

That would be enough

This has been issue 158 of *To Win Just Once*, published 17th September 2015. It incorporates *Les Petites Bêtes Soyeuses*, a game of *En Garde!*. Issues are published ten times a year, roughly every five weeks. © Paul Evans 2015

Deadlines

Orders for *Railway Rivals* to Mike by Friday, 9th October.

Orders for *LPBS*, *Great White Hunter* and any other contributions to Pevans by Friday, 16th October.

(Remaining deadlines for 2015: 13th/20th November, 18th/24th December)

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.engage.co.uk

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

Star Trader – Mateusz Ochman, Martin Jennings, Mike Clibborn-Dyer, Andrew Burgess, Bob Parkins, Przemek Orwat and Mark Cowper are waiting for the next game – anyone else? Rules provided.

Online games

See page 16 for more information about these.

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

Brass at brass.orderofthehammer.com

Concordia (at www.boiteajeu.net): Pevans

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

Roll Through the Ages and **Vinci** (at www.yucata.de) Pevans

Through the Ages at www.boardgaming-online.com or boardgamearena.com: Pevans, Al Tabor

Credits

To Win Just Once issue 158 was written and edited by Pevans. The *LPBS* masthead (page 22) is by Lee Brimmicombe-Wood. The drawing on page 27 is by Tim Wiseman and those on pages 29 and 31 by Nik Luker. Game and book artwork is courtesy of the publisher and beer art from Camra and the breweries. Pevans took the photos (except where noted) and played with Photoshop.

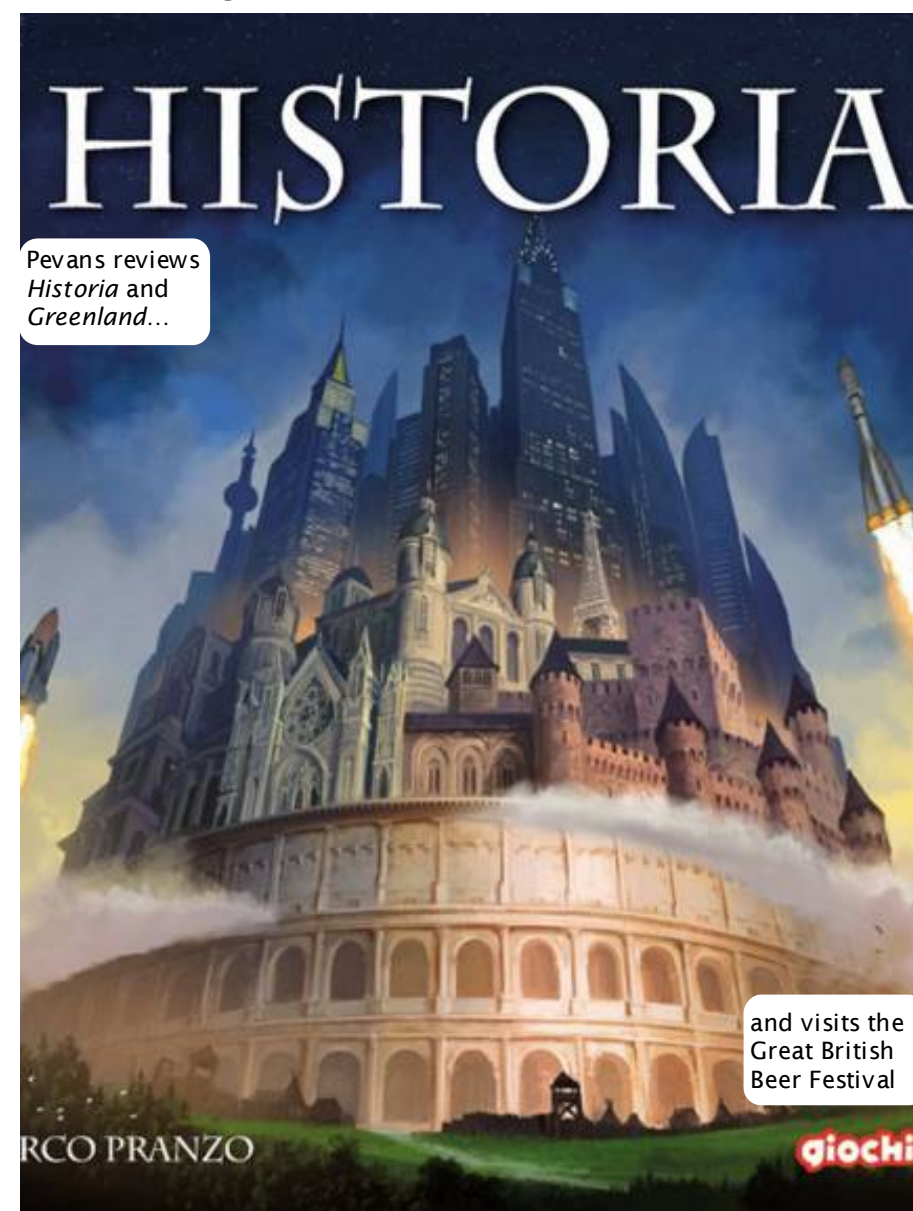
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To Win Just Once

(incorporating *Les Petites Bêtes Soyeuses*)



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Chatter

Woo-hoo! The mince pie season has started. Mmm, mince pies...

Be that as it may, building work at the end of the road is beginning to show more real progress. Both plots 1 and 2, as I've designated them, are now up to first floor level. However, the level of activity is rather different at the two sites. I see the occasional worker in a hard hat around plot 1 and the crane is busy most of the day, but it's not exactly a hive of activity. Plot 2, on the other hand, has a horde of hard-hatted bricklayers beetling about, although they're only working on one corner of the site as far as I can tell.

Those of you who get *To Win Just Once* on paper, may have noticed a crisper look to last issue. This is because I have retired my veteran Canon LBP 5200 colour laser printer – it has never been the same since a blue cartridge leaked toner all over the inside – and am now using a nice, new Lexmark CS510. I think the new printer is producing crisper colours, but it is a bit slower than the old one. Let me know if you've spotted any difference.

Next issue will be a week later than usual as Mike and I are hitting the Spiel games fair. However, that should give me enough time to produce the first cut of my report from the show.

Are you receiving me?

More precisely, are you getting my emails? I know a few subscribers don't get the notices I email, but I'm concerned that I've not heard from several regular players this time – and a few of them not for a while. So, if you're reading this and didn't get the notice, please let me know. Maybe we can work out what the problem is and make sure everybody gets the emails.

Last call for *Star Trader* players

It looks like we have some eight players for the next game. There's room for one or two more, so now is the time to sign up if you want to join in. Contact Mike Dommett or Pevans to stake your claim.

TWJO online

TWJO 157 was published on 16th August and the PDF version had racked up 107 downloads by the end of the month. There were 58 downloads of issue 156 in August, taking it to 339 in (nearly) two months. Issue 155 got 22 more downloads in August, making just 180 since publication.

I was pleased to see my report from this year's UK Games Expo also attracted lots of hits. There was nothing particularly odd in the search terms this month (still lots of "Spongebob Squarepants Employee of the Month"), so I had a look at the browsers people used. Mozilla/Firefox made up over half the visitors, but Chrome was a strong second, ahead of IE and Safari.

Letters

Jonathan Palfrey chips in on last issue's Reading Matter.

Your review of *Ancillary justice* somehow manages to give me a useful amount of information about it, without convincing me either to read it or not to read it. I know now what it's about, but I don't know whether I'd like it.

According to Wikipedia, 23 novels so far have won both the Hugo and the Nebula. I've read at least seven of them: *Dune*, *Left Hand of Darkness*, *Ringworld*, perhaps *Rendezvous with Rama* (not sure), *The Dispossessed*, *The Forever War*, *Gateway*, and *Startide Rising*.

Of the ones I've read, none are actually among my favourites, unless you count *Left Hand of Darkness*, which I respect but don't often re-read. *Ringworld* is OK, I re-read it sometimes, but there are other Niven books I like better. *The Forever War* and *Startide Rising* I remember as being vaguely OK, I think I read them more than once, but a long time ago. I've read *Dune* more than once, but I've never been keen on it. I read *The Dispossessed* and *Gateway* once each, wasn't keen, don't plan to read again.

I think that's a brilliant selection of books. Apart from possibly *Rendezvous with Rama*, which I didn't get on with. I particularly remember reading *Dune* for the first time. I was lent a copy and started reading it when I went to bed that evening. I finished it just in time to get up for school the next morning!

Then a note from Keith Bristow dropped into my in-box. It was sent in June, so goodness knows where it's been in the meantime. (Unless, of course, the date on Keith's computer is three months behind.)

Read your review of *On a Steel Breeze* and have to agree with you, great book. Noticed you talk about the sequel not being available. Good news, it is. It is called *Poseidon's Wake* and is available now.

Recommend you also try, if you haven't already, Chris Wooding's *Retribution Falls*, which is a really, really fun read.

Thanks, Keith. I'd spotted *Poseidon's Wake*, but it's still not available in paperback until next year. *Retribution Falls* looks interesting – my immediate thought was “*Firefly*, only nastier.”

Great British Beer Festival 2015

Pevans has a quiet drink

Spurned by those I regularly meet at the GBBF, I went for a slightly different schedule, arriving just after opening time (noon) for lunch. Of course, as soon as I left the house to start my journey, the heavens opened! Last time I was at the GBBF in Olympia during heavy rain, the result was huge puddles and steady



drips where the Victorian architecture hadn't coped with the deluge. Luckily there was no sign of that this time.

In time-honoured tradition, I started with something familiar to calibrate my taste buds. It was a pint (and I do mean a pint) of Timothy Taylor's Landlord: 4.8% alcohol by volume (abv) and brewed in West Yorkshire. Plus a bratwurst in a bun. Mit sauerkraut. Not the best bratwurst I've ever had, but a decent (start to) lunch. The beer was lovely, amber, hop-smelling and nicely dry and bitter. Yum yum!

I grabbed a couple of seats and was soon joined by Andy Kendall, also of this parish (so to speak). This was excellent as it meant we could take it in turns to go for beer while the other one guarded the seats. And we could indulge in a wide ranging discussion, covering beer, games and politics. I think the world looked a much better place by the time we'd finished – though this may have had something to do with the beer consumed. Many thanks for your company, Andy. Same time next year?

The first game to play at the GBBF is working out the theme behind the bar names. “James Cook” is clearly an explorer and so is “Magellan”, but what's “Howard Carter” doing there? And then there's “Bell and Compasses”... Maybe it's pub names? Okay, time to check the programme (doing this earlier would be cheating). Aha! This year's theme is ‘discovery’, as would have been obvious had I actually looked at the logo on my beer glass. Still, “Bell and Compasses”?



Anyway, time for another beer and this will be from the convenient “Howard Carter” bar. Something pale and light on the alcohol... Houston Brewery's APA (American Pale Ale) fits the bill: a golden ale that's 3.9% abv. It's a pale amber in the glass, very dry and bitter, but I wasn't getting much taste from it. The brewery's in Scotland (Renfrewshire – west of Glasgow) and <http://houstonbrewery.co.uk> is the brewery website, but there's no mention of APA there.



Polishing that off, I drifted over to the “James Cook” bar to try something from Oakham, a brewery whose beers I have enjoyed in the past. However, the beer I had in mind wasn't on, so I settled for the Bitter (3.7%) from the Hawkshead brewery (in the Lake District – Staveley in Cumbria, to be more precise) from the same bar. It was another amber beer

with no nose, but a nice bitter taste. Very pleasant, but a bit dry to drink too much of. Visit www.hawksheadbrewery.co.uk to find out more.



