edge (a disadvantage, I think) and then spread himself out dangerously; but he's scored well, so congratulations to him.

GM Comments

Quite a hard map to read, and I'm grateful to Jonathan for working one up in a package. Thanks to Paul and Gerald for stepping in and supplying orders to the finish of the game. I thought Riga, while central, would find his network cut up by late comers and not get to the corners, but I thought the east side of the map had better prospects than the west. Latgale was unfortunate in some of the races, but in the end THURB's predictions were wrong and he won a narrow victory.

I think I want a map with names I recognise... Chilterns maybe? No, I'll go for Scotland: lots of hills and the names are all familiar.

* Trains do not stop at Cambourne on Wednesdays

Icehenge

Star Trader game 5—Turn 16

MU HERCULIS bought 5 Alloys on Contract at Gamma Leporis.

At Epsilon Eridani TRANSURANIC TRADE CORPORATION sold 10 Monopoles for 11 HTs each and became a Contractor, while JANET sold 5 units of Petroleum on Contract.

Delta Toucanis saw LISPING TREE selling 10 Isotopes for 8 HTs each to gain a Dealership. PUM CORP sold 5 on Contract. BULGAKOV bought 5

Petroleum for 3 HTs each while SUNDOG sold 4 for 1 HT apiece and TEGWIN sold 5 on Contract. PUM CORP sold 3 Spice for 9 HTs each.

MU HERCULIS gained a Contractorship selling 7 Alloys at 7 HTs at Tau Ceti. LISPING TREE, offering Petroleum at 7 HTs a unit, found no takers.

At Mu Herculis, SUNDOG sold 8 Alloys for 13 HTs each and were made Dealers. CAESAR WHOLESale sold 5 on Contract. SUNDOG sold 10 Isotopes for 10 HTs each, gaining a Dealership and thwarting MU HERCULIS and BULGAKOV's bids to sell. PUM CORP did sell on Contract. TRANSURANIC sold 10 Liquors at the price of 9 HTs, acquiring a Dealership and undercutting SOLAR SPICE & LIQUORS, though CAESAR WHOLESale sold 5 on Contract. LISPING TREE bought 15 Monopoles at 13 HTs each and became Contractors as MU HERCULIS INC sold 5 on Contract. PUM CORP bought 8 Petroleum for 4 HTs per unit and were made Contractors as well.

Sigma Draconis saw SUNDOG buying 8 Alloys for 2 HTs each and gaining a Contractorship. Then PUM CORP buying 5 Isotopes on Contract and selling 1 Monopole for 7 HTs before SOLAR SPICE & LIQUORS sold 5 more on Contract. TEGWIN sold 5 Petroleum at 6 HTs apiece as MU HERCULIS sold on Contract. PUM CORP became a Dealer buying 8 Spice at 4 HTs each. MU HERCULIS and SOLAR SPICE & LIQUORS both bought 5 on Contract.

SOLAR SPICE & LIQUORS bought 12 Liquors for 11 HTs/unit and took a Contractorship on Alpha Centauri as PERF sold 1 for 1 HT. JANET sold 5 Spice at 8 HTs each and MU HERCULIS dropped another 5 on Contract.

Beta Hydri saw MU HERCULIS selling 14 Monopoles for 11 HTs each to gain a Contractorship, while LISPING TREE sold 5 on Contract and 6 using Agent Percent. SWISS MERCENARY FLEET sold 9 Spice for 8 HTs each and SOLAR SPICE & LIQUORS sold 5 on Contract to complete trading

PUM CORP bought a Petroleum Factory at Delta Toucanis and Warehouses at Delta Toucanis and Tau Ceti. A new Phoenix Hull, PUM5, was laid down at Tau Ceti's Shipyards. Political Connections were increased to 6.

MU HERCULIS DEVELOPMENT CORPORATION bought 3 more Alloy Factories at Gamma Leporis. The Corco Iota Hull, Nessus, landed at Tau Ceti spaceport and was repaired.

SUNDOG tried to legitimise the Maconia, again without success. The Jenny tried to unload goods to a full Warehouse and eventually took them with her.

LISPING TREE sold all 12 Monopole Factories and bought 12 Alloy Factories at Gamma Leporis as replacements, along with 3 Warehouses them. Additional Warehouses were bought at Alpha Centauri and Delta Toucanis.

CAESAR WHOLE SALE bought 2 Warehouses at Sigma Draconis.

SWISS MERCENARY FLEET sold OP 18 for 50 HTs a pod, and increased their Political Connections.

BULGAKOV LINES increased their Political Connections.

SOLAR SPICE & LIQUORS also increased their Political connections as they also repacked their ships at Mu Herculis behind locked doors. ❖

Corporation Table

Corporation letter & name	Connections			Initiative		Cash Rep	Player
	Bus	Crim	Pol	Bid	Pos'n		
A Bulgakov Lines	7	1	3	0	10th	127 33	Andrew Burgess
B Caesar Wholesale Inc	10	0	7	0	6th	787 40	Simon Burling
C Just Another New Energy Trader	10	0	7	0	8th	390 40	Mark Cowper
D Sundog	10	1	4	0+6	4th	526 40	Mike Dyer
E Tegwin Truckers	10	1	9	11	3rd	599 40	Jerry Elsmore
F Solar Spice & Liquors	10	4	6	0	12th	208 40	Paul Evans
G PERF	10	2	8	0	11th	586 40	Witold Gertruda
H Cigarettes, Wine and Wild Women	8	2	0	NMR		415 20	
J Swiss Mercenary Fleet	9	8	6	0	7th	559 40	Martin Jennings
K Astradyne Enterprises	1	0	7	NMR		80 27	
L Liping Tree	10	8	5	0+4	5th	579 40	Michael Martinkat
M Mu Herculis Dev't	10	1	7	15	2nd	605 37	Przemyslaw Orwat
N Pum Corp	10	0	6	12	1st	106 40	Paul Holman
P Transuranic Trade Co	10	0	4	0	9th	794 40	Bob Parkins

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

Press

My goodness, the spacelanes are getting crowded! Maybe we should applaud Mu Herculis Corp's efforts to create some room!

Pevans van Rijn

GM Notes

You can buy as many factories as you have Business and Political Connections put together. If you already have your limit, you must sell some of them to be able to buy others. The only exception still

Who will sell Alloys?

