

That would be enough

This has been issue 43 of *To Win Just Once*, published 30th March 2004. It incorporates *Les Petites Bêtes Soyeuses*, a postal game of *En Garde!*. Issues are published ten times a year, roughly every five weeks.

Deadlines

Orders for *Les Petites Bêtes Soyeuses* to Pevans by Friday 23rd April.

(Remaining deadlines for 2004 are 21st/ 28th May, 25th Jun/2nd Jul, 30th Jul/6th Aug, 3rd/10th Sep, 8th/15th Oct, 12th/19th Nov.)

Subscriptions

The PDF and online versions of *To Win Just Once* are free. Or you can subscribe to the paper version – which includes the cost of playing in any (or all!) of the games (let me know if you'd like a sample copy first). If you want to play in the games through the online 'zine, there is a "Games only" subscription rate.

The subscription rates are shown below. To subscribe, send a cheque or PO (payable to Paul Evans) in pounds sterling (GBP) to 180 Aylsham Drive, UXBRIDGE UB10 8UF, UK.

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Subscribe in pounds by cheque/PO, as above. Subscribe in Euros or dollars through PayPal only. PayPal payments in pounds should add £1 to cover PayPal's charges.

Games played

If you are interested in playing any game, please let Pevans know.

Diplomacy Neil Packer will run this if we have seven interested players. So far Pete Holland, Mike Dommett, Barry Townsend and Bill Michell have volunteered. [free start-up]

En Garde! Pevans has room for more players in *Les Petites Bêtes Soyeuses*. You will need the rules to *En Garde!* in order to play. [start-up fee payable]

Railway Rivals the second game is in progress. Edward Walkington wants to play in the next. You will need the chosen map to play. [free start-up]

Star Trader A game is in progress and has space to take over an existing position. Martin Jennings is queuing for the next game. Full rules will be provided. [start-up fee]

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To Win Just Once

(incorporating *Les Petites Bêtes Soyeuses*)



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Chatter

I'll bet you're all wondering where the *Railway Rivals* and *Star Trader* game reports are. The answer is that real life (in the form of civil engineering deadlines) has affected Mike and the games are being held over for an issue. Mike sends his apologies and this explanation.

Owing to pressure of work, I have been unable to start adjudicating either game, and do not expect to be able to do so until April. I apologise for this, but real life is biting too hard. I will hold over the game reports for this turn, rather than give a rather short time for returning orders. It will also keep the games and magazine in synch.

Real life is affecting me, too. My employer, Business Link for London, has decided that it's time to re-structure the business in line with the latest moves from the Small Business Service (who license Business Links around the country). In particular, the company has decided it needs fewer Business Advisers next year (which starts on 1st April). And the job is changing, with Advisers carrying out 'diagnostics' ("Do you have a Business Plan/website/marketing plan/job descriptions?" "No? Then you need one.") with businesses and then 'brokering' in a consultant to do the work ("Here's someone who can help you write one.").

Like many of my colleagues, I've decided that I'd rather be one of the people Business Link 'brokers' work to. The idea is to set up as an independent business adviser, specialising in IT and e-business, to small businesses in London. Rather scary! But at least I can work with the other advisers leaving Business Link for London to generate business for each other. First, however, I'll have to work out three months' notice!

I don't expect that this will have much effect on this magazine. Certainly not in the short term. And it may leave me time for some of the other projects I have in mind...

Anyway, this issue contains a review of one of my favourite games from last year's Spiel, *Industria*, and my report from the latest beer festival I've been to.

Letters

First, Dan Steel (main man at Esdevium) has a few clarifications to my report on Toy Fair in last issue.

Esdevium is the source of Avalon Hill games in the UK & Eire (not a source as you put). We are the only official importer of them. We provide a similar service on these lines for Hasbro to the one we provide for *D&D* – i.e. we are the exclusive distributor. These

are all Hasbro lines, but none of them go through the Hasbro warehouse. Since we accounted for 70-80% of the volume of sales on these lines when they did, you can see why Hasbro thought the best solution for everyone was to make us the exclusive distributor. That way we have to do the market development etc and they pass all the stock risk on us. Nice deal for Hasbro and we get an upside if we can build a market for products we believe in. When Hobbygames offer these lines, they are sub-distributing.

Which brings me to “Major UK hobby games distributor, Hobbygames”. They have been a distant second to us for 5 years or more. We chose not to take much hobby product to Toy Fair as we felt that it was the wrong venue for it – and that what the passing toy shop would purchase on spec was anim  CCGs and slightly strange board games (although that is hard work). Still, we have a long term plan to put the European games in front of a wider public...

Incidentally, Re:creation’s Mensa game from Reiner is very good. Re:creation have also picked up Reiner’s *Lord of the Rings* game now that it has been dropped by Hasbro. All the expansions are being done by ourselves (with Fantasy Flight Games) though.

I stand corrected (and better informed than I was) – and have made some changes to the version of my report that is on my website. Take a look at it and see if you can spot the difference:

www.pevans.co.uk/Reviews/ToyFair2004.html

London Drinker Beer Festival 2004

Yes, time for a beer festival. This one is held at the Camden Centre – effectively across the road from St Pancras station and thus very accessible. I visited for the Thursday lunchtime session.

As always, I started with something familiar. In this case Deuchars IPA (brewed by Caledonian in Edinburgh, Midlothian; with 3.8% alcohol by volume). Not having drunk it for a while, it took me a bit by surprise. Not the pale colour, nor the strong smell, but the fruitiness of the taste and the fizziness. I’m used to my draught beers being almost completely flat and this wasn’t. The rest was what I expected: a fresh, tangy taste with lots of hops. I just love the bitter aftertaste. Yummy.

Time to try something new and I spotted that there were several Yorkshire beers available. So, half a pint of Best (Black Sheep, Masham, North Yorkshire; 3.8%), please. This had an amber colour and was much maltier than the previous beer. In fact the contrast made it taste almost chocolatey. After the unexpectedly spicy lamb dish that was the lunchtime special, it was otherwise completely bland. Not bad, but nothing special – though worth trying again with fresher taste buds.

The next Best (Abbeydale, Sheffield, South Yorkshire; 4%) was very different again. To start with, it was a proper, brown beer colour. The aroma was strong and fruity. And it tasted the same: like dark brown lychees (and this was despite the spicy lunch) with musty overtones. A very interesting beer, but not one I think I could drink in any quantity.

Barnsley Gold (Acorn, Barnsley, South Yorkshire; 4.3%) was the colour its name suggests, with a hint of honey in the nose. There was a musty malt to the taste – with hints of chocolate again – followed by a metallic aftertaste in the back of the throat. It wasn’t particularly unpleasant, but it was enough to put me off this beer.

Having dealt with Yorkshire, I was intrigued by a brewery that must be fairly close to where I live. And has a canal-related name. With this half-pint of Gold (Grand Union, Hayes, London; 4.2%) I was back in the gold/amber colour range. The nose had some bite to it, promising a bitter beer. What I got was a refreshing pint with a bit of bite, but an unremarkable taste. Yet something I would happily drink more of.

The strongest beer available (by some way) came from one of my favourite breweries. Only available in half-pints, Golden Pride (Fullers, Chiswick, London; 8.5%) did not fit its name: it was a dark brown. It didn’t smell of much, but the taste... Wow! Like drinking liquid brown sugar: thick and sweet, sweet, sweet. Kind of dessert, really. It was also very powerful. Not to barley wine intensity, but something that needed to be sipped rather than quaffed. This is, if you like, the antithesis of a session beer: 8.3% vs 3.8%, less than a pint vs lots of pints. Scrummy, but it probably needs a health warning.

