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Chatter

I'm revelling in the arrival of summer at last. It's great to get a bit of sunshine and feel that I'm the sensible one when I'm wearing shorts. ☺

If it's summer, then the Great British Beer Festival can't be far away. It's a week later than usual this year – August 13th-17th – but still at Olympia. I'm planning on visiting on Thursday (15th) afternoon – arriving after the lunchtime rush and staying until it gets busy in the evening. Anyone care to join me?

As promised, this issue has my report from the 2013 UK Games Expo at it's new venue. With this is my account of the *Memoir '44* tournament that I played on the Saturday of the Expo.

I mentioned a couple of issues ago that John Boardman had resurrected *Graustark* for a special issue of in honour of the late Allan B Calhamer, the inventor of *Diplomacy*. It now seems *Graustark* is back for a while as John is refereeing a postal *Diplomacy* game in memory of Calhamer.

TWJO online

The stats from my website show that the PDF version of *TWJO* 135 was downloaded 113 times after publication in June. Issue 134 clocked up a further 53 downloads to make 149 over two months. Issue 133 has 210 downloads in total.

Letters

Nik Luker follows up on my Gathering report.

I was lucky enough to try *The Great Heartland Haulage Co.* last weekend and completely agree with your comments – it's not particularly taxing but is great fun to play. We only tried the basic set-up, but I can see that with the 'inspansion' and a few of the recommended tweaks, this one has, if you'll pardon the pun, plenty of mileage. Liked it enough that I bought myself a copy (the chaps at Games Lore have some in stock if anyone's interested).

Glad you liked *Love Letter* too. This has rapidly become one of our favourite fillers and has proven to be a hit with everyone we've introduced it to. Amazing how much of a game Seiji-san has squeezed out of just 16 cards!

On to one of your favourite subjects: beer! For many years, my hometown (Abingdon in Oxfordshire) was home to Morlands brewery. Since the brewery was acquired by Greene King in 2000 and subsequently closed down, the town has been without any beer production. Until 2010, that is, when Loose Cannon brewery set up shop... Three years down the road and they're going from strength to strength. I can recommend their Abingdon Bridge bitter (4.1% ,a good session beer), Bombshell (4.2%, blonde with a distinct grapefruit flavour) and Dark Horse (4.3%, dark, malty and very tasty, but definitely *not* a stout or porter). And they do a good tour of the brewery too (with loads of samples!). Take a look here for more info: www.lcbeers.co.uk.

I think that gives me several beers to try at the GBBF in August. Mark Cowper joins in on the games front.

I really like *Love Letter* as well - great filler, was hard to get but seems easy enough now.

Tim Macaire follows up on my reading

Glad you're another Falco fan, but I should warn you that that I found *Nemesis*, the last, thoroughly disappointing. The plot and characterisation are as fine as ever, but Falco himself seems to have been ingested by the machine and is no longer a sympathetic character. Perhaps that was a deliberate way to end the series, but I rather wish I hadn't read it; perhaps you should avoid it. Nobody in history has followed such advice, and I will be interested to read your opinion when you do read it.

UK Games Expo 2013

Pevans went to the NEC

This year the Expo was in a new venue. The Hilton Metropole is a large, modern hotel on the National Exhibition Centre site (next to Birmingham airport, in between Birmingham and Coventry). This makes it easy to get to - it has its own railway station and is just off the M5 and M42 motorways.

Personally, though, I preferred the old journey: stroll to my local station and ride peaceful trains into the centre of Birmingham. This year, it was stroll to my local station, take a Tube to Euston station and catch a fast train to the NEC. This brought back memories of travelling to and from Birmingham in my university days (though not on Pendolino trains back then).

Once there, the signs for the hotel led me through the NEC and then outside and across service roads to what seemed to be the rear entrance of the hotel. The Metropole is huge, with a lot of function rooms for the Expo to occupy. These are grouped in several sections, joined at the extensive bar/reception area. Two big, linked rooms made up the trade hall, which was setting up for the weekend when I arrived around lunchtime on Friday.

I spent the afternoon and evening getting the lie of the land, chatting to old friends and playing some familiar games. There was plenty of space for 'open gaming' and the Expo organisers provide a very useful games library. The roster I played was *Agricola*, *Princes of Florence*, *Innovation* and *St Petersburg*. It seems my speciality is coming second - except for *St Petersburg*, a game that has never grabbed me.



Playing *Princes of Florence* at the Expo

Descending from our room on Saturday morning, my roommate - Pete Card - and I were directed to the "Overflow breakfast room." This turned out to have a conservatory area and we had a fine breakfast bathed in glorious sunlight. The room also provided a view of people arriving - a steady flow even before the official opening time. It looks like the change of venue didn't put anyone off.

My Saturday was largely taken up with the *Memoir '44* tournament, which I signed up for after enjoying last year's event. This didn't occupy my whole day, though, so I was able to take a look at some of the new games. The first that got my attention was *Hydra*. This is a little two-player abstract game played on laser-engraved boards with light and dark laser-engraved square wooden tiles (the same production as Hopwood's *Mijnlieff*).



A game of *Hydra* in its early stages

The aim of the game is simply to cross the board - one player going east-west, so to speak, while the other goes north-south - by playing a line of your pieces.

As you'd expect, most of the tiles are parts of the hydra's 'body,' connecting tiles in a straight line. One of the tactical ploys is to cut your opponent's line, placing your tile on top of theirs, forcing them to start again. A new start costs them several tiles, limiting their options.

Further tactical opportunities come with the Hydra head and tail tiles - players only have a few of these. They allow you to branch or turn, either avoiding your opponent's line or giving you the tempo to place after them and break their line. You can also take back a tile from a 'dead' line as your move, giving further options (and fresh tiles, should you need them).

Hydra is a neat little game. It plays quickly and offers lots of tactics from its simple rules. A neat production touch is that the boards you play on clip together to make the box for the game. However, while I can appreciate two-player abstract games, I prefer not to play them, so this doesn't rate highly in my book. To find out more, see the publisher's (TallTree Games) page on Facebook: www.facebook.com/TallTree.TallTree

One of the things I particularly wanted to see was the Ragnar Brothers' latest: *Promised Land*. Given the title, it's not surprising that it is set in ancient Israel and has the Israelites facing off various invaders as the years (centuries?) go by.



Promised Land with the achievements along the bottom (and glare from the lights)

In *History of the World* style, the Heathens are a succession of aggressors, scoring points for being beastly to the Israelites: conquering, enslaving, carrying off the Ark of the Covenant and so on.

In opposition are the Hebrews. They play in much the same way, attacking the Heathens and defending Israel. At the end of the game there is potentially a bonus for either side, depending on how much of Israel is left. However, players mainly score points for what they achieve during the game. One intriguing touch is that there is a track of achievements that players must progress along and this is different each game.

I was thoroughly captivated by what I saw of *Promised Land*. It clearly has touches of *History of the World* – which is an excellent pedigree as far as I'm concerned – while being a very different game. The Ragnars launched the game on Kickstarter to raise publication funds (the offering ended mid-June, having raised nearly 150% of what was needed). Having seen the game at the Expo, I put in my pledge and await my copy (due in November). To find out more (there's the designers' diary, for a start), see the Ragnars' website at www.ragnarbrothers.co.uk

Once the trade hall had closed, it was time for dinner and an evening of games. Saturday's games were *Glory to Rome* and *Antike*, two games I enjoy, but hadn't played for a while. It was thus a fun evening, especially as I won *Glory to Rome*!

After another breakfast in sunshine, I spent Sunday looking round the rest of the new games. There's no organisation to my report, it's just the order in which I came across them. I was first grabbed by Dave Cousins to see his game, *Rock, Paper, Scissors, BANG!* (in my day it was "stone" not "rock" – I blame American influences). This is another two-player abstract, played over a 5 x 5 grid of black and white squares. Each player has a set of pieces (thick discs), each with one of the symbols on it: a stone, a pair of scissors, a sheet of paper and ... a stick of dynamite!

To start the game, players take it in turns to place their pieces on the board, covering everything but the central square. Once that's done, they start moving them. A piece can move one space to an occupied square, but only if its symbol 'beats' the symbol on the piece it's jumping on top of. This quickly builds up stacks of pieces, but the piece on top is in charge. Dynamite beats everything, but also obliterates the stack!



Rock, Paper, Scissor, BANG! ready for the first move

When nothing can move any more, the game ends and players score points for the height (-1) of each stack they control (by having their piece on top). This is another clever little game. It has simple rules (there's even an aide-memoire for the paper-scissors-stone relationship), but lots of tactical play. It's also good fun – especially with clever use of the dynamite.

Dave publishes as North and South Games and there's more (including a print-and-play version of *Rock, Paper, Scissors, BANG!*) on the North and South website: www.northandsouthgames.co.uk

Distributor Coiled Spring was showing several new games, including the new print of *Keyflower* (from German publisher Huch! and Friends). However, the game that got my attention was *Forbidden Desert*, Matt Leacock's kind of sequel to *Forbidden Island*. Like the original, this is published by Gamewright in the US (and several European publishers).

As with the original, this is a co-operative game. The players are a band of adventurers, threatened by encroaching sand dunes – rather than by a sinking



Forbidden Desert at the Coiled Spring stand

island. The aim of the game is to recover all the pieces of “a legendary flying machine.” Gameplay is rather different from *Forbidden Island* with a deduction mechanism for locating the parts the players are looking for.

As well as the threat of sandstorms burying them under dunes, the players have to cope with the shifting sands moving things around and the constant heat – run out of water and it’s game over! *Forbidden Desert* looks absolutely gorgeous and sounds a terrific successor to *Forbidden Island*. I look forward to trying it out on the family.

However, I then spotted people flicking piles of cubes across the room. Another Gamewright game (distributed by Coiled Spring, of course) is *Cube Quest*, a wargame where you flick your cubes at the enemy’s! I just had to give this a go. As I expected, it was very silly and huge fun. And there are definite tactical elements.

The aim is to knock your opponent’s ‘King’ out of the area marked on the board. You can pile your cubes to defend your King, but this makes it a bit difficult to attack. The icons on the several types of cubes have different effects. You get the effect of the icon on the side facing up when the cube lands. This means some cubes are more effective in attack – since you’re more likely to be able to flick them again – while others should only be in the defence.

Several copies of *Cube Quest* were available to try out and they were generating a lot of laughter. From my brief experience, it is great fun and totally silly. Shame it’s only a two-player game... (hint, hint). You’ll find out more (on these games and lots of others) at Coiled Spring’s website (coiledspring.co.uk) or from publisher, Gamewright at their website: www.gamewright.com.

On arriving at the *Cognosis* stand, I was immediately informed that this was not a gamers’ game. I suspect it’s a bit too daunting for the average gamer – and I’m no exception! *Cognosis* is designed to make Cognitive Ability Tests (such as the 11+) fun and help youngsters get through them. Now I thought the 11+ had been abolished years ago, but what do I know about schools these days?