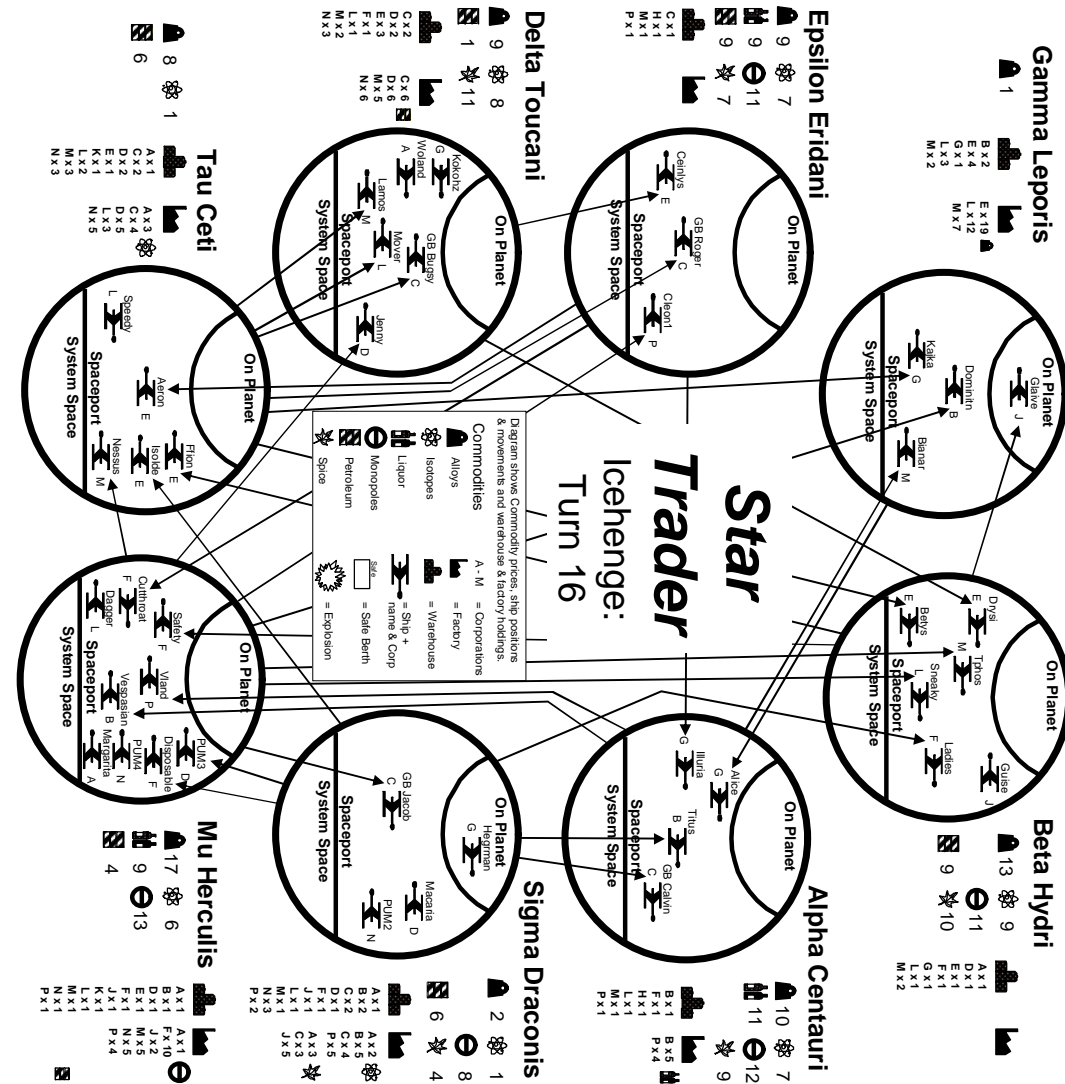
The Corco Iota: perfect for those moments you want to stroll down a dark alley in space!

playing is TRANSURANIC who can hold 3 Isotope Factories at Sigma Draconis without counting them against the total allowed (their starting option).

There were four new News Chits this turn. Current News chits (new ones in bold) are:

- Turn 17 C8, P4
- Turn 18 P6, B4
- Turn 19 P5, C5
- Turn 20 C3

Orders to Mike Dommett, 119 Victoria Road, ALTON GU34 2DD or by e-mail to mike_dommett@yahoo.co.uk by 30th December



Les Petites Bêtes Soyeuses 247

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

New players are always welcome. If you'd like to play, you'll need to subscribe to *TWJO* (see the back page). You will also need a copy of the published rules to *En Gardel* (see www.engarde.co.uk).

Orders for October 1664 to Pevans at 180 Aylsham Drive, Uxbridge UB10 8UF, UK or lpbsorders@pevans.co.uk by 6th January 2012



September 1664

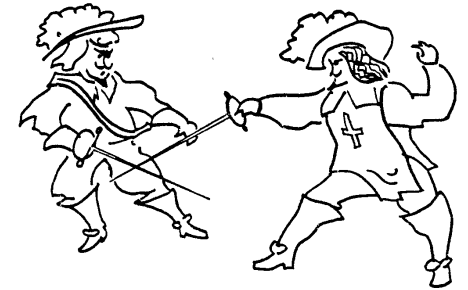
With the return of the soldiers, Paris is suddenly bustling again. It's not just the numbers; the warm weather allows everybody to stay out on the streets into the evenings. And the start of the new military year means a lot of wheeling and dealing as officers of all ranks scramble for preferment. First, however, there are a few matters of honour that have been festering while the army was on active service. Now there is the opportunity to settle them.

Fusilier Ali Vouzon brings his rapier to meet Arsène Est, now of the Cardinal's Guards and also wielding a rapier. Est must have some political clout as this lowly Subaltern has two Generals as his seconds: Pierre Cardigan and Tomas le Matelot. The short, slight Vouzon looks even smaller when contrasted against the hefty Est. He would have preferred Est to have fought his other duel first, but Est chooses the order of his duels. Vouzon parries against the chance of a furious lunge. However, Est chooses an ordinary lunge and hits Vouzon as he drops his guard. This is a nasty injury and more than enough for Vouzon to concede the fight.

Next up for the unmarked Est is Jacques de Gain, Lieutenant-Colonel in his enemy regiment, the King's Musketeers. De Gain chooses to use a sabre rather than his regiment's weapon and has no seconds. Est has the advantage of his build (though de Gain is not a small man), against which de Gain has his heavier blade and greater skill. The difference in expertise is immediately apparent as it enables de Gain to get Est with a slash just as

Est lunges. The sabre deflects the lighter weapon and this first exchange sees de Gain giving as good as he gets.

Another slash from de Gain hits home before Est can attack again. This time it's a slash, which is not so effective from his rapier. As his attack was a furious slash, de Gain batters his adversary with a cut. This is more like it: a significant wound to Est. However, the pause as de Gain regains his balance after his attack is long enough for Est to get in an unimpeded lunge. Another major injury and it's too much for de Gain. He surrenders, but at least the big Cardinal's man knows he's been in a fight.



The disgraced Yves Vrai Bretheauteque has several appointments, but chooses to ignore them all as he must return to active service. He's not alone in this: Dominiue Olivie Hugo and Euria Humble are also obliged to 'volunteer' in an effort to redeem themselves. Meanwhile, Michel Marteau ducks his duel with Gar de Lieu.

New Ministers

Captain Noel Fornam Idya has a problem: both positions as Major in his regiment, the Fourth Arquebusiers, are occupied, blocking any possibility of promotion. Idya uses a bit of cash to persuade the junior Major to resign his commission. Now Idya is able to buy his way into the rank.

Membership of the 53rd Fusiliers is boosted when commander Pierre le Sang admits a new arrival in Paris, Tourtière Mangetout. Mangetout buys the rank of Captain. Etienne Brule joins the Picardy Musketeers (after being rejected by Grand Duke Max's Dragoons) and buys the rank of Subaltern.

A second new Subaltern is Charles Asnomonai, who joins the Crown Prince Cuirassiers and buys this rank. Zachary The Money Goes signs up Patrice d'Romilly for the King's Musketeers. He becomes a Captain, spending a lot of the money he's just borrowed. Strangely, there's no sign of any bounty from The Money Goes.