Realising that I’d only got to F in the alphabetical sequence of breweries at the Festival, I considered a jump to (Charles) Wells for my final pint. But I was seduced by the lure of the Caledonian: another pint of Deuchars IPA completed my afternoon. Interestingly, after 4½ pints and 2½ hours, I still wanted more – a tribute to the quality of the beers I’d been drinking (amazingly, I had a clear head the following day, too). I must also say thanks to the organisers for another good show. Lots of great beer – and all of them seemed to be available, too.

One of my personal highlights was spotting an anorak. There were plenty of leather jackets, Barbours, fleeces and even gilets. But only one anorak to be seen. While I’m describing the people, there were plenty of beards, grey hairs and balding heads, too (hey, I get 3 out of 3!). Yes, I was on home territory. I note that there’s a Beer Festival in Ealing in May (Ealing Town Hall, 13th-15th May) – anyone interested in joining me?

Industrial Revolution

Pevans reviews *Industria*

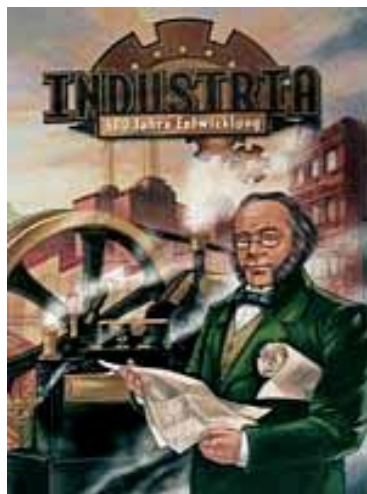
Designer Michael Schacht has had lots of games published in the last few years. His designs are usually clever, abstract game systems with a veneer of theme. My reactions to these have been mixed. I find some of his games quite brilliant – like my favourite to date, *Kardinal & König* (known as *Web of Power* in its English-language incarnation). Others do my head in (no names, no pack drill). I am pleased to report that *Industria* (published by Queen Games) is quite definitely in the former category.

The theme is industrial development and *Industria* is structured into five epochs. As is the board. While the epochs divide the board horizontally, it is also divided into two vertical sections. The larger section shows different ‘factories’ for each epoch. These start with quarries and mines and progress through iron and steel production to biotechnology. The smaller section shows technologies. From early machines through steam engines to telecomms and the internet.

There are also sets of 12 square tiles for each epoch. There is one of these for each of the factories and technologies. Plus one each of the raw materials produced in the epoch and a couple of bonus tiles. The bonus tiles each show a symbol and players score extra points at the end of the game for owning factories with symbol(s) that match the bonus tiles they hold.

The raw materials introduce another factor into the game. The right raw materials are needed to build each factory (except in the first epoch, when most are built from scratch) and technology. Each raw material is produced by a specific factory: the foundry (epoch two) produces iron, for example. Once the foundry has been built, players can buy iron from the player who owns it. From epoch three iron can be bought from the bank, if the foundry isn’t in play. Until either of these happens, the raw material tile is the only iron available. Which makes it very valuable in the short term.

The heart of *Industria* is auctioning the tiles. The first player draws as many tiles as there are players and reveals them. S/he then picks one to sell off. Going once round the table, the other players either bid (above any previous



bid) or pass. When the round gets back to the auctioneer, s/he can sell the tile to the highest bidder for the cash and choose the next item to auction. Alternatively, s/he can keep the tile, paying nothing for it (and must do this if nobody has bid). However, in this case, s/he is no longer the auctioneer and must pass the remaining tiles to the next player to continue the auction.

The auctioneer’s choice is between getting money or a tile. And money is tight. You start with four ‘dollars’. Factories cost 2-3 dollars to build (paid to the bank) and usually need 1-2 raw materials (probably costing a dollar each). So, on the first turn, bidding even one dollar for a factory may mean you can’t afford to build it that turn. Everybody gets a welcome income of one dollar each turn, but gaining more money during the game is important. Hence the value of factories that produce raw materials that other players will buy. And the value of being auctioneer and gaining the cash for selling things off.



The auction out of the way, players build tiles from their hand, placing them face-up on the table. Tiles may be held for subsequent turns (but unplayed tiles are worthless at the end of the game). As I’ve already mentioned, factories cost cash and raw materials to build. They may score victory points when built, provided they’re built in the same epoch as they were bought. Alternatively, they may bring in income. Or both. And they may score bonus points at the end of the game: both through the bonus tiles and by being connected by ‘roads’ on the board.

Building a technology requires raw materials, but no cash, and scores victory points immediately. However, they can only be built in the right epoch. They can also score bonus points at the end of the game through the connections between technologies on the board. Bonus tiles cost one dollar to build and then sit in front of you until the end of the game. You're allowed to build one of each type in a turn, so bonus tiles are often not revealed until the end. Just remember that you need cash to play them!

Finally, raw material tiles are used when a particular raw material is needed. You can also trade them back to the bank for a dollar – a neat touch that ensures they have a value. Players mark what they've built on the board with a cardboard chip in their colour and mark their score with another chip on the scoring track at the bottom of the board.

As you can see, there are a lot of factors to be taken into account when bidding for a tile – particularly if it's a factory. How much does it cost to build? Are the raw materials available to build it? Can I afford to buy them? How many points does it score? How much income is it worth? Does it add to my bonuses? And, having weighed up these factors, you have to think about the tactics of the auction. What tiles will other players buy? Or, if you're auctioneer, will they all pass? This would force you to take a tile you don't want and lose control of the auction. Which is why, faced with a tile I really want, I may well just take it and pass the auction to the next player!

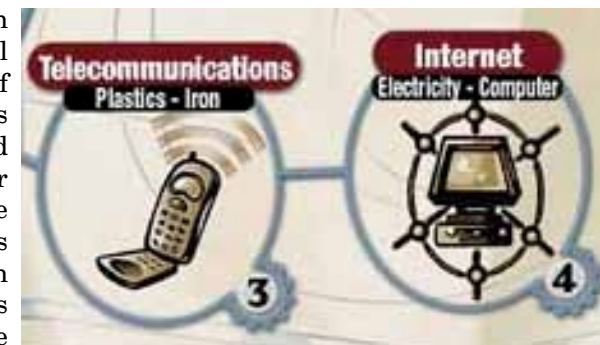
The tiles available in the auction are crucial. For example, if a technology comes out in the last auction of an epoch, you have to know you can get the raw materials it needs, or it's worthless. And it's real pain if both technology tiles come up in the last auction of an epoch.

There is, therefore, an element of forward planning in the game. You know what tiles are going to appear in each epoch. You don't know what order they will come out in. So you need to have an idea of which tiles you want and reconsider this after each auction. You also need to look for combinations – the raw material(s) needed for a particular factory or technology in particular.

Once everybody's had a chance to build, it's the end of the turn. The start player marker moves round (from the person who was the first auctioneer on that turn), everybody gets a dollar and the new start player turns over the next set of tiles. The only difference a change of epoch makes is that a new stack of tiles is started. And players get an extra dollar each (except between epochs 1 and 2).

At the end of the last turn (end of epoch 5 with four players, 4 with three), players score their bonus points. Each bonus symbol tile in front of a player

scores 2 points for each factory with that symbol that s/he owns. Each pair of factories or technologies connected on the board and owned by the same player scores 3. And players score a point for every 3 dollars they have left. With factories scoring 0-4 points and technologies 2-5, the final bonuses are significant. Having said that, the games I've played have usually ended up with pretty close scores.



It's worth mentioning two 'factories' that are special: the Bank and Stock Exchange. They are relatively expensive, but the reward they bring is a discount on the cost of building each subsequent factory. Very useful to have, but I must report that I still win the game without owning either!

So, what makes this game so good? I think it's a combination of the scarcity of cash, which restricts your options, with the different ways of scoring points – which give you many options. Plus the need to make decisions and the close scores. There's certainly a risk of the game slowing right down as players analyse their position and options. But this has not happened in the games I've played. As the order the tiles appear in is random, there's no point in analysing things too deeply. It's certainly possible to have a strategy – after the first few turns anyway – but you can't afford to follow it slavishly. You also need to plan ahead: you have limited money and limited time to do things. This is important for the last turn of each epoch, which is your last chance to score points for building that epoch's tiles. And also in the last couple of turns in the game – to make sure you have the time and money to build everything you need to.

