

That would be enough

This has been issue 184 of *To Win Just Once*, published 21st May 2018. It incorporates *Les Petites Bêtes Soyeuses*, a game of *En Garde!*. Issues are published ten times a year, roughly every five weeks. © Paul Evans 2018

Deadlines

Orders for *Railway Rivals* and *Star Trader* to Mike by 1st June 2018.

Orders for *LPBS*, shots in *Trophy Hunter* and all other contributions to Pevans by Friday, 8th June 2018.

(Next deadlines are: 6th/13th July, 10th/17th August, 14th/21st Sept)

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, Martin Jennings and Rob Pinkerton are up for the next one, who else? (working copy and rules provided).

Star Trader – new players are welcome to join the current game (to gain experience, if nothing else, and there is an existing Corporation to take over). Rules provided.

Online games

Agricola (at www.boiteajeux.net): Pevans, Mark Cowper, Alex Everard, Martin Abrahams

Innovation (at www.boardgamearena.com): Pevans, Martin Abrahams

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

Pax Porfiriana (at www.yucata.de): Pevans, Mike Reeves, Mark Benton – 1 more needed

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

Credits

To Win Just Once issue 184 was written and edited by Pevans. The *LPBS* masthead (page 25) is by Lee Brimmicombe-Wood, as is the drawing on page 20. The illustrations on pages 29 and 32 are by Nik Luker and the one on page 26 comes from Tim Wiseman. Game and book artwork is courtesy of the publisher. Photos were taken by Pevans (except where noted), who played with Photoshop.

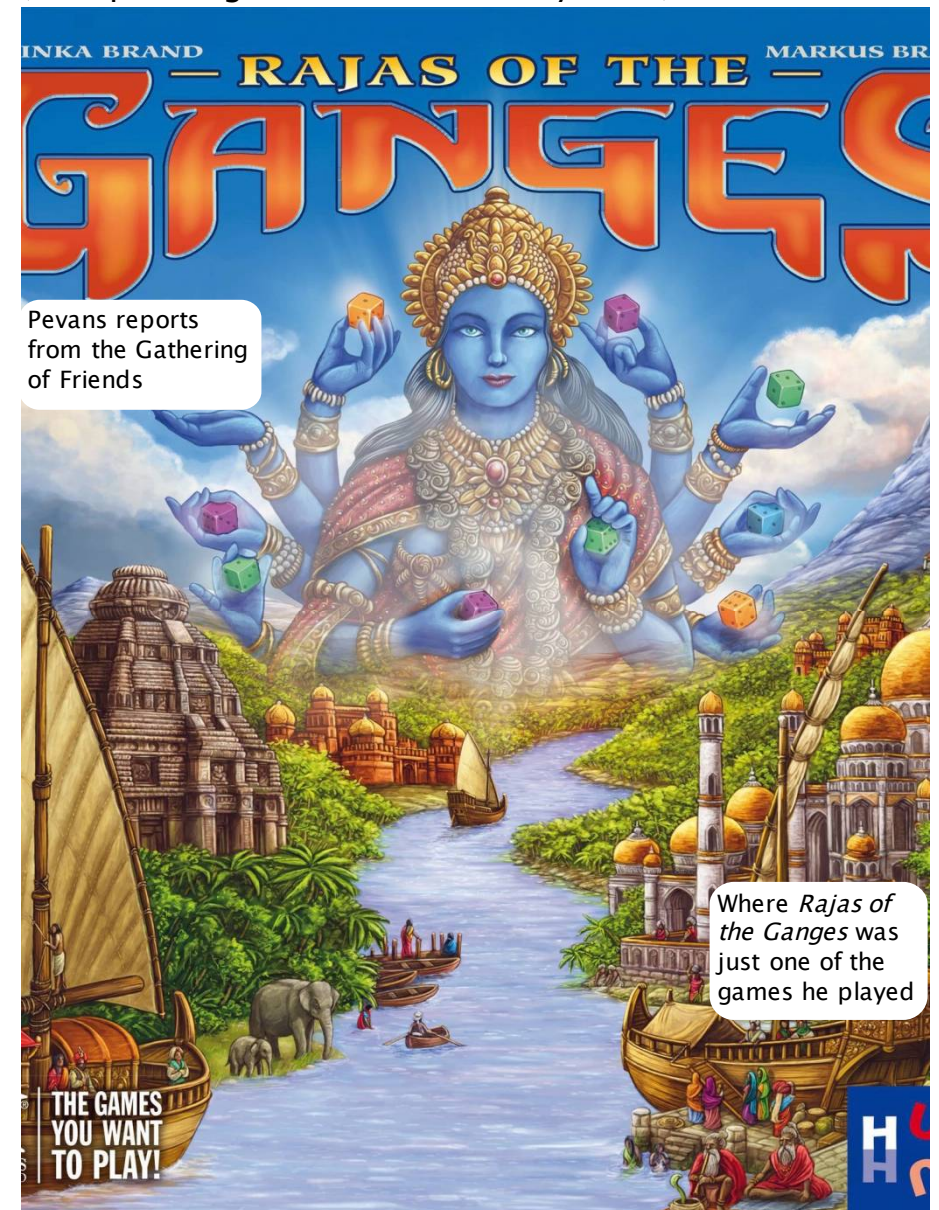
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To Win Just Once

(incorporating *Les Petites Bêtes Soyeuses*)



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Chatter

It's already been a few weeks since I was in Niagara Falls for the Gathering of Friends, so it's definitely time I reported on the games I played. There were some old favourites mixed in with the new ones, so the whole thing was a blast.

Coming up soon is this year's UK Games Expo, so expect to see my first report from that in the next issue of *TWJO*.

One bit of news from Mr Dommett is that he's back at the job he was doing for Carillion. Same job, same desk, but different employer: he's now working for Capita. Hmm, I've a feeling that, having been pitched into the fire, he's just found his way back into the frying pan.

The hiatus gave Mike some problems with computers, which prevented him sending players their individual sheets for the *Star Trader* game. The deadline for *Voyager* has thus been postponed to 1st June.

DuPont is dead, long live Fontainebleu!

After three years at fortnightly deadlines, Alan Percival has called it a day for his *En Garde!* game, DuPont. It's been a cracking game and I'm only sorry I didn't participate as fully as I should have.

However, now we have Fontainebleu *En Garde!*, a new *En Garde!* game being run by Paul Lydiate (aka DdE in *LPBS*) at: www.tapatalk.com/groups/feg

The game has taken up most of the house rules from DuPont, including the clergy as an alternative career path and female characters. Paul's got room for another player or two, so sign up now!

UK Euro Masters

Someone has finally picked up the gauntlet of providing a UK board games tournament as a qualifier for the European Board Game Championships (Europemasters), held every year at Spiel. The new event will be held on 30th June in Maidstone. There's full information, including the games to be played, at <http://www.ukeuromasters.co.uk>

However, the crucial question is: will there be a *TWJO* team? I definitely can't make it, so I've deputised Pete Card as team captain – just three more players needed! And all you have to do is play some excellent games all day. Who's in?

TWJO online

TWJO 183 appeared in the middle of April and the PDF versions had been downloaded 72 times by the end of the month. April added a further 39 downloads for issue 182, taking it to 146 downloads in 2½ months. *TWJO* 181 received 10 downloads to make 152 since publication.

Letters

The weather is worrying Tim Macaire.

There must be something wrong: it's warm outside. I didn't realise leaving Europe meant moving to the Mediterranean...

On a more sensible note, Alex Bardy adds his observations on the games reviewed in last issue.

Much as I quite like *Azul* (and have actually won a couple of games – that doesn't happen often!), I struggle to find the fun in it a lot of the time. It's a very weird thing, because it's not a bad game per se (and I play all sorts of games 'for fun'), but do not get that impression that I'm actually enjoying the game, if that makes any sense at all? Other games that have that sort of effect on me include *Dominion* and *Clans of Caledonia*... Ironically, I am currently playtesting a *Dominion*-style variant which I hope does away with a lot of the 'non-fun' aspects... I will keep you informed!

I must admit that I like the look of *A Handful of Stars*, but have a very hit and miss relationship with some of Martin's stuff, and especially the more confrontational ones, so I might wait to play someone else's copy of this... lol

Always a good move, I feel – that's one of the great things about conventions: lots of opportunities to try other people's copies of games.

If it's Niagara Falls, it must be the Gathering

Pevans attends this year's convention

My journey to Niagara Falls for Alan Moon's Gathering of Friends was pleasantly uneventful this year. I took in a couple of films on the flight – switching on the subtitles makes a big difference when the aeroplane noise is drowning out the dialogue. I flew to Toronto again and even US immigration on the rainbow bridge (just below the Falls) was pretty efficient.

And, late on a Monday evening, after a transatlantic flight and a couple of hours' in a shuttle bus, what could be better than a game of *Terraforming Mars*? I blame Pete Card. Shades of last year when this was also the first game I played at the Gathering. Last year was my introduction to the game and this felt like an introduction again as I haven't actually played it since. The difference was that we (Pete, me and Jonathan Yost) played on the Hellas board. This didn't seem to make much difference, apart from having different goals to achieve. Last year's experience stood me in good stead and it was a close game. Though every time I grew a few plants, Jonathan landed an asteroid on them! He took the win with Pete pushing me back into third by a point. Despite my tiredness, this was definitely my best experience of *Terraforming Mars* to date. It was also more than enough for my first evening.

In best American style (as I think of it) breakfast is taken outside the hotel. So, on Tuesday morning Pete and I hit our usual: the Third Street Retreat. This is a bar/diner a couple of blocks along from the hotel (I would usually say "a couple of minutes' walk", but I'm going native) that does all-day breakfast. Fortified by a bowl of oatmeal (aka porridge)/pile of pancakes/plate of eggs and bacon, we returned to the hotel – through light snowfall – for games.

As the person who'd played *Keyper* once, I had explaining duties for our next game – Jim McMahon replacing Brian. This is the latest of Richard Breese's Key... games (published by Richard's imprint, R&D Games) and, like several of the others, is all about placing your worker pawns (keyples) to take actions. In this game you start with a set of keyples in different colours, each providing a bonus when played on a space of the same colour. However, the way the game works, it's unlikely you'll pick up a similar mixture of keyples for the next round. Part of the challenge is managing what you have from round to round.

Placing a keyle lets you take materials, animals or gems, construct or upgrade buildings (tiles) and add new building tiles to your available stock. The clever bit is that another player can join you in the same action by adding their keyle of the same colour to the action space. Both players get to do the action – twice. What's more, if the keyples are the same colour as the space, they both get the bonus action. This benefits both players. If you join a lot, you'll run through your keyples more quickly, but this is often a good thing.

