

That would be enough

This has been issue 164 of *To Win Just Once*, published 6th May 2016. It incorporates *Les Petites Bêtes Soyeuses*, a game of *En Garde!*. Issues are published ten times a year, roughly every five weeks. © Paul Evans 2016

Deadlines

Orders for *Railway Rivals* and *Star Trader* to Mike by Friday, 20th May.

Orders for *LPBS*, *Great White Hunter* and any other contributions to Pevans by Friday, 27th May 2016.

(Next deadlines: 24th June/1st July, 29th July/5th August)

Waiting lists

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

Railway Rivals – the latest game is under way. Pevans, Mike Clibborn-Dyer and Jonathan Palfrey are waiting for the next one. Working map and rules provided.

Star Trader – the current game has just started and there's room for a couple more players (David Buchholz and Jason Fazackarley are waiting for the next one). Rules provided.

Online games

A Few Acres of Snow (at yucata.de): Pevans

Agricola (at www.boiteajeux.net): Pevans, Alex Everard

Castles of Burgundy (at www.yucata.de): Pevans

Concordia (at www.boiteajeux.net): Pevans

Keyflower (at www.boardgamearena.com): Pevans, Brad Martin

Puerto Rico (at www.boardgamearena.com): Pevans, Brad Martin, Al Tabor

Through the Ages (at www.boardgaming-online.com or boardgamearena.com)

Vinci (at www.yucata.de): Pevans

Credits

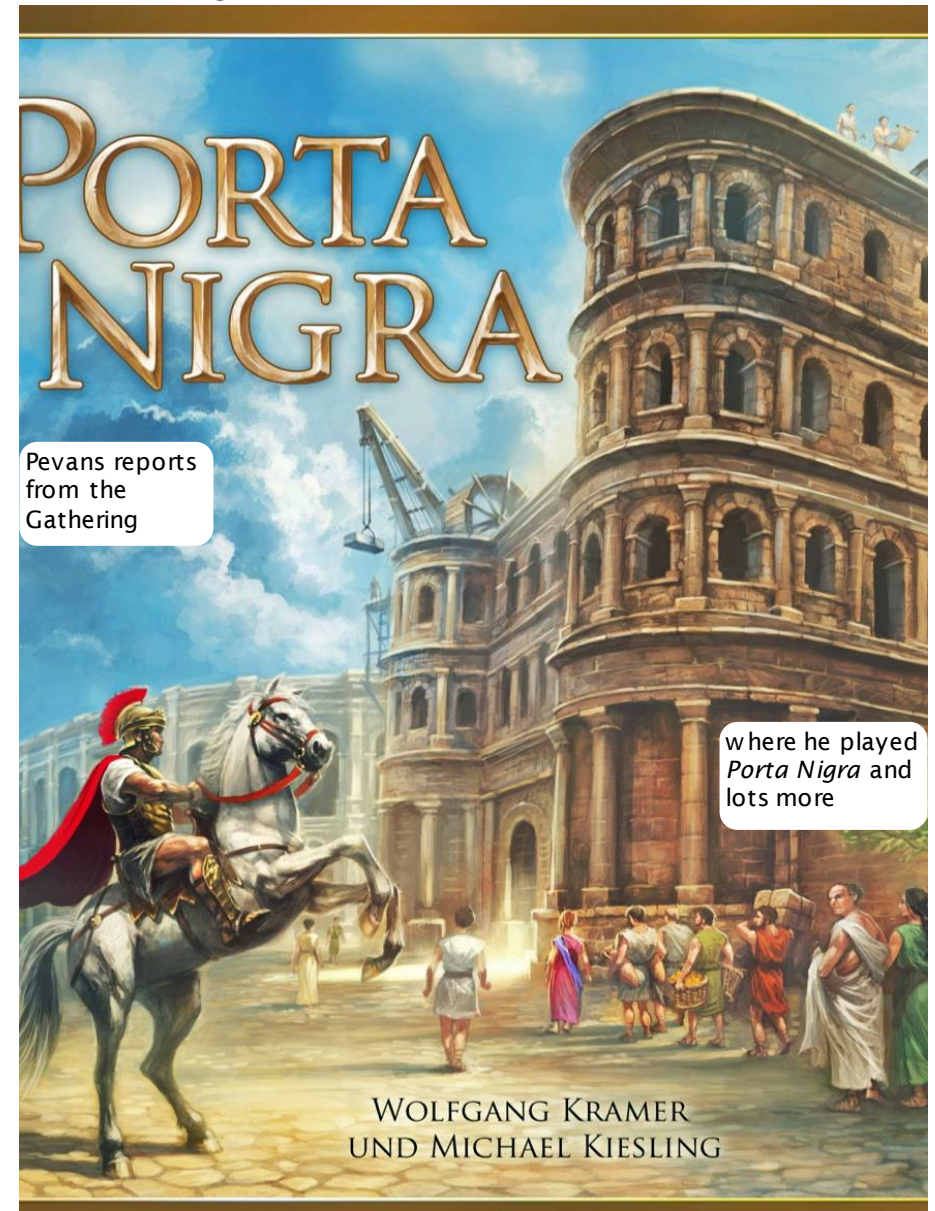
To Win Just Once issue 164 was written and edited by Pevans. The *LPBS* masthead (page 26) is by Lee Brimmicombe-Wood, as are the illustrations on pages 22, 27, 28 and 31. Game and book artwork is courtesy of the publisher. Photos were taken by Pevans, who played with Photoshop.

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

Tel: 020 7183 6256, E-mail: TWJO@pevans.co.uk, Web: www.pevans.co.uk/TWJO

To Win Just Once

(incorporating *Les Petites Bêtes Soyeuses*)



Issue 164: May 2016

(LPBS 295: September 1668)

£2.25 (+ postage)

and online at www.pevans.co.uk/TWJO

Contents

Chatter	3
Letters	4
Back at the Falls	4
Pevans reports from the Gathering	4
About the Gathering.....	4
Reading Matter	13
Games Events	15
Great White Hunter	16
Turn 11	16
Online Games	18
Banwen (<i>Railway Rivals</i> game 11).....	19
Game report – Turn 9	19
Banwen map (Turn 9).....	20
Subscribing to TWJO.....	21
Trader to the Stars (<i>Star Trader</i> game 8)	22
Game report – Turn 4	22
Trader to the Stars map – Turn 4.....	25
Les Petites Bêtes Soyeuses	26
September 1668 (295).....	26
Press.....	32
Points Arising.....	37
Announcements	38
Duels	38
New Characters.....	39
Tables	39
Other Appointments.....	39
Battle Results	39
Army Organisation and 1668's Summer Deployment.....	40
Brigade Positions.....	40
Frontier Regiments	40
Regiments	41
Femmes Fatales.....	41
The Greasy Pole	42
That would be enough.....	44
Deadlines	44
Waiting lists.....	44
Credits.....	44

Chatter

As I was working on this issue of *TWJO*, it occurred to me that round about now must be the fortieth anniversary of writing my first published game review. The game was SPI's *Sniper!* and the publication was *Phoenix* magazine from SPI's UK arm. I stayed in digs for my first year at university and remember typing up the review in my single room there. As I only had that room for a few months it was clearly written in the spring of 1976, though I can't be sure when it was actually published.

Talking of anniversaries, *Les Petites Bêtes Soyeuses* has now been running for 30 years. Okay, it's 31 years since it launched, but I took 1998 off. The current turn is only number 295 as this includes several double turns when I ran two months of the campaign season in one go (nowadays I number both months, just to avoid being consistent). And several current players were there for the first turn. Take a bow: Mike Dommett, Bill Hay, Graeme Morris and Fran Weal. Plus Bob Parkins, who's still playing *Star Trader*.

Thirty/forty years on and I'm still doing it – some people never learn!

My current amusement about the building work at the end of the road is caused by the parking restrictions. Several lengths of the road have a single yellow line with parking forbidden between 9:30 and 10:30 in the morning (and 3:30 and 4:30 pm) – this stops people using the road as a free car park for the station. Walk along the road at 10:31, as I've done a couple of times recently, and you'll see all sorts of cars and vans pulling up and disgorging burly blokes in hard hats and hi-vis jackets. But what do they do for that hour?

The UK Games Expo is only a few weeks away now, so I'm getting excited about this. Mind you, it feels like I've only just got back from the USA. My report on this year's Gathering of Friends follows – though I may well have to split it across this issue and next one. (I won't have time to write up the Expo for next issue, so expect my report from there in *TWJO* 166).

TWJO online

The PDF edition of *TWJO* 163 was downloaded 147 times in April (well, in the last week of March + April). There were 55 downloads of issue 162 in April and 182 in March to take it to 318 in the first two months or so since publication. *TWJO* 161 was downloaded 64 times in April and 52 in March for a total of 482 since publication.

Despite this, the top download in April was my review of solitaire wargame *Ambush*. These appear to have come mainly from BoardGameGeek as it doesn't appear in the top searches that found pevans.co.uk – while "Power Grid deluxe board game" and "the bean trader board game" were. Entertaining as always.

Letters

Chris Baylis was quick to respond to last issue.

It never fails to amaze me how every issue of *TWJO* has a whole series of boardgame reviews when I haven't even heard of the game being reviewed, and I run a games review site ☺

I've noticed the same thing – Chris often writes about games I've never heard of. Check out *Games Gazette* (www.gamesgazette.co.uk) for Chris's pearls of wisdom. Or his game reviews.

Back at the Falls

Pevans reports from the Gathering

Having missed last year's Gathering of Friends, it was a great feeling to be en route to Niagara Falls again. My transatlantic flight took me into Charlotte (a change from my usual hub, Chicago) to pick up a connecting flight to Buffalo. Prepared for chilly temperatures in Buffalo, I was overdressed for the warmth in Charlotte. So was my companion for the rest of the journey, another Gathering regular and all-round good guy, Greg Schloesser (he's also the editor of *Counter*). Greg happened to be on the same flight to Buffalo, which gave us plenty of time to catch up before we got to the hotel in Niagara.

Having checked in, the first thing to catch my attention was the 18-player game of *Mega Civilization* that was going on in the Board Room. If you've read my report from last year's Spiel games fair, you'll know that this is a development of the classic original that extends the board from the Atlantic coast to the Indian sub-continent. Eighteen players is the maximum and I anticipate such a large game will only happen at a big convention like the Gathering.

About the Gathering

This year's event was the 27th Gathering of Friends, which started out as a weekend get-together by a bunch of gamers, led by Alan Moon (now well known as the designer of *Airlines*, *Elfenland*, *Ticket to Ride* et al). The following year they did it again, bringing some friends with them. This is the abiding principle of the Gathering of Friends: everybody who comes is a friend (and is invited by Alan). This makes for a very convivial, relaxed atmosphere in which anyone can walk up to anyone and ask to join or start a game. Never mind six degrees of separation, at the Gathering it's hard to find someone more than two away.

Over the years, the Gathering has expanded in time and space – and moved, too, arriving in Niagara Falls in 2011. Games designers bring prototypes to test and games publishers attend. However, the emphasis remains on playing games and having fun. The event would be recognisable to anyone who's attended a UK convention. It consists of people playing games – most of which they've brought with them. I always have a good time and meet up with old friends.



The eastern end of the *Mega Civilization* board with the game in progress

The annoying thing is that it ended up being scheduled before I arrived, so I couldn't take part. Talking to some of the participants, it seems they brought the game to a satisfactory conclusion after some 10 hours play. Apart from the 18 players, two others assisted with running the two trading groups (East and West) to speed things up. The people I talked to were happy to have taken part, but thought they probably wouldn't try it again. My aim is to get a game at a UK event (MidCon anyone?), but I don't expect it will be the full 18.