Be that as it may, *Cognosis* has stacks of questions in the three types: verbal, non-verbal and numerical. The type of question you get depends on your position on the square grid of the board. Getting questions right lets you move up the board, with some spaces allowing you to do other things – such as challenge another player with a question.

To win, you have to reach the last square and answer a final question chosen by your opponents. I can see this being really useful in families with children approaching the right age and a brilliant teaching aid. However, I very much doubt it will be played simply for fun – I always fall down on the non-verbal questions, anyway. It is a well-produced package, though, and deserves to do well. For more about *Cognosis*, see their website at www.cognosisgames.com



I’m not sure my widely-scattered forces are up to this: *Cube Quest* in play

Alongside them was 2D6, a games publisher from Estonia, who were also at pains to make it clear that theirs were not gamers’ games. I took that as a

The *Cognosis* display

challenge! The biggest of the small boxes was *Making Profit: the Boardgame* designed by Aigar Alaveer. This is a relatively simple business card game. Players invest in shares in one of the different factories, enabling the owner to develop it to increase its value – selling shares has the opposite effect. The owner of a factory can run it, paying a dividend to the shareholders and/or gaining cards to develop the factory further.

It's clearly not a particularly involved game, but it looks like it has some tactical subtleties. It's a nicely produced game, too, with decent cards, factory models and poker chips. And it has rules in Russian – you can't say that about many games!



The second game was *Roundhouse Kick*, also designed by Aigar Alaveer. This is a showdown between the players and a selection of monsters (including the fearsome garden gnomes ... okay, maybe not that fearsome). Each turn, players roll dice to attack the monsters, playing cards to increase their attack. Then the monsters get a go, with players (hopefully!) playing cards to defend themselves.

The player who finishes off a monster gets its card, which is worth points at the end of the game. The end comes when the monsters are all dead. Or the players are! The player with the most points wins. Again, the game is nicely produced

with decent cards and dice and some cute little hearts to show life points. The obvious tactical question is how much to damage each monster if you can't kill it. After all, you don't want to leave easy pickings for the next player... Played at speed, I can see this being good, simple fun and an entertaining filler.

All in all, that's an interesting set of games from 2D6 and I look forward to seeing what they produce next. The website shows several other games under development: www.2d6.ee

Gamers who've been around as long as me will remember Wotan Games of old. The resurrected outfit was at the Expo showing off *Sails of Glory*. This is a good looking game of Napoleonic era naval warfare from Ares Games, publishers of *Wings of Glory*, designed by Andrea Angiolino and Andrea Mainini. Given the pedigree, it was not surprising that it had some excellent sailing ship models.

Man the guns! *Sails of Glory* miniaturesPlaying *Legacy* - I'm joint 2nd ... for now

Wotan's own game (in prototype form) was *Camelot: the build*, which appeared to involve playing cards to create King Arthur's capital. I'm afraid I wasn't paying attention as my head was full of creaking rigging and thundering cannon. Kismet, Hardy.

I could not resist *Legacy*: it had a printed tea towel as a board. This used to be the trademark of the Ragnar Brothers' games, so there was an immediate nostalgia element! The game has some neat wooden pieces and lots of cards. The important ones are Ideologies as you get points for these. You also

get points for holding territory – though the game is about political power rather than military. Ideally, your Ideologies will help you win more territory and your territories will let you play more Ideologies. First to a number of points wins.

I was quite taken with this and got to play it later in the afternoon. I was roundly beaten by my two opponents – the lovely Ted and Ursula. However, both of them had already played several times. I invested in a copy and it's had a couple of outings at Swiggers since. *Legacy* is quite a chaotic game, but I'm enjoying it so far. Designed by Aaron Billingham and Ken Nicholson, it's published by them (as Billy-Nic Games) and you can find more at www.legacy-boardgame.co.uk

Medusa Games is Expo organiser Richard Denning's imprint for his game designs (notably *The Great Fire of London 1666*). On show here was a prototype game about London Bridge. This is the old London Bridge, the one that was covered in buildings. Players build the bridge – the foundations, spans and the buildings – filling in sections with material while trying to avoid the various events that can damage parts of the bridge. This is in an early stage of development at the moment with Richard's *The Great Museum* the next game likely to be produced. There's more about Medusa's projects on their website: www.medusagames.co.uk



The *Cycling Party* display

One of the best displays was *Cycling Party*, being promoted by the game's designers, Diego Hernando and Leandro Pérez. The game was set out with lots of scenery – which doesn't come with the game, they were quick to make clear. The game is about bicycle road races using large hexagonal tiles of different terrain as the setting for each race – or stage in a longer game.

All the things you'd expect are here: forming the peloton of riders, breaking away, getting dropped. Not to mention specialist riders who are better in certain terrain or circumstances. On first acquaintance, it has a lot going for it and the designers claim it's "the most realistic cycling board game." It will be interesting to see how it stacks up against other games in the genre. For more information see: www.cyclingparty.com

Gavin Birnbaum (alias Cubiko Games) generally has a new game each year. This year it was *Steeplechase*, a horse-racing game. It comes in Gavin's signature wooden box and is played on top of the box. This shows the racecourse, which is set out with wooden blocks for the jumps. Players must decide whether to use the movement chip they've been given or swap with another player while trying to avoid the jumps. Good, simple fun.

Apart from *Steeplechase* and *Cubiko* itself, Gavin also had abstract connection game, *Foundation* and *Yellow Jersey*, his Tour de France game, available to play. These are all attractive wooden games. The full portfolio is on the website: www.cubiko.webs.com

Surprised Stare Games were surprised themselves by the success of *Snowdonia* last year. The game has already sold out, so they didn't have copies to demo and sell at the Expo. Instead, they had some older games: *Totemo*, Tony Boydell's 3D stacking game, and *On the Cards*, Sebastian Bleasdale's clever trick-taking card game. The other Surprised Stare designer, Alan Paull, showed off his prototype wargames:

Mission Command is a miniatures wargame of the Western Front in WW2; *Carrier Strike* re-creates WW2 naval battles in the



Veteran designer Mike Hayes (left) shows *Classic Warlord* to veteran gamer Kendall Johns

Pacific in just 16 cards – plus some dice. *Carrier Strike* looked particularly interesting as it's all about reconnaissance and bluff and was being played with some neat models.

A second edition of *Snowdonia* is on the way, being produced by US publisher, Indie Boards and Cards. As well as reproducing the original game, Indie is producing an expansion with two new scenarios. One where players use large amounts of dynamite to blast through the Eiger in Switzerland and the other where they build the cog railway up Mount Washington (New Hampshire). The games are being financed on Kickstarter (the project closed on 8th June with \$55,000 of its \$40,000 target!) and will be launched at Spiel in October.

Find out about all Surprised Stare's games on their website – www.surprisedstaregames.co.uk – and Indie is at www.indieboardsandcards.com

I was amused to see that retailer Games Lore was promoting the new printing of Ted Alspach's *Suburbia* (Bezier Games) as “*Sim City* in cardboard.” It's not an inappropriate description, I'm just amused by the idea of promoting a board game by reference to a computer game!

Alongside Heron Games's stand was designer Mike Hayes with his *Classic Warlord* – better known to us long-in-the-tooth gamers as *Apocalypse*. This is the name used when it was published by Games Workshop (in the days when they published board games). This new version is played on a monster board, but remains the same game of (as I recall) building stacks of nuclear bombs and annihilating everyone else! Ah, simple pleasures... Find out more – and buy the game – at the website: classicwarlord.com



A demo of *Grace and Disfavours*

Andy Hopwood, aka Hopwood Games, had a new card game for us this year. *Disgrace & Favours* is a set-collecting game of unscrupulous social climbing. As well as working out what to collect, players can sabotage their opponents' sets. From the expected playing time of 60-90 minutes, there's clearly a lot more to this game and I look forward to trying it. Find out more at: www.hopwoodgames.co.uk

This brings us to Grublin Games Publishing and *Cornish Smuggler*. Another Kickstarter project, this game is just what the title leads you to expect. It's played on a board of western Cornwall, marked with villages and towns (including the wonderfully-named Paul). Players have to buy goods and try to smuggle them past the Revenue men (or just bribe them) to sell them at a profit.

As well as cash, players can use their smuggled goods to increase their reputation and influence. Both Gold and Reputation count in deciding who wins, so players can concentrate on one or the other or spread their bets. While it's billed as a family game, it seemed quite complex to me. I look forward to trying it when it's released – the Kickstarter project raised more than twice its goal. For more information see www.grublin.com

I must just mention the programme for the Expo. Apart from giving the essential information about what's happening where and when, it is in effect a little magazine in its own right. It is packed with interesting articles, including one from Richard Breese on his history in games and how *Keyflower* came about. It's available as a PDF on the website.

As far as I'm concerned, the UK games Expo 2013 was a great success. Kudos and many thanks to Richard Denning and the rest of the team. Next year's event is confirmed as 30th May – 1st June at the Hilton Metropole at the NEC and I fully intend to be there. For all the information about the Expo, visit the website at: www.ukgamesexpo.co.uk (and register for the newsletter).

Battles at the NEC

Pevans plays *Memoir '44* at the UK Games Expo

My Saturday at this year's UK Games Expo was largely taken up with the *Memoir '44* tournament, which I signed up for after enjoying last year's event. For those who don't know it, *Memoir '44* is Richard Borg's game of WW2 battles using his simple, card-driven wargame system (also used in GMT's *Commands and Colors*, Hasbro's *Battle Cry* and Days of Wonder's *Battlelore*) and published by Days of Wonder.

For the tournament, players are randomly designated as Axis or Allied and play a set of scenarios as that side against different opponents. Players are then ranked according to their performance and matched against the equally placed player of the opposing faction in a playoff, playing one scenario from both sides. This year I drew Axis. The only drawback to this was that I had my back to the huge windows that gave a terrific view over the lake between the hotels on the NEC site. It was great to have plenty of natural light for the tournament.

My first battle was the “Battle for the Bridgehead” scenario. Set just after D-day in the Normandy countryside, a Canadian force advances from the beaches only to meet stiff opposition from SS Panzer and Panzer-Grenadier units. The scenario has the Axis forces in woods and villages in the centre and (their) right



At the moment it's even-stevens, but what's left of my right flank is about to disappear with another force in the left corner. The Canadians have slightly more units on a broad front.

My opponent shifted some of his units from his centre to his left flank and attacked hard on this flank. I defended with what I had, trading unit for unit. The downside was that he still had units left when my force had been eliminated. This allowed him to roll up my centre to make the final score 4:6 to him. It was a slightly disappointing start.

The second scenario was "Russian Breakout" and I was grateful to be playing Axis. This is because the 'Commissar' rule really hampers the Russian player – essentially, they have to play their Command card a turn in advance. Set a few weeks after the start of Operation Barbarossa, the scenario has surrounded Russian forces trying to break through the German lines. This means the Allied player is expected to attack with infantry across open ground at an Axis force with plenty of armour and artillery. Ouch! It is a very unbalanced scenario (the online statistics show that the Allied player wins only 16% of the time). As expected, it was an easy win for me, but my opponent got some lucky rolls to make it 6:3.