All in all, *Industria* is a terrific game that provides a challenge each time you play it. I am surprised that nobody seems to be planning an English-language edition. At the moment it is only available from Queen Games in German. An excellent set of rules in English is available from Michael Schacht's own website (<http://spiele-aus-timbuktu.de/>), along with a full colour version of the board in English (not that there's much text on it).

Industria was designed by Michael Schacht and published (in German) by Queen Games. It is a strategy board game for 3-4 players, aged 10+ and takes about 90 minutes to play. It is available in specialist games shops in the UK and US at around £20 or \$35. Illustrations courtesy of Spiele aus Timbuktu.

Games Events

As mentioned last time, Salute takes place on Saturday, 24th April. This wargames event is at Olympia 2, in west London, and is open from 10 am to 5 pm. It's organised by South London Warlords. Entry is £7.95 and there are more details on the website: www.salute.co.uk.

Last call for Maycon, which is the weekend after the next deadline. If I get my finger out, I might have *TWJO* 44 ready for that weekend. I look forward to seeing some of you there.

This box concentrates on games events I expect to attend.

Swiggers: games club that meets Wednesday evenings (though December dates depend on venue availability) at the Bunch of Grapes, St Thomas Street, London SE1. Board games and occasional role-playing. No charges, all welcome. For more information, see www.pevans.co.uk/Swiggers.

Games Games Games Days: from noon(-ish) on the second Saturday of every month at the Duke of York pub at 35 New Cavendish Street, London W1. A day of board games, with those present covering the cost of the room and sandwiches.

Maycon: a mixture of board games and role-playing at the Thistle Birmingham City Hotel in central Birmingham, 30th April – 3rd May 2004 (bank holiday weekend). This convention is also the host for SpielChamps UK – The UK Board and Card games Championship and qualifier for the European Championships. Entrance is £25 until the end of March, £30 afterwards; accommodation (Incl. Breakfast) £70/night for a double/twin room and £40 for a single. For more details: and a booking form www.maycon.org.

Spiel: the board games event of the year. Oct. 21st-24th 2004, at the Messe (Exhibition Centre) in Essen (Germany). Contact Friedhelm Merz Verlag, Postfach 210250, Bonn, 53157 Germany, www.merz-verlag.com/e/Spiel_e.html.

MidCon: board games plus the UK's National *Diplomacy* Championship. 12-14th November 2004 at the Thistle Birmingham City Hotel in central Birmingham. Entrance is £15 in advance, £18 on the door; accommodation is £75/night for a double/twin room and £47/night for a single room, inclusive of breakfast. For details: www.midcon.org.uk.

Credits

To Win Just Once issue 43 was written and edited by Paul Evans. The LPBS masthead (page 12) is by Lee Brimmicombe-Wood. This issue's cover is by Nik Luker, as is the illustration on page 14. The *Industria* illustrations were provided by Spiele aus Timbuktu.

The Bonking Game Finale

Gerald Udowiczenko bonks Terry Crook "because with a surname like that Terry must be guilty of something!" Mark Moores bonks Terry because "he's obviously guilty!" Pete Holland is undecided: "well I thought about myself, because I'm not sure I deserve to win – but I'm not sure anyone else does either – so I'll just bonk... Terry Crook." Michael Martinkat bonks Terry: "the top shall go to the bottom."

Graeme Wilson bonks Jerry Elsmore. So does Paul Wilson. And Simon Burling. Guy Arnold thinks hard about this. "I won't bonk my Friends, Regimental or otherwise. That leaves Jerry and Michael, who I don't know. Michael's gonna get hit for being last, so I'll bonk Jerry – just to be fair!" Chris Boote chips in: "fie, pish and tush on Mr Elsmore for beating me at some game or other, sometime." Pete Card bonks Jerry, "as he is the most famous."

Jerry writes: "let's cut out the middle man – Pete Holland it is." Pam Udowiczenko bonks Pete as "I can remember his surname!" Tym Norris bonks him "since his name came out of my hat first." David Olliver bonks Pete "because I don't paint." And Graeme Morris "for reasons too hurtful to enumerate (or even remember)." Nik Luker bonks him "as his name produces the most hits (1530) in Google!"

Neil Packer bonks Andrew Kendall 'cos his was the name which just flew off the page at me. Colin Parfitt bonks Andrew, too. Andrew Kendall bonks "the last person alphabetically." So that'll be Michael Martinkat then. Martin Jennings bonks him "as he has no right in having my first name in his last." Terry Crook bonks Michael "as he is at the bottom and all the lazy ones will miss him."

So that gives us Terry and Pete equally unpopular with six bonks apiece. Jerry collects four and Michael 3. Our winner is Andrew Kendall with just the two bonks. Congratulations, Andrew. I've added a couple of issues to your *TWJO* sub as a prize.

Fictionary Dictionary

Time for another game open to all readers and I guess most of you will know this one. Each issue I will put up a couple of obscure words. Any of you who want to participate then write in with (fictional) definitions for the words. I publish these, anonymously. You all then vote for your favourite definition.

Players score points according to how many people choose their definition. (Usually the definitions include the correct one and players get points for spotting it. However, it's too easy to look words up in a dictionary, so I've left that out.) We'll run this for, say, 10 issues. The winner is the player with the most points at the end. (And, yes, you can look up the words in a dictionary. Please don't.)

Our first two words are: Amphigory and Babouche.

**Get your definitions in to TWJO, 180 Aylsham Drive, UXBRIDGE
UB10 8UF or TWJO@pevans.co.uk by Friday, 23rd April.**

Les Petites Bêtes Soyeuses 169

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

If you'd like to play, you'll need to subscribe to *TWJO* and pay the start-up fee (see back page). You will also need a copy of the rules to *En Garde!* – or at least access to a copy.



Next deadline is 23rd April 2004

December 1657

Before the Yuletide revels can begin there are some more serious matters to settle. Charlemagne le Gosse has a bone to pick with Xavier 3sup. Something to do with Ophelia, we are led to believe. Anyway, le Gosse brings his rapier, Sean Sondamour and Charles à Tanne. 3sup has his cutlass and Claude Byacat. And looks as if he would make three (or 2½ at least) of le Gosse. Le Gosse blocks manfully, stopping 3sup's first slash. Then he draws blood with a lunge. He follows this quickly with a slash, only to meet the cutlass coming the other way. Two hits to one in favour of le Gosse, but 3sup did far more damage and it is the smaller man who concedes the fight.

Sondamour trots off to join 3sup's commander, Stan Dandy Liver, as his second. Liver and his cutlass take on Marvin Leigh Rowbow and his sabre. This would be a fairly even fight, but Liver's old injuries, which have not fully healed, give Rowbow the edge. Liver tries to be tactical. He pauses for a few moments and then jumps back. Unfortunately his timing is completely off and he is hit by both blows of Rowbow's furious slash. Looking even more battered than at the start, Liver throws in the towel.

Meanwhile Byacat has met up with D Arth Vader, to second him. Once again, Vader has a duel with Henry Thierry Christian over their regiments. Once again, it is a horrible mismatch: Christian versus the man-mountain that is Vader. At least he has Abel Ringeur on his side. Both men are using their cavalry sabres. Christian chooses to start with an immediate lunge. Vader parries and ripostes. His sabre barely breaks Christian's skin, but it is

certainly a touch. Christian surrenders. He is still prepared to meet Don de Rico, but of him there is no sign.