After a bite to eat, I hunted out my roommate – Pete Card, as usual. He was with one of our Gathering buddies, the ever-enthusiastic Walter Hunt. We decided to try *Porta Nigra*, the 2015 game from designer duo Michael Kiesling and Wolfgang Kramer, published by eggertspiele (et al). We roped in Rik van Horn as our fourth player – and teacher as Rik had played it before. As you'd expect with a Kiesling and Kramer game, this has lots of ways of scoring points through clever, interlocking mechanisms.

Although the game's board is square, the playing area is a circle, divided into four quadrants. Depending on which quadrant their 'master builder' piece is in, players will be able to buy a particular colour of 'brick' and build certain buildings – these score points differently in each quadrant. The bricks are actually little plastic building storeys which stack up nicely to make realistic looking buildings which players mark with a pawn in their colour. In between buying 'bricks' and using them, players have to store them in the appropriately coloured bays of their player board. Managing your stock of bricks is clearly a key element of the game.

The actions players can take each turn are also limited by their hand of action cards. A clever touch is that each card gives the player a number of actions as well as the types of action. Having played a card and carried out actions, players draw another card. The round ends when all players have played all their cards. Thus you know what actions you will get through the round, but not the order in which they will be available.

The game lasts a set number of rounds, depending on how many are playing, but may be cut short. The final scoring at the end of the game seems to be where most points are scored. Based on this experience, I'd say a lead before the final scoring is useful, but not necessarily decisive. *Porta Nigra* is a clever game that I thoroughly enjoyed playing and will certainly be playing again. It gets a provisional 8/10 on my highly subjective scale.

That was enough for me on my first evening – it was five in the morning on my internal clock, after all. The following morning Pete and I went for breakfast in the hotel. Now, the hotel doesn't actually have a restaurant. It has TGI Fridays and Rainforest Café. Breakfast at Fridays was ... indifferent. We'd definitely be trying somewhere else the next day (following what I think of as the American model of not breakfasting in the hotel).

Back to the games: Ken Hill, another Gathering acquaintance of many years, recruited Pete and me for some play-testing. For this we joined our old sparring partner, Leo Tischer, and Scott Tepper. The prototype was a science fiction-themed game from the designers of *Fleet*. The first rule of testing prototypes is that you don't talk about testing the prototype. So let me just say that the game features a roundel-style mechanism for gathering resources while players' actions are constrained by the dice rolled by the first player each round. We had good fun and it felt like the game was almost finished. We had some discussion afterwards, but I don't think it needs any more than tweaking. I look forward to seeing the finished article.

Pausing for coffee – the hotel doesn't do coffee, it has a Starbucks – I finally bumped into my (and Pete's) regular gaming buddies, Ann and Steve Lesnik. Coffee in hand, I followed them back to the games where we decided to give *The Gallerist* a try. This is the latest game from designer Vital Lacerda and caused a stir at Spiel last year. I missed it there, so was eager for an opportunity to try it. Kris Gould, designer of some fine games himself, spotted us setting up and



Just to prove I do get out of the hotel, here's what's a few hundred yards away (with Canada in the background)



The Gallerist in play – yellow's been kicked out and about to get an extra action

stopped by to teach us. This was a great help as *The Gallerist*, like Senhor Lacerda's other games (*CO2*, *Kanban*, *Vinhos*), is a very complex game.

The idea is that players are sponsoring and promoting artists and making money from selling their works – most money wins the game. The centre of the game's large board shows the players' 'art galleries' around a central plaza. Between the galleries are action spaces. Moving your 'gallerist' pawn to one of these allows you to take one of the two related actions of that space. One interesting mechanism is what happens when a gallerist is moved to an occupied space. It replaces the piece already there, but the 'kicked out' player then gets an extra action – albeit at a cost. This gives players something else to consider when deciding what action to take.

The board also has spaces for: stacks of artists' works in four categories; contract cards for players to sell works of art; media tokens for promoting artists; the international market with immediate and game-end bonuses; stacks of 'tickets', used to move 'visitor' pawns between galleries where they are needed for certain actions. On top of this, each player has their own board with spaces for: the works of art they own; the contracts they've taken on; their 'assistant' pawns, which can be recruited and then deployed for some actions; tickets held; reputation tokens earned. Phew!

Despite all this, playing each turn is pretty straightforward. It's deciding what course of action to take that is difficult. There are clearly lots of ways of scoring points through the game. The trick is finding a path that works better than the other players' routes. I survived my introduction to *The Gallerist* with minimal brain melt and thoroughly enjoyed the game. I am keen to play it again, so it gets a provisional 8/10 on my highly subjective scale.

After an early dinner, I and a few others were roped in to play one of Kris Gould's prototypes. This seemed to be at an early stage of development – to me it seemed over complicated, so I'll be interested to see what Kris does to it next. Following this, Mike Young introduced us to his quick-fire game, *Meteor* (published by Mayday). This is a co-operative card game that plays in five minutes. It has five one-minute sand-timers to make sure of this. The idea is that a stream of meteors is heading for Earth: players must destroy them all to win the game.



It starts with a bunch of meteor cards being dealt out (face down, which gives an idea of their size, but not the exact value). Each player gets a hand of cards showing rockets, fuel and technologies and the first timer starts. Each player can have at most one rocket on the 'launch site' in front of them, but all players can add cards to any launch site. Once a rocket has enough of the right fuel, the player calls "launch" and fires the rocket at a meteor. If the rocket is big enough, the meteor is destroyed (a tactical subtlety is that a weak rocket lets you find out the exact strength of a meteor).

When the first timer runs out (or everybody passes), players get additional cards and the next timer starts. After all five, the players win if they have destroyed all the meteors. Otherwise all life on earth is wiped out. So to speak. A key point is that players cannot talk to each other – until someone play a 'communications satellite' card. This leads to much frantic scanning of the table to see who's played what and the tricky decision of whether to play cards in front of you or hang on to them to add to someone else's rocket.

Meteor is terrific fun and a great little filler (though it does need a bit of set-up). We enjoyed it so much, despite losing, that we immediately re-set the game and played again. No way were those pesky meteors going to have the last word! It gets a provisional 8/10 on my highly subjective scale.

For Thursday's breakfast Pete and I headed a couple of blocks along the street to a bar Pete had found earlier in the week that offered an all-day breakfast. At 8 am it was pretty empty, but breakfast was definitely on offer (I spotted a selection of craft ales, too, but left them for another occasion) and was much better than we'd had the day before. The bar became our regular breakfast venue for the rest of the week with an increasing number of other Gathering attendees showing up...

Back at the hotel, I bumped into Steffan O'Sullivan, an old gaming buddy and always a delight to play games with. He was looking for others to play a game he'd just acquired, so Pete and I were quick to join him. The game in question

was *Xenon Profiteer* (designed by "T. C. Petty III", would you believe, and published by Eagle/Gryphon). The title did not fill me with enthusiasm, but the company did.

Xenon Profiteer is a game of brightly coloured glossy cards. The aim is to 'distil' Xenon from the atmosphere and use it to fulfil contracts that require more or less Xenon. Contracts provide money immediately and points at the end of the game. As you'd expect, contracts with more money have fewer points and vice versa. Each player starts with a standard distillation card, which summarises their options each turn, and a deck of 10 cards comprised of air (Nitrogen, Oxygen, Krypton and Xenon) and a couple of standard 'upgrade' cards. Players shuffle their cards and draw five as their starting hand.

Anyone who's played *Dominion* will anticipate what's coming next. And they'll be wrong. Well, mostly wrong. Players' immediate aim is to get rid of the other air cards from their hand, leaving them with Xenon cards they can store and use to complete contracts. However, their one 'distil' action each turn only removes one element from their hand (unless they put their plant on 'overtime' and distil twice). Distilled cards are removed from the player's deck.

It can take several turns to get any Xenon, by which time you have very few cards left. You then need more Xenon, but the only way to get it is to add another 'packet' of air: one card of each element. More distilling is required. The result is a constant churn of cards through players' decks, a very different take on the idea of deck management. Upgrade cards can be used to make the process more

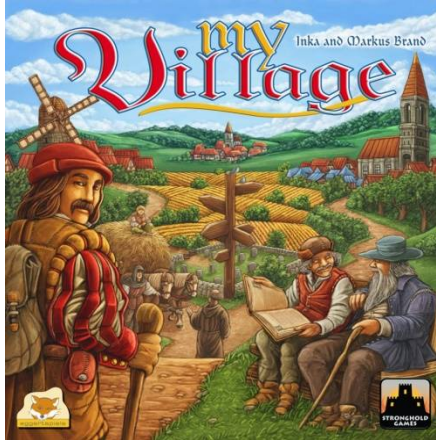


Playing *Xenon Profiteer*—available cards in the middle with lots of air to the left

efficient, but cost money to buy – though this can be reduced with the ‘Bid’ action. Players can always draft contracts, completing them for money and points.

Xenon Profiteer is a cracking little game, despite my initial misgivings. It cleverly stands the deck management idea on its head, providing a game that flows quickly and reaches a speedy conclusion. I give it a provisional 9/10 on my highly subjective scale and will be looking for the opportunity to pick up a copy.

After a break for some warm, brown water from Starbucks (okay, there was probably some caffeine involved too), I joined Herb Levy (the man behind Gamers Alliance) and Gathering stalwarts Ravindra Prasad and June King to try *My Village*. I passed on *My Village* at Spiel, on the assumption that it was an expansion for *Village*. However, it is actually a stand-alone design from the same designers, Inka and Markus Brand, and publisher, eggertspiele (with the English language edition from Stronghold).



While the original game had players competing for the actions available in a single village, on the central board, *My Village* gives each player their own village (board). Actions are powered by the dice which the first player rolls each round. As with the original game, time and death are key elements of the game. Taking certain actions means a player’s ‘Grim Reaper’ pawn moves on. When it completes a circuit, one of the player’s worker pawns ‘dies’ and is placed in the central graveyard, contributing to the ‘story’ of the village (and thus scoring points).

The actions players can take in their turn are denoted by printed ‘banners’, either black or white, with numbers. Players choose two dice, add up the pips and can take the action/s with the matching number. Thus players are more likely to be able to take a ‘7’ action than a ‘12’. Depending on the banner colour, players can take just the one action (black) or all of them (white). White banner actions seem to be less powerful – until you get several of them with the same number.

Actions allow players to: produce goods, money and other resources; attract customers (to buy goods); add buildings (cards) to their village; send out travellers; expand their church; recruit monks; set up a council chamber. There are a lot to choose from and each will provide some benefit in terms of money, resources or the ‘story’ points needed to win the game. Clearly you can’t expect to do all of these. As with *Village*, players have to work out their own route to success and do so more effectively than their opponents.

I enjoyed *My Village* rather more than I did *Village*. I can’t put my finger on just why, but I suspect that having my own board, rather than fighting other players for the actions on the central board, has something to do with it. I also like the square cards used. The shape has no effect on game play, I just like it. *My Village* gets a provisional 7/10 on my highly subjective scale.



After dinner, I bumped into Steffan again and he had another game to try: *Die Tore der Welt: Das Kartenspiel*. This is the card game based on the board game based on the Ken Follett novel, *World Without End* (*Die Tore der Welt* in German), that is a sequel to *The Pillars of the Earth*, on which a board game was also based. Confused? Ignore it all. This is a neat little card game, designed by Walter Schranz and published (in 2012) by Kosmos – one of many Kosmos titles that has not had an English language edition. Marion Adam and Linda Pedlow, two more Gathering stalwarts, joined us for a four-player game.