The third scenario was the most interesting. "The Battle of Hong Kong" is the Japanese attack on the British colony in December 1941. This means the Axis force is making an amphibious landing, reversing *Memoir '44's* hallmark – the D-day invasion. The invading Japanese have a large infantry force backed with some armour and even a couple of artillery batteries – if they get to the beach.

The defending British, Canadians and Indians are outnumbered, but are well dug in – with some bunkers and a lot of barbed wire – to provide a defensive position. They even have a little armour and artillery. In play, I had a series of centre/right flank cards that allowed me to push up the right-hand side of the beach and then clear out the central defenders. It was not one-sided, though, and



The Japanese forces are ready to invade Hong Kong

the final score was 6:3 to me. Interestingly, the online statistics show this as an Allied victory 57% of the time.

With the results collated, there was a three-way tie for best Axis player, based on the scenario results. Counting up medals won and lost left two of us tied, so it went to a count of pieces won and lost, leaving me the second best Axis player!

The final battle was "Operation Spring" featuring more Canadians attacking dug-in German defenders in Normandy a few weeks after D-day. It looks like another hiding for the Allied player and that's how it turned out (it's 71% an Axis victory, according to the online stats). I played Axis first and thought I'd got a decent result in winning 6:4. However, switching sides saw me go down 2:6. My opponent got his armour into play quickly, while I couldn't finish off the battered Axis units that littered the battlefield. This made the aggregate score 8:10 and a loss for me.

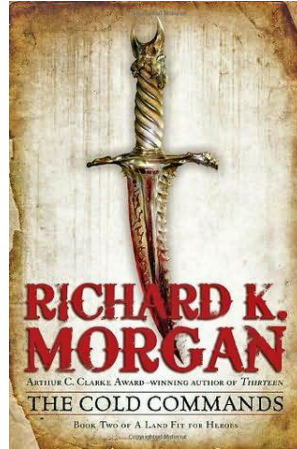
My final position was fourth – just off the podium! Congratulations to Bill R, this year's winner, who beat Dean, the man who pipped me to best Axis player. Most importantly, the tournament was good fun and we played some interesting scenarios. Many thanks to organiser Barry Ingram for his hard work.

Reading Matter

Richard Morgan's *The Cold Commands* (Gollancz, 2011) is the sequel to his earlier *The Iron Remains* (which I reviewed in *TWJO* 106). As before, while the form is that of a swords 'n' sorcery fantasy, it seems to be set in a post-technology far future where the eldritch creatures are aliens rather than Elves. The book

picks up the stories of the three heroes of the first book after some time has passed.

Legendary warrior Ringil Eskiath (a pariah in his native land because of his homosexuality, despite being an aristocrat) is pursuing a personal vendetta against the slave trade. However, slavery is an essential institution, so this doesn't go down well. Lady Archeth, last of the Kiriath (she's actually half-human, possibly why her people left her behind when they left the planet), continues as an advisor to the young Yhelteth Emperor (who's trying hard to emulate Caligula) on the grounds that he's the least worst option. And ex-tribal leader of the steppe nomads, Egar the Dragonbane, is nominally Archeth's bodyguard while slowly going to seed in the decadent imperial capital.



The bulk of the initial story is Ringil's adventures and Morgan is quick to remind us that these three are pretty nasty characters in their own right even if they are the book's heroes. Ringil is once again entangled with mysterious characters – human and alien – and other dimensions. Luckily for him, some of them are friendly. We learn a bit more about this world, but it is also clear that there's a lot more going on – other powers at work – than Ringil or we know about.

As Ringil lurches from deadly encounter to deadly encounter, it's clear that his path will bring him to the city of Yhelteth and a reunion with the other two. Whereupon Archeth promptly leaves the city on a mission of her own, prompted by the artificial intelligences left behind by the Kiriath. She returns with the object of her quest just as Ringil finally arrives. By this time, though, Egar is on the run after killing the wrong person! Will the three of them ever meet up? Yes, of course. In fact it is Egar who has stumbled across the main threat, confronting which is the climax of the book.

The Cold Commands is a good read and the plot trots along at a decent pace. I found it more straightforward than *The Steel Remains*, but that may be because the first book established the setting and background. Morgan draws his characters well and I think they're the main reason I like his stories. They may be nasty, flawed people, but their hearts are in the right place. Thus, Ringil's attempt to suppress the slave trade is brutal, but he's trying to do the right thing in a cruel world.

The other thing that fascinates me about these books is the setting. My impression is that this is a post-technology far future world, possibly set on the Earth itself, but this is by no means clear. Morgan gives us hints and leaves us with unanswered questions. I fully expect at least a third in this series and a quick check shows that *The Dark Defiles* is due in April 2014. I look forward to it.

Games Events

If it's July, Manorcon must be on the horizon. This year its dates are 19th-22nd July at its regular venue of Stamford Hall at the University of Leicester. This is the 31st Manorcon, which has always been about playing games. It includes half a dozen different tournaments, a pop quiz and a treasure hunt. Plus a lot of open gaming. For all the details, see www.manorcon.org.uk

Three weeks later is The Cast Are Dice, another long-running board games convention. This year it is 10th and 11th August at the Sixth Form College in Stoke-on-Trent. See www.thecastaredice.co.uk for details

This box concentrates on events I expect to attend.

Swiggers: games club that meets every Wednesday evening, usually upstairs at The Shipwright's Arms, 88 Tooley Street, London SE1 2TF (a few minutes' walk from London Bridge station). Board games and very 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 most months at the Allsop Arms (137 Gloucester Place, London NW1 5AL). The pub has an extensive menu as well as good beer and is convenient for Baker Street and Bond Street Tubes as well as Marylebone station. An excellent afternoon.

UK Games Expo: 30th May – 1st June 2014 at the Hilton Metropole at the NEC. This is a public event that showcases games of all sorts with traders, demos and participation games plus guests. For gamers there are lots of tournaments and open gaming on the Friday and on Saturday evenings. For details see www.ukgamesexpo.co.uk

Spiel: the board games event of the year. 24th-27th October 2013, at the Messe (Exhibition Centre) in Essen. Contact Friedhelm Merz Verlag, Postfach 210250, Bonn, 53157 Germany or see www.internationalespieltage.de.

MidCon: 8th-10th November 2013 at the Hallmark Hotel in Derby. MidCon is a friendly board games convention in a decent hotel. See www.midcon.org.uk.

For more extensive information on UK board games events, try the following.

The Labyrinth: <http://homepage.ntlworld.com/the-labyrinth/games/>

The Queen's Lane Advertiser: <http://www.boardgamers.org.uk/qla.php>

Credits

To Win Just Once issue 136 was written and edited by Pevans. The LPBS masthead (page 26) is by Lee Brimmicombe-Wood, as are the drawings on pages 27, 28 and 30. Game and book artwork is courtesy of the publisher. Except where noted, photographs were taken by Pevans, who played with Photoshop.

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Kingsley Halt

Railway Rivals game 9 – Turn 11

Many more joint runs, and the North British Railway Company pulls back in front. McJacobahn is a little behind and Wishie-Washie and Premier Football is Best are now level pegging. Wishie-Washie does regret not building to Skye.

Race results

Race	From	To	Jacob	Wishie	NBR	PFB
11	AS Ireland	QD Aberdeen	10 JR		10 JR	
36	3S Wigtown	4D Elgin	10 JR	10 JR		
37	6S Ardrossan	9C Kirkcaldy	0+2-7+3	10-9	20-10	0+9+8+7-3
38	AH England	AD N Scotland		10 JR		10 JR
40	2D Inverness	KC Dundee		10 JR	10 JR	
41	QD Aberdeen	4S Castle Douglas	+4		10-2 JR	10-2 JR
42	KD Aberdeen	2H England			10 JR	10 JR
43	QC Dundee	QH Edinburgh			10-1+4	20-4+1
44	10C Tyndrum	AS Ireland	10 JR	10 JR		
Total			32	41	61	66

Builds

McJacobahn – Mark Cowper (Blue)

Builds: Ferry Stranraer – Ireland
POINTS: 283 +31 = **314**

Weeshie-Washie & Coldness Railway – Thomas Kok (Black)

Builds: None
POINTS: 248 +41 = **289**

Next turn's races

Race	From	To
45	9S Motherwell	10H Dunbar
46	8S Paisley	10D Banff
47	2S Stranraer	4C Greenock
48	4H Gretna	7D Forfar
49	5H Dumfries	7C Stirling
50	3D Forres	JC Perth
51	3H Carlisle	7S Kilmarnock
52	6C Falkirk	9D Ballater

You may enter up to 6 races (plus any held over – shown in italics). Races that are struck out cannot now be run. After the races, you may build up to 4 points, including known payments to rivals.

GM Notes

Leapfrogs used: None.

Last round of races, and I would appreciate game end statements with your next turn orders, which can be conditional on your final position.

There will be another game starting the turn afterwards. I am grateful to a kind donation of some maps new to me from Mark Cowper.

**Orders to Mike Dommett, 119 Victoria Road, ALTON GU34 2DD
or by e-mail to mike_dommett@yahoo.co.uk by 26th July 2013**

The Bonking Game

Turn 9

Let's start with Paul Wilson this time. "Continue the grudge and bonk Martin Jennings," he writes, continuing "and yes, I have a grudge!" Fair enough. Martin Jennings bonks Nik Luker "because he keeps slipping through with 0/0 each time." Nik Luker bonks Matthew Wale "as it's well known that most whale species are endangered, so with zero bonks to his name Matthew is nowhere near endangered enough."

Matt Wale goes for Andrew Kendall as "the consensus is to Bonk those with no Bonks the previous turn (please someone Bonk me)!" That's an easy wish to satisfy as Andrew Kendall's target is Matthew Wale – "anyone who has a country named after his family must be dubious." Mike Dommett joins in against Matt – "how dare he have an egg beside him?" And that's enough to put Matt out.

In his turn, Mike is Bill Hay's target: "for much the same reason as last turn." Brad Martin decides that "I'll make hay while the sun is shining, and bonk Bill Hay." Al Tabor bonks Colin Bruce "for obvious reasons." Colin opts for Chris Baylis "for no better reason than he might be a distant relative of one of my (mad as a mongoose) ex-bosses."

Graeme Morris may have Chris in his sights, too: "Alas, poor Chris (Baylis).' He seems doomed, so I may as well direct my fire elsewhere. So let's see: eeny, meeny, miney, Mike (Dommett). There, you see, Mr Tabor, I don't bear a grudge (but your name has been noted)." However, Matt Shepherd does have Chris in mind: "Chris Baylis 'cos I don't have much time and he is the first name on the list." And our second casualty this turn.

In revenge Chris has a Poem for us:
"It looks like soon I won't be starting,
Thanks to dear Mr Brad Martin.
He hitted me with all his might,

So now I have him in my sight.
I had thought we may get along,
But now I fear he needs a bonk:
Bonkety Bonkety Bonkety Blammer,
Brad Martin's just met my hammer.”