The “Bell and Compasses” was my next bar, where I found the Saltaire Brewery from West Yorkshire – brewers of the splendid Triple Chocoholic. Their Blonde (4%) was next. This was also amber in colour with a nice, beery aroma. Still quite bitter, it was noticeably maltier than everything I’d drunk so far. And fizzier. Not bottled beer fizzy, but definitely fizzier than most draught beers. A decent pint nevertheless and the brewery’s online at saltairebrewery.co.uk

At the “Howard Carter” bar my eye was caught by Cwtch – about the only Welsh word I know. It’s a beer from the Tiny Rebel brewery (in Gwent) at 4.6% abv. I strolled back to try it, only to find the barrel was dry. This wasn’t too surprising when I realised that it is this year’s CBOB – Champion Beer of Britain (having won the “Best Bitter” category first). The tasting notes describe it as “Toasted bread and cereal, balanced by bitter pine and tropical fruit in this complex red ale.” One to look out for: try www.tinyrebel.co.uk

Thwarted with the red ale, I decided it was time to move on to the dark stuff. I found Scilly Stout (7% from the Penzance Brewing Company in Cornwall) back on “James Cook”. This is very dark with a wonderful nose – liquorice, toffee and smoke. It tastes luscious, with a hint of sweetness and a smoky aftertaste. And then it’s 7%... Mmm! Visit penzancebrewing.wordpress.com to find out more.



A stroll round Olympia left me in need of a refill as I reached the “Livingstone” bar. I relapsed and tried the Best bitter (3.8%) from the Pheasantry brewery (Nottinghamshire). This looked a nice dark amber and had a beery nose. I tasted bitter and fulsome. An excellent pint – described in the programme as “a classic English bitter” and I won’t disagree with that. It’s a micro-brewery and online at www.pheasantrybrewery.co.uk



I finished off with a porter from the Elland brewery in West Yorkshire: 1872 Porter (6.5%), to be precise. This was a very dark brown and exuded a smoky, coffee-roast aroma. It tasted wonderfully rich and fruity but was still dry and nicely bitter. Goodness knows how they manage to do both of those, but it’s absolutely gorgeous (and a previous CBOB winner). The brewery’s online at www.ellandbrewery.co.uk

An excellent finish to an afternoon’s beer-drinking: I bade Andy farewell and headed for the train home.

For more information – not least the dates for 2016 – keep an eye on the GBBF website: www.gbbf.org.uk

Hunting, gathering and freezing to death

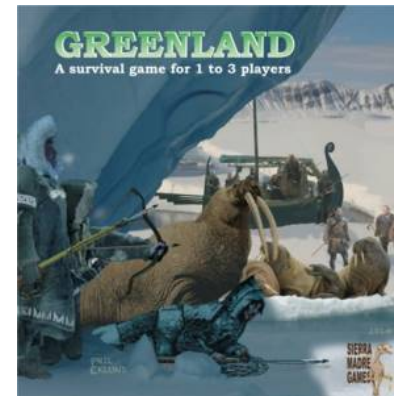
Greenland reviewed by Pevans

As I’ve always understood the story, Greenland was so named by Erik the Red to encourage settlers to come. In fact it was a pretty inhospitable place a thousand years ago – no doubt global warming is changing that. However, the Vikings came, settled and ... died out. Phil Eklund’s latest game from Sierra Madre Games reproduces this history – including the dying out bit!

Interestingly, *Greenland* is designed for just three players, each leading one of the tribes trying to survive in this land as the Little Ice Age arrives. The Thule (migrants from Alaska, apparently) and Tunit, both what we would call Inuit nowadays, inhabit the north. The Norse settlers have southern Greenland. Each area is represented by a row of cards from the appropriate deck. The two decks are at the end of each row, indicating that the cards are in the warm. As the climate cools, cards are moved to the other, ‘cold’ side of the deck.

The cards (called “biomes” in the game) represent things players can hunt – or gather – on land, from kayaks or by fishing. To hunt or gather from a card requires successful dice rolls. Clearly, the more rolls needed, the more difficult it is. Players roll a die for each hunter (cube in their colour) they’ve assigned to the card. Success is a 1 or 2 in the warm, but only a 1 in the cold. The fearsome polar bear, for example, requires two successful dice. Thus six hunters would make success pretty certain on the warm side, but you’d need a dozen once the card’s gone cold. And you won’t have a dozen hunters! Luckily, one of each player’s hunters is the ‘Alpha’ (a larger cube), who always rolls a 1 (don’t you just hate people like that?).

Certain scores on the dice are bad news, though, as they mean dead hunters. This is the down side of rolling lots of dice – you’re more likely to lose hunters. Roll 2s or 3s when hunting that polar bear, for example, and some of your hunters won’t be coming home. So, if you do send six hunters after the polar bear, the odds are that you’ll succeed, but at the cost of two hunter cubes.



Succeed in hunting and you get the rewards: fuel (tokens) and/or ‘babies’ (new cubes) – representing the way extra food supports a larger tribe. You may also get iron tokens (used to make useful things – bows, for example, which improve your chances when hunting on land) or luxury tokens, things items such as ivory (from narwhal tusks). The polar bear provides

two babies and a luxury token – polar bear pelts, I presume.

Usually the biome card remains where it is and can be hunted again next turn. However, some cards have a trophy value. Get the right dice roll and you can take the card for this value – that polar bear is worth 4 points, but you have to roll three-of-a-kind to get it. However, cards taken as trophies are not replaced – and then can't be hunted again, of course.

In addition to trophies, some cards can be taken into hand (and replaced in the row). Hand cards (and there's a strict limit on how many you can hold) can be played later on. Invention cards, representing items of various kinds, cost iron to play and give their owner some advantage – such as re-rolls when hunting. Domesticated animals cost fuel to play, but then provide extra resources each round – though they usually consume resources too.

When more than one player puts hunters on a card there's the potential for a fight. Players have the chance to negotiate first – “give me some iron and I'll go away”, say. If it comes down to a fight, players roll dice, like hunting, and any 1s remove enemy hunters. The player with the most iron rolls first, so there's a tactical advantage in collecting iron, as well as using it to make inventions. The survivors then go hunting, with whoever has the fewest hunters rolling first. If they succeed, the other player(s) don't get to hunt at all. This provides tactical opportunities and a reason to go last in turn order!

Instead of hunting, cubes can be 'promoted' to become elders. There are several types of elder, each providing some action or bonus. For example, each 'Mariner' elder allows the player to transport up to four hunters to the other side of Greenland (or to the two cards representing north America that are at the ends of the rows – these can be useful for producing fuel and iron, but any population increase stays in America and the natives can get restless!). Players start with one elder of each type, shown by a cube on each section of their Elder card. Elders tend to get whittled down by event cards, though.

That's the meat of what players are doing: using their hunters and elders to maintain and expand their tribe and pick up victory points. Of course they do this within the structure of the game turns. The first thing that happens each



Greenland on display at Spiel '14

turn is that an event card is turned over and bad things happen. This may include any or all of the following. Tribes can be 'decimated' (they actually lose half of their available hunter cubes) by plague or feuding. The climate may cool, moving cards from the warm side to the cold side of the rows. Animals may migrate away, replacing a current card with a new one. Players may have to maintain (paying fuel) or lose their elders – or elders may die off regardless. On the plus side, cards may also provide imported items, which players bid for with their luxury tokens. And the card identifies the start player for the round – unless they prefer someone else to go first, which is a neat tactical decision.

Second, players assign their hunters, starting with whoever is first. Most of these will go onto a card where they will hunt/gather. However, some may be promoted to Elders (this costs fuel). Or they may be sent to raid other player's cards or kept to defend your own. Once everybody's allocated their hunters, any conflicts are dealt with – either by negotiation or fighting. Players then resolve their hunting and raids, the first player deciding what order this is done in. They take whatever cubes and resource tokens they gain and their hunters return home.

Next, domesticated animals produce resources, after which players can use the appropriate elders, if they have them, to play animal and/or invention cards from hand. And then it's time to see what havoc the next event card brings. The last event card indicates the last round of the game. Once complete, surviving players (it is possible for your tribe to die out, “leaving only cultural artifacts to be discovered during the next global thaw,” as the rules put it) score up and whoever has the most points wins. Easy, eh?

There is a huge amount of detail in this game (one of the delights is reading the historical notes on the cards), but much of it is irrelevant most of the time – you just have to be able to remember it when you need to. The broad thrust is pretty clear, though. The game's mechanisms will kill off your people, so you need to use your hunters and elders to maintain and increase them. Hunting animals and gathering other items will provide what you need. With luck – and you do need luck – you'll also improve your hunters' chances and your tribe will expand. And, along the way, you should be picking up victory points.

At the end of the game, players get points for the size of their tribe – their cubes in play – and any trophies they've taken. Assuming you've managed to maintain a decent size of tribe, it should bring in plenty of points. However, the trophies can easily swing it – especially if anyone's managed to collect a whale! But there's a big proviso in the scoring: provided your people have not converted to monotheism – Christianity, historically.

This is a big twist to the game and won't happen every time you play. However, it provides a way for a player who's lagging behind to change the scoring (in their favour, presumably). Monotheistic tribes score nothing for trophies. Instead they get points for the iron and luxuries they hold and can get more points by having 'emissaries' with other players' tribes. The mechanism for converting is

completely voluntary. If a player has no elders, they may turn over their Elder card to the “Monotheism” side (note that polytheism is brightly-coloured, but monotheism is monochrome).

While most of the monotheistic elders do the same jobs as the polytheistic ones, the key change is that monotheistic tribes can send missionaries to other tribes. What’s more, once in place, missionaries can try to forcibly convert the other tribe. Remember, monotheistic tribes score nothing for trophies, so it’s a great way of pegging back a player who’s got too many of the things – if you can manage it. The defence for polytheistic players is using their ‘Shaman’ elder to get rid of missionaries – burn them!

As you’d expect with a Phil Eklund game, there is an awful lot of historical detail packed into *Greenland* – in the game play (and I haven’t covered all the details) as much as in the descriptive text. This makes it something of a simulation and a real experience to play. I’d enjoy it just for that, but the final twist – Christians versus pagans – lifts it out of the ordinary. Make no mistake, this is a tough game. It can be a brutal struggle just to get your tribe to survive, let alone trying to win the game. However, every time you come away with an epic story.

Greenland was designed by Phil Eklund and published by his firm, Sierra Madre Games, now based in Germany. It is a strategic card (and dice) game for 1-3 players (and best with all three), aged 12+ and takes a couple of hours to play. It gets 9/10 on my highly subjective scale. A second edition is due for release this October at Spiel ’15.

This review was first published in *Counter* issue 68, April 2015.

Utopians versus Barbarians

Historia reviewed by Pevans

As a fan of civilisation development games, I liked the look of *Historia* when I saw it at Spiel ’14. It helps that I’ve also enjoyed designer Marco Pranzo’s previous game, *Upon a Salty Ocean*. I didn’t get to play *Historia* in Essen, but brought a copy home with me, courtesy of publisher Giochix, and have been playing it since, with great relish.

The first thing that struck me about this game is that the board is dominated by the technology matrix running diagonally across it and taking up a good half of the space. There is a map, but it’s relegated to one corner where it occupies less than a quarter of the board. As well as the board, the box contains sets of wooden ‘power’ cubes and markers, player aids and a lot of cards. As you’d expect, the cards are an important part of the game.

To start with, each player chooses a colour and takes the cubes, markers and a set of cards in that colour. Ten of the cards are the actions available to players and are the same for everybody. The other five are ‘Advisors’ and are different for

each player, providing a little flavour to each colour/empire. Thus the yellow pieces and cards represent China and the yellow advisors include Confucius, Sun Tzu and ... Bruce Lee! Advisors are played just like actions, but don’t recycle the way action cards do.