The game has a neat card mechanism for players to keep track of their resources and victory points. It is played over 24 rounds, divided into two chapters – players must pay taxes at the end of each chapter, but have the preceding rounds to make sure they can (probably) afford to do this. Each round starts with one player drawing an event card. Once this has taken effect, it is positioned with a corner pointing at each player and indicating the bonus for the first player. In turn, players play an action card from their hand, either using it to take resources or points, according to their corner of the event card, or use the action on the card.

Each action card shows differing numbers of the different resources, so players have to decide how best to use each card. They can only pick up their played action cards by playing the “pick up cards” action or when they have played all their cards. However, the important function of the action cards (and some events) is to allow players to turn resources into points. The player with the most points wins, of course.

Die Tore der Welt: Das Kartenspiel is not a particularly deep game, but it does offer some tricky decision making and is good fun. It is slightly hampered by all the text being in German, but old hands like us take this kind of thing in our stride. I give it 6/10 on my highly subjective scale.

Having enjoyed that, we went on to *Karuba*, one of the new line of family games from children’s game specialist, Haba. Designed by Rüdiger Dorn, it’s a fairly light exploration game. Each player has their own board with a grid of squares. To start with, players place ‘adventurer’ pawns in the same positions on the edges of their board and the matching ‘temple’ pieces on other edges. The aim of



Karuba is almost over: I just have one more explorer to move...

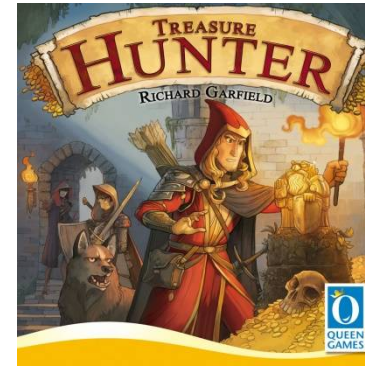
the game is then to build a network of pathways – by laying tiles across the grid – to link each adventurer with their temple.

In *Take it Easy!* style, one player then shuffles their tiles and draws one at a time: all players place the same tile from their set. Tiles can't be turned, but don't have to match tiles they're placed next to. Alternatively, a player may discard the nominated tile and move one of their adventurers. In a neat touch, the more useful a tile is for placing on the board, the more useful it is for moving adventurers too. Some tiles show a gem or gold nugget and these are picked up by an adventurer who ends their move on that space.

The game ends if all tiles are out or anybody gets all their adventurers to their goals. Players score points for the gems and gold they've picked up along the way, as well as the points they get for each adventurer that reaches their temple (more points the earlier the player achieves this). *Karuba* isn't too demanding, but there are some tactical subtleties and it's good fun. It gets a provisional 6/10 on my highly subjective scale.

After this, I introduced the group to *Game of Trains*, which went down well enough that we played twice (I think they didn't want me to get away with winning the first game!). The group then dispersed, only for Linda and me (separately) to find Carl Olson teaching *Treasure Hunter*. We joined Pete, Steve and Greg (who I hadn't seen much of since we arrived) to play this Richard Garfield design from Queen Games.

It's essentially a card game. Each round, players compete for treasures and then have to get past a bunch of thieving goblins. There are three pairs of treasures, matching the three suits of 'Adventurer' cards. The player with the highest value set in a suit gets one treasure, the other goes to the player with the lowest value



set. Players then have to play 'Watchdog' cards to keep off the goblins. Anyone without strong enough dogs loses money to them, which is collected by the player with the highest total of watchdogs. On top of this there are action cards and other bonuses that may come into play.

What makes the game is how players assemble their hand of cards before going for the treasure. Initially, everybody's dealt cards at random – even with six players this isn't all the cards, so players can't be sure just which cards are in play. Players chose one of the cards to keep, pass the rest on, choose another from the cards they've been passed and so on. The decision facing each player is what to go for and the bad news is when someone else starts collecting the same thing.

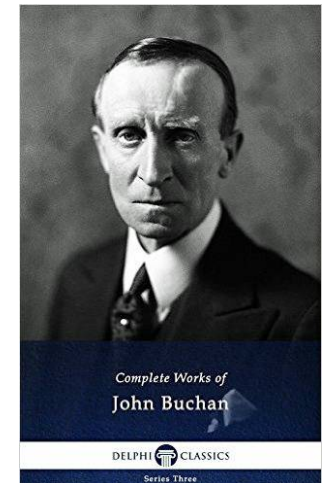
For me, the most interesting thing is how the game develops each round. Players extrapolate from what others did the previous round and try to work out what they're going to do this time. Though, of course, the treasures and goblins in play will influence players' choices. It's a neat game that plays smoothly and entertainingly (especially with the company I was in), but I'm not sure I need to play it again. I give it 5/10 on my highly subjective scale.

That brings me to the end of Thursday, my second full day at the Gathering and I will leave things there – the second instalment will be in *TWJO* 165 next month.

Reading Matter

I've been working through my e-book "The Complete Works of John Buchan", as I mentioned last year. The three books I think of as featuring "The Gorbals Die-Hards" (they start as a group of deprived Glaswegian urchins who have set up their own version of the Boy Scouts) are called "The Dickson McCunn" trilogy here. Certainly the first one, *Huntingtower*, focuses on the fifty-something retired grocer finding adventure as he embarks on a walking holiday in the Highlands.

Re-reading the story, I was struck by Buchan's evocation of the landscape. He seems to be describing places that are very familiar to him. Dickson McCunn's glee as he steps out into the heather across the hillsides is palpable. The other feature is the warm reception and help he gets from



the country folk. The plot may be about rescuing a Russian princess held hostage by some desperadoes (we are in 1920 here), but the heart of the book is the Scottish landscape.

Interestingly, the same is true of *The Thirty-Nine Steps*. Once he's set up the plot, Buchan wastes no time in getting his hero, Richard Hannay, out of London and into the Scottish countryside. His delight as he hikes into the hills is just the same as Dickson McCunn's in the later book.

The second Gorbals Die-Hards/Dickson McCunn book, *Castle Gay*, has two of the leading lights of the Die-Hards embroiled in their own adventure when they embark on their own walking tour. They are both older: Dougal is a 'cub' reporter on a powerful Scottish newspaper, despite his political differences with the paper's proprietor, "wee" Jaikie is a student and rugby international (at the start of the book he scores the winning try for Scotland against Australia). Like the other Die-Hards, they have benefitted from Dickson McCunn's patronage.

The plot involves a scheme against Dougal's boss, who ends up tramping the hills with Jaikie as Dougal organises things – including enlisting Dickson McCunn's help. The story introduces a fictional central European country where a Ruritanian-style royal family has been replaced by a hard-bitten international Communist regime. Buchan's treatment of the youthful Crown Prince is interesting: Dickson McCunn is quite smitten, seeing him as a re-incarnation of Bonnie Prince Charlie.

There's an echo of *The Thirty-Nine Steps* in *Castle Gay*, too. Hiding from his pursuers, the newspaper proprietor, like Hannay before him, is mistaken for a political speaker and ends up on stage advocating policies he is completely opposed to.

The final novel in the series is *The House of the Four Winds*, set in Evallonia, the country we first learnt about in *Castle Gay*. Jaikie ends up there on a walking holiday across Europe while Dougal is there on an assignment for his newspaper. They get involved in the overthrow of the nasty Communist regime, resolving the rivalry between the Royalist faction, supporting Crown Prince John, and a suspiciously Fascist (to my eyes) green-shirted youth movement. As part of this, they enlist Dickson McCunn again – conveniently passing the summer in the nearby Tyrol for his health.

One of the features of Buchan's novels is the way the same characters keep cropping up. Thus, in *The House of the Four Winds*, our protagonists have the support of Sir Archie Roylance, who was also involved in *Huntingtower* and is, of course, a buddy of Richard Hannay's. He and his wife turned up in *The Courts of the Morning*, too.

I've had great fun re-reading these books and discovered an interesting thing. Buchan described his stories as "shockers," rather than thrillers, and said that he pushed things to the very edge of probability, just stopping short of the actually

impossible. The coincidences are very visible in all the books, and I'm amused by this take on Sherlock Holmes's famous dictum ("...when you have eliminated the impossible, whatever remains, however improbable, must be the truth").

Games Events

Coming up in a couple of weeks' time is the 27th Beer & Pretzels games weekend: 21st and 22nd May. As always, this is organised by the Spirit Games team and held in Burton-on-Trent (at the Town Hall). It's essentially an open gaming event with a substantial games library, courtesy of Spirit Games, plus the odd tournament. While the emphasis is on board games, there will be wargaming and role-playing as well. For more information, see www.spiritgames.co.uk and follow the Beer & Pretzels link (top of the page, towards the right).

And just two weeks later is this year's UK Games Expo, now expanded to three days – 3rd-5th June – at the NEC. Tournaments and events (and accommodation) remain at the Hilton Metropole Hotel, but the trade hall is in Hall 1 of the NEC proper for the first time. The Expo has been getting bigger and bigger, but this is still a big step for the organisers: let's hope it pays off. As usual, it's packed to the gunwales with traders, demonstration games, participation games and tournaments (plus open gaming in the evenings) across every sort of game. See you there! For more information and booking, the website can be found at: www.ukgamesexpo.co.uk

This box concentrates on events I expect to attend.

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

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.

UK Games Expo: 3rd-5th June 2016 at the NEC (Hall 1 and Hilton Metropole). This is a public event that showcases games of all sorts with a huge trade hall plus demonstration and participation games and guests. For gamers there are lots of tournaments and open gaming. For details see www.ukgamesexpo.co.uk

Spiel: the board games event of the year. 13th-16th October 2016, at the Messe (Exhibition Centre) in Essen. Contact Friedhelm Merz Verlag, Postfach 210250, Bonn, 53157 Germany or see www.merz-verlag-en.com

MidCon: 11th-13th November 2016 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>

Great White Hunter

Turn 11

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

What's this about?

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

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

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 of 1 point. So if A and B hit the second square of that lion and C gets the third, C gets 5 points, A and B 2½ each.

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

After 12 turns or when the board is clear (except for any snakes), the player with the most points wins.

Shots and scores

I'm not sure what Chris Baylis is on: "After successfully chasing the Twelve Monkeys until I bruised the willy of one of them, I am now travelling West, popgun in hand, in search of a Sasquatch, Wild Party or a Flower Powered Hippie." He finds an Antelope.

Brad Martin opines "I think I must be firing blanks..." before helping Tim Macaire finish off an Antelope. Charles Burrows takes a sighting shot at a bush before taking out the Antelope at the bottom right. He has a bit of help from Mike Dyer and Ray Vahey. Andy Kendall finds another Antelope to boost his score.

Rob Pinkerton, Gerald Udowiczenko and Graeme Wilson finish off the Gorilla towards the top left.

Plenty of points on offer for the final turn: will Rob Pinkerton hold off Graeme Wilson for the win? And it's even closer for third place...