Tim Macaire chips in with a bonk for Mark Cowper “because he promised me doughnuts.” Mr Cowper targets Nik Luker as there’s “still no room for Doughnuts (Paul – Bagel or Doughnut is a term we use in tennis when you lose a set six-love, i.e., an ‘O’).” And, finally Andrew Burgess lets fly: “There are too many Andrews left in this game for my liking, so I nominate Andrew Kendall; besides, his 00 rating seems to make him a likely target, especially following Mike Dyer’s sudden demise last time!”

This turn’s scores

Player	Self	Total
Chris Baylis	2	4
Colin Bruce	1	2
Andrew Burgess	1	1
Mark Cowper	1	2
Mike Dommett	0	2
William Hay	1	2
Martin Jennings	1	2
Andrew Kendall	0	2
Nik Luker	0	2
Tim Macaire	0	0

Player	Self	Total
Brad Martin	1	2
Graeme Morris	1	1
Matthew Shepherd	1	1
Alan Tabor	1	1
Matthew Wale	0	3
Paul Wilson	0	0

Self is the number of self-bonks (to date); Total is the number of bonks this turn.

What’s this about?

The name of this game goes back to more innocent times and the game has also appeared under other titles. Each turn, each player bonks (= nominates) another recipient of this magazine who’s still in the game. Those who are bonked enough times in a turn are out and can’t bonk anyone else. Last man standing wins.

The game is open to anyone who receives *To Win Just Once*. Players just have to send me the name of another TWJO recipient (from the list above) and give a reason (it doesn’t have to be significant). Players who don’t bonk someone else bonk themselves (and self-bonks are cumulative from turn to turn). The nominations needed for ejection will reduce as the number of players goes down.

(If you read TWJO and I’ve left you out of the list, drop a line to TWJO@pevans.co.uk and I’ll add you in next time. If you don’t want to be included, just wait and you’ll be out next turn.)

**Send your bonk to Pevans at
180 Aylsham Drive, UXBRIDGE UB10 8UF or
to TWJO@pevans.co.uk by 2nd August 2013**

**The Light that Failed
Star Trader game 6 – Turn 9**

The factor for HOLYOKE was watching the communications with concern. The ARCHANGEL ship was overdue at Tau Ceti.

“What’s the latest?”

“Debris fields...”

“The AIA terrorists?”

His number four nodded.

“But where’s our ship? Our instructions are clear, but I can’t carry them out.”

HOLYOKE ARBITRAGE had a mixed Quarter of results. On one hand their ship, the Ludlow, was accepted on the scientific expedition (OP 15) and will return in 4 quarters. On the other, their Leviathan Hull failed to make its jump, provoking a cash flow crisis as their loan had to be paid back this Quarter. All but two Warehouses were sold, empty cargo pods went from the Leviathan but this was not enough and reluctantly their Battle Comm-equipped ship was put under the hammer, raising 140% of the purchase price. That was enough to repay the Federation Bankers and a further loan was NOT taken out.

QUASAR ENTERPRISES bought Political Connections level 6, which will allow it to buy more Factories.

THE ASSOCIATION OF INTERSTELLAR ANARCHISTS intercepted the ARCHANGEL liner Kathy Jones, which attempted and failed its emergency Hyperjump, and was destroyed as it lay helpless.

ARCHANGEL LINES loaded passengers for Beta Hydri, Tau Ceti and Epsilon Eridani, but not for Mu Herculis, because the Kathy Jones had been blown to bits.

MONOGRAM INDUSTRIES loaded passengers to Epsilon Eridani. And tried not to blush.

Epsilon Eridani saw GAMLEPCO selling 11 Alloys for 7 HTs each and gaining a Dealership. GATES-LEARJET tried to sell at 8, but were expecting too much. HOLYOKE ARBITRAGE sold 2 Isotopes for 5 HTs each.

At Tau Ceti BELISAR POLITICAL sold 12 Alloys for 9 HTs each and got a Contractorship. QUASAR bought 6 Isotopes for 2 HTs each. MONOGRAM tried to buy Spice and failed since it wasn’t available. Their Captain waved a languid pseudopod and claimed to be merely in need of rest and counselling.

GAMLEPCO used its Market Manager Position to sell 12 Alloys for 14 HTs apiece at Mu Herculis with the increased demand. BELISAR sold 5 Isotopes on Contract. GATES-LEARJET tried to sell a Monopole for 9 HTs but were undercut by Market Manager MONOGRAM, who sold 16 units for 8 HTs each.

Only Spice was traded at Sigma Draconis this Quarter. The ASSOCIATION OF INTERSTELLAR ANARCHISTS bought 5 for 13 HTs each, GATES-LEARJET and

MONOGRAM sold a couple each for 10 and 12 HTs, respectively, and HOLYOKE bought 1 on Contract.

At Beta Hydri the AIA sold 1 Spice for 14 HTs and MONOGRAM sold 2 for the same price. The AIA sold 2 Monopoles for 14 HTs each, after which MONOGRAM sold 13 at the same price and gained a Dealership. HOLYOKE's bid of 15 to sell and QUASAR's of 18 were both too high.

Press

At least someone likes our insurance package. Prospective customers should contact their local AIA representative (assuming they're not in solitary).

Can we not combine to destroy these terrorists?

Sigma Draconis freedom workers are political prisoners: free them now!

Corporation Table

Corporation letter and name	Connections Bus/Crim/Pol	Init'v Bid	Turn order	Cash Rep'n	Player
A Archangel Lines	6 0 3	2	5th	534 40	Howard Bishop
B Monogram Industries	10 0 4	0	8th	654 36	Andrew Burgess
C Quasar Enterprises	10 0 6	0	7th	264 36	Mark Cowper
D Belisar Political	10 0 9	32+4	2nd	492 40	Mike Dyer
E GamLepCo	6 0 5	5	4th	330 30	Martin Jennings
F Holyoke Arbitrage	10 8 2	34	1st	81 40	Przemek Orwat
G Gates-Learjet	10 4 2	0	6th	167 32	Bob Parkins
H Association of Interstellar Anarchists	3 6 9	10	3rd	11 N/A	Paul Evans

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

GM Notes

You cannot trade a good at a system if there is no market there for it. It is not possible to buy or sell Spice at Gamma Leporis, as an example.

News

EV 6 took place this turn, a new planet in the Mu Herculis system for exploitation.

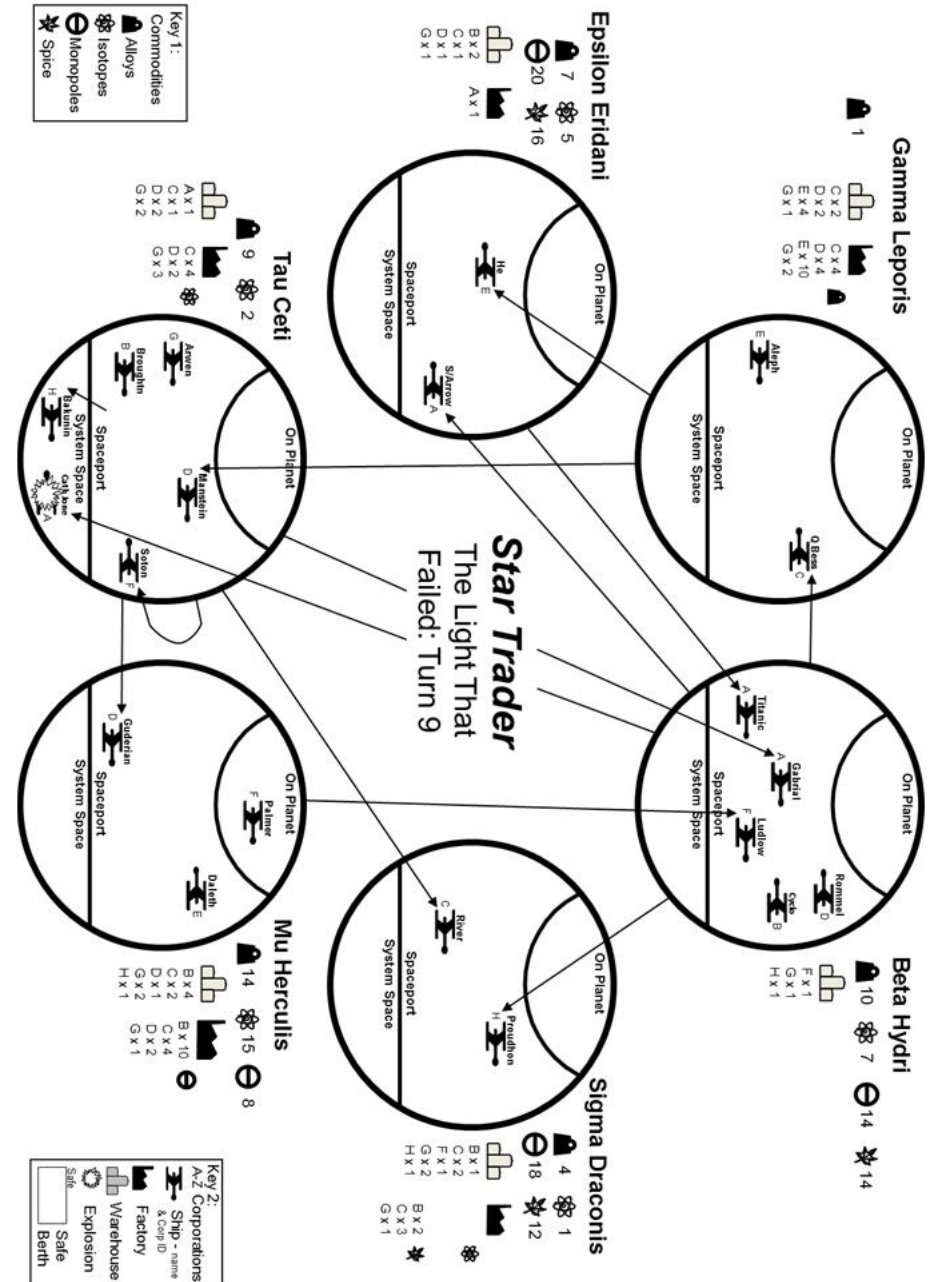
Turn 10 C4, C6
Turn 11 C3
Turn 12 P4
Turn 13 **P9**

OP 15 was taken by HOLYOKE and its ship will return on Turn 14.

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

There was one new News chits this turn. Current chits are (new in bold):

Orders to Mike Dommert, 119 Victoria Road, ALTON GU34 2DD or by e-mail to mike_dommert@yahoo.co.uk by 26th July 2013



Les Petites Bêtes Soyeuses 264

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

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

Orders for March 1666 to Pevans at 180 Aylsham Drive, UXBRIDGE UB10 8UF, UK or lpbsorders@pevans.co.uk by Friday 2nd August 2013



February 1666

As always, the first priority of the month is to settle affairs of honour. Arsène Est starts us off, electing to meet Donald O'Grady first. Est is by far the bigger man – not that O'Grady is small, but he looks it against Est. O'Grady uses a two-handed sword in an effort to even things up, but the slowness of his blade, coupled with his inferior expertise, may leave him at the mercy of Est's sabre. Both men have two seconds with them: Pierre Bezukhov II and Pierre Cardigan for Est and Etienne Brule and Uther Xavier-Beauregard for O'Grady. Est goes for a furious slash, but O'Grady has anticipated this: he blocks the slash and jumps out of the way of the cut. Then he launches his attack, aiming to get it in while Est is recovering his ground. He's too slow, though, and his slash takes effect at the same time as Est's. O'Grady concedes the fight as he's weak from old injuries and can't afford many more.