Then there are ‘Wonder’ and ‘Leader’ cards, with a deck of each for the three Eras that the game is split into. Leaders are drafted by players at the start of an Era. At the end of the Era they score the points shown if they have achieved either or both of the goals on the card. Leaders are played openly, so players can see what their opponents are trying to do. Wonders are laid out at the beginning and middle of each Era for players to acquire in the subsequent rounds. They provide bonuses or points when their owner takes a particular action, if they are top dog in something or by spending a particular resource.

As I’ve mentioned, the game is played across three Eras, each consisting of four rounds. At the end of each round, there is a tidying-up phase, which includes deciding turn order for the next round – essentially reverse order of points. There are extra things to do after every second round, including scoring points for territories held (the map does have some effect on play), adding an extra cube to players’ stock and setting out fresh Wonders.



Playing *Historia* at Swiggers games club

The meat of each round, however, consists of the actions players take by playing cards and using cubes. Everybody chooses their card/s (depending on how far along the technology matrix you are, this will be one, two or three cards) and places them face down. Once everybody's chosen, cards are revealed – so everybody can see what each other is up to – and players resolve their set of actions in turn order. As you can see, turn order can be important: choose the 'Art' action (to take a Wonder) when you're late in the turn order and there may be no Wonders left by the time it's your turn (he notes, bitterly).

As they resolve each card, players add it to their discard row (unless it's an Advisor), so that the icons for the actions used (at the top of the cards) are visible and the latest card played is on the top. How do players get cards back? In the 'tidying-up' phase at the end of a round each player takes back into hand the bottom two cards from their discards. This is such a clever idea. You may want to take a particular action first this turn, but do you really want that card to be first back into your hand for next round? Which action to take is thus not simply a question of what to do right now.

The round ends when one or more players put down 'Revolution' as their action – or one of them. The advantage of this is that they can take back a card of their choice from their discard row, as well as picking up their Revolution card. However, you can't play Revolution until you have at least three cards in your discard row when you choose your cards. Hence, one of the things to do at the start of each turn is to assess who is able to play Revolution and might want to do so. It's also obvious that the first round will last at least four turns, but other rounds could be over after just one turn. There are lots of tactical things to think about there.

The actions are pretty much what you'd expect, but there are some clever twists. One action is, of course, to expand into an adjacent area on the map, placing a cube there. This doesn't cause a fight: several players' cubes can happily co-exist in the same area. Until one player plays the 'War' action. However, this card is not available initially; a player must make some progress in science before they can make war.

This brings me back to the technology matrix. This has two axes: science along the bottom, military up the side. Players start with a marker in the bottom left corner and can progress up, by playing the 'Military' action card, or along, by playing the 'Science' card. However, the matrix is not a square. This means players are occasionally forced to progress in the other technology before they can go further in the one they prefer. That is, you can only build up your military technology a certain amount before you need more science and vice versa.

The matrix is also divided into coloured sections and players score points according to which area contains their marker at the end of each round. The areas are given names in the rules and the strip of advanced science with minimal military is described as "Utopian", while advanced military with



minimal science is "Barbarians". Bit of value judgement creeping in there, especially when you spot that "utopian" is worth more points than following the middle of the road across the matrix. The question for players is whether the extra points for their 'utopia'

are worth always being on the receiving end of military action.

As they progress along the science axis, players get additional options and benefits: they will gain extra Advisors, be able to play more than one card each turn and unlock the 'Advanced' actions on their cards. These are more powerful versions of the cards' actions. For example, advanced Science lets players move two spaces along the matrix. Moving up the Military axis of the matrix brings bonuses such as retrieving a card, but mainly allows you to win Wars.

As well as being used on the map, players' cubes have to be spent on some actions. Thus, the Science action costs a cube; the advanced Science costs three. Used cubes go into a 'Used Cube' box on the board and can be retrieved by playing the 'Exploit' action card (with a picture of an overseer cracking his whip!). This gives players some interesting decisions. They start with two cubes available to play – there's one in a 'used' box and another marks their initial territory on the map. As players need to use cubes for actions, they have to choose between actions and geographic expansion. Generally, taking more areas waits until more cubes are available and players never have very much territory.

There are a few actions I haven't mentioned yet. 'Trade' allows players to move along one Science if they have a neighbour whose Science is higher. The neighbour gets two victory points, so having the highest Science can be quite productive. 'Raid' gains the player a victory point and recovers a cube if they have a neighbour with a lower Military. And then there's 'Tourism', which scores the player points according to the number of Wonders they have. This is only available for players whose Science is sufficiently advanced.

Historia is intended to be played with plenty of participants and has 'Civbots' to bring this up to six if there are fewer human beings involved. I haven't used the civbots, preferring to stick with real players – though I suspect the game is a bit easier without them. Their range of actions is more limited than players', but they will get in the way, hampering players. They can also be used to play the game solitaire, which is a useful addition to the game's range.

Another wrinkle is the deck of 'Event' cards, one being drawn at the start of each round and affecting play for the rest of the round. I've only played with these once. We drew bad cards in the first two rounds which crippled everybody's early game. It was a low scoring game and the winner was the player least affected by the early events. Hence why I don't use them. On the other hand, good cards at the start of the game would boost everybody and part of the skill is coping with the events. Using them is optional, so players can choose how they prefer to play the game.

Okay, that's the mechanics of the game. Play is a different matter. There is an obvious first action: taking a Wonder. The earlier you get Wonders, the more often you can use them. And they tend to disappear quickly as everybody's doing this. After this, the choices are rather wider. Clearly players will want to progress across the technology matrix to develop their empire and take the opportunities to accumulate points. However, there are plenty of options as to how to do this.

Concentrating on either science or military technology can be a winning strategy, but so can sticking to the middle of the matrix. I've seen players win as Utopians, as Barbarians and by arriving in the top right corner of the matrix. What you do each turn often depends on tactical considerations – notably what cards you have available and what your opponents are up to. Not forgetting that the bonuses from your Leader card may push you in a particular direction.

The challenges of the game are managing your cards and managing your cubes. It's a complicated dance as you try to balance playing and retrieving cards against your tactical and strategic options. At the same time, you need to have cubes available in the right places. *Historia* is a challenging and entertaining game that I am thoroughly enjoying.

Historia was designed by Marco Pranzo and published by Giochix. It is a strategy board game for 1-6 players, aged 14+ and takes two hours or so to play. I give it 9/10 on my highly subjective scale and thank Michele Quondam at Giochix for providing a review copy.

This review was first published in *Counter* issue 68, April 2015.

Games Events

There are several board games days in the remaining September weekends:

- Dragondaze in Newport on 19th: allis020.wix.com/dragondaze
- Cambridge Games Day outside Cambridge on 26th: contact andy.merrit@ntlworld.com
- Raiders of the Game Cupboard in Burton-on-Trent on 26th: www.raidersofthegamecupboard.co.uk
- Tringcon outside Tring on 26th: www.fwtwr.com/tringcon

Then October brings us the big one: the Spiel games fair, which is very early this year: 8th-11th at the Messe in Essen, Germany. Hundreds of new games, hundreds of thousands of visitors and something every board games fan should visit – though it isn't necessary to go every year, like I do! Details at www.merz-verlag-en.com and get cracking if you haven't organised your visit yet.

This box concentrates on events I expect to attend.

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

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

UK Games Expo: 3rd-5th June 2016 at the NEC (Hall 1 and Hilton Metropole). This is a public event that showcases games of all sorts with traders, demos and participation games plus 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. 8th-11th October 2015, at the Messe (Exhibition Centre) in Essen. Contact Friedhelm Merz Verlag, Postfach 210250, Bonn, 53157 Germany or see www.merz-verlag-en.com

MidCon: 13th-15th November 2015 at the Hallmark Hotel in Derby. MidCon is a friendly board games convention in a decent hotel. See www.midcon.org.uk.

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

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

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

Close to Critical

Star Trader game 7 – final game end

Missing from last issue was Mark Cowper's game end statement.

COSTRA NOSTRA PIZZA (Corp B) M Cowper

Firstly, we were robbed by that slimey two-ball Mike 'The Fist' Dyer. He lay the law down on us, so we had to hide, the dirty rat that he was. Looks like he had the show all wrapped weeks ago, so I suppose credit to him (well lots of credits to him). At least we shut down Paul "The Kingpin" Evans on Mu Herculis. Thanks to Mike "The Duke" Dommett for running the show.

Mark "the Don" Cowper, VP, Cosa Nostra Pizza

[OOC: game finished way too soon, criminal game quite fun, count me in for the next one.]

Star Trader Game 8 – last call for players

It looks like we have some eight players for the next game. There’s room for one or two more, so now is the time to sign up if you want to join in.

Contact Mike Dommett (e-mail to mike_dommett@yahoo.co.uk) or Pevans (TWJO@pevans.co.uk) by 9th October 2015

Online Games

TWJO readers are playing online versions of board games – and any reader is welcome to join in. Look for games named “TWJO” something – they have the password “pevans56” – or email me for an invitation. And let me know what other games you’d like to play.

A Few Acres of Snow

Martin Wallace’s brilliant card-based wargame is at yucata.de and I’m enjoying playing it. I’m fighting Tony Hinton-West, but would welcome fresh opponents.

Agricola

Online at www.boiteajeux.net – I’m Pevans56 here and embroiled in several games at the moment. I haven’t managed a *TWJO* game though – anyone want to join me and Alex Everard for a game.

Brass

Online at brass.orderofthehammer.com. Game 27 finished at the end of August in a victory for your esteemed editor with 141 points from our guest player, Cortzas, on 135, Steve (*svearike*) on 126 and Mike (*Bubemagnet*) on 106. Tony Hinton-West has joined the regular trio for the next game.

Concordia

The latest arrival at Boîte à Jeux is this cracking Mac Gerdts-designed game. I’m still getting to grips with this and would welcome more players.

Puerto Rico

Just one of the games at www.boardgamearena.com: there’s no password system, so sign up and let me have your ID so that I can invite you to a game.

Roll Through the Ages

Online at yucata.de – a game I enjoy, despite being (mostly) rubbish at it. Who’d like a turn at drubbing me?

Through the Ages

Online at boardgaming-online.com – where I’m Paul “Pevans” Evans – and at www.boardgamearena.com. Let me know if you’d like to play at either site.

Vinci

Online at yucata.de – another classic, in a version adapted for online play. It’s great fun and a game I’ve actually had some success at.

Great White Hunter

Turn 5

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

What’s this about?

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

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

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

several players hit different squares of the same animal at the same time, they get the points for the square they hit.

Once an animal has been identified, subsequent shots share the points of the square they hit (there are no points left for the square(s) hit initially) with a minimum of 1 point. So if A and B hit the second square of that lion and C gets the third, C gets 5 points, A and B 2½ each.

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

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

Shots and scores

Mike Clibborn-Dyer is prophetic: "Another slice of Gorilla please, and where are those elephants hiding?" He is one of many finishing off the obvious Gorilla. Rob Pinkerton and Paul Wilson locate the two Elephants, doing their scores a world of good. Rob leap-frogs Nik Luker into the lead.

Brad Martin bags something, but it's only a Bush, leaving his score still on zero. Elsewhere in the jungle, there are lots of near misses, with one fortunate Monkey bracketed on two sides.

Chris Baylis's orders are brief: "Sorry for brevity," he adds, "though some would say that's a relief." Well, that's a relief!

Player	Shots	This turn	Total
Chris Baylis	P3,P4	0	0
Andrew Burgess	K19	1	6
Charles Burrows			1
Mike Domett	P19,F19	0	5
Mike Clibborn-Dyer	K19	1	5.5
Alex Everard	K17,P17	0	5
Joe Farrell			1
Tony Hinton-West	H4,I3	0	2
Bill Howell			5

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.