Buildings are key to the game as they provide extra actions and/or victory points – either in themselves or for other things you hold at the end of the game. Thus, while you start without any strategic goals, once you've got scoring buildings,

About the Gathering

This year's event was the 29th 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*, *Effenland*, *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 – and new.



My board during *Keyper*: lots of animals (on the left), but not so many buildings

you've got something to collect. A round ends when the last player has played their last pawn. However, players who've already used theirs are not out of the round: they can lay down pawns to take that action again. With the bonuses.

The game is played over four rounds (seasons) and the boards you're playing on (one per player) are reconfigured at the start of each season, gradually changing the actions available. I was very taken with *Keyper* when I first played it, but have found it a bit fiddly on subsequent plays. It's a game where you can feel frustrated all the way through – because you can't do what you want to – and still win. It gets 7/10 on my highly subjective scale.

Later, after dinner at TGI Friday (there's this and a Rainforest Café in the hotel), Pete and I caught up with Kris Gould, another old gaming buddy (and main man at Wattsalpoag). He introduced us to *Santa's Workshop* (designed by Keith Ferguson and published by Rio Grande – www.riograndegames.com). Each player has a set of pawns which they deploy on the board to get the cubes needed to complete the sets to take a target card and score points. The cards are gifts, the pawns are elves and, yes, we're making presents for Santa to deliver!

It's actually a pleasingly subtle game as there are several wrinkles in this basic structure. First off, gifts also need to be assembled, it's not enough simply to collect materials. Second, plastic can be substituted for some parts of many gifts. However, this devalues the gift, so it doesn't score as much – though players do have the option of replacing the plastic later. Thirdly, players can train their elves, making them more effective in a section of the workshop. Finally, elves can go to the stables to muck out Rudolf and co – and get a bonus or extra action.

Apart from scoring for completed gifts, there are three times in the game when players get bonuses for having completed the most gifts. There's nothing particularly new here, it's a pretty straightforward worker placement game.

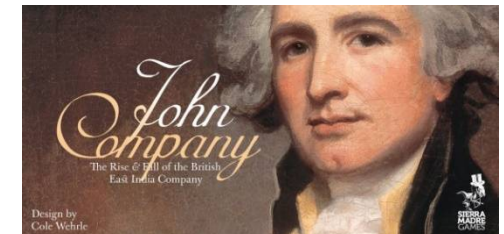


Look: it's *Santa's Workshop*! Workshop areas on the right, gift requests bottom left with the stables top left and the loaded sleigh (almost) on the left edge

However, the mechanisms mesh well together, giving players decisions to make and opportunities to impede their opponents. What really makes the game, though, is the entertaining theme. I give *Santa's Workshop* a provisional 7/10 on my highly subjective scale.

Following breakfast on Wednesday Pete and I joined Ralph Anderson and Simon Weinberg for my introduction to *John Company*. Designed by Cole Wehrle and published by Sierra Madre (www.sierra-madre-games.eu), this is a game of the British East India Company. Each player represents a family whose members (wooden cubes) work for the company in different roles. The aim is to earn money from company dividends and personal activities (officers in the company's army, captains of company ships etc) to be able to afford a luxurious retirement (or victory points, in game terms). There is a definite element of back-scratching in the game and players are encouraged to negotiate.

One point to note is that, for many of the actions (such as trading with an Indian territory), success is not automatic. Dice must be rolled, with the result of the action depending on the lowest value rolled. As a '1' or '2' is a success, rolling more dice increases players' chances. Committing more resources (such as ships, troops or money) to an action adds more dice,



so players must decide how much to commit. The bottom line is that an action can fail, regardless of how much is committed to it and this luck element is significant in how the game develops.

On top of this, there are events – in India and Britain – each round that can change the shape of the game. Then the last thing each round is seeing which office-holders retire. This is when players get the opportunity to turn their cash into victory points, so it's a crucial element of the game. I find *John Company* a fascinating mix of co-operative and competitive play and a terrific experience. It gets a provisional 9/10 on my highly subjective scale.

One of the highlights of the Gathering for me is getting to play a game with Steffan O'Sullivan. Steffan is a lovely fellow and a delight to play games with. Pete and I joined him plus Dan and Heather Hoffman to play *Vast: the Crystal Caverns* (designed by Patrick Leder and David Somerville and published by Leder Games – ledergames.com). At first glance, this appears to be a dungeon bash. However, it's a completely asymmetric game, which makes it rather more.

So, the Dragon (me) is asleep in its treasure cave. Its aim is to wake up fully (eating Goblins helps) and then leave the caves to wreak havoc elsewhere (I can hear a lake-dwelling community calling to me...). The Knight (Pete) wants to kill the dragon, but must find the weaponry to do so first. The Goblin tribes



Vast seen from over the Cave's shoulder: purple is his stuff, the tiles in the middle are the caverns and the green board is the pesky Goblins

(Heather) want to kill the Knight, but keep being scattered by other characters. The Thief (Dan) wants to grab treasures, but they're useful to everybody else, too. And the Cave (Steffan) wants everybody to die! This means collapsing the caverns so that nobody can get out, but not until the whole complex has been explored (i.e. all the tiles laid out).

Each of the characters has their own sheet explaining their victory conditions, the actions available to them (and when they can use them) and their special abilities. This led to a lot of

cross-checking and verifying as we learnt the game. It turned out to be a close game (apart from Pete's Knight, who had been thoroughly stuffed by the Goblins): the Thief needed one more treasure, the Cave was close to full collapse, the Goblins had the Knight on her knees – and the fully-awake Dragon escaped!

Vast: the Crystal Caverns is an interesting game and a clever take on the dungeon bash. However, we found there was nothing to do when it wasn't your turn – apart from the Cave adding tiles as others explored. This was no doubt exacerbated by having five players learning the game, but it had less interaction than I expected. The strategy seemed to be to get your head down and focus on your own goals. It gets a provisional 6/10 on my highly subjective scale.

Our after-dinner game was *Tortuga 1667*, for which Steffan, Pete and I were joined by Julie again and Jacqui Bankler. Cunningly packed in a box that looks like a book, this was designed by Travis Hancock and published by Facade Games (facadegames.com). As the name suggests, this is a game about pirates. In fact, there are teams of pirates, but players' allegiances are hidden. Two of the teams are competing to gain the most treasure, while the third wants an even balance between the other two.

Key to the game is the row of face-down Event cards. Players can use their turn's action to look at these, resolve one or make someone else resolve one. Some of the cards are helpful; others are quite the opposite, so looking at them first is the safe way to proceed. Players can also move between the two pirate ships and the island of Tortuga. There are also special actions for the pirate who has a particular role on a ship – captain or cabin boy, say.

What you're doing, of course, is trying to get the treasure pieces into the right places, depending on what team you're on. At the same time, you want to identify your team-mate/s so that you can help them and hinder the others. By, for example, continually marooning them on



Tortuga 1667 in play: the board shows two pirate ships, the galleon they're preying on and the island of Tortuga itself

Tortuga. Not that I'm bitter... *Tortuga 1667* was fun, but didn't really grab me, so it gets a provisional 6/10 on my highly subjective scale.

Thursday featured one of my highlights of this year's Gathering: a full game of *Civilization*, the greatest game in the universe! Marred only by Jim Vroom calling a 9 am start (well, it was his game) and the fact that we were actually playing *Advanced Civilization* (developed by Avalon Hill from Francis Tresham's original). (The changes in 'Advanced' make the game more forgiving and add a bit more luck. Or, as I usually put it: make it easier for Americans.) Nevertheless, it was great to have the time and people to play a full game.

We had six players (me, Pete, and Jim plus the irrepressible Walter Hunt, the not-sleepy-at-all Ravindra Prasad and my old *Battle Cry* and *Memoir '44* sparring partner, Leo Tischer) and played with the Western expansion, thus giving us plenty of room. Given the last choice of starting position, I went for Babylon. So my civilisation developed in the Tigris-Euphrates area, expanding to the Mediterranean coast to meet Egypt (Walter) coming the other way. Less usually, I also had pressure from Assyria (Pete) on the other side, trying to make room between Babylon and Illyria (Leo), who was expanding into Asia Minor. In retrospect, it was probably a bad idea for three of us to start in one quarter of the board, letting the other three have a quarter each.

As Babylon I deliberately took an early hit, in part to keep pieces to be able to respond to Pete. However, things didn't go well and Babylon fell further behind, putting me out of the running. What brought me back into the game was Pete getting a Civil War (it's a calamity) and having to give me the benefit of it (some of his pieces). However, the core of *Civilization* is the trading between players and this was great fun, with calamity cards being traded to good effect.

After 6½ hours playing (and an hour for lunch), it was a close result between Leo (Illyria), Ravindra (Italy) and Walter (Egypt). Babylon was just behind these

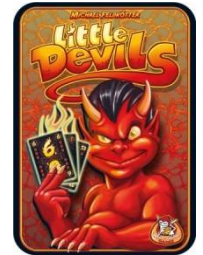


An early stage of Civ: Babylon (light blue) has dropped behind and is being squeezed

three with Pete's Assyria and Jim's Africa bringing up the rear. It was, as always, great fun to play. Who knows, maybe we'll make it a regular event. For the record, *Civilization* gets 11/10 on my highly subjective scale.

After this, I needed some light relief and Joe Huber (another old gaming buddy) roped in me and Mark Engleberg to try a very silly prototype from Friedemann Friese. Now, the first rule of playing prototypes is that you don't talk about the prototype, so I won't. However, it was very silly – to the extent that Friedemann reckoned it probably wouldn't make a publishable game. We had fun, though.

Returning from dinner I found Maryl and her other half, Nick Ramsey, settling down to a game of *Little Devils* with Mike Allen, one of the first people I ever met at the Gathering, and Jenna Sunderlin. The game is better the more people who are playing, so we roped in Carl Olson as well. Designed by Michael Feldkötter and published by White Goblin (www.whitegoblin.com) and Stronghold (www.strongholdgames.com), *Little Devils* dates back to 2012, but this was the first time I'd come across it.



It's a neat little card game where the aim is to minimise the number of little devil icons on the cards in the tricks you take. The deck is simply number cards and, with six players, all of them are dealt out. The first player leads any card. The second player plays any card. However, the second card determines what players are trying to do. If it's higher than the first card, everybody is playing a card higher than the first and the highest card wins the trick. If it's lower, then everybody's playing lower and the lowest card wins. Unless anybody can't play a valid card, in which case they may play anything, but the winner of the trick is reversed (lowest wins instead of highest or vice versa).