Next up are Etienne Brule and Eric de Miabeille, continuing the enmity between the Dragoon Guards (Brule) and the Queen's Own Carabiniers (de Miabeille). O'Grady pops up again, this time as Brule's second, swapping the roles they had earlier. De Miabeille has no second, but does have a sabre to pit against Brule's rapier. Brule anticipates a furious slash from his opponent, so he blocks and dodges. However, de Miabeille opens with a slash before starting on a furious slash. Brule's block still works, but he takes a hit from the following slash. Brule's lunge evens the score, only for de Miabeille's cut to strike home. This is too much for Brule and he surrenders.

Est's second opponent is Tomas le Matelot, whose seconds are Pierre Cardigan and Pierre le Sang. Hang on; Cardigan is also Est's second! He acts as neutral

referee, leaving le Sang and Bezukhov to support the principals. Est is still the much bigger man, but O'Grady's earlier blow has reduced his stamina and this is reckoned an even match. The two men have sabres, but le Matelot is more skilled. Both men wait a beat and then initiate a furious slash. They slash together, they cut together, they surrender together. Cardigan rules it an honourable draw and both men retire for medical aid.

Filling a hole

Affairs of state occupy Viscount Gustav Ind this month. He breezes in to the Ministry of State and greets his staff cheerily, "All right, chaps. Anything important happening? No? Right, I'm off to the Fleur with Helen – see you next month." As he's leaving, he sticks his head back round the door, "Oh, appoint Al-Aboutt Commissioner of Public Safety, would you." And he's gone.



Minister Ind has several candidates to choose from next month as Al-Aboutt's tenure expires.

Eglise de Sant-Suplice wants to get rid of the Colonel of his regiment, the Crown Prince Cuirassiers. He calls in enough favours to be confident of getting rid of the man and then Bill de Zmerchant adds his influence. However, Charles Rabbit-Vacuum is against the idea. He is able to use just enough influence to introduce an element of doubt. Clutching at this straw, the Colonel clings on. He admits Dick D'Asterdly to the regiment and D'Asterdly buys himself a Captaincy.

New boy Charles de Gaullible applies to the Grand Duke Maximilian Dragoons and Chopine Camus accepts him. De Gaullible is just a trooper. However, he's mobilised, along with the rest of the regiment – and, indeed, the Princess Louisa Light Dragoons – when Dragoon Brigadier Uther Xavier-Beauregard sounds "Boots and Saddles", ordering the whole Brigade into action. The GDMD's officers are expecting this, but PLLD Lieutenant-Colonel Charles Rabbit-Vacuum has to pack his bags in a hurry. He just has time to complete the purchase of a couple of bonds in the Fleur de Lys.

Possibly more surprising is that Yves Vrai Bretheauteque volunteers the Dragoon Guards as well. Having just bought a promotion to Major, Etienne Brule finds that he is on his way to the frontier rather than spending the month in

Paris's clubs, as he'd planned. Even being freshly appointed as Aide to General Tomas le Matelot does not excuse him from joining his regiment in action.

Feeling pressurised by the CPS's demands for money, Tourtière Mangetout thumbs his nose, donates the money to the Orphanage and makes a hasty exit from Paris, heading for the Frontier regiments.

Running the gauntlet

Despite the departures from Paris, the Fleur de Lys is packed out as two rival events take place at the start of February. Quasi Le Bossu (with Guinevere d'Arthur at his side) is hosting the Boozers and Bellringers while the first week of Euria Humble's prayer meeting gets under way. The guests entering the club pass under the gaze of a man in Arab dress seated on a camel. He carefully notes the name of everyone who enters. It must be our Commissioner of Public Safety, Sheikh Yadik Al-Abowt. The presence of several shabbily-dressed "Witch-smellers" is a dead giveaway. The witch-smellers are particularly animated when Quasi arrives at the club. He responds by half drawing his sword when he hears them mutter "Witch!" Then he strides across, removing one glove and reaches up to strike Al-Abowt across the face with it. However, in his wake several of those entering the club make a point of greeting the man on the camel and handing him a purse: Egon Mad 2, Jacques le Franc and Jacques Shitacks are all in a hurry to give away their cash.

First (alphabetically) to join Quasi is Arsène Est, who brings Jacky Tinne with him. Eric de Miabeille is without a 'plus one'. Lothario Lovelace escorts Josephine Buonoparte. Charlotte de Gaulle accompanies Monty Carlo. With freshly purchased Captain's insignia on his uniform, Pierre Bezukhov II brings Belle Epoque. And Warren Peece has Ingrid la Suède on his arm. Quasi inspects his guests carefully for any sign of a turban or "Turkishness", but they all appear to be fine upstanding Frenchmen. Apart from Bezukhov, who gets a tongue-lashing and then a challenge from Quasi for his involvement in the recent prosecutions.

Euria Humble and Edna Bucquette are dressed soberly for their prayer meeting and Bible recital and Euria carefully scrutinises the clothing of all his guests. First on the guest list as Armand Slice, who brings Mary Huana with him – both



are dressed in black. Bill de Zmerchant is unaccompanied and can be heard asserting in a loud voice that they should be burning more Cathars in this cold weather. Emma Roides arrives with Connor McKnight. Dick D'Asterdly arrives without a date, but wearing his nice new uniform. This immediately gets him into a dispute with Armand as they're in

enemy regiments. Luckily Dick gets some support from a colleague as Eglise de Sant-Suplice arrives with Leia Orgasma. Once challenges have been exchanged, Eglise and Leia settle down to some "discreet wassailing".

Jacques le Franc arrives at the prayer meeting on his own. Marmotte d'AI brings Marie Antoinette – their dress is sober and so are they: no drinking this week. Pierre le Sang brings Kathy Pacific. As the latest bondholder in the club, Pierre looks at the place with a different eye. Rick O'Shea is the last and he is on his own. Except for the grand entrance by CPS Sheikh Yadik Al-Abowt, now in his black uniform and helmet. As always, his entry is accompanied by the faint sound of portentous musical chords. However, the Sheikh is in a good mood (well, he's just been handed a pile of cash as well as re-scheduling his loans – not to mention a large loan from Donald O'Grady) and can be seen crossing off the names of everybody at Euria's do from his list. A modest "Wassail" can be heard in the background.

There should be a third event at the Fleur, but Jacques Shitacks' wine and cheese party can hardly be called an event. It consists of Jacques, Madelaine de Proust and Egon Mad 2. As already noted, Gustav and Helen are also in the Fleur, but keeping well away from the parties. So too are Pierre Cardigan and Fifi. Richard Shapmes finds another way of staying away from the partying in the Fleur: he's in Bothwell's with Ella Fant. And Arnaud Surfinmaise takes Betty Kant to the Blue Gables.

Come week 2 and the competition for the second week of Euria's prayer meeting is the Minor Saints' Society's meeting in Hunter's, hosted by Monty Carlo. With Charlotte at his side, Monty welcomes the unaccompanied Bill de Zmerchant and Dick D'Asterdly (sporting a large Orthodox cross in honour of St Cyril) and several couples. Lothario Lovelace brings Josephine, Marmotte d'AI escorts Marie, Pierre Bezukhov II has Belle on his arm and Warren Peece brings Ingrid.

Euria's guest list has dwindled a bit. Arsène Est (with Jacky) and Egon Mad 2 join the meeting after attending other parties the previous week. Armand Slice (plus Mary), Connor McKnight (with Emma), Eglise de Sant-Suplice, Pierre le Sang (and Kathy) and Rick O'Shea all return for a second helping. Armand and Eglise renew their mutual challenge over their regimental affiliations.

Jacques Shitacks' one guest this week is Tomas le Matelot, who brings his conquest of the previous week, Alison Wunderlandt. Tomas makes an excursion to the gaming tables only to lose the 1,200 crowns he bets – he does at least get some status for his panache. Quasi Le Bossu arrives, too, but he doesn't meet Jacques' entrance requirement and gets no further than the door.

Gustav Ind and Pierre Cardigan are in the Fleur again, showing a good time to Helen and Fifi, respectively. Bothwell's is the location for Eric de Miabeille, who escorts Anna Rexique. Arnaud Surfinmaise and Betty are back in Blue Gables.

Meanwhile there is uproar in Montmartre as the black-clad minions of the Commissioner of Public Safety descend on (sorry, climb up to) the area and conduct a purge of “fallen women”. Several wagon-loads of local women are despatched to the Bastille for trial as witches. Three are found guilty and publicly burned with Al-Abowt capering maniacally around the flames with ‘Witch-Smeller Pursuivant’ Jean d’Homme.

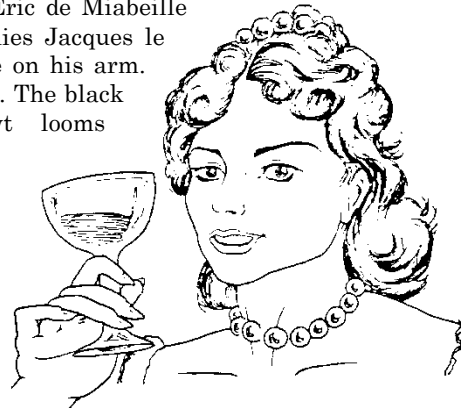
Heads up

Despite a lack of competition in week 3, Euria’s guest list dwindles further, but he (and Edna) are joined by Quasi Le Bossu (with Guinevere) and Pierre Bezukhov II (plus Belle), cleansing his soul “in readiness for my new duties”. The regulars are Connor McKnight and Emma, Eglise de Sant-Suplice, Lothario Lovelace and Josephine and Pierre le Sang and Kathy. Jacques Shitacks and Madelaine are on their own, while Gustav Ind and Helen and Pierre Cardigan and Fifi are still in the Fleur.

Eric de Miabeille and Anna are in Bothwell’s again, as are Warren Peece and Ingrid. And Arnaud Surfinmaise and Betty have the Blue Gables to themselves once more. Sheikh Yadik Al-Abowt can be found, with his Public Safety agents, at the city gates. Here he has the head of Jean-Luc Beauchamp l’Rojik set above the gates – after he’s kicked it around a while. “Fear not, Jean-Luc,” he addresses the gruesome object, “thy shall not be alone for long as Le Bossu will soon join you.”