Vader takes Byacat with him to meet Beppe de Marko, as there's been a problem with Edna's affections. De Marko would be a fair fight for le Gosse: he's no match for Vader. What's more, he doesn't have a second and is noticeably less skilled with his sabre than Vader is with his. Nevertheless, it is first blood to de Marko with a lunge. Instead of trying to parry this one, Vader has just prepared a slash. It's enough for de Marko: he gives in pronto.

Something about Mary

Gascon Jean ou Rous has two duels this month: both over Mlle Mary Huana. He chooses to face Foot Guard Beau Romir first. Strangely for an infantryman, Romir uses a sabre. He has Marc de Zorro as his second. Rous is on his own, apart from his rapier. This should be an even fight. Rous lunges. Romir parries to take no damage. Then he slashes and Rous capitulates. He shakes Romir by the hand, noting that "the wench dumped us both."

Marine Subaltern Ced Deucer is Rous's second opponent and he wields a cutlass. His wound puts Rous at a disadvantage, but he squares up to the Marine. Bizarrely, he parries, anticipating a lunge that simply won't happen. He gets away with it because Deucer is also on the defensive with a series of parries and blocks. Finally, both men decide to attack. Rous lunges, Deucer slashes. Both blows strike home, but the heavy cutlass does far more damage. The badly injured Rous surrenders. Acknowledging his defeat, Rous points out to Deucer that "such a capricious woman will soon tire of him as well."

Charles à Tanne is annoyed: he expects to fight Zachary The Money Goes and Dan y Beauye, but neither shows up. Beauye doesn't even turn up for his own challenge to Bud d'Wiser after it is voted cause. Mind you, d'Wiser isn't there either. Nor does he attend his appointment with Revaulvin d'Or. And Meaux Curlieunlaurrie fails to arrive for his duel with Marc de Zorro.

Justice for all

And so to this month's trial. Or not. Minister of State Henry Thierry Christian declares that the whole thing has been a terrible mix-up and releases Zachary The Money Goes "without a stain on his character." Apart from where he was a little careless with the gravy. This failure to gain a conviction means that the Commissioner of Public Safety, Sir Don de Rico, loses his job. Fed up with the whole thing, de Rico announces that he is retiring from society to spend more time on his family's country estate.

D Arth Vader has suggested that the Lt-Colonel of the Dragoon Guards should resign. Because he wants the rank. Stan Dandy Liver and Xavier 3sup lean on the man, heavily, and he quits. Vader is thus able to buy the rank for himself.

He takes over command of the regiment when Colonel Don de Rico subsequently announces his retirement.

Jacques dans le Box makes himself Colonel of the Archduke Leopold Cuirassiers. ALC Major Jean Petit tries to elevate himself in his Colonel's wake, but does not possess the requisite social standing. It looks like he may be some time getting it, too, as Colonel dans le Box orders the regiment to spend the winter season on active service. Captain Henri Mitting marches with the regiment as well.

Charles à Tanne buys his way to Colonel of the Cardinal's Guard, with Charlemagne le Gosse taking the Lt-Colonel's rank. A Tanne recruits Ced Deucer to the regiment. Deucer doesn't buy a rank higher than Private, despite being subbed by his new CO and getting a leaving present from Stan Dandy Liver. Then à Tanne instructs battalions 2 and 3 to march for the frontier, leaving le Gosse's battalion (including Private Deucer) in Paris.

Zachary The Money Goes signs up Meaux Curlieunlaurrie for the King's Musketeers. Curlieunlaurrie would like to be a Major, but can only afford the rank of Captain (it's those extra horses that do it). The Money Goes then gives the whole regiment its marching orders: three months in the snow, boys. Curlieunlaurrie and Major Maurice Mineur are expecting to go, but Lt-Colonel Dan y Beauye seems to be taken by surprise.

New boy Emile Fitoux offers his services to the Gascon regiment, but is turned down by its commander, Brigadier-General Jean ou Rous. Who then posts a recruiting notice in the press (hint: introduce left hand to right hand). Feeling that more Cuirassiers are needed on the frontier, Colonel Beppe de Marko volunteers the Crown Prince's men. RM Major Euria Humble adds his battalion to the fray, taking Captain Sylvester Di Stalloni along for the ride. And General Marvin Leigh Rowbow decides to inspect the troops.

Reshuffle or 52-card-pickup?

Minister of State Henry Thierry Christian surprises everyone by quitting his job at the beginning of December – four weeks before the appointment runs out. Realising that D Arth Vader put in his application for the job last month suddenly makes things clearer. A notion that is confirmed when Christian throws his weight behind Vader to take over. Unfortunately, as he's no longer Minister of State, Christian doesn't have the King's ear to the same extent. Combined, Christian and Vader make a good case, but not one that completely



The New Recruits

persuades His Majesty. Joseph de Veevre adds his support, but it doesn't count for anything. The job is left vacant, as is that of Commissioner of Public Safety following Don de Rico's retirement.

We get a Chancellor of the Exchequer, though. Vader put in his application for this post at the same time as Minister of State. This one is accepted. Field Marshal Co W Ard Extrême fills one of the vacant Army commands. He appoints General Claude Byacat as Commander of First Army, refusing General Gaston de St Marque's application. General de St Marque applies to command Third Army, too, but the Field Marshal is still not interested. The Heavy Brigade commander, Sean Sondamour, gives the senior Major in the ALCs the job of Brigade Major.

The Wild Bunch

To get December going, the current top man in Paris, Abel Ringeur, has invited the whole of society to a "Wild Party" in the Fleur de Lys. Needless to say, most Parisians answer the call. Except for those who are members of the Fleur and don't see the need to Toady to Abel. This select group spends the week in the club ignoring the other goings on. Alfonse Qué Holique and Ella Fant are quite aloof. So are Co W Ard Extrême and Polly Hydronne. D Arth Vader and Edna Bucquette remain calm until Henry Thierry Christian and Josephine Buonoparte show up. As always, Henry and Arth have a brief discussion about the merits of their uniforms and exchange challenges.

Abel has Bette Noire with him to help host the party. Beau Romir, Claude Byacat, Duvail de Fontaine, Emile Fitoux, Horatio d'Escargot, Jean ou Rous, Lucien d'Escaillehuittaillements, Marc de Zorro and Rene Ouai come on their own and repair to the bar to watch what happens. Ced Deucer brings Mary Huana along: it's an opportunity to show Beau and Jean just who won what after their duels. Sirius Chien is accompanied by Emma Roides and Sean Sondamour brings Lotte Bottle. Then the fun starts. Marc O'Polo has Marie Antoinette on his arm when he arrives. They are jostled by Revaulvin d'Or and Joseph de Veevre (escorting May Banquot l'Idée), who take exception to Marc's uniform. An exchange of challenges ensues. The Royal Marines are represented by Jacques Shitacks, accompanying Vera Cruz, and Xavier 3sup, who has Ophelia on his arm. They spot an Arquebusier uniform and join forces to insult Gaston Lescroc of the 69th. More duels required. Finally, another Arquebusier, Gar de Lieu of the 4th, picks a fight with a Musketeer, Jean de Florette. Egged on by a substantial audience, the two issue challenges. One interesting feature of the party is the number of people handing lots of money to Abel. Many senior Parisians have been asked to contribute to the Exchequer: Abel is the first to make a profit on it!