Player	Shots	This turn	Total
Andy Kendall	R10,Q10	0	5
Nik Luker	Q16,P17	0	13
Tim Macaire	T4,K19	1	5
Brad Martin	R16	0	0
Graeme Morris	O16,Q16	0	2.5
Mark Nightingale	B19,G5	0	0
Craig Pearson			1
Rob Pinkerton	N17	5	16
Matt Shepherd	D12,K19	1	3
Gerald Udowiczenko	G8,K19	1	1
Pam Udowiczenko	H4,O19	0	0
Ray Vahey	M19,J14	0	4
Matthew Wale	B2,S2	0	1
Graeme Wilson	E10,Q17	0	8
Paul Wilson	J5	5	6

Send your next shots to Pevans at
180 Aylsham Drive, UXBRIDGE UB10 8UF or
to TWJO@pevans.co.uk by Friday, 16th October 2015.

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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	£45.00	£55.00

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

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Banwen

Railway Rivals game 11 - Turn 3

BLACK SHEEP RAILWAYS headed North and crossed the ridge into Aberaman, Here they met STEAM MACHINES & FUNICULARS who'd tunnelled across from Aberfan and headed up the next valley. ARRIBA ARRIBA ANDALE continued east – heading towards Pontypool, apparently. TRAVELLING HOPEFULLY RAILWAY built north towards Merthyr Tydfil, before heading NW towards Aberaman.

Buils

BLACK SHEEP RAILWAYS (BSR),
Gerald Udowiczenko – Black

- a) (J15) – J14 – J13 – J12 – J11
- b) (J11) – Ferndale – J9;
Tonypany – H13 – H12 (+6)
- c) (J9) – J8 – K8 – Aberaman (+3)

Points: 38 +9 = 47

**TRAVELLING HOPEFULLY
RAILWAY (THOR)**, Jonathan
Palfrey – Green

- a) (D43) – D42 – C42;
(B51) – Pontypridd;
(D49) – C49 (+6)
- b) (C49) – C47 – B46 – B45 –
Mountain Ash – N9 (4 to SMF)
- c) (N9) – M9;
(C42) – Merthyr Tydfil;
(E48) – Treharris (+6)

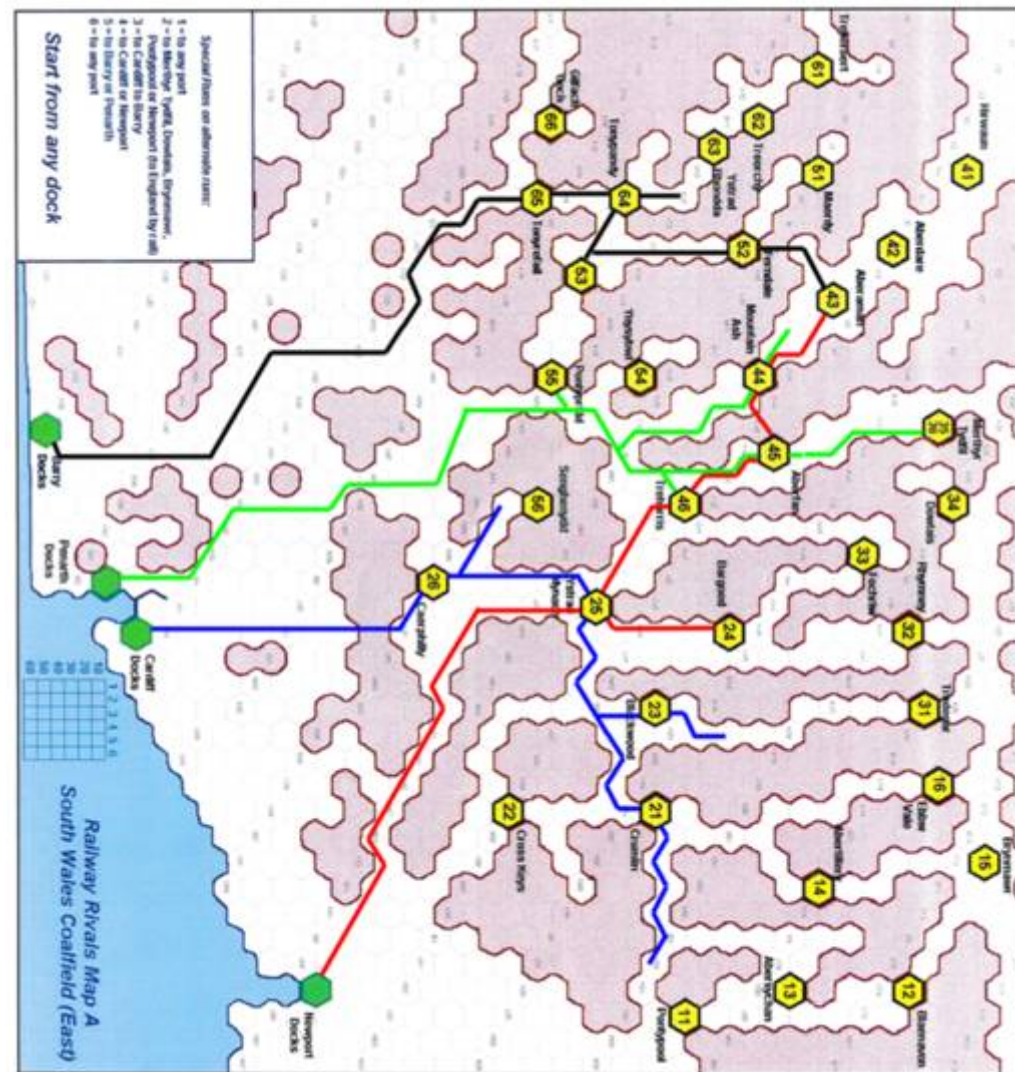
Points: 32 +6 +6 -4 = 40

GM Notes

Note the longer than usual deadline.

Next Turn's builds: 5, 6, 5

Orders to Mike Dommert, 119 Victoria Road, Alton GU34 2DD
or by e-mail to mike_dommert@yahoo.co.uk by 9th October 2015



Les Petites Bêtes Soyeuses

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

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

Orders for March 1668 to Pevans at 180 Aylsham Drive, UXBRIDGE UB10 8UF, UK or lpbsorders@pevans.co.uk by Friday 16th October 2015



February 1668 (288)

Paris is cold and grey in February. So are the hearts of the men who set out in the early dawn, cold steel concealed beneath their cloaks, to settle affairs of honour. This month, that'll be Amant d'Au. Yes, just the Marquis d'Au. Of his intended opponent, Commissioner of Public Safety Maurice Fluff-Bunny, there is no sign. There is a flunky waiting for the Marquis, though. He hands Au a document with a scrawled covering note. "Dear wossname," reads the note, "I'm a very busy man, what with duties of State, an ~~execution~~ trial to prepare and a regiment to run. Just fill in your name on this form and I'll get back to you." The only space for the Marquis to insert his name on the document is immediately after the words: "Warrant for the arrest of..." He declines.

The Chancellor of the Exchequer did not get this chance. Hauled out of his offices last month, incarcerated in the Bastille, he must now face trial by ... Jacques Shitacks. CPS Fluff-Bunny is, of course, leading the prosecution.

A thin sheen of frost lies upon the ground and an early morning chill pervades the air causing those hardy souls who have braved the weather, en route to their places of work, to huddle deeper into their cloaks and shawls as they hasten along, keen to get inside and out of the cold.

Few pay much heed to the passage of a black coach, emblazoned with the livery of the Public Safety Ministry, driven by a large, muscular Arab and followed by a contingent of soldiers sporting the uniform of the 13th Fusiliers. At their head, mounted on a white stallion, rides a figure clad in scarlet armour. "Hurry, men," orders the rider. "There's justice to be done: onwards to the Courts." The small

column speeds its pace and disappears into the distance, leaving in its wake a steaming pile of horse manure and a solitary errant tunic button as the only evidence of its passing.

In his office, inside Paris's Court building, Minister of State Jacques Shitacks readies himself for the day's proceedings. Numerous officials and servants busy themselves around him, while the Minister muses on the celebration banquet that is scheduled for later that evening. How thoughtful of the State Ministry staff to have laid on such a spread in his honour, to recognize the near conclusion of his first year in office. Hopefully Fluff-Bunny wouldn't take up too much of his time with this latest trial – damn fool of a Chancellor getting himself caught up with pixies, or was it elves? Ah well, at least his new desk in court had been installed with its deep drop drawer that he'd ensured would be well stocked with cheeses, meats and wine to 'fortify' him through the hours ahead. As a servant arrives with a powdered wig, and another with a splendid, gold-sequined waistcoat, the Minister of State couldn't help but acknowledge that rank does have its privileges! However, right now duty calls.

As Shitacks takes his place in court, making a quick check on the drawer's contents, he sees that the public gallery is only sparsely populated. Clearly, people have little interest in this non-entity of a Chancellor. It doesn't take much to quiet the court for Fluff-Bunny to open proceedings.

"Your Grace, the Public Safety Ministry is proud to announce that it has foiled a plot to strip the Treasury of its entire wealth and, by doing so, bankrupt the Country. One of the perpetrators of this scurrilous plan stands in the dock today while, regrettably, the other currently remains at large. The sheer scale of the intended theft was staggering and made even more so when one becomes aware that, at its heart, lies the Chancellor of the Exchequer, Count Le Monie. The Prosecution shall prove today, with the aid of several witnesses..." – a loud sigh can be heard from the Minister – "...the undeniable guilt of the accused."

"As I said, it is regrettable that only one of the accused stands before us," continues the CPS. "But rest assured, we will get the other – who, I can inform Your Grace and the Court, is, to give him his full title..." The Commissioner reaches for a sheet from amongst his papers. "...His Supreme Magnificence, King Finnegan O'Dooley III, Lord of Toadstools, Master of Mirth, Protector of Moles, Undisputed Shillelagh Champion 1620 to date (inclusive) and Ruler of the Leprechaun Nation."

Dropping his head in his hands the Minister is heard to say, "It's going to be another of those days." He shifts gently in his chair, straightening up and interrupting: "One moment, Commissioner." He gestures to a splendid-looking gentleman in the Royal Household livery perched behind several large tomes.

"Sir Olivier, as a point of order and protocol, does the Crown acknowledge the Titles of the accused?" asks Shitacks. Sir Olivier suddenly looks worried and

begins to turn the pages of his rather large volume of Peerage. After some time and with no less concern etched across his face he finally manages to say, in a less than certain voice, “my Lord, the Crown would acknowledge some... However, I am not sure that the Title of “Undisputed Shillelagh Champion 1620 to date” would stand. For one thing, His Majesty recognises no equal, and for another I have no idea what sort of cheese that is.”

The Minister looks content with the answer and nods approval, “Yes, yes, I quite agree, I have never encountered this cheese and although it sounds delicious we cannot take this for granted.” He waves to Fluff-Bunny who nods his head in acknowledgment before continuing.

“Details of this plot first came to my notice from a field agent’s file that documented a rise in fundamentalism amongst the Leprechauns. A growing movement within their society was calling for a return to more traditional roots and criticising its King for adopting a too modernistic approach. Apparently, there are those that want to see additional fiddle tutorage, larger stovepipe and bowler hats, longer beards and more dancing. Their King, on the other hand, had countered that leaving pots of gold at the end of every rainbow was an expensive business that didn’t leave much. However, he’d finally buckled to the pressure of the demands after finding a severed field mouse’s head in his bed. Desperate to appease the fundamentalists, the King came to the wealthiest nation amongst ‘The Big Folk’ – as they call us – and promised the Chancellor here,” Fluff-Bunny indicates Count Le Monie, “Three wishes in exchange for the contents of the Treasury! At this point I call the Prosecution’s first witness, Madame Cholet, a domestic functionary at the Chancellery who inadvertently, but most fortunately, overheard the plotters”

Into the Court is escorted a middle-aged woman carrying a duster and a mop. She appears to be muttering to herself and unaware of the attention she attracts as a court usher leads her to the witness box.