The last week of the month sees Pierre le Sang and Kathy Pacific hold a dinner at the Fleur – and outclass the last week of Euria’s prayer meeting. The 53rd Fusiliers have been specifically invited and their CO, Armand Slice, is at the top of the list, arriving with Mary (luckily she doesn’t know he was paying court to another woman the week before). The other guests start with Donald O’Grady, who has Jacky Tinne on his arm. Now she was last seen with Arsène Est, but he’s found something else to do with the second half of his February. Donald needed no further encouragement, having spent two fruitless weeks on Jacky’s doorstep, but a duel will be required. Eric de Miabeille brings Anna. Laura de Land accompanies Jacques le Franc. Lothario Lovelace has Josephine on his arm. Richard Shapmes arrives, escorting Ella. The black uniform of Sheikh Yadik Al-Abowt looms ominously in the doorway as the CPS turns up with Katy. Last on the list is Warren Peece, whose ‘plus one’ is Ingrid, as usual.

Euria’s much reduced congregation consists of Connor McKnight (plus Emma), Eglise de Sant-Suplice, Pierre Bezukhov II (with Belle), Quasi Le Bossu (escorting Guinevere) and Rick



O’Shea. Edna is with Euria, of course, and Eglise makes a brief excursion to Pierre’s bash to exchange further insults with Armand.

The Fleur remains home to Gustav Ind and Helen, Jacques Shitacks and Madelaine and Pierre Cardigan and Fifi. The other clubs are completely empty!

Jacques de Gain has decided to be anti-social: he spends his month in the gym with his rapier. Gar de Lieu is also out of the public eye: three weeks practising with his sabre is followed by a visit to the sculptor working on his statue of Indie Spencible to check on progress. He still manages to fit in sending a payment to the offices of Public Safety, though. Jacques le Franc fills the two weeks between parties with cutlass practice. Richard Shapmes does the same with his rapier. Arsène Est’s two weeks with his sabre will no doubt help him with the duel he has coming up as his absence allows Donald O’Grady to pinch Jacky from him. Monty Carlo spends two weeks practising two-handed sword and Tomas le Matelot practises sabre for two weeks.

A few others fit in the odd week’s practice. One of these is Egon Mad 2 (rapier) who wraps up the month with a trip to the Bawdyhouses for some female company. Dick D’Asterdly does exactly the same, but the new boy attracts the attentions of the footpads. He’s managed to spend all his money, though. Bill de Zmerchant is the last visitor to the red light district – his courting having gone nowhere the week before. Rick O’Shea was there the week before. Marmotte d’Ai is out of public view, passing the second half of February with Marie.

As the month comes to an end, the buzz in Paris is that His Majesty has summoned the Minister of State and Minister of Justice to the Louvre next month. They are likely to be there for two weeks to discuss matters such as the recent rise in witch burnings...

Win some, lose some

The Guards Brigade (well, just the Royal Foot Guards really, but Brigade HQ is in action too) continue their operations against the Spanish in the Pyrenees. They are reinforced by the Dragoon Brigade and the Dragoon Guards. The Dragoon Guards are on picket and patrol duty, keeping an eye out for any approaching reinforcements and making sure the besieged forces get no support from the locals. They have a quiet month. Colonel Yves Vrai Bretheauteque is brevetted to Brigadier-General as a result. He is Mentioned in Despatches (“the boy done good”) and collects a couple of hundred crowns of booty. Major Etienne Brule is sulking as he didn’t expect to be here! He still gets a Mention.

Results are mixed for the Dragoon Brigade as they join the Royal Foot Guards at the sharp end of the siege. The Grand Duke Max Dragoons take a pasting as the enemy musketeers find their range. Colonel Chopine Camus has little effect on proceedings and gains no rewards. Lt-Colonel Dexter Sinistre shows some personal bravery, dodging the musketballs to be Mentioned twice (“nice little mover!”). Captain Was Nae Me has a rough introduction to military life with

musketballs zipping past both ears. His name goes into the Despatches as well (“Yes, it was him”). Private Charles de Gaullible follows his commander’s example and keeps out of harm’s way.

Princess Louisa’s Light Dragoon attack the Spanish ramparts with some success. However, Lt-Colonel Charles Rabbit-Vacuum thinks his horse can jump the enemy’s defences. It can’t. Rabbit-Vacuum is thrown, landing on his head with an audible crack. A broken neck is the diagnosis: RIP.

Brigadier Uther Xavier-Beauregard gets into the action and collects 400 crowns of loot. His Brigade Major, Jacques As, does better, pocketing nearly a thousand crowns and getting a footnote in the Despatches. Xavier-Beauregard’s Aide, Subaltern Frele d’Acier, survives happily.

The Royal Foot Guards take advantage of the PLLD’s success to complete the victory, overrunning the Spanish positions. Colonel Devlin Carnate grabs 1,500 crowns worth of plunder, which he counts carefully. His number 2, Lt-Col Amant d’Au, manages 1,700 crowns. What’s more, he is Mentioned in Despatches, which brings him a Knighthood. New Captain Jean Jeanie survives a close encounter with an enemy pike to snatch 1,200 crowns worth of booty for himself. He, too, is Mentioned in Despatches (“Good start from the new boy”). Brigadier Ali Vouzon makes do with a Mention of his own, reducing his cash reserves by sending money to the CPS. There’s a Mention for Brigade Major Voulo Vault. Major Vault takes 1,200 crowns of loot as well.

Frontier regiment 3 takes another beating and Subaltern ‘X4’ finds the death part of his “death or glory” strategy. RIP. The other volunteers are both attached to Frontier regiment 2. Brigadier-General Armand de Luce and 53rd Fusilier Lt-Colonel Tourtière Mangetout swap war stories for an uneventful month. ❖

Press

Matters of Honour

Dear Editor

I must announce some startling news. I seem to have attracted the attention of our Commissioner for Public Safety for daring to suggest that he may have made some errors of judgement in causing the murder of my good friend and loyal servant of France Ilk La Bartat, as well as a vendetta against the Royal Marines and now the King’s Musketeers. He has called me a ‘witch and heretic’; me, who spent my formative years playing in

the Belfry of Notre Dame with my father’s maid, Esmerelda.

Using my contacts in the foreign office from when I was in Government under Minister D’Or, I decided to look into this Sheikh. Sadly the man is not a real Sheikh: I can reveal that he was born in Budapest, Hungary under the name Heinrich GrosseFrau von Bluse in the year 1631. Enlisting in the army, he disappeared in the Ottoman Empire’s conflict with the Habsburgs in 1663, but can clearly be seen in pictures in the court of Sultan Mehmed IV,

dressed in a turban and robes. I have a pen copy and the resemblance is too close not to be the same man. He is clearly a deep undercover spy for the Ottomans or Habsburgs or both and has used intoxicating drugs to worm his way into the Cardinal’s Guard in order to try and assassinate our Good Cardinal or, heaven forbid, Le Roi himself. However, his nemesis is at hand.

By God’s will, I challenge Sheikh Yadik Al Abowt to a duel to the death. If I am mistaken, I will spill my blood for France one last time and he will win out. If he loses, God has shown that I was right. If he refuses, which I suspect the yellow belly coward to do so, well that is an answer in itself.

I also announce my intention to run for The Commissioner of Public Safety myself in order to hunt down this traitor and his associates – yes, Pierre Bezukhov II – another Habsburg Agent no less – that is you!

As God is my witness,

† Sir Quasi Le Bossu,

Loyal Servant of Le Roi and France

Social

I will once again be hosting a month-long party.

Weeks 1 to 3: all SL 17+ and mistresses welcome.

Week 4 will be a toast to the B&B for all they have done to boost the morale of His Majesty’s army. Anyone with an up to date membership may attend and anyone of SL 17+.

† Cardigan

To: All of Paris (Excluding any members of the B&Bs, KMs & RMs)
 ‘The trial Burning of Le Bossu’
 I shall be hosting a bonfire party at my club in week 3 of March at which there shall be the burning of an effigy of the suspected traitor, witch and officially recognised ‘potential threat’ to the safety of the realm, Quasi Le Bossu. The Public Safety Ministry welcomes attendance from those loyal subjects who recognise the magnificence of His Majesty King Pevans and all those who do attend will be issued with a VIP ticket to the future actual burning of Le Bossu. Likewise, those who attend will be officially recognised as a ‘Friend of the Realm’ and guaranteed safety from future prosecution.

Honoured Boozers and Bellringers, I am surprised at seeing the current development in your august institution. I hope at some time to be able to join your ranks.

† Dick D’Asterdly

All members of society above SL 21, plus members of the CG and all Ministers, are invited to join the Minister of State for the whole of next month to talk about the future. All costs will be met on your behalf. Members of the King’s Musketeers are welcome to attend if they meet at least one of the above criteria.

The Minor Saints’ Society is pleased to celebrate the feast of Saint Frances of Rome on March 9th. All gentlemen and their ladies are most welcome to

attend. We meet at Hunter's during week 2.

† Sir Monty Carlo

Announcements

Aides, I am looking for Aides,

I am in desperate need of an Aide to help me perform the simplest of functions. As pointed out last month, I am a victim of my own cheese closet and now need help to get dressed and someone to run for me. Understand, actually running is beneath someone of my high status, but perhaps if I watch someone else performing this loathsome task, I might perchance lose weight by participation!

Apply to the General Offices

Yours,

† General Shitacks

Note that I am an equal opportunity employer – you are damned if you do, and damned if you don't.

Regimental Letters

Greetings, Colonel Chopine Camus

I wonder if I could be admitted to your fine regiment. I know that I am but a lowly peasant, but my father 'as seen fit to furnish me with a horse and I am skilled in the use of weapons. I would be looking to join as a private and work my way up the ranks.

If you do consider this, then I would forever be indebted to yourself and worry not about being seen in public places with the likes of myself. I would gladly not attend the event you wished to attend.

Yours obediently,

† Charles de Gaullible

Sir,

You are a credit to France. It is so refreshing to find an honest man prepared to start at the bottom (of a horse in our case) in order to make their way in the world.

I regret that I am unable to offer funds to aid you in your climb to the higher levels of France's elite, but I am in no doubt that – god willing – you will soon be elevated from the rank of private.

NB the regiment is on active service in February, so please ensure your affairs are in order before presenting yourself to the recruiting officer. This letter will ensure your admittance into the regiment.

† Camus

Personal

To General Si Bill De Zmerchant

Dear Si Bill,

Just a quick note to let you know that I'm off to the front for a while and to remind you that Thomasina has stated that she is not interested in you (like most of the females in Paris, it appears). If you remember, the last time we met in the Bois I had a sabre and you had that useless monstrosity (not Monty Carlo, your double-handed sword). I hit you, you hit me, then I hit you again and you surrendered. I hope your wounds are healing well and you don't have to go to the Front for several months to recuperate again.

Yours,

† Jacques As, Major GDM D

P.S. Sorry about the missing rs. I thought you were a big enough one already.

Baron Sheikh Yadik Al-Abowt
Commissioner for Public Safety

To: Quasi Le Bossu

It is noted with concern your repeated references to the late witch, sodomite and libeller Ilk Lamore Bartat. Need I remind you that this villain met his end following the exposure of his crimes and under proper sentence through His Majesty's Court of Law? Your actions since Bartat's demise give further cause for concern: my illegal expulsion, at your command, from the Boozers and Bellringers; the organising of a wake for Bartat; the issuing of press lamenting Bartat's execution. Hardly the kind of activities that one would expect from a loyal servant of the crown.