After which the rest of the month is pretty much an anti-climax. Abel and Bette remain in the Fleur for the rest of the month. As do Co and Polly. Stan Dandy Liver turns up in week 3 with Guinevere d'Arthur on his arm. And

thereby hangs a tail. Week 1: Stan sets off to court Guinevere with his accustomed poetry. On her doorstep he bumps into Harry Covert. Being a well-mannered Bdr-General, Stan offers his rival a glass of wine (he has conveniently brought along a bottle or two and a case of glasses). Being a well-mannered Lt-Colonel, Harry accepts the drink and cedes precedence to his superior officer. Guinevere is well impressed. So, week 2. Stan trots round to visit Guinevere. While they are ensconced within, they hear an argument without. Harry has turned up again and met Beau Romir, who has the same purpose in mind. Now Harry is not going to stand down to a mere Captain, let alone a mere Captain in his own regiment. Oops! So Stan takes Guinevere off to the Fleur, where it's quieter. A good job, too, for who is standing outside her door in week 3? Harry, of course. Plus Marc de Zorro. Oh dear, that's two members of his own regiment queuing up to fight Harry. What about Rene Ouai? He wants to court Guinevere, too. Harry is prepared to give way to a Lt-General, but Marc is made of sterner stuff. And then Sean Sondamour rolls up as well. Again, Harry stands down, but the other two won't give way. Duels will be required, gentlemen.

Outsiders

Like Stan, Charlemagne le Gosse does not attend Abel's party. He is otherwise engaged – to Mlle Ada Andabettoir, as it happens. This is apparent when he takes her to Bothwell's in week 2. They are the only occupants, though Jacques Shitacks is outside. He was expecting to Toady to Dan y Beauye, the news of whose mobilisation clearly has not got through. Charlemagne and Ada are back the following week, when Beau Romir pops in after his abortive courting. He completes his month at the Bawdyhouses, while Charlemagne and Ada return to Bothwell's. They find it a much livelier place. Sean Sondamour is there with Lotte Bottle (good job she hasn't heard what he was up to the week before!). But the merriment is coming from Omi Palone's party ("the wine is on me", he said – that always gets people in). And the noise from outside, where Emile Fitoux has turned up to Toady to Dan y Beauye. Maggie Nifisent accompanies Omi and their guests are: Ced Deucer, Gar de Lieu, Joseph de Veevre, Jacques Shitacks, Revaulvin d'Or and Rene Ouai. None of the gentlemen has brought his belle along, so Maggie gets a lot of attention.

Earlier in the month Joseph and Revaulvin were to be found in the Blue Gables: Joseph's club, Revaulvin's Toadying. Also in week 2, Emile was Toadying to Gaston Lescroc in the Frog & Peach. Jean ou Rous was at a separate table. The following week it's Jean's turn to be host, with Emile and Gaston as Toadies. Jean gives each man a small Christmas gift as well as paying for the drinks. After reaching the giddy heights of the Fleur in week 1, Marc O'Polo takes Marie to Red Phillips for the rest of the month so that they can come down gently. And Lucien d'Escaillehuitaillements occupies Blue Gables for the second half of December.

Which brings us to the curious case of Sirius Chien and what he was doing in week 2. "Nothing," most Parisians would say, as he was not in evidence anywhere. Except for a fracas outside the lodgings of Zachary The Money Goes. A man fitting Sirius's description was apprehended trying to take a barrel of gunpowder into the building. After a short scuffle, he escaped; leaving behind the barrel, his face mask and a note that read "No More Games – The Masked Loon." Members of the City Watch wish to speak to M Chien in order to eliminate him. From their enquiries. He was seen, briefly, in Hunter's and is believed to have taken refuge in his regimental barracks with a cutlass.

Talking of weapons practice, R Even d'Ypres d'Ete is the hard man this month. He spends the whole four weeks working out with his rapier. Omi Palone gets in three weeks with his before hosting his party. Alfonse Qué Holique, Duvail de Fontaine and Xavier 3sup practice for three weeks after their early December visit to the Fleur. The first two are relatively civilised, using rapiers, but Xavier has a cutlass. Claude Byacat was also in the Fleur and practises for two weeks with sabre before adjourning to the Bawdyhouses for some relaxation. He proves to be a popular visitor as he distributes a few crowns to staff as seasonal tips. Jean de Florette and D Arth Vader are also in the gyms for two weeks: Joseph with rapier, Arth with sabre.

Nothing much is seen of Gaston de St Marque or Henry Thierry Christian for most of the month. That's because they are out chasing the ladies. Unsuccessfully. Gaston because his intended was out with her current beau. Henry because... well, she wasn't interested, frankly. This month's only victim of the footpads is Gaston Lescroc. His visit to the Bawdyhouses is successful, but the muggers relieve him of his spare change as he staggers home. Beau Romir has the right idea: ladies first, then booze. Horatio d'Escargot gets it right, too, fitting in a week in the Bawdyhouses between an unsuccessful week's courting and a final week practising with a two-handed sword.

Bacon or bust

A new season and the King's Musketeers drive the volunteers' agenda: to avenge their late war-pig. And so all regiments are on Assault despite the inclement weather. KM commander Brigadier-General Zachary The Money Goes learns of an Austrian encampment. "Attack now!" he cries. The call is taken up by Colonel Jacques dans le Box, leading the Archduke Leopold Cuirassiers, and the cavalry surges past the scrambling Musketeers. Both regiments charge the enemy tents. Until the artillery opens up. Several batteries of guns are dug in around the camp and they enfilade the attacking Frenchmen. Colonel dans le Box goes down under the first barrage as the Cuirassiers are cut to ribbons. RIP. A second volley rips through the confusion and more cavalrymen fall, including Captain Henri Mitting. RIP. The surviving Cuirassiers turn tail. Once out of range, Major Jean Petit manages

to rally what's left of the regiment. He is brevetted to Lt-Colonel and takes over command of the ALCs. He is Mentioned in Despatches and Knighted.

Lt-Colonel Dan y Beauye is the first King's Musketeer to fall, hit by grapeshot when the guns open fire. RIP. The cavalry takes the brunt of the cannonade, so the Musketeers are able to hold formation. As the cavalry clears, the guns switch to cannonballs, which cut bloody swathes through the infantrymen. The Money Goes orders the regiment to retire, but it's too late for Major Maurice Mineur. A cannonball takes him out of the saddle of his horse and there's not a lot left. RIP. The Money Goes is Mentioned twice in Despatches ("Fine charge", "Bloody shambles") and plunders over two thousand crowns from the field. Captain Meaux Curlieunlaurrie is promoted to Major, Mentioned in Despatches ("Are there three of him?") and collects over a thousand crowns of loot.

Having advanced in good order, the two battalions of the Cardinal's Guard avoid the bombardment and are able to cover the other regiments' retreat. The name of Colonel Charles à Tanne goes into the Despatches and he accumulates a round thousand crowns. Any attempt by the Austrians to pursue the fleeing Frenchmen is thwarted by the Crown Prince Cuirassiers, who stand resolutely in the way. A brevet promotion to Brigadier-General comes to Colonel Beppe de Marko and he sweeps up 1700 crowns of booty.

Major Euria Humble's battalion of the Royal Marines is assigned to Frontier regiment 3, along with General Marvin Leigh Rowbow. The combined force chases off a battalion of Austrians from a strategic crossroads. General Rowbow gains a Mention in Despatches and almost 3000 crowns from what's left behind by the Austrians. Major Humble is also Mentioned and grabs some 1700 crowns in loot. Captain Jacque Wabbit excels himself, getting his name into the Despatches twice and taking his share of the booty to 2000 crowns. As a junior member of society he has the ultimate accolade from the King: a pat on the back. Captain Sylvester Di Stalloni has a terrible headache after a musketeer caroms off his helmet. He picks up 10% more than his fellow Captain. There are two Mentions in Despatches for him as well. ❖

Press

Despatches from the Front

Dear Mom. Have recently returned from front. Lost corkscrew. Had to survive on food and water. Please don't send me back to that hell!

† Your son

Announcements

The Gascons are recruiting. If you are looking for adventure and a place to rest your weary head, go look somewhere else. There'll be no lounging about in THIS regiment! Apply at Gascon HQ (temporarily relocated to the Frog & Peach most of December).

To all members of the RFG

We will be going on campaign in February, so make sure your kit is complete – I don't want to see any missing corkscrews this time.