Player	Shots	This turn	Total
Chris Baylis	H16,G16	4	15.92
Andrew Burgess			6
Charles Burrows	C4,Q18	1.33	8.83
Mike Dommatt	B19,F18	0	8.75
Mike Clibborn-Dyer	Q18	1.33	15.58

Key

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

Other symbols

	X	Missed shot
Upper case = this turn, lower case = last turn, Strike out = dead animal		

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

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

Player	Shots	This turn	Total
Alex Everard			5
Joe Farrell			1
Tony Hinton-West			2
Bill Howell			5
Andy Kendall	C18	4	10.25
Nik Luker			15
Tim Macaire	P9	2	13.5
Brad Martin	P9	2	7
Graeme Morris			5
Craig Pearson			2.67
Rob Pinkerton	E2	1.33	21.33
Matt Shepherd			10.42
Gerald Udowiczenko	E2	1.33	2.33
Pam Udowiczenko	G18, I8	0	5
Ray Vahey	Q18	1.33	13.08
Matthew Wale	N5,F16	0	7
Graeme Wilson	E2	1.33	19.33
Paul Wilson	Q10,F18	0	14.75

Send your final shots to Pevans at
180 Aylsham Drive, UXBRIDGE UB10 8UF or
to TWJO@pevans.co.uk by Friday, 27th May 2016.

Online Games

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

Game 34 of *Brass* (at brass.orderofthehammer.com) was a disaster for me: 107 points and last place. Mike was third on 127, Steve second on 135 and this game's ringer, 'VladVexx', won with 149. The next game is going badly (for me), too.

Brad Martin's interested – along with me – in playing *Keyflower* at Board Game Arena (BoardGameArena.com). If you'd like to join us, let me have your ID at BGA and I'll invite you in.

Al Tabor pointed out that boardgaming-online.com now has an implementation of the new edition of *Through the Ages*. He, Brad Martin and I have started a game – anyone else interested in trying it?

There's a longer list of games on the back page and I'd love to get a few more games started.

Banwen (Railway Rivals game 11)

Game report – Turn 9

BLACK SHEEP RAILWAYS benefitted from races through their western fiefdom to stay ahead. TRAVELLING HOPEFULLY RAILWAYS and ARRIBA ARRIBA ARNDAL (grateful for their Rhymney tunnel) are neck and neck at the halfway stage. STEAM MACHINES & FUNICULARS paid large amounts to run into the western ports and are not doing so well, but haven't given up and continue to build through the valley sides expensively.

Race results					Scores			
					AAA	BSR	SMF	THOR
17	11	Pontypool	32	Rhymney	20			
18	26	Caerphilly	56	Any Port	20	OJR	OJR	10
19	66	Gilfach Goch	24	Bargoed		1OJR	1OJR	
20	12	Blaenavon	51	Any Port	20+5			10-5
21	45	Aberfan	31	Tredegar			10+2	20-2
22	52	Ferndale	52	England		20+8	10-7	+3-4
23	63	Ystrad Rhondda	56	Senghenydd	+3	20-5		+2
24	46	Treharris	55	Barry or Penarth		+6	10-6	20
TOTAL					41	90	9	90

JR = Joint Run; ERP = Exchange of Running Powers

Builds and points

BLACK SHEEP RAILWAYS (BSR),
Gerald Udowiczenko – Black

Builds: None

Points: 231 +59 = **290**

TRAVELLING HOPEFULLY RAILWAY (THOR),
Jonathan Palfrey – Green

Builds: (F75) – G76 – G77 (-3, incl 1 to AAA)

Points: 184 -3 +54 = **235**

ARRIBA ARRIBA ANDALE (AAA),
Mike Dyer – Blue

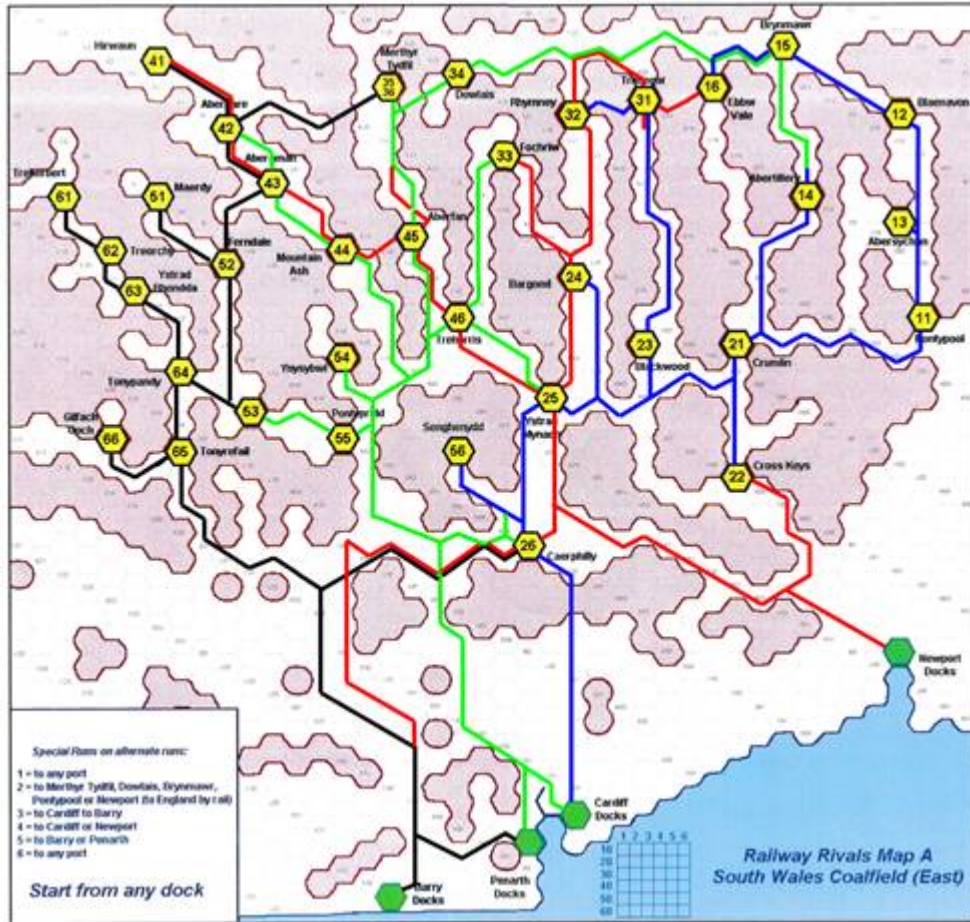
Builds: None

Points: 162 +1 +68 = **231**

STEAM MACHINES & FUNICULARS (SMF),
Martin Jennings – Red

Builds: (B74) – Ebbw Vale

Points: 78 -3 +29 = **104**



Next turn's races

Race	From	To
25	64 Tonypanydy	41 Hirwaun
26	14 Abertillery	55 Barry or Penarth
27	66 Gilfach Goch	53 No Name
28	52 Ferndale	51 Any Port
29	24 Bargoed	12 Blaenavon

30	45	Aberfan	S6	Any Port
31	25	Ystrad Mynach	33	Fochriw
32	36	Merthyr Tydfil	S3	Cardiff or Barry

GM Notes

Each player may enter up to 5 out of 8 races each turn – held over races (in italics) don't count towards this limit.

Many races may require Joint Runs or Exchange of Running Powers – talk to each other. Make sure at least one of you specifies a route and the other one at least says “Joint run/Exchange with X, his route.”

After the race, each player may build up to 6 build points, including known costs to others. The build points available after the races will reduce by 2 each turn.

Orders to Mike Dommett, 119 Victoria Road, Alton GU34 2DD or by e-mail to mike_dommett@yahoo.co.uk by 20th May 2016

Subscribing to TWJO

TWJO is published on paper and online at www.pevans.co.uk/TWJO (as a PDF document). You can buy or subscribe online or as below.

If you want to play in any (or all) of the games in TWJO, you have two options. You can subscribe to the paper edition, which includes playing in the games. Or you can take the PDF edition and pay the “games only” subscription.

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

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

The second table on the right shows the games only subscription (including VAT, where applicable).

Games only	UK & EU	Else-where
10-turn (1 year) subscription	£6.00	£5.00

To subscribe, send your name, address and payment to To Win Just Once, 180 Aylsham Drive, Uxbridge UB10 8UF, UK or TWJO@pevans.co.uk. You can pay by bank transfer (contact me for the company's bank account details), by UK cheque (payable to Margam Evans Ltd) or by PayPal to TWJO@pevans.co.uk. You can subscribe online at www.pevans.co.uk/TWJO, where you can pay by credit card (via Paypal or Amazon) or Paypal account.

Trader to the Stars (Star Trader game 8)

Game report - Turn 4

"Ok, we've landed. What are our orders?"

"We've got Isotopes to sell."

"Isotopes?"

"Yes, the orders are quite clear."

"We're at Gamma Leporis."

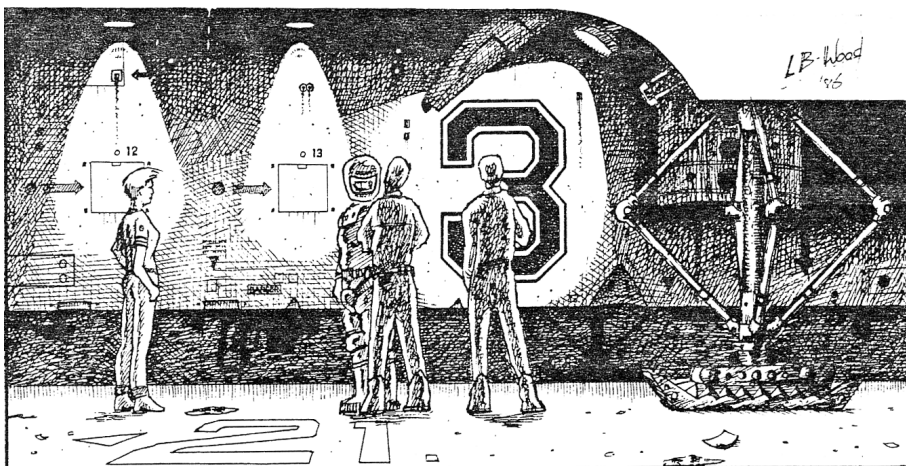
"And?"

"They don't buy Isotopes."

FEDERATED ASSOCIATION OF TRUCKERS CO-OPERATIVES AND TRADERS offered Isotopes at Gamma Leporis for 1 HT each, but found no interest. There is no Market for Isotopes at Gamma Leporis. Newspaper speculation generally saw it as a move to disconcert FATCAT's rivals.

FATCAT was also selling 2 Isotopes for 5 HTs each at Epsilon Eridani, after which INTERSIDEREAL GREENHORNS sold 8 more at the same price and became Dealers. INTERSIDEREAL GREENHORNS sold 8 Liquors for 17 HTs each to gain a second Dealership and there was enough demand for TRANSURANNIC TRADERS to sell 2 more at 18 HTs. FATCAT sold 10 Monopoles for 15 HTs each, taking a Dealership, and then 10 Petroleum for 11 HTs apiece and a second Dealership as well. COSTA NOSTRA IMPORTERS INC sold 6 Spice for 15 HTs each and also became Dealers.

PAVONIS PIONEERS were at Delta Pavonis, buying 4 Petroleum on Contracts as the price dropped.



PAVONIS PIONEERS sold 10 Alloys at 9 HTs each and gained a Dealership at Tau Ceti. They immediately loaded 11 Isotopes to replace the ship's cargo, these being bought at 4 HTs apiece and bringing the corporation a second Dealership as well

Mu Herculis saw COSTA NOSTRA IMPORTERS INC. selling 2 Monopoles for 10 HTs each and PAVONIS PIONEERS buying 8 at a price of 14 HTs to get a Dealership.

PAVONIS PIONEERS were selling Petroleum at Sigma Draconis - 8 at 14 HTs each. They were buying: 12 Isotopes for 5 HTs each and a Contractors position; 7 Spice for 13 HTs each.