Notice is therefore given that the Public Safety Ministry is now placing you under official surveillance and categorises you as a 'potential threat' to the safety of the realm. My agents will watch your every move and so to all future meetings of the Boozers and Bellringers Club, which is now classified as 'a suspect organisation'. Foolhardy is the man who seeks to challenge the authority of His Majesty's Ministers and to defend the name of a convicted witch. The law will prevail and the flames of justice will rid us all of the menace of the black arts, wherever it may lurk.

† Baron Sheikh Yadik Al-Abowt
Commissioner of Public Safety

My Dear Commissionaire, there's some idiot pretending to be you trying to extract funds from me under threat of punishment. I sent the churl away with a flea in his ear

† Charles Rabbit-Vacuum

To: Viscount Madd

My Dear Viscount,

On behalf of the Public Safety Ministry may I commend you for your recent invention, the 'Treasonometry', and for its capability in respect of verifying the guilt of the late villain, Bartat.

I would be interested in utilising this for future trials and thus perhaps we can come to an agreement as to the patenting of this device. Likewise, if your expertise extends to the creation of a similar contraption that could positively aid to the conviction of witches the Ministry would be extremely grateful.

† Baron Sheikh Yadik Al-Abowt
Commissioner of Public Safety

Are you worried about accidentally committing Treason?

Are you concerned about possibly being a Heretic?

Now you can be sure and correct yourself before the courts do it for you.

Treasonometry testing is now available for BOTH Treason AND Heresy.

Contact Viscount Egon Madd for your personal test before it's too late.

To: Count Euria Humble and Count Jacques Shitacks,

My Dear Counts,

Your respective reactions to the recent conviction of the infamous witch Ilk Lamore Bartat are most commendable, particularly as there are others who seek to contest the sentence of the court.

As Public Safety Commissioner I hereby award you both the status of

'Friend of the Realm' and exclude you both from future prosecution.

† Baron Sheikh Yadik Al-Abowt
Commissioner of Public Safety

Major As, it's my understanding that Sir Monty Carlo has been entertaining a honey bee from Scotland.

Messrs As and d'Acier would be well advised to note how annoying mosquitoes can be; they are not better than gentlemen, but they are capable of having some unpleasant side effects. They write of the "honour" of the Grand Duke Max Dragoons, yet they take the first opportunity to desert the field of battle and return to their life of luxury in Paris. If they wish to earn honour, perhaps it is time they volunteered for a frontier regiment to show their true worth. If they will do that, they will be more than welcome to attend the meetings of the Minor Saints' Society. Also, as a gesture of good faith, I shall pass on the sum of 300 Crowns to His Majesty, that he may do with it as he sees fit, and call upon them to do likewise with any booty they may receive while on their next spell of active service.

† Sir Monty Carlo

Cher Bill de Zmerchant: And when they said they had a whip round, you know exactly what that means!

Lord Percy Percy says, as umbrellas are fashionable, a speech from Pierre Cardigan requires one to be fashionable, especially if sitting in the front row.

To: Paris

I wish it to be known that recent press statements alluding to my application to join the Royal Marines are extremely misleading. The only reason I applied to join this sordid, squalid and miserable excuse for a regiment was due to my investigations into the late witch, and RM Colonel, Ilk Lamore Bartat.

Only an imbecile or a traitor would seek to be a RM and, since I am neither, I trust this finally clarifies the situation.

† Baron Sheikh Yadik Al-Abowt
Commissioner of Public Safety
Major, Cardinal's Guard
Honorary member, 69th Arquebusiers

Baron Sheikh Yadik Al-Abowt

Many thanks for your unpleasant threatening letter of the 15th January. I am very grateful for your clarification that you are basically just extorting money for your own devious ends.

Regarding my imminent incarceration on trumped-up and entirely false charges, I am dismayed to hear that the catering in the Bastille has tailed off in recent times. I had heard that prisoners travelled from all corners of this fair country to sample the delights of Terrine de Roach as their last meal.

Although I can see that it would make total sense to comply with your request, alas I am not a sensible man. I am driven entirely by the need to sample fine food and wine and, between you and me, you can get a lot of decent andouillette for 300 crowns. Furthermore, I have never even spoken to the Count d'Or nor do I

have any thoughts about our King other than that he undoubtedly has our best interests at heart.

The consequence of all this tiresome preamble is that I will unfortunately have to decline your kind offer. Should you feel the need to take the matter further, I can make myself available for arrest, torture and goading between the hours of 2am and 3am on Saturday at La Maison de la Lanterne Rouge. While I am not averse to Trio of Rat with a Urine Jus on occasion, if you could see your way to providing a bit of variety in the rodent department I would be much obliged. I understand Fricassée of Shrew works well with a cheeky Beaujolais.

Kind regards,

† Tourtière Mangetout

Dear Baron Sheikh Yadik Al-Abowt,
With regards to your recent fund raising request for the ministry please find enclosed a loan of 300 crowns to assist with costs to organise

Points Arising

Next deadline is 2nd August

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

a suitable event in a suitable location. May I suggest the Fleur and some time in the next few months?

I would be delighted to co-host said event and assist in covering the costs for those gentlemen of Paris who do not often have the opportunity to visit the Fleur.

I look forward to your response on this matter of funding the important work of His Majesty's government.

† Marquis Tomas le Matelot

Poetry Corner

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

Found scratched on a privvy wall
near to Hunters
To my Valentine:
Roses are red ,
Violets are blue,
Honey is sweet
And so are ewe.
Meeehh!

† The Privvy Poet

Absent friends

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

AdA Amant d'Au (David Brister) has NMR'd. Total now 1
SN Sebastian Nuisance (Paul Appleby) has NMR'd. Total now 1
X3 (Rohan Keane) has NMR'd. Total now 1

GM (Mike Dyer) has been floated as Mike's moving house.

PGTW (Gerald Udowiczenko) has been floated due to work pressures.

Fleur bonds

The estate of the late Count Zachary The Money Goes has one remaining bond in the Fleur de Lys club available to buyers. Not to mention the two recently bought by the sadly deceased Charles Rabbit-Vacuum. The bonds have a nominal value of 1,000 crowns and provide the owner with a share in the club's profits (paid quarterly). Offers in the region of 1,500 crowns should be made to the offices of Sue, Grabbit and Run, lawyers.

Notes

The *En Garde!* rules are available to LPBS players at a reduced rate: see any month's Points Arising web page at www.pevans.co.uk/LPBS; or send a cheque (payable to Margam Evans Limited) for £8.40 (inc postage to UK

Announcements

Connor McKnight applies for Commnr. of Public Safety

Donald O'Grady asks NPC Division Commander of Frontier Division to resign

Duels

Results of February's duels:

Sebastian Nuisance didn't turn up to fight Was Nae Me and lost SPs.

Arsène Est (with PB2 & PC, gains 1 Exp) beat Donald O'Grady (with EB & UXB).

addresses) to LPBS, 180 Aylsham Drive, Uxbridge UB10 8UF.

There's a Yahoo! group for *En Garde!* players that provides a forum for players of different games to swap stories and ideas. Sign up and get talking at: <http://games.groups.yahoo.com/group/EnGardePlayers/>

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

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

Pierre Cardigan applies for Minister of War

Quasi Le Bossu applies for Commnr. of Public Safety

Sheikh Yadik Al-Abowt applies for Commnr. of Public Safety

Eric de Miabeille (gains 1 Exp) beat his enemy Etienne Brule (with DOG).

Tomas le Matelot (with PC & PIS, no Expertise) drew with Arsène Est (with PB2 & PC, no Expertise).

Grudges to be settled next month:

Ali Vouzon (Rapier, 5 rests) has cause with Tomas le Matelot (Sabre, Seconds PC & PIS, adv.) over Alison.

Armand Slice (Sabre, Seconds PIS & TM, adv.) and Dick D'Asterdly (Sabre, 3 rests) have mutual cause for being in enemy regiments.

Armand Slice (Sabre, Seconds PIS & TM, adv.) and Eglise de Sant-Suplice (Rapier, 3 rests) have mutual cause for being in enemy regiments.

Arsène Est (Sabre, Seconds PB2 & PC, adv.) has cause with Donald O'Grady (2-Hand, Seconds EB & UXB, 1 rests) for pinching Jacky.

Quasi Le Bossu (Sabre, 1 rests) challenges Sheikh Yadik Al-Abowt (Rapier, Seconds PB2, adv.).

New Characters

Mike Dommett gets the Second son of a wealthy Baron: Init SL 7; Cash 500; MA 3; EC 4 (X1).

Martin Jennings gets the Bastard son of a very wealthy Merchant: Init SL 2; Cash 450; MA 4; EC 2 (X2).

Tables

Other Appointments

King's Escort: Ensign N	Captain N
Cardinal's Escort: Ensign N	Captain LL
Aides: to Crown Prince N	to Field Marshal AE
Provincial Military Governors: N/N/N/N/N	
City Military Governor N	Adjutant-General DOG
Inspectors-General: of Cavalry N	of Infantry N
Commissioner of Public Safety __	
Chancellor of the Exchequer JS	Minister of Justice GdLi
Minister of War __	Minister of State GI

Shows who holds appointments outside military units:

ID for Characters, N for NPC, __ for vacant, CPS for additional posts held by the CPS.

Quasi Le Bossu (Sabre) challenges Pierre Bezukhov II (Sabre, Seconds SYAA, adv.).

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

Challenges to be voted on:

Quasi Le Bossu challenges Sheikh Yadik Al-Abowt for murdering his friend ILB and being a traitorous spy and drug dealer.

Quasi Le Bossu challenges Pierre Bezukhov II for being a traitorous spy.

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.