It may be the start of the new military year, but three Government jobs are also up for grabs this month. Minister of State is the top job, of course, and there are six applicants. This number reduces when two of them, Gar de Lieu and Gustav Ind, throw their support behind the outgoing Minister, Revaulvin d'Or. That's support in the form of their influence. Devlin Carnate also calls in a favour to back d'Or and the man himself uses all the influence

he can buy. Egon Mad 2, Jacques Shitacks and Tomas le Matelot don't even back themselves, so Count d'Or renews his appointment.

There are six candidates, too, for Minister of War. Tomas le Matelot uses no influence, which immediately puts him out of the running. As outgoing Field Marshal and a Minister already, Gar de Lieu has a strong case. Euria Humble is the man who had the job until last month, while Jacques Shitacks has ministerial experience and calls in as many favours as he can. None of them manages to convince the King. Egon Mad 2 is, frankly, a long shot, so the job goes to the new Field Marshal, Marquis Gustav Ind. He quickly becomes Earl Ind to go with his new role.

Minister d'Or was going to appoint Ind Minister of Justice, but Ind already has a job now. D'Or rejects the other applicants and the post remains vacant for the time being. Devlin Carnate's prize for his support is to join the Government as a Minister without Portfolio. His Majesty further rewards him with elevation to the rank of Earl.

As Field Marshal, Gustav Ind has the job of appointing the army commanders. First Army goes to General Gar de Lieu, who sat out the last campaign as Field Marshal. General Jacques Shitacks gets command of Third Army, while Second Army remains vacant. This provides some hope for those whose applications Ind rejected. Ind also appoints the Adjutant-General, but can't make up his mind. The two candidates, Egon Mad 2 and Quasi Le Bossu, draw lots and Mad gets the nod. As Ind is now Minister of War he also appoints the Inspectors-General, but gives no instructions for these so Le Bossu doesn't get either post.

Le Bossu then applies to be City Military Governor. However, his CV fails to impress His Majesty, who turns him down. Egon Mad 2 is the man appointing the Division commanders and he rejects Le Bossu for all four posts. It's beginning to look like there won't be a job for Le Bossu at all. Provincial Military Governor is his last chance and the King feels this is more in keeping with Le Bossu's talents. He is assigned as Governor of Aquitaine – a fair way away, but at least it produces some decent wine.

Ali Vouzon wants a Brigade to command. However, as a brevet Brigadier-General he's only eligible for Second Foot. He has some competition as Pierre le Sang is also after the Brigadier's job. With no Inspector-General in place, it's the luck of the draw that favours le Sang.

Field Marshal Gustav Ind has one more appointment to make: his Aide. His first choice is Devlin Carnate, but Minister Carnate already has a new position. The job thus goes to his second choice, Michel Marteau. The two applicants rejected for this job have also applied for Divisional Adjutant. Jacques de Gain's superior social standing sees him preferred for the

Adjutancy of First Division. Charles Rabbit-Vacuum gets the same job in Second Division.

General le Matelot is the only General to think of appointing an Aide. He is happy to accept the first applicant who walks through the door. Unfortunately, Binet de Bours doesn't meet the criteria for the job. Eric de Miabeille and Jean-Luc Beauchamp l'Rojik don't make the grade. It's an ill wind, though, as this puts l'Rojik top of the list for Brigade Major of Guards Brigade. It's a list of one and he gets the job. De Miabeille is up for Horse Guards Brigade Major and walks into the position. Rick O'Shea gets to be First Foot's Brigade Major, while Second Foot remains without a Brigade Major as Pierre le Sang leaves the post empty.

The King's Musketeers get a new Regimental Adjutant as Zachary The Money Goes appoints Sheikh Yadik Al-Abowt. Jacques le Franc gets the job in the Royal Marines, courtesy of Ilk Lamore Bartat. Pierre le Sang leaves 53rd Fusiliers' adjutant vacant.

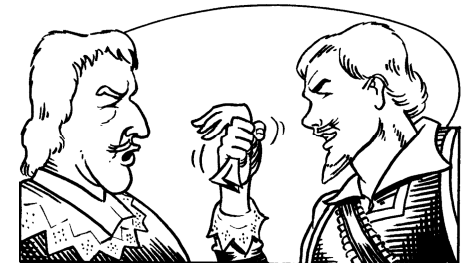
Pierre Cardigan uses some influence to assist Arsène Est in becoming Ensign of the Cardinal's Escort. Unfortunately, he doesn't use enough influence to make a difference. It doesn't matter, though, as Est gets the job anyway.

The Wake

Now that the jobs have been sorted out, it's time for the social activities to begin. Count Zachary The Money Goes is the man hosting the wake for the late Indie Spencible prior to the deceased's state funeral. As you'd expect, this attracts most of Paris. It also produces numerous duels as regimental enemies bump into each other – it would be major faux pas to start a fight at the funeral, of course, but it seems to be de rigueur at the wake.

Zack and Anna Rexique provide a warm welcome at the Fleur de Lys. Top of the list, in alphabetical order, is Amant d'Au, who arrives with Bess Ottede. Armand de Luce and Jenny Russe are next and join the first couple at the free bar. The fun starts with the next guests: Arsène Est and Lotte Bottle. Arsène is in the Cardinal's Guards while his host, famously, commands the King's Musketeers. The two men exchange challenges, then Zack points Arsène to the pay bar. Arnaud Surfinmaise and Armand Slice arrive unaccompanied.

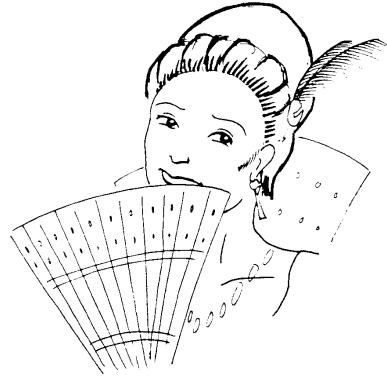
Binet de Bours is another singleton at the wake, closely followed by Charles Asnomonai. No sooner has Cuirassier Asnomonai ordered a drink than it is



tipped over him by Fusilier Slice. The regimental enemies are separated by the club's staff, but the seconds will be needed. Connor McKnight has Emma Roides on his arm. They skirt gingerly round the spilled wine as the staff mop up. Lucy Fur accompanies Charles Rabbit-Vacuum.

Devlin Carnate is on his own, while Donkey Hotay brings Josephine Buonoparte. Having greeted their hosts, Donkey joins Binet, the other Picardy Musketeer who's present. No sooner have they clinked their glasses than they are joined by Etienne Brule, another member of the Picardies. Eric de Miabeille is next on the list, followed by Egon Mad 2, who has Edna Bucquette on his arm. Gar de Lieu is followed by Gaz Moutarde and then Ilk Lamore Bartat.

Major Jean-Luc Beauchamp l'Rojik is a King's Musketeer and salutes his CO on arrival. Zack points him towards Arsène, who seems to be having trouble getting any of the staff to serve him, so that Jean-Luc can add his challenge to Zack's. Next up are a couple of Jacques: Jacques le Franc is on his own, Jacques Shitacks brings Madelaine de Proust. Louis Smorals is followed by Michel Marteau and Maggie Nifisent. Noel Fornam Idya brings Sal Munella and is surprised how much trouble he's walked into. As a member of the Fourth Arquebusiers, he's an enemy of the three Picardy Musketeers, who take turns to slap his cheek.