WHITE STAR LINE bought 4 Liquors for 12 HTs each at Alpha Centauri.

PAVONIS PIONEERS sold 11 Petroleum for 13 HTs and a Dealership, and FATCAT sold 7 Spice for 17, followed by TRANSURANNIC TRADERS who sold 2 more Spice for 18 HTs.

Passenger carrying was affected by the competition. At least 3 Corporations ended up with empty Passenger capacity. Rumours though that a Corporation was considering lowering its ticket prices were firmly denied by all Corporations.

WHITE STAR LINE loaded Passengers for Epsilon Eridani and Tau Ceti and increased its Reputation slightly.

COSTA NOSTRA IMPORTERS INC loaded Passengers for Mu Herculis and Beta Hydri and repaid their loan when they visited the Sector Bankers.

FEDERATED ASSOCIATION OF TRUCKERS CO-OPERATIVES AND TRADERS raised their Political Connections to 4. Taking advantage of low prices, they bought 6 more Alloy Factories at Gamma Leporis and 2 more Warehouses. Passengers were loaded for Beta Hydri, though one ship is flying half empty. They also received a 20 HT gift from Pavonis Pioneers for some private deal.

FOOLS AND HORSES raised their Reputation and bought a Spice Factory at Sigma Draconis.

SWISS MERCENARY FLEET finally got a ship to jump from Tau Ceti to Mu Herculis and sold it for 170% of list price. They laid down yet another of the basic level Piccolo with D class crew. One Spice Factory was bought at Sigma Draconis.

INTERSIDEREAL GREENHORNS laid down a new Phoenix hull, Alex, in the Alpha Centauri shipyards and added 3 Cargo pods and a Light Weapon pod. They still had more than enough funds to go down to the banks and repay their loan and add a Cargo pod to the Tracy. They announced that Agent Eleanor is available for hire to other Corporations.

PAVONIS PIONEERS bought a Warehouse at Epsilon Eridani.

Les Petites Bêtes Soyeuses

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

New players are always welcome. If you'd like to play, you'll need to subscribe to *TWJO* (see page 18). You will also need a copy of the published rules to *En Garde!* (see www.engarde.co.uk).

Orders for October 1668 to Pevans at 180 Aylsham Drive, UXBRIDGE UB10 8UF, UK or lpbsorders@pevans.co.uk by Friday 27th May 2016



September 1668 (295)

September brings an air of expectancy to Paris as the troops return and the harvest comes in. Fatted calves are slaughtered, the best wines opened and the party is ready to start. The first order of business, however, is settling a certain matter between Count Euria Humble and Viscount Pierre Cardigan. With Rick O'Shea in attendance as his second, Humble is ready for his opponent. Cardigan isn't. He's got better things to do and doesn't turn up, despite the effect on his reputation.

It's a disgrace!

An annoyed Humble stamps off to the barracks of the Princess Louisa Light Dragoons to offer his services. However, the disgrace of last month (he was cashiered from the 4th Arquebusiers) hangs over him and the Dragoons want no part of him. To add gall to this, the PLLD do accept the fey figure of Felix Anton Gauchepied'er. Mind you, this is after Sebastian de la Creme refused to let him into the Crown Prince Cuirassiers. The gay blade buys the rank of Major, making him second in command of the regiment.

Philippe Yerbouttes is a new arrival in Paris and has no trouble joining the 69th Arquebusiers, despite the lack of communication from the regiment's CO, Colonel Pepé Nicole. Yerbouttes buys a commission as Major – and the requisite horses – to be second in command of this regiment.

Bernard de Lur-Saluces, commander of the 13th Fusiliers, welcomes Le Poutine Noir into the regiment. Monsieur Noir buys a Captaincy. So does Xavier Money.

Except that he's in Grand Duke Max's Dragoons, signed up by the regiment's commander, Chopine Camus.

Having got the regimental recruits out of the way, the main military business is filling in the new command structure. Before this, however, there is the little matter of appointing some new Government Ministers. The applicants for Minister of State are Earl Amant d'Au, Count Ali Vouzon and Count Euria Humble. His Majesty refuses to countenance appointing any of them (demonstrated by the way he hurls all three application documents across the room). Looking around the room, the King's eye lights on the courtier who's bowed lowest: "You, wosname, you can be Minister for a bit. Just try not to appoint any nutters as Commissioner."

The new Minister's first job is to decide between the applicants for Minister of Justice. He is handed an application from Earl Bill de Zmerchant and collects the other three from where His Majesty threw them. Au and Vouzon's paperwork is quickly discarded again, but the Minister is torn between Zmerchant and Humble. Then an aide points out that Count Humble disgraced himself in action last month. "Capital," exclaims the Minister. "That's the man for me! He's not likely to cause any trouble..." Count Humble is invested as Minister of Justice. He promptly volunteers for frontier duty to try to remove the stain on his honour.



Three men then offer themselves as Minister with Portfolio: the Earl d'Au, Count Vouzon and Marquis Pierre le Sang. The Minister dismisses all three out of hand: "don't need any make-weights clutterin' up the place."

Government appointments out of the way, Pierre le Sang takes on his new rank as Field Marshal. He appoints General Bill de Zmerchant to command First Army and finds a couple of spare Generals to take on the other two. He prefers Sebastian Adis II over Ali Vouzon as Adjutant-General and makes Lieutenant-Colonel Duncan d'Eauneurts his Aide, rejecting Xavier Four-Hollandaise. Beau Reese Jean Seine doesn't get a look in, as he's only a Major.

The new commander of First Army needs an Aide and he is happy to appoint Major Seine – since he's not qualified to be Army Adjutant. This post remains vacant, but General Zmerchant does bring in his brother-in-law as Quartermaster-General for the Army, preferring someone he can trust to Etienne Brule and Jacques de Gain. Brigadier-General Gain beats Brule (and Amant d'Au) to become QMG of Second Army and Brule then gets Third Army QMG in preference to Bdr-Gen Au.

Minister of War Count Jacques Shitacks denies Ali Vouzon the position as either Inspector-General, preferring to leave both positions empty. Lt-General Vouzon

appeals to the King, who decides that making him City Military Governor should keep him quiet. Vouzon is then faced with RFG Captain Philippe Lesueur, eager to be Captain of the King's Escort. Vouzon looks at the Captain's fresh-faced enthusiasm and cuts him off. The positions of Captain and Ensign of the King's and Cardinal's Escorts remain vacant.

Now he's Adjutant-General Sebastian Adis II gets to appoint the Division commanders. As Vouzon has finally got a job, Lt-Gen Uther Xavier-Beauregard is the only applicant. Adis puts him in charge of the Cavalry Division, keeps command of First Division empty for the time being and finds a non-entity to be Frontier Division commander. He also brings Captain Lesueur on board as his Aide. Xavier-Beauregard turns down Xavier Four-Hollandaise for Divisional Adjutant (Beau Reese Jean Seine has already found a job) and appoints, well, a couple of nobodies as Adjutant and Aide.

Lt-General Richard Shapmes is the one applicant to be a Provincial Military Governor – and he does have previous experience. He is quickly given the job, but shifted to a different province: Picardy.

As there are no Inspectors-General, the appointment of Brigadiers is handled by staff. Brigadier-General Was Nae Me of the King's Musketeers, calls on the support of His Majesty and is a shoo-in as Guards Brigadier. His opposition, Bdr-Gen Amant d'Au of the Royal Foot Guards, is qualified for the job, too, but doesn't have such influence. Brigadier Me refuses to let CG Major Jean d'Ice be his Brigade Major, allowing the lottery to fall on Major Maurice Essai Deux from his own regiment.



With no specific applicants for Horse Guards Brigade, a suitably faceless Brigadier-General is chosen. CPC commander Sebastian de la Creme is the only man interested in being Heavy Brigadier. He just qualifies for the post and is accordingly appointed. He does not assign a Brigade Major, but does find a Subaltern to be his Aide.

Command of the Dragoon and First Foot Brigades go the way of more bureaucrats, but the Dragoon Brigadier keeps GDMD Major Claude Talon as Brigade Major. Bernard de Lur-Saluces would like to be

re-appointed Brigadier of Second Foot. The job is his (the paperwork's simpler) and he waits to see who's assigned as Brigade Major and his Aide. Third and Fourth Foot Brigadiers are nobody important, but the new 69A Major, Philippe Yerbouttes, wins the 50:50 chance to be appointed Brigade Major of Fourth Foot.

CG Major Alan de Frocked attracts the attention of the General in command of Second Army and is appointed the man's Aide.

Accompanying Minister Humble on the way to the frontier are the disgraced Guy de Bonbon-Ecrasé and the broke Allan Fa-Dân, on the run from the Shylocks.

Let the parties begin!

Taking Madelaine de Proust to the Fleur de Lys, Minister of War Jacques Shitacks invites all General officers to attend for the first half of the month. He is in direct competition with Field Marshal Pierre le Sang, who has issued a very similar invitation. Pierre wins the first week. Joining him and Guinevere d'Arthur are Bill de Zmerchant and Mary Huana, Chopine Camus and Sheila Kiwi, Coeur De Lion and Ada Andabettoir, Charles Louis Desapear and Josephine Buonaparte, Gaz Moutarde and Anne Tique, Rick O'Shea, Sebastian de la Creme and Di Lemmere and Was Nae Me and Vera Cruz. Jacques and Madelaine's guests are Bernard de Lur-Saluces, Sebastian Adis II and Marie Antoinette and Uther Xavier-Beauregard and Henrietta Carrotte. Bernard tries to make up for his lack of a partner by mooching over to Pierre's bash and picking a fight with Charles. Well, the two men are in enemy regiments.

Honours are even in week two. Coeur and Ada, Gaz and Anna, Rick and Sebastian and Di return to Pierre's party. They are joined by Bernard, moving across from Jacques' bash. He is disappointed not to find Charles in attendance. Bill and Was Toady to Jacques this week, Was bringing Vera again, but Bill has left Mary at home (where he visits her "for a nice cup of cocoa" at the end of the month). Sebastian (and Marie) and Uther (and Henrietta) remain as Jacques's guests. The one new arrival is Etienne Brule with Belle Epoque on his arm. Luckily for Etienne, Belle has not heard that he spent last week on Maggie Nifisent's doorstep, arguing precedence with Con d'Masses.

For the second half of September, Jacques opens his guest list to all and sundry, lots of whom turn up. Alan de Frocked rolls up with Lucy Fur. Chopine Camus is the first of the GDMD contingent to arrive, bringing Sheila with him again. Coeur and Ada attend again, as do Charles and Josephine. Claude Talon is the next GDMD to arrive and has Anna Rexique on his arm. Etienne and Belle join in, as do Frele d'Acier and Freda de Ath. GDMD Lt-Colonel Jacques As escorts Thomasina Carrotte. Ava Crisp accompanies Jean d'Ice, while Alison Wunderlandt is with Jean Etonique. Jean Jeanie brings Jacky Tinne. Leonard de Hofstadt has Sue Briquet on his arm. Le Poutine Noir is alone, but wearing his nice new Fusiliers' uniform (which he didn't do when he visited the Bawdyhouses the week before). This puts him at odds with Charles and his battered Musketeers' rig. Words are exchanged, followed by a challenge. Pierre and Guinevere are next to arrive. Then Percy Mystic rolls up, with Lotte Bottle, and the fun starts. Percy's uniform is that of a Major in the Archduke Leopold Cuirassiers, enemies of the Grand Duke Max Dragoons. Oops! This means swapping insults – and challenges – with Chopine, Claude and Jacques (As).