After the hands have been played out, players tot up their penalty points and play another hand. The game ends when someone reaches 100 points and the player with the lowest score wins. I got the first hand spectacularly wrong, scoring over half the magic 100, but managed to recover so that the game lasted several hands. It's a nice little game that has obvious resonances with *6 nimmt!*, but I think it has more control than that game. I thoroughly enjoyed the game – and the company – and give it a provisional 6/10 on my highly subjective scale.

It wasn't bedtime yet, so we moved on to *Medici: The Card Game*. This is Reiner Knizia's adaptation of his twenty-years-earlier *Medici* as a card game from Grail Games (www.grail-games.com). Now *Medici* was pretty much a card game anyway, so you wouldn't think this was very different. The big change is that the auction in the original has been replaced by a push-your-luck mechanism.

The cards represent goods of five different types in various values – plus high value cards that are not goods. (The card game has some extra cards – passengers – which don't take up room in players' ships.) Players take cards to



Playing *Medici: The Card Game* – I seem to have a ship full of furs (grey)

fill their 'ship'. Once all ships have been filled, players score for the most valuable ship and then for the most of each good. The first part of the scoring is round by round, but the second builds up across the rounds, with bonuses for reaching high amounts of a good.

The first thing players do is draw up to three cards from the deck and place them face up in a row. In the original game, the set would then be auctioned. In the card game, the player must take the last card they turned over and may take either or both of the previous two cards – if they have room in their ship.

The aim remains the same however: making up valuable ships and collecting sets. One odd point about the card game is that the lowest denomination of coin (used for scoring) is a '5'. When positions are tied, the rewards for players are added up and divided between those tied. However, if the result is less than five, players get nothing. I don't know whether this is a design decision or just that the publisher couldn't fund '1' coins as well (I blame Kickstarter).

Anyway, the result is a good game that preserves much of the clever original. I quite like the new card-taking mechanism, which I know will go down well with those who found *Medici's* auction too brain-melting. *Medici: The Card Game* gets 8/10 on my highly subjective scale.

One of the games I've been wanting to play since last October's Spiel is Reiner Stockhausen's *Altiplano* (published by dlp – www.dlp-games.de). Pete and I grabbed a copy and Leo, who'd played it before, to explain. Corbin Nash made a fourth. I found the game a bit overwhelming at first, as it's not immediately

obvious what you should be doing – and there are a lot of choices. The main way of scoring points is by collecting goods: there are a dozen different goods, some of which don't actually score, but are useful during the game. However, even these are worth points if they've been stashed in your warehouse or used for a contract. Players also get points for boats and houses and some houses provide bonuses.

So, lots of things that will score points, suggesting lots of ways to play the game. It's played over seven locations – each its own small board – set out in a ring. Each is a source of certain goods and allows players to take specific actions. So, the key thing in your turn is moving your pawn around the locations to get the actions you want. Ideally, you've planned this to get the most efficient sequence. However, players' actions are powered by the chips they draw from their bag at the start of their turn. Thus, what you are able to do depends on what you draw – though you can place chips for use in a subsequent turn. What's more, chips don't get used up, but go back in the bag along with any new ones. Yes, it's a clever variation on deck-building.

Most of the actions generate goods, but players can also build boats and houses, increase their movement and the number of chips they draw, store goods in their warehouse (bag management!), fill contracts and so on. The goods you take then provide you with more options in subsequent rounds, once they come back out of the bag. Once I'd got past my initial confusion, I really enjoyed *Altiplano*. It has clever ideas, allows different ways to play and rewards planning. It's a provisional 7/10 on my highly subjective scale and I look forward to playing it again.



Altiplano in play – I still don't know what's going on

After dinner, Pete and Leo went to play *Commands & Colors: Ancients* and I tried *Nusfjord* with Kris Gould doing the explaining. Joining us were two veteran Gathering attendees, Don Dodge and Doug Walker. *Nusfjord* is one of Uwe Rosenberg's 2017 games and was published by Lookout/Mayfair (www.lookout-games.de). Once it's laid out, it's clear the game has quite a few familiar-looking elements. Each player has their own board with spaces for buildings (among other things), most of which start off covered by forest tiles. Removing these will produce useful wood tokens, of course, but it's also worth retaining some forests.

The boards also have spaces for village elder cards, providing extra actions, and for the player's fishing boats, which produce fish each round. And you can never have too many fish. Actually, you can: players can only hold a certain number. This is a shame as you may be able to turn a heap of fish into a pile of gold. Gold is worth victory points, but is also used – along with fish and wood – to build buildings. These provide victory points, an immediate bonus or a lasting effect.

Nusfjord is, of course, a worker placement game. Players have just three wooden discs in their colour to place on the action spaces. These let you build buildings and ships, add an Elder to your display, turn fish into money, produce wood, re-forest your board, issue shares to gain money, buy shares to get fishy dividends. Elders you hold are also action spaces. And there's a very useful action space that lets you copy another action when someone else has already taken it.

While there are plenty of options for what to do, I didn't find this as overwhelming as *Altiplano*. This may well be because many of the game's mechanisms are familiar from Herr Rosenberg's earlier games. However, while



The main board in *Nusfjord* with a player's board in the background

his designs have been getting more and more complex (see *A Feast for Odin*), *Nusfjord* is simpler again. This does not mean the game is less challenging, it's more that it's boiled down, condensing gameplay into a smaller package. It gets a provisional 8/10 on my highly subjective scale and is another game I'm looking forward to playing again.

My last game of the day was a three-player game of *Keyper* with Pete and Mike Allen. It seemed to work just as well as the four-player game.

The first order of business on Saturday is the flea market. This takes over the main room for a couple of hours as people offer second-hand games (and other things). I find it a real nostalgia trip as I spot lots of games I haven't seen for years. It's also a chance to say hello to some of the people I've missed so far – both those behind the tables and those milling around, browsing. There's often the odd gem for sale, but transatlantic luggage limits mean I'm not buying much. I did pick up a copy of *Little Devils*, though, having enjoyed it a couple of days before.

Next up was a game of *Rajas of the Ganges* (designed by Inka and Markus Brand and published by R&R – www.rnrgames.com) with Pete, Nick and Mike. This was another game that I first played – in prototype form – at last year's Gathering. It's a neat dice and worker placement game in an Indian setting. Players have their own board, onto which they'll place the buildings they buy, connecting roads to get bonuses. Buildings generate money and/or fame. Both of these are tracked, in opposite directions, on the main board and the game end is triggered when a player's fame and money markers meet. The winner is the



The main *Rajas of the Ganges* board, building tiles and lots of dice

player whose markers are furthest past each other (or, as was carefully pointed out to me, who has the highest total of game and money).

Adding a building to your board is done by placing a worker on the appropriate position on the main board and paying dice of the right colour and value. This action puts a premium on higher value dice, but others use low values. For example, moving along the river Ganges – a track that winds across the board – uses only values 1-3. This action brings useful bonuses and moving far enough along the track is one of the ways of getting another worker pawn. And if the dice are all just wrong, you can spend a 'karma' to invert one.

There are quite a few action sections on the main board, but they all boil down to getting more money, fame or dice. It's the dice that provide an extra dimension to the game. Not only do you have to make the most of your workers, you have to manage your stock of dice, too (carefully arranged on your cardboard cut-out of Kali) - the river bonuses can be really useful here. I thoroughly enjoy the challenges of *Rajas of the Ganges* and it gets 8/10 on my highly subjective scale.

Then it was time for another of my highlights: the annual Overlord game of *Memoir '44* (published by Days of Wonder – www.daysofwonder.com). Overlord puts together two boards from Richard Borg's simple wargame and has a team of four playing on each side: one Field Marshal and three Generals, each in command of one section of the battlefield. It's not a particularly subtle game (the mechanisms tend to favour the attacker and the luck element – in cards and dice – is huge), but it is great fun. Playing an Overlord game is a rare chance to play a wargame in teams and I thoroughly enjoy it.

An early dinner was next on the agenda and Pete and I adjourned to the Third Street Retreat to sample their craft beers (see the box for details). Oh, and their non-breakfast menu, of course. We were joined by Dan and Julie Luxenberg, which made for a fun meal.

Saturday evening is essentially the climax of the Gathering. The ice cream social (mmm, ice cream...), sponsored by Jay Tummelson of Rio

Beer at the Gathering

First off, TGI Friday's had a couple of craft beers on tap and I really enjoyed Southern Tier's IPA. This is a good brown beer with a hoppy nose and a really bitter, hoppy taste. It's also a hefty 7% alcohol by volume.

The Retreat had another Southern Tier beer on tap: One Buffalo Blonde (4.8% abv). After the IPA, I was expecting something special, but this was disappointing. It's a pale yellow beer, as you'd expect, with a bit of a nose. However, it's so fizzy that you get a mouthful of mousse and not a lot of taste.

The IPA at the Retreat was from Woodcock Brothers and weighed in at 6.5% abv. It was a mustard yellow and cloudy – presumably it's unfiltered. It had a good hoppy smell and taste and a nicely dry aftertaste, too. My favourite of this selection.

Grande, precedes Alan's thank-you speech (which he keeps brief) and the prize-giving. There are prizes for everyone, though. The way it works is that everybody (or at least those who want to be involved) brings a game as a prize – of a quality that they would like to take away with them. Then we all get to pick a prize. Donations from games publishers are added, which meant that this year we all got three things from the tables. It's a brilliant idea and one I heartily endorse.

Once everybody had stashed their loot, it was time for another game. *Clans of Caledonia* (designed by Juma Al-JouJou and published by Karma games – karma-games.com) is another game launched at Spiel '17 that I hadn't played yet. Dan took on explaining duties with support from Pete and Julie as they'd all played before. The basic idea is that you're placing your different shaped pieces around a representation of the Scottish Highlands (and lochs) to produce stuff that will score points – either directly or as part of some other mechanism. Points are also available for achieving the goal on each round's tile (a random selection at the start of the game).

It's an intricate game as players have lots of different wooden pieces: wedge-shaped for cheese dairies, cow-shaped for cattle and so on. Once placed on the board, each piece produces what you'd expect at the end of each round. Thus a cow produces milk; a dairy produces cheese – but only for each milk it uses up. Goods can be bought and sold at the market, affecting the price of that good, and



Clans of Caledonia in progress

can also be used to fulfil 'Export Contracts' (tiles). I found that having a Contract gave some focus to what I was building.