“Come, come my dear,” says the CPS, “No need to be shy, you’re amongst friends here. I need you to tell the Court about the time when you saw ‘the little people’ in the Chancellor’s office.”

“Well Sir,” comes the querulous response, “I was just going about my duties – I cleans the rooms you see, Sir, keeps ’em nice and tidy I does, silverware sparkling, carpets spotless, paintings dust free and oh, the woodwork, Sir, you should see the shine I gets on those, takes me ages it does.”

“Yes, yes, we can understand that do you a fine job, Madame,” says Fluff-Bunny encouragingly, “But let’s concentrate on the occasion when you saw the Chancellor with the ‘little people’ ... remember, what we talked about in my office ... last week?” Madame Cholet gives a vacant stare and then runs a finger along the edge of the witness box, considers the thin line of dust that is evident and tuts to herself.

With a hint of desperation creeping into his voice the CPS continues, “Madame, the little people ... think ... my office ... the reward?”

At this a look of recognition springs to Madame Cholet’s face, “Ah, yes, Sir, that’s right, Sir, I remember now, silly me, I’m such a muddler.” Fluff-Bunny raises his eyebrows and looks to the ceiling.

Madame Cholet continues, “Yes, well there I was, I’d just brought out the dusters and carpet beaters when I heard these funny little voices coming from the Governor’s office – we calls him the Governor, Sir, me and the girls, what with him being in charge an’ all. Anyway, I goes to have a closer listen when I happened upon the keyhole, Sir, and thinking it might be rude to eavesdrop I takes myself a look instead.”

“Ah, I see: so you saw the Chancellor in his office with a group of ‘little folk’. What were they saying?”

Madame Cholet looks vacant again, “Saying, Sir? What was they saying?”

“No Madame, it’s me that’s asking you the questions, not vice versa! Perhaps it will help if I pass to you your witness statement, the one you gave me at the Bastille.”

“Oh, no Sir that’s no good to me, what with me not being able to read the letters, Sir. I’m a poor woman and never did much schooling, Sir.”

“Then, if your Grace will permit,” the CPS turns to address Minister Shitacks. “May I be permitted to read the statement to the Court?” A wave of the hand grants his wish (though keen eyes notice that the Minister’s cuffs look like they have gained a piece of garlic sausage).

Clearing his throat, Fluff-Bunny begins: “Upon observing a group of individuals engaged in earnest discussion within the Chancellor’s office, I was immediately struck with the seriousness of the situation when I heard Count Le Monie agree to empty the King’s coffers, in what the little fellow with the ginger beard and crown said would be the perfect ‘Rainbow Sting’. In return, the Chancellor was to get three wishes and a magic carpet ride out of France. I saw it as my duty to report the matter to the Public Safety Ministry and did so straight away.’ Thank you, Madame, I’ve no further questions. Next, your Grace, the Prosecution will call its star witness, Seamus Muldoon.”

Several in the public gallery, along with a number of court officials, are forced to stand to get a proper view of the latest entrant to the court, a small dwarf-like man, dressed head to foot in bright green clothing, wearing a bowler hat and sporting a slightly crooked ginger beard. The CPS addresses him, “You are Seamus Muldoon, until recently lead fiddle with the ‘Mushroom Maestros’, the personal orchestra of King O’Dooley III?”

“Ah, ’tis a fine morning it is to be sure, to be sure and that I be.”

“And you are a leprechaun? Albeit one who has decided to strike it out alone and take up the life of a ‘free rover’?”

“That I be, your worship, a leprechaun to be sure with a hey and a ho and a diddly-dee.” With that, Muldoon leaps to his feet, twirls and then clicks his heels together. He gives a low bow and doffs his hat towards Fluff-Bunny. As he does a mop of black hair can be seen, contrasting strangely with his ginger beard, which seems to have shifted a little further to the left of his chin, and eyebrows. To his side, Achmed ‘The Axe’ hastily slaps the hat back on his head and gives a concerned glance to the CPS.

Appearing not to have noticed, Fluff-Bunny continues his questioning. “Monsieur Muldoon, do you recognise anyone in this court room? Anyone who you know to be a friend of the ‘little people’, as we know them, or maybe someone who has helped them?”

“Yes, I do, bless my whiskers if it’s not yonder dandy fellow there,” replies the leprechaun, pointing at the Chancellor. “Oi know him to be sure, our King calls him the ‘Gold Man’ on account of how he’s going to get us a wealth of gold, a mountain of it he promised us.”

“Right, thank you M Muldoon you may take your leave of us, I need trouble you no further for your time.” At this the little fellow gives a ‘yip’ and a ‘hey nonny’ as he skips out of the witness box. A small white card falls from one of his pockets as he departs and those closest have the brief opportunity to see the words ‘Giuseppe’s Travelling Midget Circus’ before a large booted foot, belonging to Achmed ‘The Axe’, falls upon it and remains firmly in place for the rest of the proceedings.

“That, Your Grace, is the case for the Prosecution. Two vital witnesses have testified to the prisoner’s culpability and his clear guilt cannot be in question. France has no need for traitors and a traitor is exactly what Count Le Monie is! In two previous cases I have brought to this court prisoners who have left it convicted men. ‘Left’ being the operative word. The people cry out for justice, a sign of the strength of the Government and the Court to sanction the ultimate penalty upon those who practice treason.

“I again call for the death penalty, with the sentence to be a most visible one. What I propose is that a large target be painted onto the wall of the Chancellery and La Belle Estelle be set up at a distance of a mere 20 feet from it, the prisoner shall then be ‘twanged’ at the target 3 times to match the 3 wishes of treachery that he was hoping to gain. If he should survive that then young Achmed here can knock the head off of what’s left of him.”

There is a brief pause, then the instruction to rise is given as the Minister of State retires from the Court. Moments later, he reappears, sits and glares at the Commissioner, for some time.

“Well, it is a fine case the Commissioner has presented us with today. Once more, the investigation, research and effort which have gone into this are most evident and the Commissioner is to be congratulated on his zeal and... Oh, bugger it! I have no idea what I have heard today, who these people are and, other than now having a good lead on a new cheese, I think it a strange day indeed.”

With that the Minister carefully puts the requisite headwear on, stares at the Commissioner and states “I find the Chancellor guilty of whatever the Commissioner just said, all of it, including the bit about rainbows, and I sentence him to whatever the Commissioner said about that also, something about a wall, a woman and an axe.”

The Minister stands and walks quickly from the Court. Behind him, Fluff-Bunny gives a loud exclamation of joy. “Hurrah, hurrah! At last, blood for the blood god. My armour shall be washed in the crimson life’s blood of thine enemies, oh Lord. Hurry men, to the Chancellery, there’s an execution to be taken care of and then I must visit the Chancellery again, just to check upon the current gold reserves.” Laughing manically Fluff-Bunny scurries out of the court.

The erstwhile Chancellor looks around hopefully: perhaps His Majesty has been watching and will let him off. No such luck: the hapless Count Le Monie is hustled from the court by Achmed and other Public Safety agents to his appointed doom.

Which Brigade?

Now installed as Chancellor of the Exchequer, pro tem, Fluff-Bunny wastes no time in ~~helping himself~~ ensuring the books are in order. Apart from this, it’s business as usual in the Ministerial buildings, although a lot of barrels are being delivered to the new “Royal Academy” building, supervised by a grumpy-looking Egon Mad 2.

Over in the military quarter, Euria Humble cements his position at the head of the Crown Prince Cuirassiers by buying the rank of Colonel. Frustrated duellist Amant d’Au signs up new boy Con d’Masses for the Royal Foot Guards. M Masses has borrowed enough to be able to afford the rank of Captain and is impressed with his nice new uniform.

Uther Xavier-Beauregard decides to give up his position as Minister of War, using his influence to get himself appointed to the vacant Brigadier’s position in the Heavy Brigade. It appears the new Brigadier has not done his homework, though, as he instructs Brigade HQ “to join the QOCs” in action. His staff look perplexed, but Brigadier Xavier-Beauregard will brook



no questioning of his orders. Thus, we have the unusual sight of a Brigade HQ going into action alone.

The Queen's Own Carabiniers are supported, however, as Brigadier Ali Vouzon gives the whole of the Horse Guards Brigade its marching orders. The Dragoon Guards are thus mobilised to join their comrades on the frontier, much to the chagrin of their Colonel, Sir Etienne Brule, who had other plans for this month. Major Jean Ettonique is much more enthusiastic and would have volunteered his squadron anyway.

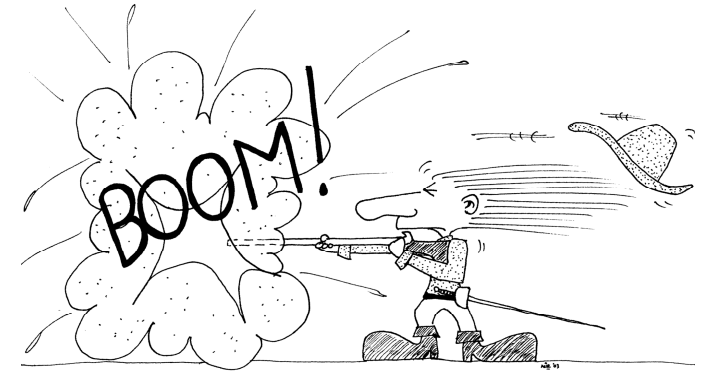
Further support for the Frontier regiments comes from the Picardy Musketeers, taken into action by their Colonel, Arnaud Surfinmaise. Major Kidder de Margaux volunteers his squadron of the Grand Duke Max Dragoons. This is not the squadron Captain Grégory Bonnissel is in, nor does he command a squadron himself, so his volunteering takes him to a Frontier regiment.

Lieutenant-Colonel René de Gaviscon leads first squadron of the Archduke Leopold Cuirassiers into action – if only he commanded the regiment, Xavier-Beauregard would have somebody to supervise. General Bill de Zmerchant offers to lead a battalion of the Royal North Highland Border regiment, only to find that he doesn't actually meet the regiment's requirements. An ordinary Frontier regiment will be happy to have him, of course – just not in a command position.

Gone, but not forgotten

Once all these volunteers have left town, Paris is much quieter than usual. However, several socialites are following what we might call the Etienne Brule pattern for the month: three weeks partying in the Fleur, courtesy of Etienne himself, followed by a week's practice, just to keep their eye in. Of course the fly in this particular ointment is that Colonel Brule – and his whole regiment – has been marched off to the frontier by his Brigadier. Thus, the first person who cannot follow the Etienne Brule pattern is Etienne Brule! Oh dear, things don't look good for the others. Sticking to the pattern, Con d'Masses, Jacques As, Richard Shapmes and Sebastian Adis II spend three weeks wondering what's going on as they stand around outside Bothwell's. Chopine Camus is somewhat smarter: after the first week he realises what's going on and uses his own membership to get himself – and Sheila Kiwi – inside Bothwell's for the rest of the month. The pattern comes good at the end of the month when Jacques As practises sabre and Sebastian Adis II and Richard Shapmes work out with their rapiers. Con d'Masses breaks the pattern and goes courting. Unsuccessfully.

While all this is going outside Bothwell's, inside are Jean Jeanie and Jacky Tinne. They remain there all month, unfazed by the arrival of Chopine and Sheila in week 2. These two add Noggin le Nog and Carole Singeurs in week three, Noggin Toadying to Chopine and thanking Jean for excusing him his regimental duties.