Fifi arrives with Pierre Cardigan. Patrice d'Romilly is another King's Musketeer and proceeds to challenge Arsène. Quasi Le Bossu brings Guinevere d'Arthur and Revaulvin d'Or has Katy Did with him. Rick O'Shea is next on the list, followed by Sheikh Yadik Al-Abowt, another King's Musketeer and another challenge for the hapless Arsène (who has only managed to get a drink by threatening the waiters enough to get them to disobey The Money Goes's instructions). Tomas le Matelot escorts Jacky Tinne to the wake. The Commissioner of Public Safety, Uther Xavier-Beauregard, brings Mary Huana and is very pleased to learn that Amant d'Au is present. He produces a rather faded scroll, marches up to Amant and arrests him. The very last guests are Warren Peece and Ingrid la Suède.

Richard Shapmes is one who does not attend the wake. Instead he takes Ella Fant to Bothwell's for the week. Monty Carlo is attending to other things by visiting the Bawdyhouses. Field Marshal and Minister of War Gustav Ind is in the gym, practising with his sabre. He maintains this for three weeks out of the four, his only break being to attend the state funeral. Ali Vouzon,

Jacques de Gain, Pierre le Sang, Tourtière Mangetout and Vaux de Ville are busy courting. Only Tourtière is successful, though.

The Funeral

The funeral of Indie Spencible occupies senior Parisians – including the King and Cardinal – for the second week. Lords and Ministers are required to attend and do so. The exception being Viscount Euria Humble, who is serving on the frontier in an effort to redeem his disgrace. Jacques le Franc and Richard Shapmes (who now leads the deceased's regiment in his place) attend, despite not being required to do so. Their presence is noted by His Majesty. The event itself is rather low key (despite the fanciful account to be found in this month's Press) and the King is very disappointed with the efforts of the three senior Parisians (de Lieu, d'Or and The Money Goes) who were given the job of organising it.

The alternative event is in Bothwell's, where Quasi Le Bossu is hosting the Boozers and Bellringers. Quasi and Guinevere find that most of their guests are couples. Louis Smorals is the odd man out as he hasn't had the opportunity to woo anyone yet. Armand de Luce and Jenny, Arsène Est and Lotte, Noel Fornam Idya and Sal and Warren Peece and Ingrid all come across from the previous week's do. The other guests have paused to collect their ladies on the way. Binet de Bours brings Marie Antoinette, Gaz Moutarde escorts Anne Tique and Ilk Lamore Bartat comes with Leia Orgasma. Tomas le Matelot sends a crate of beer with his apologies that he is unable to attend as duty requires his attendance at the funeral.

Connor McKnight and Michel Marteau repair to Hunter's, their club, taking Emma and Maggie, respectively. The two couples stay there for the rest of the month. Rick O'Shea joins Connor and Emma for the latter two weeks of September after spending his week 2 in the Bawdyhouses. He is not alone in this: Arnaud Surfinmaise, Armand Slice, Jean-Luc Beauchamp l'Rojik and Sheikh Yadik Al-Abowt all hit the red light district too. Armand chances a few wagers on the tables. He wins the first, but cuts the next two, ending with just as much money as he started with, but a bit less respect. Jean-Luc insists that he needs two wenches. "It's all the rage in London," he insists, "and is practised most famously by the Earl of Sandwich. So, being willing and able, I shall try out one of these 'Doxy Sandwiches' myself."

Patrice d'Romilly gets his oats elsewhere as his courting succeeds. So, too, are Etienne Brule and Pierre le Sang, while Ali Vouzon and Vaux de Ville fail in their attempts. Tourtière Mangetout spends the week with his conquest of the week before. Charles Rabbit-Vacuum and Monty Carlo head for the gym. They spend the rest of the month practising with sabre and two-handed sword, respectively. Donkey Hotay and Eric de Miabeille are in the

gym, too, with rapier and sabre, respectively. They practice for two weeks. This leaves Charles Asnomonai, who takes the opportunity to get his regimental duties out of the way.

The Reception

If it's the third week of September, it must be time for Gar de Lieu's reception for heroes at the Fleur. The guest list starts with Armand de Luce and Ali Vouzon. Then there's Devlin Carnate. Egon Mad 2 brings Edna. Gaz Moutarde is next, followed by Jean-Luc Beauchamp l'Rojik. Sal accompanies Noel Fornam Idya, while Katy Did is with Pierre le Sang. This is very interesting as the last time Katy was seen on a gentleman's arm it belonged to Revaulvin d'Or! Tomas le Matelot escorts Jacky. Uther Xavier-Beauregard is alone. Warren Peece brings Ingrid and picks a fight with Ali as the two of them are in enemy regiments. Zachary The Money Goes and Anna are the last on the list. Zack grumbles a bit about his, pointing out that he does "own the bloody place" now!

The competition for Gar's reception is the Sheikh's "Sheesha Show" in Blue Gables, complete with belly dancers, sheesha pipes and a demonstration of scimitar wielding. The rival attraction means Sheikh Yadik Al-Abowt doesn't get many guests, but they generally make up for it with their costumes. He is able to welcome Armand Slice, Binet de Bours and Marie, Louis Smorals and Quasi Le Bossu and Guinevere. Slice has to be given plenty of room as he's dressed as a pyramid, which gives him a very wide bottom... Louis rather lets the side down as he's just wrapped a cloth round his head. Quasi has a fine turban, carries a copper lamp and is smeared in blue body paint to represent a Genie. Guinevere wiggles gamely in an attempt at a belly dance. Binet and Marie dress as Sultan Shahryar and Scheherazade and enact tales from the 1001 Nights. This largely involves Binet waving his scimitar at Marie, who distracts him with a love story, a poem or a dance. The Sheikh is very taken with this (or maybe it's just nostalgia) and awards Binet the 100 crown prize.

Jacques Shitacks and Madelaine are in the Fleur de Lys, but keep out of the way of Gar's lot. Richard Shapmes is back in Bothwell's with Ella. Ilk Lamore Bartat and Leia take a different table in the club. The Horse Guards club gets a rare visitor: Eric de Miabeille takes Freda de Ath for a quiet drink. Pierre Cardigan tires of the social whirl and spends this week and the next with the lady in his life. Jacques de Gain makes a second attempt to get a woman in his life and succeeds this time.

Visiting the red light district this week are Charles Asnomonai and Vaux de Ville. Arsène Est and Etienne Brule take their turn at their regimental duties. Amant d'Au joins those in the gym, practising with a dagger for the

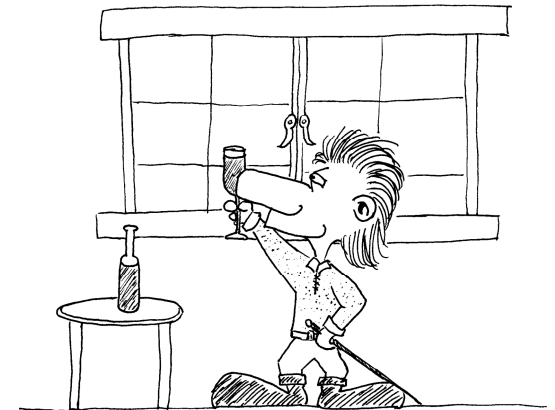
rest of the month. Arnaud Surfinmaise puts in two weeks with his rapier, as does Patrice d'Romilly. One week's practice with his cutlass is enough for Jacques le Franc. Revaulvin d'Or puts in a week with his sabre. And Tourtière Mangetout one with his rapier.