Sebastian de la Creme steers clear of the fracas as he arrives with Di. Uther Xavier-Beaugard and Henrietta do the same. Finally, the newest member of the GDMD, Xavier Money, turns up to add his voice to the challenges to Percy.

Luckily for Percy, none of his persecutors turns up in the last week, allowing him and Lotte a bit of peace. Coeur (and Ada), Etienne (and Belle), Jean (and Ava), Jean (and Alison), Leonard (and Sue), Le Poutine, Pierre (and Guinevere), Sebastian (and Di) and Uther (with Henrietta) all return, keeping up the party spirit. They are joined by Beau Reese Jean Seine – escorting Maggie Nifisent – Philippe Lesueur, Sebastian Adis II, with Marie Antoinette on his arm, and Xavier Four-Hollandaise, escorting Leia Orgasma.

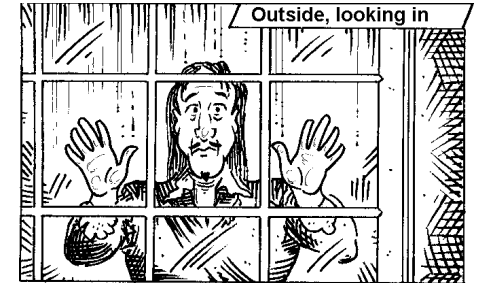
Other members in the Fleur, but keeping out of the way of the parties, are Ali Vouzon, who spends the month “re-establishing relations” with Angelina di Griz (apparently this involves wining, dining “and then back to the boudoir”), and Pierre Cardigan, sequestered with Edna Bucquette. Richard Shapmes bookends his month with visits to the Fleur with Kathy Pacific.

And the good times roll!

Bothwell’s is home to Jacques As and Thomasina Tancenjin for most of the month – apart from their Toadying to Count Shitacks in week 3. The last week sees them welcome a few guests. Alan de Frocked brings Lucy. Claude Talon escorts Anna. Was Nae Me accompanies Vera. With such a small group, you’d expect proceedings to be peaceful, but Alan is in the Cardinal’s Guard and Was in the King’s Musketeers, so they continue one of the military’s longest standing quarrels. Bothwell’s is also where Jean Jeanie and Jacky start their month.

There is more activity at Hunter’s where Jean d’Ice, Philippe Lesueur and Sebastian de la Creme have all invited guests. Though not in the first week. At this point, the club is occupied by Jean d’Ice and Ava Crisp, Leonard de Hofstadt and Sue Briquet and Xavier Four-Hollandaise and Leia Orgasma. Jean and Ava host their do in week 2. First (alphabetically) to arrive is Alan de Frocked, with Lucy in tow. Felix Anton Gauchepied’er sashays in next, bringing Trissy with him. Trissy is wearing female attire as, according to Felix, “She’s my Miss Triss!” Felix presents their host with a large bunch of red roses. Percy Mystic escorts Lotte Bottle and Philippe Yerbouttes is last. The other Philippe, Lesueur, starts his party, but only has Xavier Money as his guest and no lady to co-host (his courting did not go well). This is enough to provoke trouble as Percy takes exception to the Grand Duke Max Dragoon uniform Xavier is wearing. Felix is most amused by the sight of two grown men slapping each other. Until he spots that Xavier Four-Hollandaise is visiting his club again (with Leia). Xavier’s lack of blue blood is too much for Felix and he minces over to offer a “challengy-wallengy sort of thing”. Watching this from outside is Claude Talon. He expects to Toady to Sebastian de la Creme, but Sebastian’s at Pierre’s celebration...

With no competition in week 3, Lesueur sees more guests join him. First is Beau Reese Jean Seine, who has a big grin on his face and Maggie Nifisent on his arm after courting her the week before (his initial visit to a young lady didn’t go as well). Felix joins him cautiously, accompanied again by his Miss Triss and a large bunch of red roses for their host, and Was Nae Me turns up with Vera. Felix can offer no tale of derring-do, but points out that “those brave heroes at the front are always going to need someone who can take care of their rear...” None of his guests takes up Philippe’s invitation to recount their exploits, so his prize goes unclaimed for the second week. Xavier Four-Hollandaise is the man looking for Monsieur Creme this week...



This is also the week for Felix’s “Naughty Nero Party” at the Frog and Peach, but the club is deserted. Felix and Trissy have decided their busy social schedule means they must postpone the party to the following week. Unfortunately, they haven’t actually told anyone else, so Philippe Yerbouttes and Sebastian Adis II (stripped, oiled and wielding an “18-inch gladius” as Spartacus) spend week 3 kicking their heels outside the club. Already unhappy with the “Cleopatra” costume Philippe has got her (the beard may have been going too far), Lois storms off home when they are refused entry. So does Marie, also bearded and in piratical costume as “Captain Henry Morgan”.

The only visitors in the Blue Gables are Claude Talon and Anna, who visit in week 1 and welcome Xavier Money as their guest. The Frog and Peach finally sees some action when Felix Anton Gauchepied’er appears in week 4. His proposed party falls rather flat, though. And Red Phillips is the venue for Philippe Yerbouttes to show off his conquest at the end of the month: Lois de Lô has succumbed to his charms.

This month’s iron man is, of course, Jacques de Gain, who is in the gyms with his rapier all month. The only people to come close to him are Duncan d’Eauneurts and Frele d’Acier, who put in three weeks’ practice with their sabres. Amant d’Au throws knives around for three weeks, too, instead of paying any attention to the young lady whose affections he won at the start of the month. There’s a fortnight’s practice for Jean Ettonique on sabre, Jean Jeanie and Richard Shapmes with rapier and Gaz Moutarde with (gulp!) cutlass. Plenty of others pass the odd week in the gym.

Small skirmish, not many dead

The Frontier regiments are not expecting any action this month, so are taken by surprise by a series of attacks. Regiments 1 and 4 acquit themselves well, 2 and 3 less so. Lt-Gen Monty Carlo is assigned to Frontier Regiment 1 and Mentioned in

Despatches as a result. He finds a nice five hundred crowns' worth of booty into the bargain. CPC Major Allan Fa-Dân and GDMD Major Kidder de Margaux are posted to Frontier Regiment 2 and find they can't run as fast as the seasoned frontier troops. RIP.

Frontier Regiment 3 has the honour of Minister Euria Humble's presence, though he isn't much in evidence. He is promoted to Subaltern to give him something to do. The success of Frontier Regiment 4 is not without casualties, including Guy de Bonbon-Ecrasé, who puts his head over the parapet at the wrong moment. RIP. Pepé Nicole, commander of the 69th Arquebusiers, is also with Fourth Frontier and gains a Mention and just over five hundred crowns' of booty. ❖

Press

Social

To the gentlemen of Paris,
I cancelled my celebration last month as people of much higher standing than I were holding parties open to all and who I am to compete with my superiors? Also, I was neglectful to mention a date for the event (I would blame my Aide, but am without one). To rectify this oversight, I will be holding my celebration in October, instead – the third week should suffice. Please do write and let me know you are coming. I will be joining Bothwell's, so the party will be there. The occasion is open to all of reasonable standing (SL 6 and above) and your ladies are welcome. Please also note the Crown Prince Cuirassiers are recruiting men of good calibre and I am seeking a suitable Aide.

† Brigadier-General Sebastian de la Creme, Commanding Officer – Crown Prince Cuirassiers

Paris's newest club is ready for its grand 'opening' next month!!
Do you like riding? Love being in 'the saddle' or enjoy it bareback? If you answer with a 'yes' to all of these (or even to one of them!), then the gentlemen's 'All Riding School Experience', aka The A.R.S.E Club, is the one for you!

Forget the outdated Boozers and Bellringers or any of the other lesser social gatherings and get yourself into the A.R.S.E right now. We are open for new members and club head Felix will be hosting its inauguration bash in Week 4 of October at Blue Gables. All gentlemen, regardless of social status and regiment, are welcome. Don't worry if you've never rode before and it doesn't matter if you're a member of an infantry regiment, as we are a most accommodating group who are always keen to share our experience with any interested fellows.

So come along next month, we'll be happy to see you. Liquid refreshment and nibbles on us.

Love & kisses,

† Felix Anton Gauchepied'er & Tristram de Gaye

Announcements

To the honourable subalterns serving in His Majesty's armies,
I find myself in need of a General's Aide. Any soldier interested in the job, please feel free to present yourselves at my offices at the 13th Fusiliers and I will be happy to review your application.

† Brigadier-General BdLS

To the Gentlemen of Paris
As the newly-appointed City Military Governor, I find myself in the situation of being able to appoint the Captains and Ensigns of the King's and Cardinal's Escorts.

I should be delighted to hear from any suitably-qualified gentlemen interested in serving France in any of these capacities.

† Count Ali Vouzon, CMG

Regimental Letters

From: Major Jean Ettonique, Major, Dragon Guards

Greetings, mon General!

May I present myself humbly for your consideration to be re-appointed as your Brigade Major in September 1668, especially in the absence of any other applicant for the post (assuming you are appointed). It would not seem right for a fighting General as yourself to be without the appropriate staff support in your appointment and may I say how very much I have enjoyed learning more of the cavalry art of war whilst serving with Earl Ali Vouzon... who knew that staff appointments could be so enriching metaphorically and physically?

I trust you will have a pleasant month and look forward to your response.

I remain, Sir,

Your Obedient Servant,

† Jean Ettonique

From Brigadier-General Sebastian de la Creme, Commanding Officer - Crown Prince Cuirassiers to Lt-Colonel Sir Duncan d'Eauneurts - King's Musketeers

Sir Duncan,

I am writing this missive as I am led to believe that you are seeking to fill my recent shoes as Aide to the now Field Marshall, Marquis Pierre le Sang.

I have been serving the Marquis since I was a Major and have become good friends with him, so he has asked my opinion on prospective candidates. I consider it a great honour to undertake such a task and therefore would appreciate your credentials for the position.

I must say, as a social equal I have noted your rise with some interest and you have achieved a good rank in an excellent regiment, so I hope you will meet the needs of my former master.

I look forward to your response,

† Sebastian de la Creme

Lt.Colonel Sir Duncan d'Eauneurts, OC 1st Btn Kings Musketeers, to Brigadier-General Sebastian de la Creme, Commanding Officer - Crown Prince Cuirassiers

Greetings!

Brigadier de la Creme,

It seems that Field Marshal le Sang has indeed been fortunate regarding

the diligence of his aides - a tradition I am keen to continue.

Regards my credentials, I can do no better than to copy to you the letter I sent directly to the Field Marshal before your missive arrived (below). The Field Marshal was kind enough to reply to the effect that he found my credentials adequate and that, since I was the only applicant to make direct contact so far, I might consider my application to have been favourably received.

Respectfully Yours,

† Lt.Colonel d'Eauneurts

Lt.Colonel d'Eauneurts,

Thank you for your reply, which I read with great interest. Of course I had read your initial letter to the Marquis and you do have very credible credentials.

As you say, you are the only applicant to have made direct contact so far, it is still early days. I also understand that you have applied for a number of other positions, can I ask which is your preferred appointment should you be accepted for them all?

I will provide my recommendation to the Field Marshall once I have heard from the other candidates.