† Col AQH

Why do so many gentlemen complain when their mistress is 'stolen'? If she was left at home, ignored by them, what do they expect? A duel may be necessary to satisfy honour, but, apart from that, a true Frenchman simply moves on to court another. I feel that, as well as our duty to serve King and country, we also have a duty to see that the ladies of Paris are kept suitably entertained. A steady turnover of relationships facilitates this.

In recognition of the importance of this to Parisian society, I propose to set aside a prize of 500 Crowns to go to the gentleman seen accompanied by the most different mistresses throughout next year. If anyone has any questions about this award, feel free to contact me.

† Sir Sean Sondamour

His Majesty Le Roi has graciously given me the opportunity to contribute to the state finances. I must in turn thank all those Parisians who have helped me to raise a suitable amount. (Of course, I may be writing this posthumously – in which case I thank you for helping me try!)

I would also like to announce that I am urgently seeking to raise funds in order to be able to repay my creditors. I need a QMG and an Aide, and I have various party invitations for sale – please contact me if you are interested in entering into a financial transaction!

† Count Abel Ringeur

Matters of Honour

Sir Omi Palone,

I believe, when calling a man out, it is customary to actually challenge him.

Count d'Ete has the gist, have you?

† Sir Stan Dandy Liver

To all Gentlemen of Good Repute, HC is looking for a second for his duels. All officers of good repute would be welcome. I would be more than happy to reciprocate.

† Baron Harry Covert, Lt. Col RFG

Social

No open party this month. Instead, anyone who wishes to join me in the Fleur should contact me privately, and we can talk about my present financial situation! I look forward to seeing you.

† AR

NEW YEAR PARTY

To celebrate 1658 I will be hosting a party at the Fleur for the first week of January; everyone is invited and expected to attend to celebrate new appointments and the New Year.

† D Arth Vader

To celebrate his recent elevation to Baron, HC will be holding a party for all officers of the Guards Brigade and gentlemen of Social Lvl 11+. Others by arrangement. Refreshments will be paid for.

† Baron Harry Covert

Lt. Col RFG

Another invitation to all gentlemen who appreciate Corsican hospitality: Same week, same place, same host as last month. Best wine and food this side of the River.

Yours sincerely,

† Gaston Lescroc, Corsican Gentleman and Colonel 69th Arquebusiers

Personal

My (formerly) Dear Mary

I hope you are satisfied with what remains of your newest conquest. A wanton such as yourself must, I suppose, be content with whatever she can scoop up from the gutter.

Adieu,

† Captain Romir RFG

To: Sir Dan y Beauye

From: Sir Sean Sondamour

Your distaste for d'Wiser's uncouth tactics are noted and duly appreciated. I only wish I could uncross my eyes and stand up straight for long enough to look you in the face and shake your hand.

Primus: What is the difference between a Dragoon from the PLLD and a pig in muck?

Secundus: You can clean the pig up and it'll be worth something.

To Field Marshal Coward Extrême

Sir, I have tried to apply through the proper channels on a number of occasions now for the vacant command of either the first or the third armies. On each occasion, you have not only declined my application, but have also declined to give any explanation – even when I enquired directly of your office. In the absence of further information, I have raised the issue with the Minister of State, who has given me his blessing and gone on record as stating that he believes that I am a most suitable candidate for advancement. I am sure that you will take such references very seriously the next time that you consider my application and I trust that you will deem it prudent to see fit to endorse my application with immediate effect.

† General Gaston de St Marque

There were these two sober Spaniards...
No! Wait! That wasn't the joke!

Poetry Corner

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

Oh, Guinevere my heart, my heart is
calling,

From street to street and down the
boulevard,

The summer's gone, and men no more
are falling,

It's you, it's you on whom I've come to
call.

If you will come, but unto your window,
And hear my pleas of how I love you so,
Then I shall bend and from my knee
proclaim you,

Oh, Guinevere, your sweetest love I hold
most dear!

(To the tune of, and with apologies to,
'Danny Boy'.)

† SDL

1 Sing a song of golden crowns,

A stew of noble pie,

Taxed upon his status 'cos

Le Roi thinks it's too high.

2 Zachary had a little pig.

Its tail was short and curly.

And everywhere that Zachary went

The pig would follow surely.

3 And when the pie is opened

Abel Ringeur starts to sing

Oh, what a rich and noble dish

To set before the King

4 Half a pound of tuppenny pride,

Half a pound of hoardi'g,

Zachary The Money Goes,

Pop goes the War-Pig!

† SDL

1 The King is in his counting house,

Counting Abel's money.

The Queen's Own Carabiniers

Think it's rather funny.

2 Sir Alphonse is oblivious –
He's drunk 1st Army's booze.
The 2nd Army wonder if
Their C.O. they will lose.
3 So let this be a warning
To those who would aspire,
To raise their standard higher than
Our own beloved Sire!

† SDL

I once loved Mary

But then met Jane

I found my love

Was on the wane

To lie with Jane

I decided I must

I will win her

With love and lust.

Points Arising

An entertaining month's turn. My
thanks to all those who contributed to
the goings-on. More please!

At the moment, if a character is floated,
any duels lapse and don't have to be
fought. I'm considering changing this so
that these duels are held over and have
to be fought at a later date. Does anyone
have any comments?

We say farewell this time to both Sean
Devoy and Dale Skey. Thanks for
playing, guys, and maybe we'll see you
again in the future.

The following didn't send any orders
and suffered the consequences:

GdL Guy de Lynes (Colin Forbes) has

NMR'd. Total now 1

HM Henri Mitting (David Kennard) has

NMR'd. Total now 1

OdC Orson de Combat (Francesca Weal)

has NMR'd. Total now 1

Corsican Wine (sung to the tune of:
Summer Wine)

There is a patch of vines behind
Ajaccio's hill

Where I would like to rest and quietly
drink my fill.

The wine is dark and deep red, rubies
can't compete

And it is powerful. One jug is all you
need (of) – Ohh – Corsican Wine!

A slice of wild boar's bacon and a loaf of
bread,

And some black olives, if no cheese is to
be had,

The smell of thyme, of garlic and of
honey dew.

Wish you were here and I could share
this feast with you – Ohh – Corsican
Wine!

BdW (Francesca Huskinson) and LI
(Barry Townsend) were floated at their
request.

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
will probably be able to use any press. It
also reassures me that you're still there.

You are welcome to submit orders and
press by e-mail or on diskette (PC
format) – disks will be returned with
the next mailing. Getting your press
this way is particularly helpful. E-mail
orders to me at LPBS@pevans.co.uk –
remember to give your name and your
character's name and specify actions in
full (since it's without your character
sheet). Attached files should have your
character ID and the month in the
name. If you want queries answered
before the deadline, e-mail paul@
pevans.co.uk. ◇ P

Announcements

Euria Humble applies for Aide to General
 Gaston de St Marque applies for Army Commander of First Army
 Jean de Florette applies for Army Adjutant of First Army
 Jean de Florette applies for Army Adjutant of Second Army
 Jean de Florette applies for Army Adjutant of Third Army

Jean Petit asks NPC Division Adjutant of Second Division to resign
 Jean Petit applies for Division Adjutant of Second Division
 Marvin Leigh Rowbow applies for Army Commander of First Army
 Marvin Leigh Rowbow applies for Army Commander of Third Army
 R Even d'Ypres d'Ete asks NPC Division Commander of First Division to resign

Duels

Results of this month's duels:

Xavier 3sup (with CBy, gains 1 Exp) beat Charlemagne le Gosse (with SS & CaT).
 Marvin Leigh Rowbow (gains 1 Exp) beat Stan Dandy Liver (with SS).
 Bud d'Wiser was 'floated' for his duel with Revaulvin d'Or.
 Meaux Curlieunlaurrie didn't turn up to fight Marc de Zorro and lost SPs.
 D Arth Vader (with CBy, gains 1 Exp) beat Beppe de Marko.
 Dan y Beauye didn't turn up to fight Charles à Tanne and lost SPs.
 Zachary The Money Goes didn't turn up to fight Charles à Tanne & lost SPs.
 Don de Rico didn't turn up to fight Henry Thierry Christian & lost SPs.
 Beau Romir (with MdZ, gains 1 Exp) beat Jean ou Rous.
 D Arth Vader (with CBy, gains 1 Exp) beat his enemy Henry Thierry Christian (with AR).
 Ced Deucer (gains 1 Exp) beat Jean ou Rous.
 Bud d'Wiser was 'floated' for his duel with Dan y Beauye - voted cause 5:3.