The Memorial

The big event of the last week is Pierre le Sang's memorial for Willem de Biest at Hunter's. While plenty of people attend, it is a rather fractious affair as many regimental enemies show up. Pierre and Katy try to keep a lid on it, but Pierre is sucked in when his enemy, Charles Asnomonai appears. Attending is not a good move for Charles as Pierre has his colleagues, Armand Slice and Tourtière Mangetout, to back him up. That's three challenges for Charles. Tourtière's main reason for being there is to show off Lois de Low, whose affections he won at the start of the month, and eat some pies. Tourtière claims to be an old friend of Lois's, though she seems keen to distance herself from his claims that her roots lie in Alsace.

Arsène Est and Sheikh Yadik Al-Abowt continue their exchange of insults at Pierre's party. Vaux de Ville finally gets to a party only to run into three members of his enemy regiment: Binet de Bours, Etienne Brule and Donkey Hotay. That gives him a busy start to next month. Vaux leads the toasts to the departed de Biest: "Willem was one of the best, if not the brightest!" Binet is accompanied by Marie, Donkey by Josephine and Etienne Ada Andabettoir, whom he successfully wooed a couple of weeks before. The peaceful half of the party is made up of Gaz Moutarde, Revaulvin d'Or (who no longer has a mistress to bring along), Tomas le Matelot (and Jacky), Uther Xavier-Beauregard and Warren Peece (with Ingrid). Arsène and Gaz tackle Uther about instigating an investigation into who painted crescent symbols on their regiments' barrack walls earlier this month.

Gar de Lieu's heroic reception resumes for a second week. Armand de Luce, Devlin Carnate, Egon Mad 2 (and Edna), Jean-Luc Beauchamp l'Rojik, Noel Fornam Idya (escorting Sal) and Zachary The Money Goes (with Anna) all turn up again. Joining them are Ilk Lamore Bartat and Quasi Le Bossu. Jacques Shitacks and Madelaine are also in the Fleur again. Their



entertaining month in the Fleur is disrupted by the arrival of a squad of the Cardinal's Escort. Apparently Egon is late fro his appointment with His Eminence and they invite him to accompany them. Their invitation is backed up with manacles and leg irons, so how can he refuse?

The month's last success with the ladies is Jacques le Franc. Louis Smorals and Ali Vouzon are the last visitors to the Bawdyhouses. Both enjoy themselves with a glass or two and a wench or two. The footpads strike, knocking Ali over the head. He's carefully left a few crowns on his person so the muggers get something for their trouble. Richard Shapmes finishes his month practising rapier and Jacques de Gain does the same with his.

Who's a poltroon?

There isn't much military activity on the frontiers this month. Attached to Frontier regiment 2, Euria Humble survives when the regiment comes under attack. He is promoted to Subaltern and Mentioned in Despatches ("wasn't he a General?"), which redeems the disgrace he brought on himself during the summer campaign. Yves Vrai Bretheauteque also survives in Frontier regiment 4. However, he does this by running away, which just adds to his disgrace.

In contrast, Dominiue Olivie Hugo (Frontier regiment 3) and "X4" (Fourth Frontier) go for death or glory. Sadly, it's death for both of them. RIP. ❖

Press

Announcements

Aide required for Brigadier-General. Ambitious young men should contact WP at the 27th M.

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

Bright young lad needed as a Brigadier-General's Aide. Required rank – Subaltern. Apply to Brig-Gen Armand de Luce.

Social

Since I've found out the hard way how difficult it is to climb back up the first few rungs of Paris' social ladder, I invite anyone of social level 5 or lower, except those filthy 4th Arquebusiers, to join me in the Frog and Peach in the third week of October.

† Binet de Bours

**** Party Week 4 ****

I will be hosting a Halloween Ball at my club on 31st October for social level 8+: all costs paid. Bring your ladies and come as the scariest creature you can imagine. Regimental enemies will not be welcome.

† WP

To all Members of the Boozers and Bellringers

We will be completing public performances on the banks of the river outside Notre Dame on All Saints Day (1st November) and All Souls Day (2nd November), after which is back to Bothwell's for 'soul cakes' and beer (Week 1 November 1664). I have asked the good Shiek [sic] to do some curried round jellified squinty things as well. All costs covered by the Club.

Some practice may be in order after the shambles of past years. Allowing the Declans loose in the beer tent to change into their ringing clothes before the performance was not my wisest move, though their rendition of a lunar eclipse (a lot of gratuitous mooning) went down well with the lower classes.

Yours,

† Quasi Le Bossu, Chairman
Boozers and Bellringers

Belated Return to Paris Party
All month at my club: SL 10+ and mistresses welcome.

† General P Cardigan

Regimental Letters

Monsieur Mangetout:

Welcome to Paris. As a young man eager to make a name for himself, I am sure you will be looking to enter the service of His Majesty. I would like to take this opportunity to strongly suggest you consider a commission in the 53rd Fusiliers. We have immediate openings for officers now that the campaign season is over and I am always happy to assist the officers of my regiment climb the social ladder as rapidly as possible. I will leave word with the Regimental Adjutant to accept you immediately, should you choose to join our fine regiment. If you do chose to become a Fusilier, please join me at the party I will be hosting at my club (Hunter's) on Week 4 of September. I hope to see you and your lady there.

Regards,

† Brevet Brigadier Sir Pierre le Sang
Colonel of the 53rd Fusiliers

Brigadier-General Sir Pierre le Sang Sir,

Just to say that I have considered your kind offer and would be only too pleased to join the ranks of your regiment – no poncey King's Toady Guards for me. I would also be honoured to join you at Hunter's for a carafe or nine.

Your humble and obedient servant,

† Tourtière Mangetout

Despatches from the Front

Madam,

I am writing to express my deep regret at the loss of your son, Subaltern Euan Wattarmie. He was a bold and brave character, who will be sorely missed by his colleagues in the Regiment. We will miss his cheerful optimism and his ready laugh.

Yours, etc,

† WP

Personal

Dear Shiek [sic],

Thanks for a great party last month. I can't remember a thing about most of it, except the food was 'interesting' and the alcohol most strangely spiced with that 'Haseesh" powder, so that it was somehow addictive. That bubbling flask thing with the rubber tubes was a great success. I am wondering if you will be able to bring some dishes for the next Boozer and Bellringers Meeting in Week 1 November 1664? Perhaps 100 crowns should suffice to cover your costs?

Regards,

† Quasi le Bossu,
Chairman B & B

Dear Count The Money Goes,

I thank you for your generous gift that has enabled me to join the Cardinal's Guards.

It's nice to see you put the good of the Brigade ahead of regimental rivalry.