† Brigadier-General de le Creme

Brigadier-General de la Creme,

I was not aware that you had already read my letter to Monsieur le Marquis - pray forgive the repetition. I believe my abilities would be far best suited to serving as aide to the Field Marshal at this time. You may recall that I approached the previous incumbent regards this position some months ago but was either ignored or

had my letters destroyed before delivery into the hands of the Field Marshal himself? As you will appreciate, however, gentlemen of our standing find it difficult to progress further in society without an appointment of some kind and, in the unlikely event of Monsieur le Marquis finding a more worthy applicant (see below), it would be remiss of me not to explore alternatives.

In order to save yourself and Monsieur le Marquis some little time I'd like to draw your attention to the fact that there is only one alternative candidate, to wit Lt.Colonel Xavier Four-Hollandaise of the 13th Foot. (Major Sir Beau Reese Jean Seine of the Royal Foot Guards is of insufficient rank to hold the position of aide to the Field Marshal and I must confess to some surprise that his application was submitted at all).

I know little of Lt.Colonel Four-Hollandaise, other than his good fortune in being able to call upon yourself to serve as his second, but am sure he must possess many sterling qualities. What is clear, however, is that he has held the rank of Lt.Colonel for barely half the time that I have (his promotion is dated June), seems set to take command of his regiment imminently (which will leave him limited time for aide duties), serves in a far less prestigious regiment than my own and is currently lacking a title (an attribute surely to be desired in a Field Marshal's aide?). He also appears to be seeking five alternative appointments (in contrast to the two further applications I myself have

submitted) which perhaps indicates a lack of confidence in his own abilities? In further support of my own application I should perhaps mention that I am already very well acquainted with Count Jacques Shitacks, His Majesty's Minister of War, with whom the Field Marshal will doubtless be liaising closely. (Count Shitacks is an old friend of the family and was of considerable help in freeing the d'Eauneurts estate from the crippling mortgages entered into by my profligate brother).

I have every confidence in your providing the Field Marshal with an objective evaluation of the respective candidates and sincerely hope that the choice of you both proves to be

Your Most Loyal and Obedient Servant,

† Lt.Colonel Sir Duncan d'Eauneurts
OC 1st Bttm, King's Musketeers

Sir Duncan,

Thank you for your most recent letter, you make an impressive argument.

I have now heard from Sir Beau, I had assumed he'd had a plan to acquire the rank at the beginning of next month, it seems his application was merely speculative in case he happened to acquire it.

In terms of Lt-Colonel Four-Hollandaise, it is true that I seconded him in a duel as he is a former regimental colleague of mine, but other than that I have not had many dealings. Your attention to detail in this regard is noted, it is a fine quality of any Aide. Once I have seen his application I will then provide my recommendation.

Yours,

† Brigadier-General de la Creme

Sir Duncan,

I have now heard from all three applicants, one of whom has dropped out for lack of the requisite rank.

The other applicant has presented strong credentials for the job and I now find myself in a difficult position as to who to recommend, I wonder if there is anything that might tip the balance to choose one over the other?

Regards,

† Brigadier-General de la Creme

Brigadier-General de la Creme

This selection process has gone on for so long now that, frankly, I am past caring. If you wish to recommend your tardy former regimental colleague there is little I can usefully add at this juncture.

Good Day to you Sir.

† Lt.Colonel Sir Duncan d'Eauneurts
OC 1st Bttm, King's Musketeers

Sir Duncan,

I am saddened to have received your recent letter, my "tardy former regimental colleague" does not feel that the process has gone on too long. An Aide needs patience and perseverance and your last reply seems to have shown your true character.

I now feel I have enough to make my recommendation.

† Brigadier-General de la Creme

You, Sir, are a pettifogging little fart who seems to think me incapable of realising when I am being toyed with. Pen-pushing mediocrities such as

yourself should never be given positions where their irresistible desire to waste the time of gentlemen may be exercised.

If you wish to contest my evaluation at swordpoint, please don't hesitate to instruct your seconds accordingly.

Good Day.

† Lt.Colonel Sir Duncan d'Euaneurts
OC 1st Btn, King's Musketeers

Sir,

I would be glad to teach you a lesson, you seem in need of one.

† De la Crème

Bonjour/Aanii

Brothers of GDMD and potential recruits. As we follow the path back to Paris, I would like to invite current members of our regiment and their ladies to join me and my lady at my club the first week of the Month of September at the Blue Gables as my guests.

To new young men of Paris, I invite you to join the regiment! I finer group of warriors does not exist on this side of the Great Ocean. If you join our ranks and are accepted, I will pay for your rank up to captain, and provide you with one horse if you need it. Also, I will provide you a bounty of 100 crowns. Further, you are then also invited to Blue Gables the first week of the month.

Aho!

† Jean-Claude Talon/Gitchi-biizhew

Bonjour Monsieur,

I would be honoured to join your regiment.

Merci beaucoup,

† Xavier

Personal

Officers mess at the PLLD barracks, newly arrived Major Felix Anton Gauchepied'er is fussing around with the tableware and giving out orders to a beleaguered gathering of subalterns and troopers.

"No, no that simply won't do, darlings. Each table should have a pink linen cover with its own differing flower arrangement. We need pansies for the Colonel's table and daffodils for the Lt Colonel. Let's do dahlias for the Majors and buttercups for the Captains. Please do try and pay more attention, boys!"

"But Major, this is most untoward. We have never bothered with such matters before. It's normally just a case of who gets the champagne and who has the claret," replies a slightly hesitant subaltern who casts a concerned look towards the effeminate fellow in the dress and wig standing alongside his Major, re-buttoning the tunic of a nearby trooper and brushing some, perceived, dust from his trousers.

Suddenly the door to the mess slams open and a sweating, red faced sergeant enters.

"Major Gauchepied'er, it's true, Sir. I've just arrived back from the Front and there is a regiment that wears skirts!! Can't say I understand the language though, sir. It was all 'och aye', 'sassenachs' and some terrible high pitched music being played on weird pipes, but they definitely had the skirts on, sir. But I have to say when there was this large gust of wind I had to make a run for it as... well... it was an eye opener to say the

least! I believe that they are called Highlanders Sir, big hairy men from the wilds of Scotland."

"Ooooh, really? Excellent, Sergeant, you've done well and you must tell me more about what you've learnt in your travels. I'm particularly keen to know if they're related to this Was Nae Me fellow who lives here in Paris. Hopefully that's not the case as he is hardly a fine example of Scottish manhood and I'd hate to think that all Scots take after him!"

Points Arising

Next deadline is 27th May

First off, my apologies to Bill Hay, as I messed up BRJS last month. Beau Reese Jean Seine should have been appointed Aide to Gen Bill de Zmerchant and served with Second Army HQ. This brought him just a Mention in Despatches.

And then thanks to Bill, who suggested it would be useful to show the month when Ministerial appointments expire on the "Other Appointments" table. Sounds like a good idea to me, so I've done just that.

I had no orders from the following and they suffered the consequences:

KdM Kidder de Margaux (Gary Phillips) has NMR'd. Total now 5 and is sent to a Frontier regiment

MC Monty Carlo (Andrew Burgess) has NMR'd. Total now 5 and is sent to a Frontier regiment

MED Maurice Essai Deux (Olaf Schmidt) has NMR'd. Total now 1

PN Pepé Nicole (Colin Cowper) has NMR'd. Total now 4 and is sent to a Frontier regiment

Those unfortunates whose lives were cut short by profiteering traitors are not forgotten. Nemesis will not be denied. † Bdz

Poetry Corner

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

The melancholy Autumn air
Descends upon this Paris fair.

We sing of our heroic dead
Now in Elysium; hale and Blessed

† Xavier Four-Hollandaise

X1 (Mark Nightingale) has NMR'd.
Total now 1

I removed Gerry Sutcliff's new character (X2) as he sent no orders after his previous one died of NMRs.

FSdM (Nik Luker) was floated at Nik's request.

TC (Mike Dommett) got the benefit of the doubt (I did have emails from him, just not orders!) and was floated.

X6 (Geoff Bowers) was floated.

Welcome

Neil Pinkerton joined us this turn – as I informed players. Welcome to *LPBS*, Neil, and enjoy the game.

Farewell

Conversely, Mark Booth has decided not to take up his new character.

Gary Phillips has left the game for personal reasons.

Sorry to see you go, Mark and Gary, and you're very welcome to return to us at any time.

Notes

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

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.

Announcements

Con d'Masses applies for Brigade Major of Guards Brigade

Jean Ettonique applies for Brigade Major of Horse Guards Brigade

Duels

Results of September's duels

Pierre Cardigan didn't turn up to fight Euria Humble and lost SPs.

Grudges to settle next month:

Con d'Masses (Rapier) and Etienne Brule (Sabre, Seconds FdA, adv.) have mutual cause as neither stood down over Maggie.

Bernard de Lur-Saluces (Rapier, Seconds FAG & XFH, adv.) and Charles Louis Desapear (Rapier, 1 rests) have mutual cause for being in enemy regiments.

Felix Anton Gauchepied'er (Dagger, Seconds XFH) has cause with Xavier Four-Hollandaise (Rapier, Seconds SdlC & FAG, adv.) as he's not Noble but higher SL.

Percy Mystic (Sabre, adv.) and Xavier Money (Sabre, 3 rests) have mutual cause for being in enemy regiments.

Chopine Camus (Sabre, adv.) and Percy Mystic (Sabre, 3 rests) have mutual cause for being in enemy regiments.

Charles Louis Desapear (Rapier, 1 rests) and Le Poutine Noir (Rapier, adv.) have mutual cause for being in enemy regiments.

Claude Talon (Dagger, Seconds JE, adv.) and Percy Mystic (Sabre, 1 rests) have mutual cause for being in enemy regiments.

Jacques As (Sabre, Seconds FdA & WNM, adv.) and Percy Mystic (Sabre, 3 rests) have mutual cause for being in enemy regiments.

Alan de Frocked (Rapier, Seconds LdH, adv.) and Was Nae Me (Rapier,

Seconds DdE & FdA) have mutual cause for being in enemy regiments.

Sebastian de la Creme (Sabre, Seconds PIS, 2 rests) challenges Duncan d'Eauneurts (Sabre, Seconds WNM & MED, 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:

Sebastian de la Creme challenges Duncan d'Eauneurts for his insulting correspondence.

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

New Characters

Neil Pinkerton gets the Bastard son of an Impoverished Gentleman: Init SL 3; Cash 36; MA 5; EC 5 (LPN).

Gerald Udowiczenko gets the Bastard son of an Impoverished Baron: Init SL 6; Cash 36; MA 2; EC 3 (X2).

David Williams gets the Second son of an Impoverished Gentleman: Init SL 4; Cash 40; MA 6; EC 1 (X3).