Another important element of the game is shipping: how far away you can place pieces along the rivers and across lochs. This is also significant at the end of the game, when players score for how many connected settlements they have. There's a lot going on in this game and it took me a couple of rounds to get to grips with it. However, it's played over just five rounds, so it goes pretty quickly. The variety of options suggests lots of different strategies are possible and this is another game I look forward to playing again. For the time being, *Clans of Caledonia* gets a provisional 7/10 on my highly subjective scale.



The final Sunday is always the quietest day of the Gathering: some people have left and more are departing through the day (though a hard core sticks around for a final, group meal that evening), so there are lots of goodbyes to be said. In amongst this, I got a game of *Viticulture* – my first since I played it last year (see my report from the 2017 Gathering or *TWJO* 174) – with Pete, Dan and Julie. This is a cracking

worker-placement game of growing grapes and making wine – with plenty of other things to do, too. I got the hang of it again after a couple of rounds and did okay as Dan held off Pete's end-game scoring to win by a point.

That brought my Gathering to an end, so I made my last farewells. The shuttle took me back to Toronto airport, where there was time for a beer or two before my flight. The return journey was as uneventful as the flight over, though with less movie-watching and more attempted sleep. I thoroughly enjoyed my trip and played lots of interesting games – though I notice almost all of them were games from 2017 that I hadn't tried yet, rather than brand new. Thanks to Alan Moon and his team for a great time. I look forward to next year – the 30th Gathering.

I've had to cut a few things from this report as it's quite a bit longer than I expected. I will put the full version on my website in due course.

Games Events

Coming up at the very start of June is the UK Games Expo: 1st-3rd June at the National Exhibition Centre. The Expo's explicit aim was to produce a British equivalent of Spiel and they are getting there. While there are plenty of stands selling games, the emphasis is on opportunities to play, even in the trade halls. Plus there is a plethora of tournaments and participation games being run, both in the NEC (during the day) and at the Hilton Metropole (daytime and evening). It's also a place where publishers launch their latest titles. Well worth a visit, even if you're not there for the full three days. Find out more 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 (next to London Bridge station). For more info, see www.pevans.co.uk/Swiggers

Games Games Games Days: from noon(-ish) on the second Saturday each month – now at the Leon in Spitalfields Market (London E1 6DW). It's brightly lit, has big tables and they don't mind us stopping all afternoon. Closest stations are Liverpool Street (Tube and rail) and Shoreditch High Street (Overground).

UK Games Expo: 1st-3rd June 2018 at the NEC (Halls 1 & 2 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. 25th-28th October 2018, at the Messe (Exhibition Centre) in Essen. Contact Friedhelm Merz Verlag, Postfach 210250, Bonn, 53157 Germany or see www.merz-verlag-en.com

MidCon: 2nd-4th November 2018 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 Queen's Lane Advertiser at www.boardgamers.org.uk/qla.php

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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	£36.00	£43.00

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

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Watercress (*Railway Rivals* game 13)

Turn 2

Builds

GRAND RAIL EAST ATLANTIC TRUNKLINE and SLOW LOCOMOTIVES ONLY USED GENTLY ON HILLS build along the same route through Reading, Newbury and Whitchurch. Unfortunately one of them is in front of the other. It isn't Great.

TIGER IN SMOKE continued through Haslemere, Petersfield and down to Havant on the LSWR alignment and is the closest to Portsmouth and Southampton.

MISSED, DELAYED AND CANCELLED RAILS went SW through Aldershot Farnham, Alton and down the Meon Valley.

SLOW WAGON IN FAST TRAFFIC built south thorough Horsham, Pulborough and Arundel heading for Littlehampton.

BASINGSTOKE ASSOCIATED STEEL HIGHWAY built a branch to Aldershot and then headed west towards Whitchurch, getting the bonus for building through Farnborough where I went to the Grammar school.

BASINGSTOKE ASSOCIATED STEEL HIGHWAY (BASH), Bob Blanchett – Black

a)(G57) – Farnborough;
(G57) – F56 – Aldershot – D55 (+3 +3 +1.5)

b)(Farnborough) – G55 – G54 – G53 – G52 – G51;
(D55) – Farnham (2 to MDCR)

c)(G51) – Basingstoke – F49 – F48 – F47 – E47 (+3)

Points: 23 +10.5 -2 = 31.5

MISSED, DELAYED AND CANCELLED RAILS (MDCR),

Mike Dyer – Blue

a)(E59) – E58 – E57 – Aldershot – D55 (+1.5)

b)(D55) – Farnham – C54 – C53 – C52 – Alton – A51 (+6)

c)(A51) – N11 – M11 – L10 – L9 – K9

Points: 26 +7.5 +2 = 35.5

SLOW LOCOMOTIVES ONLY USED GENTLY ON HILLS

(SLOUGH), Brad Martin – Orange

a)(L54) – Reading – K51 (+6)

b)(K51) – K49 – J48 – Newbury (+3)

c)(Newbury) – I45 – G46 – F45 – Whitchurch (+3)

Points: 24.5 +12 +13 = 49.5



TIGER IN SMOKE (TIS), Jonathan Palfrey – Green

a)(C59) – N17 – Haslemere (+3)

b)(Haslemere) – N14 – M14 – M13 – Petersfield (+3)

c)(Petersfield) – J11 – I12 – H11 – G12 – Havant (+3)

Points: 24.5 +9 = 33.5

GRAND RAIL EAST ATLANTIC TRUNKLINE (GREAT), Rob

Pinkerton – Red

a)(N55) – N54 – M54 – M53 – M52

b)(M52) – Reading – L50 – L49 – K49 – J48 – J47 (5 to SLOUGH)

c)(J47) – Newbury – I45 – H45 – G46 (8 to SLOUGH)

Points: 24.5 -13 = 11.5

GM Notes

Order layouts generally OK, but please separate the die rolls.

Please write town names in full. Acronyms can confuse me.

Next die rolls are: 6, 3, 4

Orders for the first turn to Mike Dommett, 119 Victoria Road, Alton GU34 2DD or by e-mail to mike_dommett@yahoo.co.uk by Friday, 1st June 2018

Voyager (*Star Trader* game 9)

As Mike wasn't able to get Corporation sheets to players until recently, he's put back the deadline for the next turn.

As usual, this issue of *TWJO* therefore won't count against the subscription of anyone who's only playing in this game.

Orders for next turn to Mike Dommett, 119 Victoria Road, Alton GU34 2DD or by e-mail to mike_dommett@yahoo.co.uk by Friday, 1st June 2018

Trophy Hunter

Turn 8

This turn's shots

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

Well, it's pretty much a blaze of random gunfire this turn. Thanks to some excellent shooting by Tim Macaire, it's now pretty clear where the rest of the Gorilla is. Several people get a piece of it, but it's the same piece.

To add some amusement, Graeme Morris bags a bush.

Scores

Player	Shots	This turn	Total
Alex Bardy	S9	1.33	13.33
Chris Baylis			14.00
Charles Burrows	O2,K2	0	12.83
Mark Cowper	E2,E12	0	7.00
Mike Dommett	B4,D7	0	14.00
Jerry Elsmore	R8,S9	1.33	7.33
Bill Hay			5.25
Andy Kendall	K16,L16	0	6.50
Rob Lee			4.00
Nik Luker	D4,C5	0	12.50
Tim Macaire	R10,Q9	0	16.33
Dave Marsden			7.50
Graeme Morris	Q8,R8	0	7.50
Rob Pinkerton	R10,S9	1.33	4.33
Gerald Udowiczenko			2.58
Pam Udowiczenko	O7,C6	0	2.00
Matt Wale	F3,R7	0	6.25
Graeme Wilson	I11,R10	0	11.50
Paul Wilson	R8,M16	0	8.50

What's this about?

This game is essentially a variation of *Battleships* and is open to all readers of *TWJO*. The 20 x 20 grid represents an African safari park where a population explosion means some animals must be culled. The players are trophy hunters allowed in to carry out the cull.

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

Key

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

Other symbols

	X	Missed shot
--	---	-------------

UPPER CASE = this turn, lower case = last turn, ~~Strikeout~~ = dead animal

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

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

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

Once an animal has been identified, subsequent shots share the points of the square they hit (there are no points left for the square(s) hit initially) with a minimum score of 1 point. So if players

A and B hit the second square of that lion and C gets the third, C gets 5 points and A and B get 2½ each.

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

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

Online Games

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

Brass game 63 (at brass.orderofthehammer.com) was my second win in a row, this time by a decent margin. Game 64 is on its last round – can anyone catch me before I make it three in a row?

Can I persuade anyone into a game of *Keyflower*? Let me have your ID at BoardGameArena.com and I'll invite you into a game. My record so far is patchy, but I do seem to end up scoring better than I think I am (with most games it's the other way round).

Through the Ages: a New Story of Civilization is going well (at boardgaming-online.com). Game 11 saw Al Tabor win by just 8 points (a margin of about 3.5%) and he had a much more emphatic win in game 12. He's not doing so well in game 13, though there's a fair way to go yet.

It looks like we need another player for *Pax Porfiriana* (at yucata.de). Who'd like to give it a go?

Sadly, boardgames.famdepau.nl has been suspended as an update to PHP has left the site unusable until some maintenance work can be done on it. Shame, I was enjoying playing *Power Grid* (*Funkenschlag*) on the site.

I've resorted to playing *Innovation* (at BoardGameArena.com) two-player. Martin Abrahams is my regular opponent and I'm currently 2 for 2, which is far better than I manage in face-to-face games. Who'd like to join us for a three- or even four-player game?

Our second *Agricola* game at www.BoiteAJeux.net was a win for me – I'm up for more if anyone else is interested.

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). You will also need (access to) a copy of the published rules to *En Garde!* (see www.engarde.co.uk).

**Orders for August 1670 to
Pevans at 180 Aylsham Drive,
UXBRIDGE UB10 8UF, UK or
lpbsorders@pevans.co.uk
by Friday 8th June 2018**



June 1670 (316)

Amongst the bustle of the army marching off for the summer, a few Parisians find time to settle affairs of honour. Jean d'Ice has a bone to pick with Robert d'Lancier and brings Leonard de Hofstadt and his rapier to the appointed place. Lancier just has a cutlass. With Ice still bandaged from previous fights, the advantage looks to be with Lancier, despite Ice having the greater skill. Ice's opening lunge is parried by the cutlass's heavy blade, as Lancier has closed in. He tries a lunge of his own, but the blunt tip of the cutlass does no damage. Instead, he's skewered by Ice's rapier. Shrugging off the damage, he finally opts for a slash and the cutlass causes a big enough injury for Ice to concede. His surrender is accepted.