Regards,

† Subaltern Arsene Est

To His Majesty:

Sire et Cher Cousin,

I humbly apply for that portion of the late Count Spencible's estate set aside for the aid and assistance of that most numerous but sadly impecunious family mentioned in his bequest. Count Spencible was a loyal, honest and able servant of France, a man willing to lend his talents to any task, especially the bringing of order to the Exchequer and ensuring no fraud could possibly be perpetrated. And with so much money just lying around, anything was possible. As Minister of Justice, he also did much to unify and codify the law, reducing the number of ways a man could be executed for treason or sedition from thirty-two to just five and never more than twice at a time. Why, your prisons are now almost empty of traitors thanks to the efficiency this engendered! I undertake to use the funds bequeathed only as directed in Count Spencible's will ~~unless I have a bad run at the tables~~ or as Your Majesty directs.

Yours,

† Count d'Or,
A Humble Servant of France

My dear Count d'Or, I've had a word with the finance wallah and he says that, what with death duties, taxes and the cost of the funeral, there's nothing left. Hang on a mo... weren't you supposed to be chipping in for the funeral? † Le Roi

Lord Percy Percy says, as sandpits are fashionable, the Sheik has a very fashionable privy.

Dear Henri,

So here I am in Paris. It is everything I imagined and more: parties, wine and women are all available freely, and I have had the pleasure of meeting some very influential and powerful people. Of course, it is not all wine and roses. I have also had the displeasure of meeting some common riff-raff pretending to be gentlemen, most of whom wear the uniform of the Cardinal's Guard. That regiment is much worse than the stories Papa told of them from when he was commissioned in the Musketeers. The Guard is completely made up of cowards, sodomites and thieves, and things are so bad they did not campaign with the premier regiments, which was probably to keep the baggage train safe from them.

Speaking of regiments, I managed to obtain a commission in The King's Musketeers. You may tell Papa that I have added to the honour of the family name by receiving a knighthood and promotion on the field of battle. Between you and me it was simply a matter of good fortune and rotten shooting by the Muhammadans, but when you try Lady Luck you take what she gives without complaint. Battle was much different from what I imagined: not at all like the parade ground. It was noisy and chaotic, and the smell of the dead will stay with me forever, but I am led by fine men and we made sure that the majority of the dead were that of the enemy. Our soldiers are also brave men, and we

are fortunate to have them, but they are little better than animals. Their great joy is robbing corpses, and it was not uncommon to see them removing gold teeth and the pizzle from the Ottoman dead after a battle.

I must go now as the Paris night-life beckons and I have promised myself a debauch before I settle into the business of the social climb here.

Give my love to Mama and Papa,

† Jean-Luc

Introducing Tourtière Mangetout, age 21, second son of Jerome Hatt III and Griselda Mangetout and half-brother of Jerome Hatt IV, who has founded Brasseries Kronenbourg in this auspicious year. Mangetout has arrived in Paris to seek out markets for Jerome's new products, but is more concerned with pies, especially pork pies, and girls. Oh, and with fine wines, delicate lace and more pies.

Primus: Have you heard about the camel?

Secundus: No.

Primus: It wandered into the Cardinal's Guard Quarters...

Secundus: Which accounts for the hump on the camel?

Primus: Exactly!

Binet de Bours: You, boy, why did my poetry end up in last month's paper without my signature?

Messenger boy: I thought you wanted to enhance your social status, sir, so I took the liberty...

Binet: Why you... <thwack>

To: Subaltern Arsene Est
 May Allah forgive your treachery and insult towards the generosity of Count Money Goes. I, on the other hand, shall not and have entered your heathen name into my book of 'Infidel dogs'. One can only assume, peeig, that you deliberately sought to snub the blessed Count, upon whom may the Prophet pour infinite wisdom, grace and blessings, by taking his money and then joining the only other regiment that comes close to matching the shame and sleaze of the Royal Marines, i.e. the accursed Cardinal's Guard.

Take note that your name now accompanies that of the infidel Jacques Blanc and I have etched your name onto the huge sword given to me by the late Col Madik. I look forward to using this upon the pair of you. In the words of a certain friend of mine, "I'll kill You".

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

You work your way up and then Patrice d'Romilly swans in and scoops the pool!

The Funeral of Count Indie Spencible, Brigadier-General, His Majesty's late Minister of Justice

His Majesty had graciously ordered a day of grace throughout France for the funeral and commemorations of the life of his well-beloved servant, Count Spencible, to be followed by forty days of mourning during which all duels and horse-racing were banned

and the Bourse ordered to remained closed, along with the Courts of Justice and Penalty.

The day opened with a ceremony of remembrance in the grounds of L'Eglise du Soldat Mauvais, with testimony from retired officers who knew him and his military record. He had died fighting the Turk, of course, and all gave testimony that the deceased had been a true Christian soldier. Even Earl de Lieu refrained from over-indulgence in the communion wine from respect; though sadly not the choirboys, whose agonised cries as they were roundly beaten behind the narthex mingled oddly with the reverential hymns being sung in the body of the church.

The ceremony went on at length and after a time the August heat, the scented nosegays against plague and the billowing clouds of incense began to overcome the mourners, the unfortunates being taken outside and laid in rows amongst the gravestones like casualties of war.

It ended at last with the audience filing outside where the Royal Foot Guards had organised a volley of musket fire, a triumphal trumpeting and three cannon, one of which fired too low, striking off the head of a monumental angel (causing a collective groan for this was how the Count had himself died) and more shrieks as the gunners were flogged by their captain.

The mourners next formed up behind the coffin, flanked by members of the Guard and King's Musketeers who were not serving

abroad, pikes and muskets reversed, drums muffled and ashes scattered over doublet and hose. To the tuck of drum and silence otherwise, except when they passed the mad-house where the assembled inmates gibbered and hooted as the procession passed. So to Notre Dame, the King leading the nobles and prelates of the kingdom, the burghers and guildmasters into the great Cathedral, whose roof, it was promised, would soon be repaired.

As no ordinary commoners were allowed (and indeed, very few extraordinary ones either), this being an occasion of high state and ceremony, it is impossible to state truly what occurred inside. But it was said that though the Bishop was inebriated and the King fell asleep and began to snore, the ceremony itself was moving, with many a tear being shed, not least when the collection plate was passed around.

Afterward the assembly paraded to the Hotel de Ville, dogs yapping at their heels and lepers baring their sores and calling for alms, or even arms. Black silk hung down the facade and the scaffold outside had been suitably shrouded though many would have liked to see the Turkish gunner who had laid Count Spencible low upon it. They were greeted by Count d'Or, Minister of State, who had played a great part in the organising of the funeral, who led them into the rotunda of the Hotel where tableaux of the life of Count Spencible, enacted by actors and mummers, were displayed. Here he took part in his first retreat. Here

his shock that a naked woman looked like that! There, the moment of apotheosis, with great Jove holding his head aloft, a pose strangely reminiscent of a maniac reaching for an over-ripe pear, a mix of desire and fear equally commingled.

Next, to the blood-red wine, the solemnities of a court in mourning, the rush for the buffet and the couples in black making for secluded arbours and couches, "like a flock of crows approaching a carcass", as one servitor muttered to a page. And overall His Majesty presided, sunk in gloom for his good lost servant perhaps, though he was also heard to peevishly declaim, "What, no macaroons?" The wake ended well after midnight, in fact dawn was already breaking as the last of the mourners left the Hotel de Ville, a burgher from Etaples who, shading his eyes against the sun and running a hand wearily across his face, asked his companion, "Whose funeral was that again?"

Is Paris really nothing more than a series of wakes? Does anything other than death happen here?