A decent number of people make it to the Fleur de Lys at the start of February. Euria Humble takes Edna Bucquette. Jacques Shitacks accompanies Madelaine de Proust. Maurice Fluff-Bunny escorts Katy Did. Pierre Cardigan has Lois de Low on his arm. Pierre le Sang brings Guinevere d'Arthur and they welcome Sebastian de la Creme and Di Lemmere as their guests. The curiosity of all those in the club is piqued when a detachment of the King's Escort trots past the Fleur.

The soldiers head for the Royal Academy, but are refused entry. Egon Mad 2 harangues them from the roof, refusing to accompany them to the royal palace – apparently His Majesty wants a ~~pile of cash~~ word. The soldiers load their muskets, only for Mad to brandish a lit fuse, claiming that the entire building is mined. Much shouting ensues, with pauses when Mad blows on the fuse to keep it lit. Suddenly a single musket shot rings out. Mad dives for cover and a shower of sparks cascades over the parapet. As the soldiers retire warily, an explosion rocks the square and a solid edifice of brick and stone becomes a heap of rubble. When the dust and smoke clear there is no sign of Count Mad, but bodies and limbs are clearly visible in the debris.

The onlookers in the Fleur waste no time springing into action. They order another round of drinks and instruct their servants to help.

The explosion is far enough away from the Blue Gables that Noggin le Nog and Carole Singeurs are not disturbed. This is important, as Noggin has to concentrate on his wagers. He places two 100-crown bets, winning one and losing the other. This has no impact on his purse, but he gains a little kudos.

In Red Phillips we find Coeur De Lion – with Ada Andabettoir – and Charles Louis Desapear with Josephine de Buonoparte. Coeur and Ada are back the following week, but not Charles and Josephine. Noggin is in Blue Gables again, this time on his own. Pepé Nicole is there, too, having got his oats at the Bawdyhouses the week before. The final arrival is Claude Talon and it's clear where his oats came from as he's accompanied by Anna Rexique. A challenge from Grégory Bonnissel is close behind.

A similar challenge from Eglise de Sant-Suplice pursues Humphrey Gocart as he saunters into Hunter's with Frances Forrin on his arm. That's a good start to life in Paris: pinching your mistress from a Count and Minister. As already noted, Chopine and Sheila arrive in Bothwell's, alongside Jean and Jackie.

For the members in the Fleur, the topic of conversation is last week's blast. It is now common knowledge that the bodies in the rubble were anything but fresh. Some covered in dirt, others patchworks of limbs from several cadavers, but all sufficiently decayed that they were clearly not victims of the explosion. Just what was Count Mad up to? And those who sampled his hangover cure last month turn interesting shades of green. Euria Humble is a delicate yellow-green, much to Edna's amusement. Jacques Shitacks is more of an avocado, which clashes horribly with Madelaine's frock. Maurice Fluff-Bunny is definitely celadon, but this is more envy than queasiness and Katy is clearly not comfortable. Only Pierre le Sang and Guinevere are immune, having had nothing to do with Egon last month.

These eight return to the Fleur for the third week of February, back to their normal colour schemes. This time the ~~gossip~~ discussion centres on the inscription left outside the Louvre by the departed Egon Mad (see Press). What was Egon on about? Is he actually dead? Dead or not, the King has proclaimed the Mad lands forfeit to the Crown, along with all other material goods and chattels, not to mention monies. And masons are hard at work erasing Mad's words.

Elsewhere, Humphrey Gocart takes Frances to Hunter's again (spending some of this cash he's borrowed) and Coeur De Lion is in Red Phillips with Ada once more. The fourth week sees them repeat these actions, while Percy Mystic shows up at the Frog & Peach with Lotte Bottle on his arm and a fat wallet after he's re-scheduled his loans.

The last week of the month is, of course, the time for the monthly "Hokey Hunt", led by CPS Fluff-Bunny. Given that the CPS has declared the Hokey Cokey dead, this month's parade through Paris is a general hunt for the latest subjects of Fluff-Bunny's ire (see press). He is not impressed by the would-be comedians who proffer him umbrellas... Interestingly, the hunt does not attract many this month: it's mostly members of the 13th Fusiliers and Public Safety agents. 13F Major Sebastian de la Creme is the only one to Toady to Maurice when they return to the Fleur. He has Di on his arm, as usual. Along with Maurice and Katy, the other regular visitors are back in the Fleur, too: Euria and Edna, Jacques and Madelaine, Pierre and Guinevere.

Iron man of the month is... Oh, it's a tie between Jacques de Gain – four weeks' practice with his rapier – and Rick O'Shea – cutlass practice for four weeks. That's got to be tiring. Bernard de Lur-Saluces puts in three weeks with his rapier after he's made a visit to the bawdyhouses. Charles Louis Desappear manages three weeks rapier practice. His sabre keeps Pierre Cardigan company for three weeks. Last of the three-weekers is Percy Mystic with his sabre. There's

two weeks' practice for Claude Talon (tomahawk), Gaz Moutarde (cutlass), Pepé Nicole (rapier) and Sebastian de la Creme (rapier).

Who does that leave unaccounted for? Well, Gaz Moutarde's first two weeks were spent with his lady friend. All four of Amant d'Au's weeks were spent on the doorstep of a lady he'd like to be his friend. Sadly for Amant, she was out with her current beau all month. Noggin le Nog finishes his month with a drink at the Bawdyhouses. Just a drink, mind.

Season's end

The Cardinal's Guard, supporting Frontier regiment 1, have another quiet month with just a token skirmish every now and then. This is enough to bring CG Colonel Lothario Lovelace a Mention in Despatches. Captain Alan de Frocked gets involved in one of the skirmishes and pockets a couple of hundred crowns in booty. Captain Leonard de Hofstadt keeps out of the way. Two Lt-Generals are attached to Frontier regiment 1. Eglise de Sant-Suplice is one of the boys, joining in the banter with the private soldiers and earning himself two Mentions ("A Lt-Gen?" "And he's got a sense of humour"). However, Lt-Gen Monty Carlo keeps himself to himself and doesn't even leave his tent to go on patrol. He is subject to disciplinary proceedings that will lower his stock in Paris, as the court martial doesn't accept a "Dear John" letter as an excuse.

Having survived a month with Frontier regiment 1, Colonel Arnaud Surfinmaise brings the whole of his regiment, the Picardy Musketeers, to join them and throws himself whole-heartedly into the skirmishes. Unfortunately, the Picardies are not well prepared for winter duties. Their powder gets damp and when Surfinmaise leads them out against a Spanish force, it's a foregone conclusion. The muskets misfire and the Musketeers retire quickly in the face of unwavering volleys from the enemy, leaving their dead on the field. RIP Col Surfinmaise.



CHAAAAAARGE!!

The King's Musketeers and Frontier regiment 2 are stationed a bit further south. However, the Spanish have noted their presence from last month and bring up some heavy cavalry. Caught unawares, both regiments have to get out of the way sharpish, leaving much of their baggage train behind. Brigadier-General Was Nae Me, commanding the King's Musketeers, saves his own private supply wagon and makes 1,200 crowns on the month. There's a Mention in Despatches for Lt-Col Duncan d'Eauneurts, who valiantly tries to stem the tide. He gets close to a thousand crowns for his stores. There's no reward for Captain Maurice Essai Deux. Privates Allan Fa-Dân and Charles Asnovoise compete to grab some loot. Fa-Dân gets a commendable 300 crowns worth, but Asnovoise is the clear winner with 1,000. Hopefully, this will console them for losing their places in the regiment as their social standing is just not up to the mark. 4A Captain Cyrano de Camembert is attached to Frontier regiment 2 and survives handily. Major Kidder de Margaux has brought his squadron of the Grand Duke Max's and uses them to good effect against the Spanish cavalry. A couple of enemy helmets bring him 50 crowns.

Frontier regiment 3 is still keeping an eye on Franche-Comté with the Queen's Own Carabiniers for company. They are bolstered this month by the rest of the Horse Guards Brigade, the Dragoon Guards, and the HQ of the Heavy Brigade. Discovering that the QOCs will not take orders from him, Brigadier Uther Xavier-Beauregard finally realises he's got it wrong. Thinking quickly, he orders his HQ team to take control of a farmhouse well to the rear where they can "supervise" the other troops. He is brevetted to Lt-General – clearly someone thinks he should have command of a Division instead of just a Brigade HQ – and adds 150 crowns to his coffers.

His fellow Brigadier, Ali Vouzon, is also brevetted to Lt-Gen, despite having his whole Brigade in the field. Learning from last month's problems with the mud, the QOCs keep out of trouble this month. Colonel Terence Cuckpowder receives a Mention in Despatches and grabs 300 crowns worth of loot off an unwary Spanish lieutenant. Much to the QOCs' chagrin, the Dragoon Guards also stay out of trouble. Colonel Etienne Brule, muttering darkly about the party he's supposed to be throwing and the loan he took out to finance it, is brevetted to Brigadier-General and Mentioned in Despatches ("excellent muttering!"). There's a Mention for Lt-Col Frele d'Acier ("not as much muttering"), too, and another for Major Jean Ettonique ("at least he wants to be here").

In the foothills of the Pyrenees, Frontier regiment 4 backs up the RNHB. They are joined by Lt-Colonel René de Gaviscon and first squadron of the Archduke Leopold Cuirassiers. Spotting Spanish infantry positions, Gaviscon orders his men into a charge. As they gallop away, a desperate cry of "they've got cannon..." is left in their wake. The guns open up and what's left of the Cuirassiers straggle back to camp. Sadly, their number does not include Lt-Col Gaviscon. RIP. ❖

Press

Announcements

Burnt deeply into the flagstones outside the Palace:
 "People of France,
 I have become disgusted with the Venality of your rulers and the greed of your citizens and I have decided to remove myself from this corruption until France has become a better place, no matter how long this takes.

† Count Madd

THE WORLD SHALL HEAR
 FROM ME AGAIN"

Official Ministerial Announcement
 No.11

The anarchist and traitor masquerading under the pseudonym of the 'Hokey Cokey' is officially declared dead! Papers and effects found amongst the personal possessions of the late Colonel Baron Jacques Le Franc have revealed this individual to have been the villain.

The Public Safety Ministry will now concentrate its monthly, city-wide 'public enquiries' to apprehend and/or identify the following -

- Rick O'Shea
- The Brotherhood of Paris
- Various Parapluies of assorted colours
- The Privvy Poet
- Slannesh agents
- Anyone else deemed to be an enemy of the Crown, State or Public Safety Ministry

Rejoice and make merry, safe in the knowledge that the streets are under constant surveillance, the law abiding shall have nothing to fear, the guilty

best run! Remember 'when things get tough, just call for The Fluff'.

† Sir Maurice Fluff-Bunny

Commissioner for Public Safety
 Commanding Officer, The Glorious
 Fighting Thirteenth
 The Crimson Knight

Social

Bored by the horrible lack of parties in Paris, presumably due to the cold weather, Sebastian Adis II and Marie Antoinette announce a month-long series of handicraft events for March at Hunter's to chase away the boredom and oppressive atmosphere.

Week 1: Easter Bonnet making (and boozing)

Week 2: Bake a Simnel Cake – hosted by Marie Berry (and boozing)

Week 3: Easter Egg Painting – hosted by Monsieur Fabergé (and boozing)

Week 4: Make your own "Poisson d'Avril" (and boozing)

Open to all gentlemen of Paris and their mistresses, regardless of colour, creed or status.

Cost of materials (and booze) will be met by the long pockets of Brigadier General Adis. Easter Alms and Donations to the Lost Women of Montmartre charity, set up by the late Quasi le Bossu.