Amant d'Au's grudge is against Gaston le Somme, for similar reasons as the previous duel. The large man, Au, carries the smallest weapon: a dagger. Or rather, an array of knives. While the average-sized man – le Somme – has a big weapon. Yes, it's cutlass time again. Le Somme has the disadvantage of being far less skilled with his weapon. The fight starts with Au setting himself and throwing his first dagger. He is rather put off, though, by the hefty wound he receives from le Somme's cutlass and the knife sails harmlessly into the undergrowth. He is able to jump back, draw his second blade and fling it while le Somme recovers from slashing with the big sword. This dagger, too, whistles past le Somme's shoulder. His lack of expertise means it's taking him time to regain his fighting stance and this gives Au just long enough to chuck his final knife. This one strikes home and le Somme slumps to his knees with a puzzled

expression on his face. Au steps forward to hear what his opponent has to say, but there is nothing as the lifeless body collapses sideways. RIP.

The final duel should be Felix Antoine Gauchepied'er's challenge to 'Dunkie-poops', as he insists on calling our illustrious Commissioner of Public Safety. The few Parisians who responded to the notice of the challenge (there's a lot to be done in preparation for three months on active service) were in favour of it going forward by a ratio of 2:1. However, when Duncan d'Éauneurts turns up to the meeting, he finds a note – with a baby carrot attached – pinned to a tree. "Sorry, sweetie," it reads, "Your 'weapon' wasn't worth turning up for last time, so I have better things to do rather than try and find it a second time!" Éauneurts strolls nonchalantly away, crunching on the carrot as he considers his response.

Off to war

It seems the Minister of State, Pierre le Sang, needs a few more Ministers in his government, even if he can't find specific portfolios for them. He offers appointments as Ministers without Portfolio to Amant d'Au, Frele d'Acier and Pierre Cardigan. Acier ignores the offer, but the other two are quick to accept.

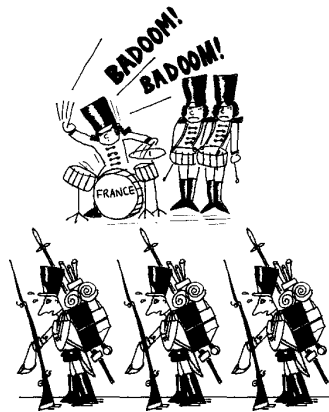
Jean-Marie Lillebonne would like to advance to Lieutenant-Colonel in the 13th Fusiliers, so has asked the incumbent to resign. He calls in a favour to put some pressure on the man, but it's not enough to get him to go. It's just Major Lillebonne who's then off to serve with the regiment.

Similarly, Robert d'Lancier wants to become a Major in the Royal Marines. His influence is supported by his late commanding officer, Gaston le Somme, and the Major steps down. Lancier buys the rank as Lt-Colonel Louis Oeuf Ur Terribles assumes command of the regiment.

New arrival Percy Urbain Fanci-Free has heard that the CO of the King's Musketeers has a standing order to admit newcomers to the regiment. What he doesn't realise is that there are still certain standards that Duncan d'Éauneurts requires. Fanci-Free doesn't measure up and his application is refused. This leaves M Fanci-Free at a loose end for the month as he was expecting to be with the Musketeers.

Georges Hommemince is aware of the rules for KM recruits, so goes for the Princess Louisa Light Dragoons. He is signed up at once. There is no room for another Major, however, so he has to settle for a Captaincy.

Raoul Bernard de Chenin Blanc decides the Picardy Musketeers is the regiment he'd like to serve with. His application is dealt with swiftly so that he can start



musket training before the regiment marches. He still has time to pay off the moneylenders, but takes another small advance for his campaign necessities.

As Minister of State, Pierre le Sang is in a privileged position as he has a good idea just how profitable his increased investment in arms will be. He also receives his regular donation from Etienne Brule, plus a much larger one from Duncan d'Éauneurts. Maybe Éauneurts shouldn't have given him so much as he now can't quite scrape up as much as he would like to invest in this sure thing. Before leaving Paris, Brule makes it clear to Belle Époque that he won't be returning to her: "It's not you, it's me," he insists.

As all the regiments march off to war, a couple of Parisians volunteer to join them. QMG Charles Louis Desappear offers his services to a Frontier regiment, while PMG Richard Shapmes takes command of 'his' Royal North Highlanders.

Still in Paris

There aren't very many people (well, significant people, anyway) in Paris this month. Let's see what they're up to. Field Marshal Bill de Zmerchant starts by visiting his lady friend. Then it's off to the Fleur de Lys, where Bill signs in Pierre le Sang and Guinevere d'Arthur as his guests. Social duties out of the way, Bill spends the rest of the month practising his moves with a two-handed sword.

Balzac Slapdash heads to the gym right at the beginning of the month and works out with his rapier. After three weeks physical activity, Balzac decides it's time for a change and visits his club, Red Phillips, to spend some quality time with Mary Huana.

Blue Gables is where Florent Sans de Machine is a member and he starts June by visiting his club with Charlotte de Gaulle. Then he takes his rapier to the gym for three weeks' practice.

A visit to his mistress is the first thing on Gaz Moutarde's agenda this month. Then it's three weeks' cutlass practice.

L'Inconnu is another member of Blue Gables and takes Anna Rexique there for the whole time.

The Fleur de Lys is Pierre Cardigan's club and he escorts Edna Bucquette there at the beginning of June. After this, he accompanies his sabre to the gym for the rest of the month.

The Minister of State takes Guinevere to the Fleur for the month – including their week as Bill's guests.

Roaming the county

The Treaty of Aix-la-Chapelle notwithstanding, the French army's mission for this campaign is to test the Spanish defences and dispositions in Franche-Comté. Second Army – consisting of the Frontier regiments – lays siege to the main

Spanish fortress at Dôle, the capital. This allows First Army, made up of the Guards and all the cavalry regiments, to operate across the countryside and find out what other Spanish forces are in place. Third Army – the Foot Brigades – protects the French lines of communication, looking out for any counter-attacks or reinforcements.

The main thrust of First Army is First Division where the Guards are supported by the Dragoons. Brevet Lieutenant-General Bernard de Lur-Saluces is the commander of First Division and gains his full rank. He dips into the Division's loot to take over 300 crowns for himself.

The Guards Brigade does what it does best: picks on smaller, weaker enemy forces and sends them packing. Brigadier Leonard de Hofstadt is brevetted to Lt-General. The Royal Foot Guards find a battalion of Spanish infantry garrisoning a small town and see them off – with extreme prejudice. The regiment's commander, Amant d'Au, is Mentioned in Despatches ("Look at him go: precision looting!") and collects a couple of hundred crowns' worth of booty. Lt-Col Jean Jeanie does a bit better at looting and adds over three hundred crowns' worth of Spanish goodies to his coffers. There's just the two hundred crowns' worth for Major Beau Reese Jean Seine.

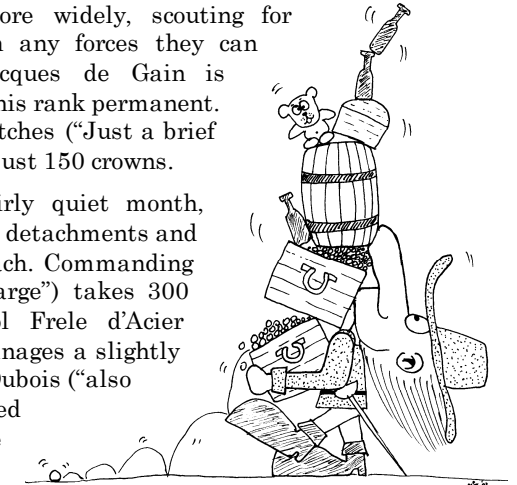
The Cardinal's Guard tries the same trick, but find their opponents are supported by a battery of artillery. The cannon fire provides cover for the Spanish infantry to retreat in good order. Lt-Colonel Jean d'Ice is acting commander of the regiment and follows up the retreating foe to pick up a good five hundred crowns' worth of plunder. There's no stopping the King's Musketeers, though, and this brings a mention for Duncan d'Eauneurts ("why is he munching carrots all the time?"). The KM commander picks up a couple of hundred crowns' worth of loot into the bargain.

In the Dragoon Brigade, Grand Duke Max's Dragoons find some Spanish cavalry patrols and send them home at a trot. Lt-Col Xavier Money commands the regiment and receives promotion to Colonel. He corners the market in plundered Spanish horse trappings and this brings him some 1,200 crowns. There's no reward for Major Padamus Da Grim, but Subaltern Augustin Fourier collects a few helmets – 500 crowns' worth.

Princess Louisa's Light Dragoons are summoned to assist the Cardinal's Guard. They arrive in time to hurry the Spanish infantry off the field. Having bought his way to Major at the start of the month, Arthur "Dekka" Dent is acting commander of the regiment. His success brings him promotion to Lt-Col, removing the "acting" from commander. He grabs 300 crowns' worth of booty from the retreating Spaniards. There's promotion for new Captain Georges Hommemince as well. He takes Dent's erstwhile position as junior Major, for which he must buy a couple of horses. Luckily, he takes just enough booty to do so. This brings him a Mention in Despatches, too ("Clever boy!").

The Cavalry Division ranges more widely, scouting for Spanish positions and taking on any forces they can handle. Division commander Jacques de Gain is another brevet Lt-General making his rank permanent. There is a brief Mention in Despatches ("Just a brief Mention") for him and he plunders just 150 crowns.

The Dragoon Guards have a fairly quiet month, skirmishing with scattered Spanish detachments and bringing the officers a Mention each. Commanding officer Etienne Brule ("he's in charge") takes 300 crowns' worth of plunder. Lt-Col Frele d'Acier ("number one or number two?") manages a slightly smaller haul of loot. Major Henri Dubois ("also present") and Captain Simon Alfred Devereux ("who he?") only get the Mentions.



The Queen's Own Carabiniers have much the same result. Horse Guards Brigadier Terence Cuckpowder takes 300 crowns as his share of the Brigade's loot. Swindelle d'Masses is his Brigade Major and does slightly better, gaining just over 300 crowns.

The Archduke Leopold Cuirassiers score a useful victory over a Spanish patrol, while the Crown Prince Cuirassiers pass an uneventful month. This brings a substantial Mention in Despatches for Heavy Brigadier Chopin Camus ("Good to see a clear cavalry victory"). In turn, he is elevated to the title of Marquis. He gets a hundred crowns in booty as well.