Grudges to be settled next month:

D Arth Vader (Sabre, Seconds CBy, 2 rests) and Henry Thierry Christian

(Sabre, Seconds AR, adv.) have mutual cause for enemy regiments.
 Gar de Lieu (Rapier, 1 rests) and Jean de Florette (Rapier, adv.) have mutual cause for enemy regiments.
 Gaston Lescroc (Rapier, 2 rests) and Jacques Shitacks (Cutlass, adv.) have mutual cause for being in enemy regiments.
 Gaston Lescroc (Rapier, 2 rests) and Xavier 3sup (Cutlass, Seconds CBy, adv.) have mutual cause for being in enemy regiments.
 Joseph de Veevre (Rapier, Seconds OP & RdO) and Marc O'Polo (Rapier, adv.) have mutual cause for being in enemy regiments.
 Marc O'Polo (Rapier) and Revaulvin d'Or (Rapier, adv.) have mutual cause for being in enemy regiments.
 Beau Romir (Sabre, Seconds MdZ & LI) and Harry Covert (Rapier, adv.) have mutual cause as neither stood down over Guinevere.
 Harry Covert (Rapier, adv.) and Marc de Zorro (Rapier, Seconds BR) have mutual cause over Guinevere.
 Marc de Zorro (Rapier, Seconds BR) and Rene Ouai (Rapier, adv.) have mutual cause over Guinevere.
 Marc de Zorro (Rapier, Seconds BR, 3 rests) and Sean Sondamour (Sabre,

Seconds ClG, adv.) have mutual cause over Guinevere.
 Rene Ouai (Rapier, 2 rests) and Sean Sondamour (Sabre, Seconds ClG, adv.) have mutual cause as neither stood down over Guinevere.

"Adv." Indicates player with the advantage in Expertise: his first duelling sequence need only contain six Actions.

Duels held over until March:

Jean Petit versus D Arth Vader.

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

New Characters

Chris Boote gets the Second son of a small Merchant: Init SL 3; Cash 25; MA 2; EC 3 (X1).
 David Kennard gets the Bastard son of a well-to-do Count: Init SL 10; Cash 225; MA 6; EC 2 (X2).
 Ben Brown gets the Bastard son of a well-to-do Gentleman: Init SL 3; Cash 225; MA 4; EC 1 (X4).
 Mark Jones gets the Second son of an Impoverished Gentleman: Init SL 4; Cash 40; MA 6; EC 4 (X5).

Tables

Army Organisation and Summer Deployment

First Army (Defence)	CBy/X3/N3/AQH
Guards Brigade (Defence) – RFG CG KM	
Second Army (Assault)	AR/N/N1/N
First Division (Assault)	N1/N/CaT
1st Foot Brigade (Assault) – RM PM	
2nd Foot Brigade (Assault) – 13F 53F	
Second Division (Assault)	N4/N/N5
3rd Foot Brigade (Assault) – 27M 4A	
4th Foot Brigade (Assault) – 69A Gscn	
Frontier Division (Assault)	OP/N/N3
Frontier Regiments (Assault)	
Third Army (Field Ops)	N5/N/N2/N
Cavalry Division (Field Ops)	N1/N/_
Horse Guards Brigade (Field Ops) – DG QOC	
Heavy Brigade (Field Ops) – ALC CPC	
Dragoon Brigade (Field Ops) – GDMD PLLD	

Organisation and Deployment for the Campaign Season plus Army and Division posts (CO/Aide/Adj't/QMG):
 ID for chars, N (+ MA for CO and Adj't) for NPC. for vacant

Battle Results

Cardinal's Guard: 3
 King's Musketeers: 3
 Archduke Leopold Cuirassiers: 6
 Crown Prince Cuirassiers: 3
 Frontier regiment 1: 5
 Frontier regiment 2: 4
 Frontier regiment 3: 2
 Frontier regiment 4: 3
 RNHB regiment: 3

Brigade Positions

Guards Brigade	N4/N/MdZ
Horse Guards Brigade	N2/N/N3
Heavy Brigade	SS/N/N6
Dragoon Brigade	N2/N/N4
First Foot Brigade	N6/N/N3
Second Foot Brigade	RdO/CD/JdV
Third Foot Brigade	N4/N/MOP
Fourth Foot Brigade	N1/N/GL

Entries as Army Organisation Table

Regiments Organisation																	
	RFG	CG	KM	DG	QOC	ALC	CPC	RM	GDMD	PM	I3F	PLLD	53F	27M	4A	69A	Gscn
Col	AQH	CaT	ZTMG		HTC		BdM	SDL	BdW	JdF	RdO+	GdL	N8		GdLi	GL+	JoR
LCol	HC	CIG		DAV	N4	JP	N6+	EH	N4+	N3+	JdV+	N5	*	N6			
Maj	LI	N6	MC		N3+	N6+	N4	JS	N4+	N2	N4			N5	N2		
Maj	MdZ+	N2	N5		N6	JP+		X3		N2				MOP+			
Capt	BR	N6		N3	N5	N1	N1	N6	N6	N5	N3	N6	N5	N4	N4	N2	N3
Capt	N4	N3		N2	N6		N3	OdC	N3	N4	N1	N1	N5	N1	N6	N2	N2
Capt	N2			N3	N3*			SDS*	N2	N3	N3	N2	N1	N4	N2	N3	N3
Capt	N6*			N4*				JW	N3*	N2*	N5*	N5*	N3*	N3*	N5*	N2*	N5*
Capt																	
Capt																	

Entries are Character abbreviations, N (+ Military Ability) for NPC, blank for vacant, * shows the regiment adjutant. + shows ranks held by characters with a brevet rank or an appointment elsewhere.

Frontier Regiments					
(Assault for Dec-Feb)					
	FI	F2	F3	F4	RNHB
Colonel	N4	N2	N4	N6	N4
Attached			2 Bn RM		
			MLR		
Also at the Front			Cardinal's Guard - 2 Bn 3 Bn only		
			King's Musketeers		
			Archduke Leopold Cuirassiers		
			Crown Prince Cuirassiers		

This table shows volunteers currently in action and their deployment.

Hell Hath no Furry...