Army Organisation and 1666's summer Deployment

First Army (Defence)	TIM/EB/N3/N
Guards Brigade (Defence) - RFG CG KM	
Second Army (Assault)	PIS/_/N5/CMK
First Division (Assault)	QLB/N/_
1st Foot Brigade (Assault) - RM PM	
2nd Foot Brigade (Assault) - 13F 53F	
Second Division (Assault)	RS/N/_
3rd Foot Brigade (Assault) - 27M 4A	
4th Foot Brigade (Assault) - 69A Gscn	
Frontier Division (Assault)	N4/N/ROS
Frontier Regiments (Assault)	
Third Army (Field Ops)	N1/N/N5/JdG
Cavalry Division (Field Ops)	MC/N/TM
Horse Guards Brigade (Field Ops) - DG QOC	
Heavy Brigade (Field Ops) - ALC CPC	
Dragoon Brigade (Field Ops) - GDMD PLLD	

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

Brigade Positions

Guards Brigade	AV/N/VV	First Foot Brigade	__/_/JIF
Horse Guards Brigade	WP/N/N5	Second Foot Brigade	N2/N/N4
Heavy Brigade	BdZ/_/EdSS	Third Foot Brigade	N6/N/N1
Dragoon Brigade	UXB/FdA/JA	Fourth Foot Brigade	__/_/N1

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

Frontier Regiments

	(Siege for Mar-May)				
Colonel	<u>F1</u>	<u>F2</u>	<u>F3</u>	<u>F4</u>	<u>RNHB</u>
	N6	N3	N1	N4	N4
Attached					
Also at the Front					

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

Battle Results

Guards Brigade: 2	Frontier regiment 1: 4
Royal Foot Guards: 2	Frontier regiment 2: 3
Dragoon Brigade: 3	Frontier regiment 3: 5
Grand Duke Max's Dragoons: 5	Frontier regiment 4: 3
Princess Louisa Lt Dragoons: 2	RNHB regiment: 4
Dragoon Guards: 4	

Femmes Fatales

No	Name	SL	Attr	Last
64	Edna Bucquette	18	W	EH
3	Kathy Pacific	17	B	PIS
54	Madelaine de Proust	17		JS
35	Katy Did	16	I	SYAA
42	Maggie Nifisent	16	B	
55	Jacky Tinne	16		DOG

Regiments		RFG	CG	KM	DG	OOCALC	CPC	RM	GDMD	PM	13F	PLLD	53F	27M	4A	69A	Gscn
Col	DC	EH	JdG	EdM	N4	N2	N2	CC	CC	N6	AV	UXB+ASII	N5	N5	N6	N3	
LCol	AdA	AE	N3	N3	N5+	N6*	EdSS+GM	N3+	DS	N5	N4	TM	N5	N6	N1+	N1+	N3
Maj	N4	GI	N3	N3	N5+	N6*	EdSS+GM	N3+	ROS	N3	N3	N4+	SN	N4	SN	N1+	N1+
Maj	VV+	SYAA	N3	N3	N5+	N6*	EdSS+GM	N3+	JIF+	N3	N3	N4+	SN	N4	SN	N1+	N1+
Capt	N5	LL	N6	N4	N4	N4	N5	N2	N2	N2	N6*	N4	N1	N6	N4	N4	N4
Capt	JJ	PB2	N5	N2	N4	N2	N1	N3*	N3	N4	N1	N3	N4	N2	N3	N5	N6
Capt	N3	N3	N5	N3	N5	N1	N3	WNM	N4	N4	N4	N3	N1	N2	N6	N3	N3
Capt	N1	N5*	N2*	N5*	N3	N6*	N1*	N5	N4*	N4*	N6*	N5	N6*	N6*	N5*	N5*	N1*
Capt																	
Capt																	
Capt																	

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

No	Name	SL	Attr	Last
52	Guinevere d'Arthur	15	B/W	QLB
10	Frances Forrin	14	B	
21	Helen Highwater	14	W	GI
48	Fifi	14	B/W	PC
62	Alison Wunderlandt	14		TIM
11	Laura de Land	13		JIF
16	Ophelia Derriere	13		
26	Ella Fant	13	B	RS
27	Lucy Fur	13	B	
30	Leia Orgasma	13	B	EdSS
45	Cath de Thousands	13		
8	Lotte Bottle	12	B	
12	Charlotte de Gaulle	12		MC
17	Henrietta Carrotte	12	I/W	
28	Vera Cruz	12		
31	Bess Ottede	12	I/W	
1	Sue Briquet	11	B	
4	Anne Tique	11	W	
9	Deb Onairre	11	I	
40	Sheila Kiwi	11		
63	Carole Singeurs	11		
20	Emma Roides	10	I	CMK
33	Anna Rexique	10	I	EdM
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 Banquot l'Idee	9		
2	Betty Kant	8	I	AS
19	Jenny Russe	8	W	
32	Sal Munella	8	W	
41	Marie Antoinette	8	B/I	MdA
49	Mary Huana	8	B/I/W	ASLI
34	Freda de Ath	7	W	
39	Thomasina Tancenjin	7	I	
50	Ulla Leight	7	I	
5	Belle Epoque	6	B/I	PB2
13	Josephine Buonoparte	6	I/W	LL
24	Violet Bott	6	I/W	
15	Ada Andabettoir	5	B/I	
25	Lois de Low	5	B	

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
GI	Viscount Gustav Ind	28 61	Rich	Major	CG/State Min.	9	Helen	Flr	6 Ashley Casey
GdLi	Count Gar de Lieu	27 66	Withy	General/Justice Min.		8		Flr	4 Bill Hay
DC	Count Devlin Carnate	27 F	Comfy	Colonel	RFG/Min w/o Port	10		Flr	2 Bruno Giordan
JS	Count Jacques Shitacks	24 62	Fithy	General/Chancellor		3	Madeline	Flr	4 David Olliver
EM2	Viscount Egon Mad 2	24 59	Withy	Bdr-General/Min w/o Port		9		Flr	3 Tym Norris
PC	Earl Pierre Cardigan	23 64	Comfy	Fld Marshal/Min w/o Port		9	Fifi	Flr	4 Matt Shepherd
JdG	Viscount Jacques de Gain	23 45	Rich	B.Bdr-General	KM/3rd Army QMG	17		Flr	4 Ben Brown
EH	Count Euria Humble	21- 19	Rich	B.Bdr-General	CG/Min w/o Port	16	Edna	Flr	5 Matthew Wale
TIM	Marquis Tomas le Matelot	21 50	Withy	General/1st Army	Commandr	8	Alison	Flr	4 Tim Skinner
QLB	Sir Quasi Le Bossu	18 44	Withy	Lt-General/1st Div	Commandr	9	Guinevere	Flr	6 Mark Cowper
UXB	Marquis Uther Xavier-B'regard	17 F	Withy	B.Bdr-General	PLLD/Drgn Brigadier	9		Both	3 Pete Card
AdL	Sir Armand de Luce	17 F	Withy	Bdr-General		5		Both	2 Francesca Weal
PLS	Baron Pierre le Sang	17+ 63	OK	B-General/2nd Army	Commndr	7	Kathy	Flr	4 Bill Howell
CRV	Sir Charles Rabbit-Vacuum	16	RIP						Mike Dommett
SYAA	Baron Sheikh Yadik Al-Abowt	15 42	Comfy	Major	CG/CPS	5	Katy	Flr	3 Jason Fazackarley
RS	Sir Richard Shapmes	15 41	Comfy	B.Lt-General/2nd Div	Commandr	8	Ella	Both	4 Charles Popp
AV	Marquis Ali Vouzon	15 F	Rich	B.Lt-General/Gds	Brigadier	7		Both	1 Graeme Morris
CMK	Baron Connor McKnight	15+ 50	OK	Bdr-General/2nd Army	QM Gen.	3	Emma	Both	5 Graeme Wilson
AE	Arsène Est	15+ 49	Poor	Lt.Colonel	CG/FMshl's Aide	6	Jacky	Both	6 Ray Vahey
EdM	Marquis Eric de Miabeille	15+ 46	Withy	Colonel	QOC	13	Anna	Both	3 Pete Holland
WP	Baron Warren Peece	14 39	Rich	Bdr-General/HGds	Brigadier	11	Ingrid	Both	2 Pam Udowiczenko
DOG	Baron Donald O'Grady	14+ 69	Comfy	B.Lt-General/Adjutant	Gen	5	Jacky	Both	3 Bob Bost
EdSS	Earl Eglise de Sant-Suplice	14+ 52	Comfy	Major	CPC/Hvy Brigade Maj.	6	Leia	Both	2 Jerry Spencer
ROS	Rick O'Shea	14+ 44	Comfy	Lt.Colonel	RM/Fntr Div Adjutant	3		Both	6 Paul Wilson
JIF	Sir Jacques le Franc	13 36	Withy	Major	RM/1 F Brigade Maj.	12	Laura	Both	6 Charles Burrows
AdA	Sir Amant d'Au	13 F	Withy	Lt.Colonel	RFG	5		Both	5 David Brister
EB	Sir Etienne Brule	13 F	Comfy	Major	DG/Gen's Aide (1st Army)	2		Both	4 James McReynolds

ID	Name	SL SPs	Cash	Rank	Regiment/Appointment	MA	Last seen	Club	EC Player
BdZ	Sir Bill de Zmerchant	13+ 40	OK	Bdr-General/Hvy	Brigadier	5		Both	3 Tim Macaire
MC	Sir Monty Carlo	12 37	Withy	B.Lt-General/Cav	Div Commandr	10	Charlotte	Hunt	4 Andrew Burgess
GM	Gaz Moutarde	12 22	Withy	Major	RM	3		Both	2 Mike Dyer
VV	Sir Voulo Vault	12 F	Comfy	Major	RFG/Gds Brigade Maj.	2		Hunt	2 Mark Booth
PGTW	Pop Goes The Weasel	11 8	OK			3		Hunt	4 G Udowiczenko
YVB	Sir Yves Vrai Bretheauteque	11 F	Withy	B.Bdr-General	DG	5			1 Chris Boote
LL	Lothario Lovelace	11+ 44	OK	Captain	CG/Capt.C's Esc	5	Josephine	Hunt	4 Geoff Bowers
ASli	Armand Slice	11+ 40	Withy	B.Bdr-General	53F	5	Mary	BG	5 David Williams
JJ	Jean Jeanie	10 F	Comfy	Captain	RFG	6			3 Andrew Kendall
CC	Chopine Camus	10 F	OK	Colonel	GDMD	4		BG	4 Stewart Macintyre
TM	Tourtierre Mangetout	9 F	Withy	Lt.Colonel	53F/Cav Div Adjutant	3		BG	4 Howard Bishop
JA	Jacques As	9 F	OK	Major	GDMD/Drgn Brigade Maj.	1		BG	4 Joe Farrell
DS	Dexter Sinistre	9 F	Poor	Lt.Colonel	GDMD	2		Hunt	3 Martin Adamson
PB2	Pierre Bezukhov II	9+ 52	Comfy	Captain	CG/Trpr.C's Esc	2	Belle	BG	3 Carl Chambers
AS	Arnaud Surfinmaise	8 8	OK			5	Betty	BG	5 Nik Luker
FdA	Frele d'Acier	7 F	Poor	Sub'n	GDMD/Bdr's Aide (Drgn Bde)	4		F&P	3 Peter Farrell
MdA	Marmotte d'Al	7+ 28	OK			2	Marie	F&P	2 Neil Packer
DDA	Dick D'Asterdly	6+ 28	Poor	Captain	CPC	1		4	Gerry Sutcliff
X3		5- 2	OK			2		4	Rohan Keane
WNM	Was Nae Me	5 F	Poor	Captain	GDMD	5		RP	3 Mark Farrell
SN	Sebastian Nuisance	3- 4	OK	Major	27M	4		4	Paul Appleby
CdG	Charles de Gaullible	2 F	Poor	Private	GDMD	4		3	Colin Cowper
X4		2	RIP						Martin Jennings

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

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

Cash: Poor = <500, OK = 500-1500, Comfy = 1500-5000, 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+