Tables

Other Appointments

King's Escort: Ensign __	Captain __
Cardinal's Escort: Ensign __	Captain __
Aides: to Crown Prince N	to Field Marshal DdE
Provincial Military Governors: RS/N/N/N/N	
City Military Governor AV	Adjutant-General SA2
Inspectors-General: of Cavalry __	of Infantry __
Commissioner of Public Safety TC (until April 1669)	
Chancellor of the Exchequer ROS (to Apr 1669)	Minister of Justice EH (to Aug 1669)
Minister of War JS (to May 1669)	Minister of State N (to Nov 1668)

Shows who holds appointments outside military units:

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

Battle Results

Frontier regiment 1: 2
 Frontier regiment 2: 5
 Frontier regiment 3: 5
 Frontier regiment 4: 2
 RNHB regiment: 3

Army Organisation and 1668's Summer Deployment

First Army (Assault)	BdZ/BRJS/___/N
First Division (Assault)	___/___/N6
1st Foot Brigade (Assault) - RM PM	
2nd Foot Brigade (Assault) - 13F 53F	
3rd Foot Brigade (Assault) - 27M 4A	
Frontier Division (Assault)	N2/N/N5
Frontier Regiments (Assault)	
RNHB (Assault)	
Second Army (Field Ops)	N4/AdF/N3/JdG
Cavalry Division (Field Ops)	UXB/N/N6
Horse Guards Brigade (Field Ops) - DG QOC	
Heavy Brigade (Field Ops) - ALC CPC	
Dragoon Brigade (Field Ops) - GDMD PLLD	
Third Army (Defence)	N1/N/N5/EB
Guards Brigade (Defence) - RFG CG KM	

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	WNM/N/MED	First Foot Brigade	N2/N/___
Horse Guards Brigade	N4/N/N5	Second Foot Brigade	BdLS/N/N6
Heavy Brigade	SdIC/N/___	Third Foot Brigade	N2/N/N2
Dragoon Brigade	N4/N/CT	Fourth Foot Brigade	N1/N/PY

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

Frontier Regiments

				(Defence for Sept-Nov)	
Colonel	<u>F1</u>	<u>F2</u>	<u>F3</u>	<u>F4</u>	<u>RNHB</u>
	N2	N6	N3	N6	N8
Attached	MC		EH	PN	
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.

Femmes Fatales

No	Name	SL	Attr	Last
64	Edna Bucquette	18	W	PC
3	Kathy Pacific	17	B	RS
54	Madelaine de Proust	17		JS
35	Katy Did	16	I	
42	Maggie Nifisent	16	B	BRJS
55	Jacky Tinne	16		JJ
52	Guinevere d'Arthur	15	B/W	PIS
10	Frances Forrin	14	B	
21	Helen Highwater	14	W	
48	Fifi	14	B/W	
62	Alison Wunderlandt	14		JE
11	Laura de Land	13		
16	Ophelia Derrière	13		
26	Ella Fant	13	B	
27	Lucy Fur	13	B	AdF
30	Leia Orgasma	13	B	XFH
45	Cath de Thousands	13		
8	Lotte Bottle	12	B	PM
12	Charlotte de Gaulle	12		
17	Henrietta Carrotte	12	I/W	UXB
28	Vera Cruz	12		WNM
31	Bess Ottede	12	I/W	
1	Sue Briquet	11	B	LdH
4	Anne Tique	11	W	GM
9	Deb Onairre	11	I	
40	Sheila Kiwi	11		CC
63	Carole Singeurs	11		
20	Emma Roides	10	I	
33	Anna Rexique	10	I	CT
38	Pet Ulante	10	W	
43	Di Lemmere	10	I	SdIC
53	Angelina de Griz	10	B	AV
56	Ingrid la Suède	10		
6	Viv Ayschus	9		
57	Ava Crisp	9	I	JdI
59	May Banquet l'Idée	9		
2	Betty Kant	8	I	
19	Jenny Russe	8	W	
32	Sal Munella	8	W	
41	Marie Antoinette	8	B/I	SA2
49	Mary Huana	8	B/I/W	BdZ
34	Freda de Ath	7	W	FdA
39	Thomasina Tancenjin	7	I	JA
50	Ulla Leight	7	I	
5	Belle Epoque	6	B/I	EB
13	Josephine Buonoparte	6	I/W	CLD
24	Violet Bott	6	I/W	
15	Ada Andabettoir	5	B/I	CDL
25	Lois de Lô	5	B	PY

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

Regiments		REG	CG	KM	DC	OO	CA	CPC	RM	GD	PM	13F	PLD	53F	27M	4A	69A	Gscn	
COI	AdA	WNW	+EB	TC	N9	SdIC	+GM	CC	CDL	BdLS	+	CLD	PN						
LCol	JJ	LdH	DDE	FdA	N4	N5	N6			JA	N6	XFH	N4	N4	N5	N5	N3		
Maj 1	BRJS	AdF	N2	JE										N6	N6+	N4	N3	PY+	N6
Maj 2	CdM	JdI	MED	+N5+										FAG	N6	N2+	N2		
Capt 1	N3	N3	N2	N1	N2	N6	N5	N3	N3	N3	N3	N2	N3	N1	N1	N2	N5		
Capt 2	PL	N5	N3	N5	N6	N1	N1	N4	N4	N5	N6	N4	N5	N1	N1	N3	N1		
Capt 3	N2	N1	N5	N2	N1	N5	N5	N3	N1	N6	N2	N3	N1	N1	N5	N2	N6	N2	
Capt 4	N5*	N6*	N6*	N5*	N5*	N2*	N4*	N1*	N1*	N1*	N1*	N5*	N5*	N1*	N6*	N2*	N3*	N1*	
Capt 5																			
Capt 6																			

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

The Greasy Pole

ID	Name	SL	SPs	Cash	Rank	Regiment/Appointment	MA	Last seen	Club	EC	Player
PC	Viscount Pierre Cardigan	24-13	Withy	General			9 Edna	Flr	4	Matt	Shepherd
JS	Count Jacques Shitacks	23-15	Fithy	General/War Minister			3 Madelaine	Flr	4	David	Olliver
JdG	Count Jacques de Gain	23-34	Fithy	Bdr-General/2nd Army QM Gen.		20	5 Ben Brown	Flr	5	Ben	Brown
UXB	Count Uther Xavier-Beauregard	22-66	Withy	B.Lt-General/Cav Div Commandr		14	Henrietta	Flr	4	Pete	Card
PLS	Marquis Pierre le Sang	21-53	Comfy	Fid Marshal		7	Guinevere	Flr	4	Bill	Howell
AV	Count Ali Vouzon	21+107	Rich	B.Lt-General/City Mil.Gov		9	Angelina	Flr	1	Graeme	Morris
EH	Count Euria Humble	20	F	Withy Subaltern/Justice Min.		19	6 Mary	Flr	5	Matthew	Wale
BdZ	Earl Bill de Zmerchant	20+84	Comfy	General/1st Army Commndr		6	11 Kathy	Flr	3	Tim	Macaire
RS	Earl Richard Shapmes	19-43	Comfy	Lt-General/Prov.Mil.Gov		2	Belle	Flr	4	Charles	Popp
EB	Baron Etienne Brule	17+80	OK	B.Bdr-General/DG/3rd Army QMG		9	Freda	Both	4	James	McReynolds
FdA	Marquis Frele d'Acier	17+74	Comfy	Lt.Colonel DG		2	8	Both	3	Peter	Farrell
AdA	Earl Amant d'Au	17+58	Rich	B.Bdr-General RFG		8	5	Both	5	David	Briester
ROS	Marquis Rick O'Shea	16-44	Rich	Bdr-General/Chancellor		5	4	Both	6	Paul	Wilson
TC	Sir Terence Cuckpowder	15-47	Comfy	B.Bdr-General/QOC/CPS		3	Anne	Both	4	Mike	Dommett
GM	Sir Gaz Moutarde	15-38	Rich	B.Bdr-General RM		7	Sheila	Both	2	Mike	Clibborn-Dyer
CC	Sir Chopine Camus	15-38	Comfy	B.Bdr-General GDMD		18	Jacky	Both	4	Stewart	Macintyre
JJ	Earl Jean Jeanie	15+47	Withy	Lt.Colonel RFG		13	4 Thomasina	Both	3	Andrew	Kendall
JA	Sir Jacques As	14	F	Lt-General		13	8 Vera	Hunt	4	Joe	Farrell
MC	Earl Monty Carlo	14+93	Withy	B.Bdr-General/KM/Gds Brigadier		5	5 Marie	Hunt	4	Andrew	Burgess
WNM	Marquis Was Nae Me	13+70	Comfy	B.Lt-General/Adjutant Gen		4	4 Di	3	Mark	Farrell	
SA2	Sir Sebastian Adis II	12+74	Comfy	B.Bdr-General/CPC/hvy Brigadier		5	4	Both	4	Mark	Cowper
SdIC	Sebastian de la Creme	12+65	OK	Lt.Colonel KM/FMsh's Aide		5	4	Hunt	5	Alan	Percival
DdE	Sir Duncan d'Eauneurts	12+63	OK	Major RFG/Gen's Aide (1st Army)		4	Maggie	Hunt	5	Paul	Lydiate
BRJS	Sir Beau Reese Jean Seine	12+38	Comfy	Captain RFG/LtGen's Aide (SA2)		5	5	Hunt	3	Bill	Hay
PL	Phillippe Lesueur	11+72	Comfy	B.Bdr-General PM		5	5	Hunt	2	Jerry	Spencer
CDL	Sir Coeur De Lion	11+54	OK	Major CC		5	5	BG	3	Graeme	Wilson
Jdl	Sir Jean d'Ice						5	Hunt	3	Tym	Norris

ID	Name	SL	SPs	Cash	Rank	Regiment/Appointment	MA	Last seen	Club	EC	Player	
AdF	Alan de Froked	11+45	Comfy	Major	CG/Gen's Aide (2nd Army)		3	Lucy	Hunt	2	Charles	Burrows
LdH	Leonard de Hofstadt	11+42	Comfy	Lt.Colonel	CG		5	Sue	Hunt	5	Neil	Packer
JE	Jean Etonnique	11+41	Withy	Major	DG		7	Alison	Hunt	5	Tony	Hinton-West
CT	Claude Talon	11+34	Withy	Major	GDMD/Drgn Brigade Maj.		4	Anna	BG	4	Cameron	Wood
CdM	Sir Con d'Masses	11+34	Comfy	Major	RFG		7	5	Hunt	2	Craig	Pearson
XFH	Xavier Four-Hollandaise	10-32	Comfy	Lt.Colonel	13F		7	Leia	Hunt	2	Francesca	Weal
PN	Sir Pepé Nicole	10	F	Comfy	B.Bdr-General 69A		4	4	BG	3	Colin	Cowper
MED	Maurice Essai Deux	9	RIP	Major	KM/Gds Brigade Maj.		5	5	BG	3	Olaf	Schmidt
KdM	Kidder de Margaux	9	RIP	Major	CG		5	5	BG	3	Gary	Phillips
BdLS	Bernard de Lur-Saluces	9+44	OK	B.Bdr-General	13F/2 F Brigadier		5	5	BG	2	Rob	Pinkerton
PM	Percy Mistic	8-9	Comfy	Major	ALC		5	Lotte	3	Ray	Vahey	
AFD	Allan Fa-Dân	8	RIP				2	Josephine	RP	4	Gerald	Udowiczenko
CLD	Charles Louis Desapear	8+42	OK	B.Bdr-General	27M		3	3	BG	4	Martin	Jennings
FSdM	Florent Sans de Machine	7-4	Comfy				5	5	F&P	3	Nik	Luker
XM	Xavier Money	7+35	Comfy	Captain	GDMD		5	5	F&P	3	Pam	Udowiczenko
FAG	Felix Anton Gauchepied'er	7+23	Poor	Major	PLLD		1	1	F&P	4	Jason	Fazackarley
X6		6	0	OK					3	Geoff	Bowers	
X4		5	RIP						1	Mark	Booth	
GdB	Guy de Bonbon-Ecrasé	4	RIP				5	5	5	David	Williams	
LPN	Le Poutine Noir	4+39	Poor	Captain	13F		3	Lois	RP	5	Neil	Pinkerton
PY	Phillippe Yerbouttes	4+22	Poor	Major	69A/4 F Brigade Maj.		6	6	1	Paul	Appleby	
X1		3-	2	Poor					1	Mark	Nightingale	
X2		1	RIP							Gerry	Sutcliffe	

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+