† Louis Smorales

My Dear Arsene and Jacques, It has been bought to my attention that both of you have applied to be my Aide. Both of you have made the final shortlist of the many applicants. As your references check out and your paperwork looks in order, I find myself struggling to choose between two fine and worthy

applicants. As you may or may not know, I chair the Boozers and Bellringers, a loose order of Gentlemen who meet for a bout of hard drinking and Campanology. To break this tie, I will award the position to the one of you who replies with the funnier drunken tale.

Regards, † Quasi

Dear Sir Quasi,

I have included my drunken tale, I've heard great things about the b&b and would be honoured if you would consider me for membership even if I'm not successful in my application as your Aide.

Regards, † Arsene

1 One evening at a bawdy house I couldn't pay my tab

The madam looked so angry
And her mouth began to blab
I told her not to worry as this is what we'll do

"I'll repair your roof now missy
As good as it were new"

2 I'd had a few too many and my head it wasn't clear

So I thought climbing a ladder
Was a very good idea

I reached the top

And when I stopped

My stomach began to rumble

I leaned over to the hole

The chunks began to tumble

3 Down below there was a group of the Kings Musketeers

They seemed a little concerned

At what was landing in their beers

Realising I was outnumbered

I tried to regain control

But my foot slipped on the ladder

And I went through the bloody hole

4 While hurtling through the air I said a tiny prayer

It appears that it was answered
Well... I am still here

If there is one thing that I have learned from it all

It's that Musketeers make great cushions from a fall

One is pleased as an occasional writer of fripperies oneself to see that last month's "wordsmith" has the good sense to remain anonymous. The level of sentiment is as awkward and forced as one might expect from an Englishman, and to lay claim to ownership would only embarrass the poor fellow. Marie, please get him drunk quickly.

† Charles Rabbit-Vacuum

Poetry Corner

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

1 Brigadier Indie Spensible [sic],
If only you had been more sensible
You charged towards the musket
fire

And went to see the immortal choir

2 You were my North, my South,
my East and West,

My working week and my Sunday
rest,

My noon, my midnight, my talk,
my song;

I thought you'd block advancement:
I was wrong.

Points Arising

**Next deadline is
6th January 2012**

I made some manual adjustments to this turn, so please check things carefully and let me know if you spot any oddities.

LL (Geoff Bowers) was floated as Geoff reported "Chaos at my end".

X3 (Mike Bird) got the benefit of the doubt and was floated.

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

Announcements

Binet de Bours applies for Aide to General

Duels

Results of last month's duels:

Yves Vrai Bretheauteque didn't turn up to fight Devlin Carnate and lost SPs.

Yves Vrai Bretheauteque didn't turn up to fight Jean-Luc Beauchamp l'Rojik and lost SPs.

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

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

You are welcome to submit orders and press by e-mail. Getting your press this way is particularly helpful. Send your orders to lpbsorders@pevans.co.uk and 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.

Noel Fornam Idya asks NPC Major 2 of 4th Arquebusiers to resign

Yves Vrai Bretheauteque didn't turn up to fight Zachary The Money Goes and lost SPs.

Arsene Est (with TIM & PC, gains 1 Exp) beat Ali Vouzon.

Arsene Est (with TIM & PC, gains 1 Exp) beat his enemy Jacques de Gain.

Michel Marteau didn't turn up to fight Gar de Lieu and lost SPs.

Grudges to be settled next month:

Jacques Blanc (Cutlass, Seconds ILB, 2 rests) has cause with Lothario Lovelace (Rapier, adv.) for pinching Josephine.

Rick O'Shea (Cutlass, Seconds CMK, 1 rests) has cause with Lothario Lovelace (Rapier, adv.) for pinching Belle.

Sheikh Yadik Al-Abowt (Rapier) has cause with Armand de Luce (Foil, Seconds QLB, adv.) as he's not Noble but higher SL.

Arsene Est (Rapier, Seconds TIM & PC) and Jean-Luc Beauchamp l'Rojik (Rapier, adv.) have mutual cause for being in enemy regiments.

Arsene Est (Rapier, Seconds TIM & PC, adv.) and Patrice d'Romilly (Rapier) have mutual cause for being in enemy regiments.

Arsene Est (Rapier, Seconds TIM & PC, adv.) and Sheikh Yadik Al-Abowt (Rapier, 2 rests) have mutual cause for being in enemy regiments.

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

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

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

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

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

Sheikh Yadik Al-Abowt (Rapier, 2 rests) has cause with Rick O'Shea (Cutlass, Seconds CMK, adv.) as he's not Noble but higher SL.

Revaulvin d'Or (Rapier, adv.) has cause with Pierre le Sang (Rapier, 4 rests) for pinching Katy.

Ali Vouzon (Rapier, 1 rests) and Warren Peece (Rapier, adv.) have mutual cause for being in enemy regiments.

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

Charles Asnomonai (Sabre, 3 rests) and Pierre le Sang (Rapier, adv.) have mutual cause for being in enemy regiments.

Charles Asnomonai (Sabre) and Tourtiere Mangetout (Rapier) have mutual cause for being in enemy regiments.

Donkey Hotay (Rapier, 1 rests) and Vaux de Ville (Rapier, adv.) have mutual cause for being in enemy regiments.

Etienne Brule (Rapier) and Vaux de Ville (Rapier, adv.) 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.

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.

Trials

Amant d'Au will be on trial at the start of next month (after duels, but before anything else). CPS Uther Xavier-Beauregard will prosecute and Minister of State Revaulvin d'Or will sit in judgement. Characters may appear as witnesses for either side (though this will have no effect) and players are invited to write this up.

If convicted, d'Au may appeal to the King to commute his sentence and any character may use influence to affect this (put this as a conditional order in your orders).

New Characters

Howard Bishop gets the Bastard son of a very wealthy Merchant: Init SL 2; Cash 450; MA 2; EC 4 (TM).

Colin Cowper gets the First son of a Peasant: Init SL 3; Cash 11; MA 3; EC 5 (X1).

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

Tables

Army Organisation and next year's summer Deployment

First Army (Defence)	GdLi/N/N4/N
Guards Brigade (Defence) – RFG CG KM	
Second Army (Assault)	___/___/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)	JS/__/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/OMG)
 Entries are ID for player characters, N (+MA where needed) for NPC, __ for vacant

Brigade Positions

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

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

Regiments

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

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

Frontier Regiments

	(Defence for Sept-Nov)				
	F1	F2	F3	F4	RNHB
Colonel	N6	N3	N6	N2	N5
Attached		EH		YVB	

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: 3
 Frontier regiment 2: 5
 Frontier regiment 3: 2
 Frontier regiment 4: 5
 RNHB regiment: 2