To all polite society in Paris:

To celebrate my recent promotion, I will be holding a party: Week 2 in Bothwell's.

Costs will be covered by myself.

† Sir Was Nae Me

Gentlemen of Paris,
Freda and I are hosting a party to celebrate my elevation to the nobility. This will be at my club in week 2 of March for all SL 9+. All costs will be paid for those of SL 12 or higher. Any Dragoon Guards, regardless of social level, are welcome and all costs will be paid. (Obviously no QOC.)

Kind regards,

† Sir Frele D'Acier
Lt. Col Dragoon Guards

To All Members of the GDMD and Friends

Gentlemen, now is the time to start preparations for the Summer Campaigning Season. To this end, I will be holding a discussion on military tactics in Bothwell's during week 4. This will be an informal meeting; wives and mistresses are welcome and, of course, drinks will be provided free of charge.

To help with inspiration, a prize of 50 crowns will be awarded to the gentleman who produces the most inspiring and innovative theory.

All welcome,

† Jacques As

To celebrate my acceptance into the glorious ALC, I will be hosting a party all month long in March. Gentlemen of Paris of any social level are welcome to attend.

† Captain Percy Mystic

Regimental Letters

To any members of the Horse Guards Brigade waking up in unfamiliar and uncomfortable surroundings: you were warned! (What do you mean,

“you said we'd go when it got warmer”? It IS warmer!)

† Brig. Ali Vouzon

Personal

To Lieutenant-Colonel Duncan d'Eauneurts, c/o The King's Musketeers HQ, Cambrai
Dearest Duncan,

Madelein and I cannae thank you enough for buying up so many of Xavier's debts. Although the monies we can now withhold fall somewhat short of the income we enjoyed when your dear father was alive, we can at least live in a far more gentele fashion than the penury to which Xavier's profligacy subjected us. Indeed, since you won't accept any of the interest on the debts you hold, there is enough to provide you with a modest allowance.

Please dinnae bother to attempt to refuse this – I'm immovably insistent regards the matter. It won't be as much as the son of knight could usually expect, more in line with the allowance a merchant's son might enjoy, but at least it will be something to help towards your living expenses. Army wages just aren't enough, and I ken how dear Paris can be.

We are both very proud to see you rise so quickly up the ranks your dear father's regiment and wish you every success at (and a safe return from) the front.

Your Grateful Maman,

† Lady Isla d'Eauneurts

P.S. Madelein sends her love once more – and the socks enclosed.

I was rather disappointed by Alan de Frocked. I had hoped to meet a member of the CG who didn't prefer female clothing and he was not the person.

† La parapluie orange

To the “Brotherhood of Paris”

From Major Sebastian de la Creme, 2nd Battalion, 13th Fusiliers, Aide to General le Sang

Oh, yet another person hiding behind the cowardice of anonymity, this time having the gall to pretend to represent the “people.” I had not realised that we had republicans in this great city, the very thought of it brings a shudder of horror. To think that some may not accept the divine right of our majesty to rule the greatest country on earth is just abhorrent.

I cannot imagine that the author of this treasonous writing would dare to step into the light and face my rapier, for I am a true Frenchman and have no fear of the enemies of France, for with God on my side I know that the King's justice will be brought to bear. So, know this, oh craven cur, I will not expect any true Frenchmen to consider shooting, stabbing or beating me in the streets as I know my countrymen to be true of heart and not some dastardly yellow-bellied traitor like yourself. If you have something else to say, then say it and sign your name to it, my blade is eager to serve this fine nation by spilling your blood.

Lord Percy Percy says, as fashion is tending towards the verbose, our CPS is very fashionable.

Bvt Lt.Colonel Duncan d'Eauneurts, OC 1st Bttn Kings Musketeers, to His Excellency Field Marshal le Vicomte Pierre Cardigan, His Majesty's Minister without Portfolio, Greetings!

Field Marshal Cardigan,

It has come to my notice that you are currently without an aide. Please consider this a formal application for the position.

I was promoted in the field to Bvt Lt.Colonel in January and seem set to remain at this rank for some considerable time. Consequently, I will have time to learn the duties required of your aide and fulfil them to your satisfaction for the foreseeable future. (My Colonel, Sir Was Nae Me, seems to desire a staff position rather than command of the brigade for the present.)

I hope you look favourably on my application and remain,

Yours to Command,

† Lt.Colonel d'Eauneurts

Are there Majors in the Guards Brigade whose hands don't shake, regardless of the amount they have consumed? Something must have gone wrong with their training.

† Rouge aunt pursuant

Gentlemen of Paris, please help me. I am newly arrived from the country and wish to obtain gainful employment. My father suggested I join a regiment, but I don't know which one to choose. Please, kind sirs, which one should I join? (If I don't join a regiment, Father will cut off my allowance!)

Yours, etc, † Humphrey Gocart

To the officers and men of the QOC (Sent with a wreath to the field quarters of the QOC)

It is with great regret that I learned of the death of your esteemed comrade Lt Colonel d'Masses.

I have some very fond memories of him struggling with the banter of our regimental rivalry and the finer points of wit which unfortunately resorted to swordplay all too often.

I am sure he will be remembered with great fondness in the bawdyhouses where he was often, giving money to the fallen women to get them back on their feet.

Sincerest sympathy,

† Sir Frele D'Acier,
Lt. Col Dragoon Guards

Dear Pere Allouez,

I have not written of late, as I was engaged in legal matters, involving both my seconds and the courts. Happily, thanks to our beloved Great Father, King Pevans, and my friends, all is well. It is a quiet, dreary winter in Paris, and I confess I miss the snow upon the pines, crisp air, and the elders telling stories around the fires in Mother's lodge. I am putting effort into finding a woman to share my fortunes with. It will be a challenge to find one who accepts my copper skin and country accent; but perhaps they will admire my growing collection of scars and victory notches upon my hatchet. Give my best to Mother and Father. I hope the pelts are thick this winter!

† Jean-Claude Talon/Gitchi-Biizhew

Myxomatosis – The new popular word in Parisian use.

Lt.Colonel Duncan d'Eauneurts, OC 1st Bttn King's Musketeers, to His Excellency Field Marshal le Viscount Pierre Cardigan, His Majesty's Minister without Portfolio, Greetings!

Field Marshal Cardigan,

I have just been informed that you do actually have an aide, an officer of No Particular Consequence whom I appear to have completely overlooked. I would be grateful if you could let me know whether or not an application from me to replace him would be looked on favourably in the event that he decides to resign the post?

Yours to Command,

† Lt.Colonel d'Eauneurts

Captain Duncan d'Eauneurts

Thank you for your missive which was received and understood.

† Colonel Cuckpowder

To Lady Isla d'Eauneurts, Chateau d'Eauneurts, Eauneurts-sous-Montreuil, Pas-de-Calais, Picardy
Chère Maman,

I'm glad that my efforts are allowing Madelein and yourself to live in a style a little closer to that you were used to. If I'm fortunate enough to come by any spoils of war in the future, I'll do everything I can to buy up the remaining mortgages.

No luck last month, I'm afraid, though I did manage to secure a field promotion to Lt.Colonel. The only problem with this is that I'm now ineligible for the army staff position I was hoping for. Oh well, perhaps Field Marshal Cardigan will look favourably on my application to become his aide should the current

incumbent – a remarkably inefficient gentleman – see fit to resign. It would still mean that I had to fight with the regiment, rather than on an Army staff, during the Summer Campaign, but at least I'd be regarded somewhat more highly when in Paris. In fact, if Colonel Was Nae Me is successful in securing command of the Guards Brigade, I could be leading the regiment in his stead over the Summer. Hopefully, I'll make the shade of dear Papa proud.

As you will have read in the The Gazette, the King's Musketeers are currently stationed near Cambrai. There wasn't much action last month, but hopefully things will warm up a little in February.

Your Dutiful Son, † Duncan

Sir Was Nae Me

There appears to be a person impersonating you. Practices in Horse Lines? What was this idiot referring to?

Should you wish to discuss matters more personally, my sabre is always ready to meet you.

† Colonel Cuckpowder

Brigadier Vouzon

The QOC will be waiting for you to lead us into battle. † TC

Lt.Colonel Duncan d'Eauneurts, OC 1st Bttn King's Musketeers, to Lt.Colonel Nonen d'Ittie, Aide to His Excellency Field Marshal le Vicomte Pierre Cardigan, His Majesty's Minister without Portfolio, Greetings.
Mon Colonel,

I have had occasion to write to the Field Marshal on a number of occasions recently and have yet to receive a single reply – or even an acknowledgement! As the designated officer responsible for the Field Marshal's correspondence I can only assume that you are either failing to bring messages to Monsieur le Vicomte's attention or neglecting to post the replies he dictates. In either case, such dereliction of duty is intolerable where an office so crucial to the smooth running of His Majesty's armed forces is concerned and I suggest that you make way for an officer capable of effectively fulfilling these duties without further delay.

† Lt.Colonel d'Eauneurts

Points Arising

Next deadline is 16th Oct 2015

The next deadline would normally be 9th October. However, I'll be in Essen at Spiel, so I've pushed the deadline back a week.

Thanks to Jason (MFB) and David (JS) for the trial report – though I have edited and embellished it slightly. Thanks, too, to Tym for Egon Mad's spectacular exit.

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

I had no orders from the following and they suffered the consequences:
AdF Alan de Frocked (Charles Burrows) has NMR'd. Total now 1
EdM Eric de Miabeille (Pete Holland) has NMR'd. Total now 5 and is sent to a Frontier regiment

EdSS Eglise de Sant-Suplice (Jerry Spencer) has NMR'd. Total now 1
 GdLi Gar de Lieu (Bill Hay) has NMR'd. Total now 1
 LdH Leonard de Hofstadt (Neil Packer) has NMR'd. Total now 1
 VV Voulo Vault (Mark Booth) has NMR'd. Total now 2 and is sent to a Frontier regiment
 X2 (Chris Boote) has NMR'd. Total now 2 and is sent to a Frontier regiment

XFH (Francesca Weal) has been floated as Fran didn't get her character sheet – or the reminders!

Howard Bishop is not taking up his new character immediately, so he will be floated for a few months.

Are you receiving me?

More precisely, are you getting my emails? I know a few subscribers don't get the notices I email, but I'm concerned that I've not heard from several regulars this time – and a few of them not for a while. So, if you're reading this and didn't get the notice,

Announcements

Duncan d'Eauneurts asks NPC Division Adjutants of First, Second and Frontier Divisions to resign

Duncan d'Eauneurts asks NPC Aide to Field Marshal to resign

Duncan d'Eauneurts applies for Division Adjutant of Cavalry Division

Duels

Results of February's duels

Maurice Fluff-Bunny didn't turn up to fight Amant d'Au and lost SPs.

please let me know. Maybe we can work out what's going wrong and make sure everybody gets the emails.

Notes

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

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

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

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

Maurice Fluff-Bunny asks NPC Major 1 of Royal Foot Guards to resign

Maurice Fluff-Bunny asks NPC Major 2 of Royal Foot Guards to resign

Was Nae Me applies for Chancellor of Exchequer

Grudges to settle next month:

Eglise de Sant-Suplice (Rapier, Seconds BdZ & EdM, adv.) has cause

with Humphrey Gocart (Foil, 2 rests) for pinching Frances.

Grégory Bonnissel (Sabre, Seconds JE, 2 rests) has cause with Claude Talon (Dagger, Seconds JE & GB, adv.) for pinching Anna.

"adv." shows who (if anyone) has the advantage in Expertise: his first

duelling sequence need only contain six actions.