Digging in

Second Army establishes siegeworks around Dôle: their aim is not to take the fortress, just to keep the Spanish forces bottled up. Frontier regiment 2 does best, possibly because Brigadier-General Charles Louis Desapear is attached to the regiment. He certainly thinks so and takes his reward in loot captured from the rich mansions scattered on the city's outskirts: 800 crowns' worth. Brevet General Uther Xavier Beauregard commands Second Army and gains his full rank as reward. He is Mentioned in Despatches, too, and takes 700 crowns' worth of booty. His Aide, Major Jean Ettonique of the DGs, sticks to the looting and gets close to a thousand crowns' worth.

Third Army takes up positions behind First Army's advance: Second Division to the north, Third Division to the south. A Spanish column marching south from the Netherlands hits Second Division and attacks both Brigades. The 27th Musketeers take a hammering and retreat behind the 4th Arquebusiers. There's another beating for the 69th Arquebusiers, with the Gascons providing some

protection as they hold their ground alongside the 4th. It's up to the RNHB to give the Spanish a bloody nose as they hit them from the flank. Commanding 'his' battalion of the Royal North Highlanders, Lt-Gen Richard Shapmes gets a Mention ("He's taken to the kilt like a native"), which brings him elevation to Count. He picks up some 300 crowns' worth of booty, too. Division commander brevet Lt-Gen Was Nae Me receives his full rank and somehow manages to pocket a couple of hundred crowns.

There's no such assault on Third Division, but they take on scattered local troops. In First Foot Brigade the Royal Marines engage Spanish infantry only to find they have cavalry support who chase the Marines from the field. The regiment's new CO, Lt-Col Louis Oeuf Ur Terribles is promoted to Colonel, filling the space left by the sudden demise of Gaston le Somme. Major Robert d'Lancier follows him up the ranks, taking the Lt-Col's position. He is Mentioned in Despatches as well. Warned by the Marines, the Picardy Musketeers are able to hold firm against the cavalry. Subaltern Fabien Petanque survives handily, but Private Raoul Bernard de Chenin Blanc is felled by a cavalry sabre. RIP. The regiments in Second Foot Brigade do better, seeing off the troops they encounter. However, 13F Major Jean-Marie Lillebonne is hit by a well-aimed musketball. RIP.

All of which means that the Third Army commander, Sebastian de la Creme, has his rank made permanent and is mentioned in Despatches ("still applying for the job he has, I see"). Army Adjutant Alan de Frocked is brevetted to Brigadier-General, but there's no vacancy as Guards Brigadier. There's a footnote about him in the Despatches ("See Guards Brigade"). Rather more is written in the Despatches about the General's Aide, CG Major Felix Antoine Gauchepied'er, none of it printable in this publication. ❖

Battle Results

First Army: 2	Frontier regiment 2: 2
First Division: 3	Frontier regiment 3: 3
Guards Brigade: 3	Frontier regiment 4: 4
Royal Foot Guards: 1	
Cardinal's Guard: 3	Third Army: 5
King's Musketeers: 1	Second Division: 3
Dragoon Brigade: 1	3rd Foot Brigade: 3
Grand Duke Max's Dragoons: 2	27th Musketeers: 6
Princess Louisa Lt Dragoons: 1	4th Arquebusiers: 4
Cavalry Division: 1	4th Foot Brigade: 5
Horse Guards Brigade: 3	69th Arquebusiers: 6
Dragoon Guards: 4	The Gascon Regiment: 3
Queen's Own Carabiniers: 4	RNHB regiment: 2
Heavy Brigade: 1	Third Division: 2
Archduke Leopold Cuirassiers: 1	1st Foot Brigade: 6
Crown Prince Cuirassiers: 3	Royal Marines: 5
	Picardy Musketeers: 4
Second Army: 1	2nd Foot Brigade: 5
Frontier Division: 6	13th Fusiliers: 2
Frontier regiment 1: 3	53rd Fusiliers: 2

July 1670 (317)

Paris remains somnolent through July as the armies continue fighting in Franche-Comté. Florent Sans de Machine decides he should join them and applies to the King's Musketeers. KM CO Duncan d'Eauneurts is pleased to accept him. Sans de Machine buys a Captaincy and trots off to find the regiment. After being turned down by Eauneurts last month, Percy Urbain Fanci-Free gives up on joining a regiment and volunteers for the Frontier troops. He, too, is on the road.

Meanwhile, on the front lines, Swindelle d'Masses resigns his appointment as Brigade Major of the Horse Guards to resume his position at the head of the Queen's Own Carabiniers. The Royal Marines commander, Colonel Louis Oeuf Ur Terribles, steps up as acting Brigadier of First Foot, leaving Robert d'Lancier in charge of the Marines. Second and Fourth Foot also get regimental officers as their acting commanders.

Practising in Paris

There are even fewer socialites in Paris, so let's see what they are up to. The Fleur de Lys is home to Pierre le Sang and Guinevere d'Arthur all month and it's quiet enough for Pierre to be able to concentrate on the Despatches from the front lines. Pierre Cardigan is in the Fleur for the first week, holding hands with Edna Bucquette. Then he's in the gym for three weeks, holding his sabre. Bill de Zmerchant is the last visitor to the Fleur, popping in during week 2 to throw some money around on the gaming tables. He only wins one of his four bets, so he's well out of pocket by the end. His first week was spent winning the affections of Di Lemmere from the absent Sebastian de la Crème (well, he is commanding an army!). Bill visits Di again before concluding his month practising with a two-handed sword.

Blue Gables is where L'Inconnu passes the month, in the company of Anna Rexique. Balzac Slapdash is the one visitor to Red Phillips, bringing Mary Huana with him. This is after he's put in three weeks with his rapier. Hercule D'Engin practises rapier for three weeks, too. His fourth week is spent at the Bawdyhouses for some female company. This leaves Gaz Moutarde, whose three weeks with his cutlass follow a visit to his lady friend.

A drive in the country

With the main Spanish force bottled up, First Army has comparative freedom to roam the countryside, winking out Spanish garrisons and identifying fortifications. As last month, the main thrust is First Division, comprising the Guards and the Dragoons. Promotion for Division commander Bernard de Lur-Saluces means he is brevetted to General and the King bestows a Knighthood on him. He finds time to collect 300 crowns' worth of loot.

It's a fairly quiet month for the Royal Foot Guards, who just have local militias to deal with. Amant d'Au, commanding the regiment, finds himself Mentioned in Despatches ("leading from the front") and takes a couple of hundred crowns' worth of booty. Lieutenant-Colonel Jean Jeanie has similar rewards: a Mention ("would be leading from the front if his CO hadn't got there first") and loot totalling 200 crowns. Major Beau Reese Jean Seine isn't quite so forward, which lets him concentrate on the looting: over 500 crowns' worth comes his way.

The Cardinal's Guard have a more serious encounter, but see off the Spanish regulars who get in their way. The acting commander, Lt-Col Jean d'Ice, takes over a thousand crowns' worth of booty.

Spanish artillery tries to stop the King's Musketeers but, with no supporting troops, they are quickly outflanked. The Musketeers seize the guns, providing a good share of loot across the regiment. There's nearly 500 crowns for Colonel Duncan d'Eauneurts, who is Mentioned in Despatches ("excellent work taking those guns") and becomes a Marquis into the bargain. New Captain Florent Sans de Machine is Mentioned, too ("Oh look, a new Captain") and takes his almost 500 crowns' worth.

Overall, the Guards Brigadier feels happy with the Brigade's work this month. Leonard de Hofstadt is Mentioned in Despatches ("the laughing Brigadier") and takes 300 crowns as his share of the plunder.

The Dragoons mix it with a Spanish cavalry force trying to get to Dôle. Grand Duke Max's Dragoons halt the Spaniards and Princess Louisa's Light Dragoons chase them away. There's no reward for GDMD Colonel Xavier Money. Major Padamus Da Grim collects discarded Spanish cavalry armour and ends up with 400 crowns' worth. Subaltern Augustin Fourier receives a brevet promotion to Captain. Lt-Col Arthur "Dekka" Dent leads the PLLD, but there's nothing for him either. Major Georges Hommemince picks up 500 crowns' worth of booty and is Mentioned in Despatches (excellent scavenging from horseback").



CHAAAAAARGE!!

The Cavalry Division goes deeper into Franche-Comté, scouting for Spanish positions. The commander, Jacques de Gain, is brevetted to General, which is worth a note in the Despatches ("another General"), and takes 200 crowns as his share of the loot.

It's a mixed result for the Horse Guards. Brigadier Terence Cuckpowder does enough to be brevetted to Lt-General.

The Dragoon Guards get the short end of the stick, running into fortified Spanish positions and having to withdraw. CO Etienne Brule is Mentioned ("that was a fast retreat"), as is Lt-Col Frele d'Acier ("in good order"). Acier receives the title of Count as well and picks up a couple of hundred crowns of booty. A final note in the Despatches goes to Major Henri Dubois ("a survivor"). However, Captain Simon Alfred Devereux is on the receiving end of the first volley from the Spanish and falls to the enemy musketry. RIP.

Having quit as Brigade Major, Swindelle d'Masses takes back control of the Queen's Own Carabiniers. And not before time as the QOC encounter Spanish cavalry scouts and chase them off. Masses gets a Mention in Despatches ("all without exposing himself to any danger") and collects 500 crowns' worth of plunder from the battlefield.

Mixed results for the regiments in the Heavy Brigade produce a small Mention ("also present") and 300 crowns for Brigadier Chopine Camus.

Standstill on the road

Second Army continues to keep the Spanish holed up within their fortifications outside Dôle. This is proving a tricky task and sorties by the defenders cause casualties, despite the hefty earthworks the Frontier regiments have thrown up. Frontier regiment 2 benefits from the advice of Brigadier-General Charles Louis Desapear, who's attached to the regiment and charges a mere 800 crowns for his services. The relative success of this regiment is good news for volunteer Private Percy Urbain Fanci-Free as he survives his baptism of fire quite handily. Army commander Uther Xavier-Beauregard is named as Field Marshal for next year. This is, of course, mentioned in Despatches ("He's Field Marshal!") and he pockets well over a thousand crowns' worth of plunder. DG Major Jean Ettonique is his Aide and makes sure he gets a bit more booty – almost 1,500 crowns' worth.

Defending the French forces' lines of communication is the job of Third Army. There is no significant attack by the Spanish, but small forces probe at the army's positions. General Sebastian de la Crème is Mentioned in Despatches ("not Field Marshal"), as is the Army Adjutant, Alan de Frocked: "a fine administrative brain". As always, Felix Antoine Gauchepied'er appears in the Despatches for his dress (and I do mean dress) rather than any military prowess.