Other Appointments

Ensign of King's Escort N	Captain of King's Escort N
Ensign of Cardinal's Escort AE	Captain of Cardinal's Escort N
Aide to Crown Prince N	Aide to Field Marshal MM
Provincial Military Governors: QLB/N/N/N/N	
City Military Governor N	Adjutant-General EM2
Inspector-General of Cavalry N	Inspector-General of Infantry N
Commissioner of Public Safety UXB	
Chancellor of the Exchequer __	Minister of Justice __
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	
54	Madelaine de Proust	17		JS
35	Katy Did	16	I	PIS
42	Maggie Nifisent	16	B	MM
55	Jacky Tinne	16		TIM
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		
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	AdA
1	Sue Briquet	11	B	
4	Anne Tique	11	W	GM
9	Deb Onairre	11	I	
40	Sheila Kiwi	11		
63	Carole Singeurs	11		
20	Emma Roides	10	I	CMK
33	Anna Rexique	10	I	ZTMG
38	Pet Ulante	10	W	
43	Di Lemmere	10	I	
53	Angelina de Griz	10	B	
56	Ingrid la Suede	10		WP
6	Viv Ayschus	9		
57	Ava Crisp	9	I	
59	May Banquet l'Idée	9		
2	Betty Kant	8	I	
19	Jenny Russe	8	W	AdL
32	Sal Munella	8	W	NFI
41	Marie Antoinette	8	B/I	BdB
49	Mary Huana	8	B/I/W	UXB
34	Freda de Ath	7	W	EdM
39	Thomasina Tancenjin	7	I	
50	Ulla Leight	7	I	
5	Belle Epoque	6	B/I	
13	Josephine Buonoparte	6	I/W	DH
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
GdLI	Earl Gar de Lieu	25-	18	Poor	General/1st Army Commndr	4		Flr	4 Bill Hay
ZTMG	Count Zachary The Money Goes	25-	3	Comfy	Colonel KM	18	Anna	Flr	4 Gerald Udowiczenko
RdO	Count Revaulvin d'Or	25	57	Withy	General/State Min.	13	Katy	Flr	4 Jerry Spencer
DC	Earl Devlin Carnate	23	71	Rich	Lt.Colonel RFG/Min w/o Port	10		Flr	2 Bruno Giordan
JS	Viscount Jacques Shitacks	23	59	Rich	General/3rd Army Commndr	3	Madelaine	Flr	4 David Olliver
GI	Earl Gustav Ind	22+	90	Withy	Fid Marshal/War Minister	9		Flr	6 Ashley Casey
EH	Viscount Euria Humble	20	F	Rich	Subaltern	15		Flr	5 Matthew Wale
EM2	Earl Egon Mad 2	20+	77	Rich	B.Lt-General/Adjutant Gen	9	Edna	Flr	2 Tym Norris
JdG	Marquis Jacques de Gain	19	59	Rich	Lt.Colonel KM/1st Div Adjutant	13		Flr	4 Ben Brown
PC	Baron Pierre Cardigan	16+	68	Withy	General	9	Fifi	Flr	4 Matt Shepherd
QLB	Sir Quasi Le Bossu	16+	49	OK	Lt-General/Prov.Mil.Gov	8	Guinevere	Both	6 Mark Cowper
TIM	Baron Tomas le Matelot	15+	65	Rich	B.General	8	Jacky	Flr	4 Tim Skinner
ILB	Sir Ilk Lamore Bartat	15+	56	Withy	B.Bdr-General RM	6	Leia	Both	6 Andrew Kendall
MM	Sir Michel Marteau	13	33	OK	Lt.Colonel QOC/FMshl's Aide	1	Maggie	Hunt	1 Neil Packer
RS	Richard Shapmes	13	28	Rich	B.Bdr-General RFG	7	Ella	Both	4 Charles Popp
YVB	Sir Yves Vrai Bretheauteque	13	F	Withy		4		Hunt	1 Chris Boote
CMK	Sir Connor McKnight	12	29	Comfy	Colonel QOC	3	Emma	Hunt	5 Graeme Wilson
JB	Sir Jacques Blanc	12	21	Comfy	Lt.Colonel RM	4			4 Dominic Howlett
AdL	Armand de Luce	12+	49	Poor	Bdr-General	5	Jenny	BG	2 Francesca Weal
WP	Sir Warren Peece	12+	44	Withy	B.Bdr-General 27M	8	Ingrid	Hunt	2 Pam Udowiczenko
ROS	Rick O'Shea	11	31	OK	Major RM/1 F Brigade Maj.	3		BG	6 Paul Wilson
JLBR	Sir Jean-Luc Beauchamp l'Rojik	11+	87	Withy	Major KM/Gds Brigade Maj.	6		Hunt	4 Rohan Keane
PIS	Sir Pierre le Sang	11+	63	Comfy	B.Bdr-General 53F/2 F Brigadier	5	Katy	Hunt	4 Bill Howell
UXB	Sir Uther Xavier-Beauregard	11+	60	Comfy	B.Bdr-General PLLD/CPS	7	Mary	BG	3 Pete Card
EdM	Sir Eric de Miabeille	11+	55	OK	Major QOC/HGds Brigade Maj.	7	Freda	HGds	3 Pete Holland
CRV	Charles Rabbit-Vacuum	11+	45	Comfy	Lt.Colonel PLLD/2nd Div Adjutant	3	Lucy	Hunt	5 Mike Dommert
AV	All Vouzon	10	24	Comfy	B.Bdr-General 13F	6		Hunt	1 Graeme Morris

ID	Name	SL	SPs	Cash	Rank, Regiment/Appointment	MA	Last seen	Club	EC Player
AdA	Amant d'Au	9+	36	Withy	Captain RFG	3	Bess	BG	5 David Brister
PdR	Patrice d'Romilly	9+	30	Poor	Captain KM	6		BG	2 Simon Burling
NFI	Noel Fornam Idya	8+	76	Comfy	Major 4A	1	Sal	F&P	4 Martin Jennings
AE	Arsène Est	8+	57	OK	Subaltern CG/Ensn.C's Esc	5	Lotte	BG	5 Ray Vahey
SYAA	Sheikh YadiK Al-Abowt	8+	43	Comfy	Captain KM/KM Regt. Adjnt.	4		BG	3 Jason Fazackarley
GM	Gaz Moutarde	7+	79	Comfy	Major RM	3	Anne	F&P	2 Mike Dyer
BdB	Binet de Bours	6+	50	Poor	Major PM	2	Marie	F&P	2 Mark Booth
MC	Monty Carlo	6+	21	Comfy	Lt.Colonel 13F	7		F&P	4 Andrew Burgess
LL	Lothario Lovelace	5	2	Poor		5		RP	4 Geoff Bowers
DH	Donkey Hotay	5+	32	Comfy	Captain PM	3	Josephine	RP	2 Dave Carter
JfF	Jacques le Franc	5+	32	Comfy	Captain RM/RM Regt. Adjnt.	6			6 Charles Burrows
CA	Charles Asnomonai	5+	32	Poor	Subaltern CPC	2		RP	4 Gerry Sutcliff
X3		4	0	Poor		6			5 Mike Bird
X4		4	RIP						Derek Brister
EB	Etienne Brule	4+	37	Poor	Subaltern PM	2	Ada	RP	4 James McReynolds
LS	Louis Smorals	4+	36	Poor		2		RP	3 Colin Parfitt
AS	Arnaud Surfimmaise	4+	21	Poor		5		RP	5 Nik Luker
DOH	Dominiee Olivie Hugo	3	RIP						Collin Cowper
ASii	Armand Slice	3+	35	OK	Captain 53F	5			5 David Williams
TM	Tourtière Mangetout	3+	17	Poor	Captain 53F	2	Lois		4 Howard Bishop
VdV	Vaux de Ville	3+	12	Poor	Captain 4A	2			4 Tim Macaire

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

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

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

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

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