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

New Characters

Nik Luker gets the Second son of a very wealthy Marquis: Init SL 8; Cash 750; MA 3; EC 4 (X1).

Tym Norris gets the Second son of an Impoverished Earl: Init SL 9; Cash 40; MA 5; EC 3 (JdI Jean d'Ice).

David Williams gets the Bastard son of a very wealthy Marquis: Init SL 7; Cash 675; MA 5; EC 2 (X2).

Chris Boote gets the Second son of a Peasant: Init SL 2; Cash 10; MA 1; EC 3 (X3).

Tables

Other Appointments

King's Escort: Ensign N	Captain N
Cardinal's Escort: Ensign N	Captain N
Aides: to Crown Prince N	to Field Marshal N
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 MFB	
Chancellor of the Exchequer CPS	Minister of Justice EH
Minister of War __	Minister of State JS

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

Battle Results

Horse Guards Brigade: 3
 Dragoon Guards: 4
 Queen's Own Carabiniers: 3
 Heavy Brigade: 3
 Cardinal's Guard: 3
 King's Musketeers: 5

Picardy Musketeers: 5
 Frontier regiment 1: 4
 Frontier regiment 2: 5
 Frontier regiment 3: 6
 Frontier regiment 4: 3
 RNHB regiment: 2

Army Organisation and 1668's Summer Deployment

First Army (Field Ops)	PIS/SdIC/EB/N
First Division (Field Ops)	___/___/N2
Guards Brigade (Field Ops) - RFG CG KM	
Dragoon Brigade (Field Ops) - GDMD PLLD	
Cavalry Division (Field Ops)	N5/N/___
Horse Guards Brigade (Field Ops) - DG QOC	
Heavy Brigade (Field Ops) - ALC CPC	
Second Army (Siege)	BdZ/N/___/ROS
Frontier Division (Siege)	N1/N/N5
Frontier Regiments (Siege)	
Third Army (Defence)	___/___/TC/JdG
Second Division (Defence)	N6/N/N5
3rd Foot Brigade (Defence) - 27M 4A	
4th Foot Brigade (Defence) - 69A Gscn	
RNHB Regiment (Defence)	
Third Division (Defence)	N2/N/BdLS
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	N4/N/VV	First Foot Brigade	N2/N/CDL
Horse Guards Brigade	AV/N/___	Second Foot Brigade	N3/N/N6
Heavy Brigade	UXB/N/N5	Third Foot Brigade	N6/N/N4
Dragoon Brigade	N2/N/CT	Fourth Foot Brigade	SA2/N/N3

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

Frontier Regiments

	(Siege for Mar-May)				
Colonel	<u>F1</u> N5	<u>F2</u> N1	<u>F3</u> N1	<u>F4</u> N6	<u>RNHB</u> N5
Attached					
Also at the Front					

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

Femmes Fatales

No	Name	SL	Attr	Last
64	Edna Bucquette	18	W	EH
3	Kathy Pacific	17	B	
54	Madelaine de Proust	17		JS
35	Katy Did	16	I	MFB
42	Maggie Nifisent	16	B	
55	Jacky Tinne	16		JJ
52	Guinevere d'Arthur	15	B/W	PIS
10	Frances Forrin	14	B	HG
21	Helen Highwater	14	W	
48	Fifi	14	B/W	
62	Alison Wunderlandt	14		
11	Laura de Land	13		
16	Ophelia Derriere	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	PM
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		CC
63	Carole Singeurs	11		NIN
20	Emma Roides	10	I	
33	Anna Rexique	10	I	CT
38	Pet Ulante	10	W	
43	Di Lemmere	10	I	SdIC
53	Angelina de Griz	10	B	
56	Ingrid la Suede	10		
6	Viv Ayschus	9		
57	Ava Crisp	9	I	
59	May Banquot l'Idée	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	
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	CLD
24	Violet Bott	6	I/W	
15	Ada Andabettoir	5	B/I	CDL
25	Lois de Low	5	B	PC

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

Regiments

Col	ADD	LL	WNMBR	TC	N7	EH	CC	CC	PM	13F	PLUD	53F	27M	4A	69A	Gscn
LCol	JJ	N3	DDE	FDA	N1	N5+	N2	N2	N2	N2	N2	N2	N2	N2	N2	N2
Maj 1	VW+	N6	N5	JE	N4	N2	N2	N2	N2	N2	N2	N2	N2	N2	N2	N2
Maj 2	N1	N3*	N6	N3	N4	N2	N4	N2	N4	N2	N3	N2	N4	N4	N3	N5
Capt 1	N1	N3*	N6	N3	N4	N2	N4	N2	N4	N2	N3	N2	N4	N4	N3	N5
Capt 2	N6	AdF	N4	N6	N1	N6	N2	N2	N6	N4	N1	N4	N1	N4	N3	N5
Capt 3	N2	LdH	N2	N2	N6	N3	N5	N5*	GB	N1	N4	N1	N2	N6	N2	N3
Capt 4	N2*	N5	MED	N6	N4	N4	N4*	N6	N6	N3	N3*	N2*	N2*	N3*	N5*	N5*
Capt 5	CdM	N4	N4	N4	N4	N4	N4	N4	N4	N4	N4	N4	N4	N4	N4	N4
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
GdLi	Count Gar de Lieu	28	68	Poor	General/Min w/o Port	9		Flr	4	Bill Hay
PC	Viscount Pierre Cardigan	25	66	Withy	Fld Marshal/Min w/o Port	9	Lois	Flr	4	Matt Shepherd
EM2	Count Egon Mad 2	25	RIP							Tym Norris
JS	Count Jacques Shitacks	24	64	Rich	General/State Min.	3	Madelaine	Flr	4	David Oliver
JdG	Count Jacques de Gain	23	48	Fithy	Bdr-General/3rd Army QM Gen.	20		Flr	5	Ben Brown
UXB	Count Uther Xavier-Beauregard	22	F	Comfy	B.Lt-General/Hvy Brigadier	13		Flr	4	Pete Card
EH	Count Euria Humble	21	62	Rich	Colonel CPC/Justice Min.	18	Edna	Flr	5	Matthew Wale
PIS	Marquis Pierre le Sang	21	50	Comfy	General/1st Army Commdr	7		Flr	4	Bill Howell
AV	Earl Ali Vouzon	20	F	Rich	B.Lt-General/HGds Brigadier	8		Flr	1	Graeme Morris
EdSS	Count Eglise de Sant-Suplice	20	F	Comfy	B.Lt-General/Min w/o Port	7		Flr	2	Jerry Spencer
BdZ	Marquis Bill de Zmerchant	19	F	Comfy	B.General/2nd Army Commdr	6		Flr	3	Tim Macaire
RS	Marquis Richard Shapmes	18	37	Withy	Lt-General/Prov.Mil.Gov	10		Flr	4	Charles Popp
VV	Sir Voulo Vault	18	F	Poor	Major RFG/Cds Brigade Maj.	2		Flr	2	Mark Booth
AdA	Marquis Amant d'Au	16	45	Withy	B.Bdr-General RFG	7		Both	5	David Brister
GM	Sir Gaz Moutarde	16	28	Rich	Lt.Colonel RM	3		Both	2	Mike Clibborn-Dyer
EB	Sir Etienne Brule	16	F	OK	B.Bdr-General DG/1st Army Adjutnt	2		Both	4	James McReynolds
ROS	Baron Rick O'Shea	15	25	Rich	Bdr-General/2nd Army QM Gen.	5		Both	6	Paul Wilton
FdA	Sir Frele d'Acier	15	F	Comfy	Lt.Colonel DG	6		Both	3	Peter Farrell
TC	Terence Cuckpowder	15	F	Comfy	Colonel QOC/3rd Army Adjutnt	4		Both	4	Mike Dommatt
EdM	Earl Eric de Miabelle	15	F	Withy	Bdr-General	14		Both	3	Pete Holland
JJ	Baron Jean Jeanie	14	40	Withy	Lt.Colonel RFG	13	Jacky	Both	3	Andrew Kendall
CC	Sir Chopine Camus	14	27	Comfy	B.Bdr-General GDMD	7	Sheila	Both	4	Stewart Macintyre
MC	Marquis Monty Carlo	14	F	Withy	Lt-General	13		Hunt	4	Andrew Burgess
MFB	Sir Maurice Fluff-Bunny	13	36	OK	B.Bdr-General 13F/CPS	6	Katy	Flr	5	Jason Fazackarley
JA	Jacques As	13	19	Comfy	Lt.Colonel GDMD	1		Both	4	Joe Farrell
RdG	René de Gaviscon	12	RIP							David Williams
LL	Sir Lothario Lovelace	12	F	Withy	Colonel CG	8		Both	4	Geoff Bowers
WNM	Sir Was Nae Me	12	F	Withy	B.Bdr-General KM	6		Both	3	Mark Farrell

ID	Name	SL	SPs	Cash	Rank, Regiment/Appointment	MA	Last seen	Club	EC	Player
AS	Arnaud Surfinmaise	11	RIP							Nik Luker
SA2	Sebastian Adis II	10	20	OK	Bdr-General/4 F Brigadier	5		Hunt	4	Mark Cowper
CdM	Con d'Masses	10	13	Poor	Captain RFG	6		Hunt	2	Craig Pearson
AdF	Alan de Frocked	10	F	OK	Captain CG	3			2	Charles Burrows
HG	Humphrey Gocart	9	16	OK		3	Frances	Hunt	3	Pam Udowiczzenko
GB	Grégory Bonnisse	9	F	OK	Captain GDMD	2		BG	3	Mark Nightingale
JE	Jean Ettonique	9	F	Comfy	Major DG	7		HGds	5	Tony Hinton-West
DdE	Duncan d'Eauneurts	9	F	OK	B.Lt.Colonel KM	4			5	Paul Lydiate
SdLC	Sebastian de la Creme	9+	36	OK	Major 13F/Gen's Aide (1st Army)	4	Di	BG	5	Alan Percival
NIN	Noggin le Nog	9+	27	Comfy	Subaltern RFG	1	Carole	BG	4	Martin Adamson
CDL	Coeur De Lion	8	18	OK	Major PM/1 F Brigade Maj.	5	Ada	RP	3	Graeme Wilson
BdLS	Bernard de Lur-Saluces	8	16	Poor	Lt.Colonel 13F/3rd Div Adjutant	5		BG	2	Rob Pinkerton
XFH	Xavier Four-Hollandaise	8	12	Comfy	Major 13F/13F Regt. Adjt.	4		BG	2	Francesca Weal
KdM	Kidder de Margaux	8	F	OK	Major GDMD	6		BG	6	Gary Phillips
MED	Maurice Essai Deux	8	F	Poor	Captain KM	4		BG	3	Olaf Schmidt
LdH	Leonard de Hofstadt	8	F	OK	Captain CG	4		BG	5	Neil Packer
CT	Claude Talon	7	22	Comfy	Major GDMD/Drgn Brigade Maj.	4	Anna	BG	4	Cameron Wood
PN	Pépé Nicole	7	17	Comfy	B.Bdr-General 69A	5		BG	3	Colin Cowper
PM	Percy Mystic	7	15	OK	Captain ALC	5	Lotte	F&P	3	Ray Vahey
AFD	Allan Fa-Dân	7	F	OK		6		BG	4	Gerald Udowiczzenko
CA	Charles Asnovoice	5	F	Comfy		4			4	Gerry Sutcliff
AB	Alain B'starde	5	0	OK		3			4	Howard Bishop
CdC	Cyrano de Camembert	5	F	Poor	Captain 4A	6		F&P	4	Dave Whiffin
CLD	Charles Louis Desapear	4	9	OK	Major 27M	1	Josephine	RP	4	Martin Jennings
X2		3	RIP							Chris Boote

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

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

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

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

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