There's a clean sweep of rewards for Second Division commander Was Nae Me: he is promoted to (brevet) General, Mentioned ("Yet another General") and

elevated to Count while pocketing 700 crowns' worth of loot. The signal success in the Division is the Royal North Highlanders again. Lt-Gen Richard Shapmes commands a battalion and gets two effusive Mentions ("What a fine figure of a man – and such skill with the bagpipes"). He takes 800 crowns' worth of goodies from ransoming captured Spanish officers.

First Foot Brigade is in Third Division and its component regiments do no more than hold their own. Acting Brigadier Louis Oeuf Ur Terribles is promoted to (brevet) Bdr-Gen, but doesn't get to be Brigadier as he already has an appointment. There is a Mention for him, too ("Excellent debut as Brigadier"). Lt-Col Robert d'Lancier commands the Royal Marines in place of Terribles and takes his place in the Despatches ("how much?") while picking up just 50 crowns' worth of plunder. Still, at least he's been able to repay his loans to the moneylenders. In the Picardy Musketeers Subaltern Fabien Petanque survives happily again. ❖

Press

Announcements

Last Will and Testament of SA2

I, Sebastian Adis II, leave all my worldly goods to my Bon Ami Sir Felix Anton Gauchepied'er now that jealous bitch Marie Antoinette has ditched me for a nobody. Take your cake and eat it, you silly cow!! Ha Ha!! (Signed) 1 May 1670.

Military Missives

Dear Baron d'Eauneurts,

I would like to enlist in the King's Musketeers, if you would be so kind. I believe you have need of a second Major, and I would be happy to assume that role, with sufficient funds to provide the needed administrative costs and equine resources. I realize that I am rather slight in frame; but I hope that my studies in the area of military science can be of value to the Musketeers.

Respectfully,

† Georges Hommemince

Personal

To: Lady Isla d'Eauneurts

Sweetie,

I simply must write to you in regards to your son, Dunkie, who, I regret to inform you, grows increasingly delusional and corrupted by the powers of Office with each passing day.

Trissy and I are busy compiling the 'd'Eaunert's Dossier' for submission to His Majesty with the hope that such information will see him removed from all positions of authority and placed within an asylum until such time as physicians deem him fit for release. Personally, darling, I feel that he's a lost case, well past the stage of cure, but you know these medical types – always interfering with their local remedies and words of wisdom!

Now, as I mentioned, I felt I must write to you because I have a couple of questions to ask, to assist with the dossier. Firstly I would like to know, was Dunkie one of those pinched-face

children that you see in school yards that remain apart from their class mates, staring intently and enviously from a corner somewhere while the other children are at play? I suspect very much that he was, but your confirmation would be welcome.

Secondly, and this is a more delicate matter, was your late husband, how can I put this... somewhat lacking, deficient in the trousers department? If so I believe this may be a hereditary issue as I was propositioned by your son some months ago. He has been having trouble with ladies, so he told me and, during the course of my interview for the King's Musketeers, poor Dunkie produced his 'wee dunkie'. How embarrassing, sweetheart. I mean, not for me, but for your son: my god, was it small? Almost non-existent and I have to say I did feel for the darling.

So I think Dunkie has what one physician referred to as 'Little Man's Syndrome' and his actions and instances of increasing insanity are tied to this secret shame he has over his 'wee dunkie'. As his mother, maybe you witnessed this during his childhood? I did hear rumour that at his birth the midwife first informed you and your husband that you were the proud parents of a baby daughter, but this was subsequently rectified after a physician's check-up several months later and then by several subsequent check-ups with physicians arguing with each other until a large viewing glass arrived.

† Dame Felix Anton Gauchepied'er
Major, Cardinal's Guard

Overheard at Le Châtelet...

"It's rumoured that Brigadier-General Sebastian Adis II elected for 'Suicide by Cavalry' rather than face the consequences of his blatant pilfering from the First Army. Look into it while I'm away, will you...?"

Meanwhile in Paris

What a lovely day to spend in gay Paris, thought Percy Urbain Fanci-Free, as he returned from a visit to Mr "Loadsamoney", where he had borrowed a princely sum of cash using his father's ring as collateral. Such a shame Father could not see him, but the family had fallen on hard times, mainly due to an overindulgence of claret (and wine and cleaning fluids), such that his father was barred from his own chateau and having to rough it in the orangery disguised as a gardener to avoid the debt collectors. "Well," thought Percy, "this won't do, being poor." So, having heard of a recent vacancy in the King's Musketeers, took himself off there to join up. "Oh my goodness – what a scene – some pair of old trollops wailing about Dunkey-poops and being let down – I mean, WHAT WERE THEY WEARING? Those dresses were SO 1669, their powder was plastered on so thickly it looked like it had been applied with a builders trowel and those Wigs – speechless – I have seen better dress sense on Pantomime Dames in provincial village plays." "Well," thought Percy, "this is the regiment for me if they kick out those frightful harpies." So, after a quick adjustment of the wig, in he goes...

I share the concerns expressed by others at political prosecutions touching the honour of officers in the Second Army, and also the First. I hope we are not witnessing the actions of an out-of-control prosecutor supposing himself immune from retribution. I have dealt with such before.

† UXB

Brigadier-General le Baron Duncan d'Eauneurts, OC The King's Musketeers, to

Colonel Sir Alan de Frooked, OC Cardinal's Guard, Greetings!

Colonel de Frooked,

I am eternally in your debt, Sir. Thank you for relieving the King's Musketeers of the odious presence of Major Gauchepied'er. During his time with the King's Musketeers, he and his mincing manservant 'Trissy' have done little other than bring the regiment into disrepute and I can think of no better place for him than amongst the ranks of the Cardinal's Guard.

I see that both he and your good self will be serving on the staff of General de la Creme during the forthcoming campaign. All girls together, eh? I shudder to think what his 'aide duties' might consist of, however. Still, I expect he will prove useful in defence whilst the real men of the First Army take the battle to the enemy. As a master of the surprise attack from the rear (I've lost count of the complaints about this I received from the men formerly under his command), he must be intimately

familiar with every means to counter this in existence.

On a more serious note, I would heartily recommend that you keep a close eye on him whilst the contemptible reprobate is under your command. I found out to my cost that the concepts of honour, loyalty and regimental solidarity are completely alien to this prancing blackguard and that those befriending him can expect little for their pains other than an eventual knife in the back. (It is surely no coincidence that the dagger is his weapon of choice.)

Sincerely hoping that you never miss an opening in the course of the forthcoming campaign,

† Brigadier d'Eauneurts

A Brief but Sombre Regimental Mass at the casenes of the Picardy Musketeers for the Life of our late Commander Colonel Jacques Diabolick was held prior to the Regiment departing for the Front.

A Clearly Moved LtGen GM have a restrained but joyful Eulogy for a fallen Comrade Soldier, his Love for Mary Huana, His jousts with Balzac Slapdash and Bill Zmerchant His Service as a Major with the First Army and his greatest honour, Leading the PM.

Black Armbands worn Subaltern Petanque led the Colour Party as they let off three volleys in his remembrance.

Despatches from the Front

We report, with great sadness, the death of Sebastian Adis II whilst on active duty with the RNHB. The former QMG of the 1st Army had seemed mighty perturbed by recent events in Paris, and had taken to long walks "to devise a plan to get out of this mess". During one of these brooding walks, the QMG was unaware of the dangers of enemy

cavalry and trooper Blackadder recalls that his staff warned him of "Horses approaching". His last recorded words were "Whores – Non, the CoP and so-called Minister of Justice are not even worthy to be called "sons of whores". "No your Excellency, HORSES – behind you approaching fast". At which point the QMG turned and said "Mer..." as the enemy Cavalry ran over him. RIP

Points Arising

Next deadline is 8th June

Note that the tables following show the position at the end of July, apart from the Greasy Pole which includes characters killed in June.

The Minister of State has decided that ALL Brigades will be committed to the summer 1671 campaign. The Minister of War has opted for a mixed deployment (Organisation 72 in your rule books). This is:

First Army (Defence)

Frontier Division

Frontier regiments

Cavalry Division

Heavy Brigade (CPC, ALC)

Dragoon Brigade (GDMD, PLLD)

Second Army (Siege)

First Division (Assault)

Guards Brigade (RFG, CG, KM)

First Foot Brigade (RM, PM)

RNHB

Second Division (Siege)

Second Foot Brigade (13F, 53F)

Third Foot Brigade (27M, 4A)

Fourth Foot (69A, Gascons)

Horse Guards Brigade (DG, QOC – Field Ops)

All military appointments lapse at the end of August and the new posts (according to the new organisation above) will be filled at the beginning of September. **With your orders for August let me have your applications for posts in September** – these may be conditional on promotions in August.

Minister of War also falls vacant at the end of August and may be applied for with your August orders.

Farewell

Following the demise of his last character, Brian Heasley has decided to take a break from the game. Thanks for playing Brian, and you'll be very welcome any time you want to return.

Welcome

Joining us from the August turn is Gavin Wright. Like many of us (well, me and the Dommett, anyway), Gavin has fond memories of playing *En*

Garde! thirty-odd years ago. Welcome to the game, Gavin: enjoy yourself!

Fontainebleu En Garde!

This is a new *En Garde!* game being run by Paul Lydiate (aka DdE) at: www.tapatalk.com/groups/feg

The game has picked up most of the house rules from DuPont (RIP), including the clergy as an alternative career path and female characters. Paul's got room for another player or two, so sign up now!

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 that 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.

Duels

Results of June's duels

Robert d'Lancier (gains 1 Exp) beat Jean d'Ice (with LdH).

Amant d'Au (gains 1 Exp) killed Gaston le Somme.

Felix Anton Gauchepied'er didn't turn up to fight Duncan d'Eauneurts and lost SPs - voted cause 6:3.

Grudges to settle next month:

None.

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

Duels held over to September

Sebastian de la Creme versus Bill de Zmerchant.

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

New Characters

Jerry Spencer gets the First son of a very wealthy Viscount: Init SL 11; Cash 825; MA 4; EC 1 (X3).

Mark Nightingale gets the First son of a wealthy Gentleman: Init SL 5; Cash 550; MA 5; EC 3 (X4).

Olaf Schmidt gets the Bastard son of an Impoverished Knight: Init SL 5; Cash 36; MA 6; EC 4 (X5).

Paul Wilson gets the Bastard son of an Impoverished Marquis: Init SL 7; Cash 36; MA 6; EC 2 (X6).

Gavin Wright gets the Bastard son of an Impoverished Gentleman: Init SL 3; Cash 36; MA 4; EC 2 (X7).