No	Name	SL	Attr	Last	No	Name	SL	Attr	Last
61	Bette Noire	19	W	AR	63	Carole Singeurs	11		
64	Edna Bucquette	18	W	DAV	20	Emma Roides	10	I	SC
3	Kathy Pacific	17	B		33	Anna Rexique	10	I	
35	Katy Did	16	I		38	Pet Ulante	10	W	
42	Maggie Nifisent	16	B	OP	43	Di Lemmere	10	I	
55	Jacky Tinne	16			53	Angelina de Griz	10	B	
60	Polly Hydronne	16	W	CWAE	56	Ingrid la Suede	10		
52	Guinevere d'Arthur	15	B/W	SDL	51	Jane Lapotaire	9	B/I/W	
10	Frances Forrin	14	B		57	Ava Crisp	9	I	
48	Fifi	14	B/W		59	May Banquot l'Idee	9		JdV
16	Ophelia Derriere	13		X3	2	Betty Kant	8	I	
26	Ella Fant	13	B	AQH	19	Jenny Russe	8	W	
27	Lucy Fur	13	B		32	Sal Munella	8	W	
30	Leia Orgasma	13	B		41	Marie Antoinette	8	B/I	MOP
45	Cath de Thousands	13			47	Eve Ningalle	8	I/W	
8	Lotte Bottle	12	B	SS	49	Mary Huana	8	B/I/W	CD
12	Charlotte de Gaulle	12			34	Freda de Ath	7	W	
17	Henrietta Carrotte	12	I/W		39	Thomasina Tancenjin	7	I	
28	Vera Cruz	12		JS	50	Ulla Leight	7	I	
31	Bess Ottede	12	I/W		5	Belle Epoque	6	B/I	
1	Sue Briquet	11	B		13	Josephine Buonoparte	6	I/W	HTC
4	Anne Tique	11	W		24	Violet Bott	6	I/W	
9	Deb Onairre	11	I		15	Ada Andabettoir	5	B/I	CIG
40	Sheila Kiwi	11			25	Lois de Low	5	B	

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

Other Appointments

King's Escort: Ensign N Captain BR
Cardinal's Escort: Ensign N Captain N
Aides: to Crown Prince N to Field Marshal N
Provincial Military Governors: RO/N/N/N/N
City Military Governor N Adjutant-General N
Inspectors-General: of Cavalry N of Infantry N
Commissioner of Public Safety N
Chancellor of the Exchequer DAV Minister of Justice N
Minister of War ZTMG Minister of State __

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

The Greasy Pole

ID	Name	SL	SPs	Cash	Rank, Regiment/Appointment	MA Last seen	Club	EC	Player
AR	Count Abel Ringeur	27-	13	Rich	General/2nd Army Commandr	11 Bette	Flr	4	Bill Michell
CBy	Viscount Claude Byacat	24	62	Rich	B.General/1st Army Commandr	7	Flr	4	William Steven
MLR	Count Marvin Leigh Rowbow	24	F	Withy	General	11	Flr	3	Martin Jennings
ZTMG	Count Zachary The Money Goes	23	F	Withy	B.Bdr-General KM/War Minister	11	Flr	4	Gerald Udowiczenko
CWAE	Viscount Co W. Ard Extrême	22	56	Comfy	Fld Marshal	5 Polly	Flr	3	Benedikt Löwe
HTC	Count Henry Thierry Christian	22	47	Fithy	Colonel QOC	12 Josephine	Flr	3	Matthew Shepherd
CaT	Marquis Charles à Tanne	22	F	Withy	Colonel CG/1st Div Adjutant	11	Flr	4	Alan McTernan
DAV	Count D Arth Vader	21	55	Rich	Lt.Colonel DG/Chancellor	12 Edna	Flr	6	Michael Blasebalk
SDL	Sir Stan Dandy Liver	20	48	Comfy	B.Bdr-General RM/Min w/o Port	8 Guinevere	Flr	4	Guy Arnold
AQH	Sir Alfonso Qué Holique	20	43	Rich	B.Bdr-General RFG/1st Army QMG	5 Ella	Flr	5	Tym Norris
REYE	Count R Even d'Ypres d'Ere	20	40	Rich	B.Lt-General	15	Flr	2	Benjamin Sorrell
CIG	Baron Charlemagne le Gosse	18+	61	Withy	Lt.Colonel CG/Gen's Aide	8 Ada	Both	2	Neil Packer
BdM	Earl Beppe de Marko	17	F	Rich	B.Bdr-General CPC	15	Both	2	Mark Moores
GdSM	Earl Gaston de St Marque	16	33	Rich	B.General	9	Flr	3	Nathan Richards
LI	Earl Lokwot Isaw	15	36	Withy	Major RFG/Gen's Aide	12	Both	3	Barry Townsend
OP	Sir Omi Palone	15	31	Comfy	B.Lt-General/Fntr Div Commandr	3 Maggie	Both	4	Mike Dommett
DdR	Sir Don de Rico	15	RIP						Sean Devoy
HC	Baron Harry Covert	15+	60	Withy	Lt.Colonel RFG	10	Both	2	James Guiton
SS	Sir Sean Sondamour	15+	47	Rich	Bdr-General/Hvy Brigadier	3 Lotte	Both	2	Pete Holland
GdL	Baron Guy de Lynes	14	24	Withy	Colonel PLLD	5	Hunt	1	Colin Forbes
JdLB	Baron Jacques dans le Box	14	RIP						Ben Brown
DyB	Sir Dan y Beaueye	13	RIP						Chris Boote
BR	Sir Beau Romir	13+	55	Comfy	Captain RFG/Capt.K's Esc	4	Both	3	Graeme Morris
MdZ	Marc de Zorro	12+	42	Comfy	Major RFG/Gds Brigade Maj.	3	Hunt	5	Colin Parfitt
RO	Rene Ouai	12+	39	Comfy	B.Lt-General/Prov.Mil.Gov	1	Hunt	5	Peter Denison
BdW	Bud d'Wiser	11	19	Comfy	Colonel GDMD	8	Hunt	2	Francesca Huskinson

ID	Name	SL	SPs	Cash	Rank, Regiment/Appointment	MA Last seen	Club	EC	Player
MM	Maurice Mineur	11	RIP						Mark Jones
RdO	Revaulvin d'Or	11+	41	Comfy	B.Bdr-General 13F/2 F Brigadier	7	Hunt	4	Jerry Spencer
OdC	Sir Orson de Combat	10	16	Comfy	Captain RM	4	Hunt	5	Francesca Weal
EH	Sir Euria Humble	10	F	Comfy	Major RM	7	Hunt	5	Matthew Wale
MC	Meaux Curlieunlaurrie	10	F	OK	Major KM	6	Hunt	2	Wayne Rutledge
X3	Xavier 3sup	10+	37	OK	Major RM/Gen's Aide (1st Army)	4 Ophelia	F&P	5	Mark Mortimer
GdLi	Sir Gar de Lieu	10+	32	Poor	Colonel 4A	3	Hunt	4	Bill Hay
JP	Sir Jean Petit	10+	F	Poor	B.Lt.Colonel ALC	4	BG	4	Pete Card
SC	Sirius Chien	9	22	OK		3 Emma	Hunt	4	Paul Wilson
JdV	Joseph de Veevre	9+	41	OK	Major 13F/2 F Brigade Maj.	3 May	BG	5	Andrew Kendall
JS	Jacques Shitacks	9+	40	Poor	Lt.Colonel RM	3 Vera	BG	4	David Oliver
JdF	Jean de Florette	9+	28	Poor	Colonel PM	4	BG	4	Robert Carter
LdE	Lucien d'Escaillehuittaillement	8	22	OK		3	BG	4	Nik Luker
JoR	Jean ou Rous	8+	26	Comfy	B.Bdr-General Gscn	4	F&P	2	Brian Niemi
CD	Ced Deucer	7+	45	OK	Private CG/Bdr's Aide (2 F Bde)	5 Mary	F&P	3	Nigel Monaghan
MOP	Marc O'Polo	7+	33	OK	Major 27M/3 F Brigade Maj.	5 Marie	RP	4	Kevin Morgan
DdF	Duvail de Fontaine	6	19	OK		5	F&P	1	Simon Burling
SDS	Sylvester Di Stalloni	6	F	Comfy	Captain RM/RM Regt. Adj.	1		4	Pam Udowiczenko
HM	Henri Mitting	6	RIP						David Kennard
GL	Gaston Lescroc	6+	33	Comfy	Colonel 69A/4 F Brigade Maj.	3	F&P	3	Hajo 'Red' Schlosser
RdLO	Rupert de Lites Out	5	RIP						Dale Skey
HdE	Horatio d'Escargot	5+	22	OK		4	RP	3	Graeme Wilson
JW	Jacque Wabbit	4	F	Comfy	Captain RM/Bdr's Aide (SDL)	6		2	Terry Crook
EF	Emile Fitoux	4+	23	OK		2		5	Timothy Hunt

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+