Tables

Army Organisation and 1670's Summer Deployment

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

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

Brigade Positions

Guards Brigade	LdH/N/N5
Horse Guards Brigade	TC/N/_/_
Heavy Brigade	CC/N/_/_
Dragoon Brigade	N7/N/_/_
First Foot Brigade	_/_/_/_
Second Foot Brigade	N6/_/_/_
Third Foot Brigade	N4/N/N5
Fourth Foot Brigade	_/_/_/_

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

Frontier Regiments

(On campaign for June-Aug)					
	F1	F2	F3	F4	RNHB
Colonel	N6	N3	N1	N2	N9
Attached		PUFF CLD			RS
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

First Army: 3	Frontier regiment 2: 3
First Division: 1	Frontier regiment 3: 5
Guards Brigade: 2	Frontier regiment 4: 3
Royal Foot Guards: 3	Third Army: 5
Cardinal's Guard: 2	Second Division: 1
King's Musketeers: 1	3rd Foot Brigade: 3
Dragoon Brigade: 3	27th Musketeers: 3
Grand Duke Max's Dragoons: 3	4th Arquebusiers: 2
Princess Louisa Lt Dragoons: 2	4th Foot Brigade: 5
Cavalry Division: 1	69th Arquebusiers: 5
Horse Guards Brigade: 4	The Gascon Regiment: 6
Dragoon Guards: 5	RNHB regiment: 1
Queen's Own Carabiniers: 2	Third Division: 3
Heavy Brigade: 4	1st Foot Brigade: 5
Archduke Leopold Cuirassiers: 2	Royal Marines: 3
Crown Prince Cuirassiers: 5	Picardy Musketeers: 3
Second Army: 1	2nd Foot Brigade: 6
Frontier Division: 6	13th Fusiliers: 5
Frontier regiment 1: 5	53rd Fusiliers: 2

Other Appointments

King's Escort: Ensign N	Captain N
Cardinal's Escort: Ensign N	Captain N
Aides: to Crown Prince N	to Field Marshal LOU
Provincial Military Governors: RS/N/N/N/N	
City Military Governor N	Adjutant-General N
Inspectors-General: of Cavalry N	of Infantry N
Commissioner of Public Safety DdE (until March 1671)	
Chancellor of the Exchequer EB (until April 1671)	
Minister of Justice CPS	
Minister of War BdZ (until August 1670)	
Minister of State PIS (until November 1670)	

Shows who holds appointments outside military units:
ID for Characters, "N" for NPC, __ for vacant, "CPS" for additional posts held by the CPS.

Femmes Fatales

No	Name	SL	Attr	Last
64	Edna Bucquette	18	W	PC
3	Kathy Pacific	17	B	
54	Madeline de Proust	17		
35	Katy Did	16	I	
42	Maggie Nifisent	16	B	
55	Jacky Tinne	16		
52	Guinevere d'Arthur	15	B/W	PIS
10	Frances Forrin	14	B	
21	Helen Highwater	14	W	
48	Fifi	14	B/W	
62	Alison Wunderlandt	14		
11	Laura de Land	13		
16	Ophelia Derrière	13		
26	Ella Fant	13	B	
27	Lucy Fur	13	B	
30	Leia Orgasma	13	B	
45	Cath de Thousands	13		
8	Lotte Bottle	12	B	
12	Charlotte de Gaulle	12		
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	
33	Anna Rexique	10	I	LI
38	Pet Ulante	10	W	
43	Di Lemmere	10	I	
53	Angelina de Griz	10	B	
56	Ingrid la Suède	10		
6	Viv Ayschus	9		
57	Ava Crisp	9	I	
59	May Banquot l'Idee	9		
2	Betty Kant	8	I	
19	Jenny Russe	8	W	
32	Sal Munella	8	W	
41	Marie Antoinette	8	B/I	
49	Mary Huana	8	B/I/W	BS
34	Freda de Ath	7	W	
39	Thomasina Tancenjin	7	I	
50	Ulla Leight	7	I	
5	Belle Epoque	6	B/I	
13	Josephine Buonoparte	6	I/W	
24	Violet Bott	6	I/W	
15	Ada Andabettoir	5	B/I	
25	Lois de Lô	5	B	

Regiments																
Col	RFG	CG	KM	DG	EOC	ALC	CPC	RM	CDM	13F	PLLD	53F	27M	4A	69A	Gscn
LCol	AdA	AdF	DdE	EB	SdM	N4	Rdl	LOUT	XM							
Maj 1	BRJS	N2	N1	JE+	N5	N2	N3	N6	N1	N4	N4	GH	N3	N5+	N3*	N1
Maj 2	N5+	FAQ	N1	HD	N5	N6	N6	N5	N6	N4	N4	N3	N5	N2	N6	N5
Capt 1	N2	N3*	N3*	N6	N5	N4*	N6	N5	N6	N4	N4	N3	N5	N2	N4*	N2
Capt 2	N2	N2	FSDm	N4*	N5											
Capt 3	N3															
Capt 4																
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
BdZ	Viscount Bill de Zmerchant	27+	87	OK	Fld Marshal/War Minister	7		Flr	3	Tim	Macaire
PIS	Viscount Pierre le Sang	25	62	Comfy	General/State Min.	7	Guinevere	Flr	4	Bill	Howell
PC	Count Pierre Cardigan	24	55	Rich	General/Min w/o Port	9	Edna	Flr	5	Matt	Shepherd
EB	Marquis Etienne Brule	24	F	Withy	B.Bdr-General DG/Chancellor	3		Flr	4	James	McReynolds
UXB	Count Uther Xavier-Beauregard	23	F	Rich	General/2nd Army Commdr	16		Flr	4	Pete	Card
JdG	Count Jacques de Gain	23	F	Flthy	B.General/Cav Div Commandr	23		Flr	6	Ben	Brown
FdA	Count Frele d'Acier	22	F	Comfy	Lt.Colonel DG	17		Flr	3	Peter	Farrell
AdA	Count Amant d'Au	22	F	Rich	B.Bdr-General RFG/Min w/o Port	10		Flr	5	David	Brisler
DdE	Marquis Duncan d'Eauneurts	21	F	Withy	Colonel KM/CPS	7		Flr	5	Paul	Lydiate
JJ	Count Jean Jeanie	20	F	Rich	Lt.Colonel RFG	25		Flr	3	Andrew	Kendall
RS	Count Richard Shapmes	20	F	Rich	Lt-General/Prov.Mil.Gov	17		Flr	4	Charles	Popp
SdC	Baron Sebastian de la Creme	20	F	Comfy	General/3rd Army Commdr	4		Flr	5	Alan	Percival
BRJS	Baron Beau Reese Jean Seine	19	F	Comfy	Major RFG/Min w/o Port	4		Flr	3	Bill	Hay
TC	Baron Terence Cuckpowder	18	F	Withy	B.Lt-General/HGds Brigadier	6		Both	4	Mike	Dommett
WNM	Count Was Nae Me	18	F	Rich	B.General/2nd Div Commandr	13		Both	3	Mark	Farrell
GM	Sir Gaz Moutarde	16	32	Rich	B.Lt-General	4		Both	2	Mike	Cilbborn-Dyer
LdH	Sir Leonard de Hofstadt	16	F	Comfy	B.Lt-General/Gds Brigadier	5		Both	5	Neil	Packer
CC	Marquis Chopine Camus	16	F	Withy	B.Lt-General/Hvy Brigadier	8		Both	4	Stewart	Macintyre
AdF	Sir Alan de Frocked	15	F	Withy	B.Bdr-General CG/3rd Army Adj't	3		Both	2	Charles	Burrows
GIS	Sir Gaston le Somme	15	RIP							Jerry	Spencer
Jdl	Sir Jean d'Ice	14	F	Comfy	Lt.Colonel CG	5		Both	3	Tym	Norris
BdLS	Sir Bernard de Lur-Saluces	14	F	Withy	B.General/1st Div Commandr	8		Both	2	Rob	Pinkerton
JE	Marquis Jean Ettonique	14	F	Withy	Major DG/Gen's Aide (2nd Army)	13			5	Tony	Hinton-West

ID	Name	SL	SPs	Cash	Rank	Regiment/Appointment	MA	Last seen	Club	EC	Player
SdM	Swindelle d'Masses	13	F	Comfy	B.Bdr-General QOC	5		Both	4	Craig	Pearson
LOUT	Louis Oeuf Ur Terribles	13	F	Comfy	B.Bdr-General RM/FMshl's Aide	3		Both	5	Dave	Marsden
CLD	Charles Louis Desappear	13	F	Withy	Bdr-General/2nd Army QM Gen.	3		Both	4	Martin	Jennings
FAG	Sir Felix Anton Gauchepied'er	13	F	Withy	Major CG/Gen's Aide (3rd Army)	8		Both	4	Jason	Fazackarley
PUFF	Percy Urbain Fanci-Free	11	F	Poor		6			2	Mark	Cowper
HD	Sir Henri Dubois	10	F	Comfy	Major DG	3		Hunt	3	Wayne	Little
XM	Xavier Money	9	F	Comfy	Colonel GDMD	5		F&P	3	Pam	Udowiczzenko
SAD	Simon Alfred Devereux	9	RIP							Paul	Wilson
GH	Georges Hommemine	9	F	OK	Major PLLD	5			1	Cameron	Wood
FSdM	Florent Sans de Machine	8	F	Comfy	Captain KM	3		BG	4	Nik	Luker
LI	L'Inconnu	7	8	OK		5	Anna	BG	1	Gerald	Udowiczzenko
ADD	Arthur 'Dekka' Dent	7	F	Poor	Lt.Colonel PLLD	7		BG	1	Graeme	Morris
RdL	Robert d'Lancier	7	F	OK	Lt.Colonel RM	6		F&P	4	Steven	Malacek
RBCB	Raoul Bernard de Chemin Blanc	7	RIP							Olaf	Schmidt
PDG	Padamus Da Grim	6	F	OK	Major GDMD	6		F&P	2	Graeme	Wilson
JML	Jean-Marie Lillebonne	5	0	OK		6			2	Mark	Nightingale
X1		5	0	OK		6			2	Francesca	Weal
B5	Balzac Slapdash	5+	17	Comfy	B.Bdr-General	9	Mary	RP	4	Matthew	Wale
X2		4	0	Poor		3			3	Ray	Vahey
AF	Augustin Fourier	3	F	OK	B.Captain GDMD	2		RP	3	Brick	Amundsen
HDE	Hercule D'Engin	2-	1	Poor		2			2	Gerry	Sutcliffe
FP	Fabien Petanque	2	F	Poor	Subaltern PM	6			3	Bob	Blanchett

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

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

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

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

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