

That would be enough

This has been issue 92 of *To Win Just Once*, published 23rd January 2009. It incorporates *Les Petites Bêtes Soyeuses*, a postal game of *En Garde!*. Issues are published ten times a year, roughly every five weeks. © Paul Evans 2009

Deadlines

Orders for *Railway Rivals* and *Star Trader* to Mike Dommett by Friday 6th February 2009.

Orders for *Les Petites Bêtes Soyeuses*, Fictionary Dictionary entries and any other contributions to Pevans by Friday 13th February 2009.

(Next deadlines: 13th/20th March, 17th/24th April, 22nd/29th May, 26th June/3rd July, 31st July/7th August.)

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Subscription (11 issues)	£20.00	£25.00	£30.00

Games only	
Per game turn	£0.50
11-turn subscription	£5.00

Games played

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

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: www.engage.co.uk

Railway Rivals Jonathan Palfrey is in the queue for the next (on the Yorkshire map – working copy provided).

Star Trader Mark Robinson, Steve Lyder are in the queue for the next one. Rules provided.

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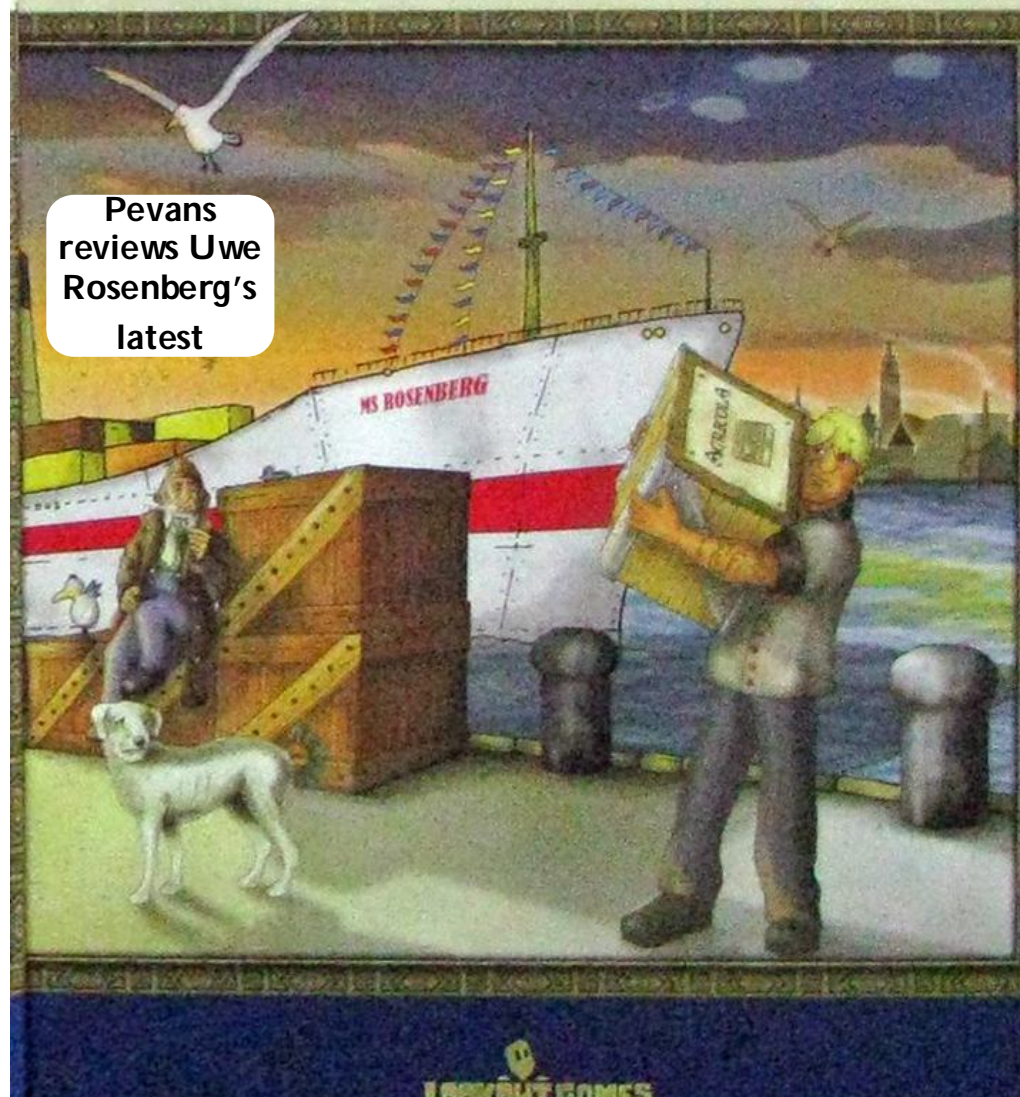
To Win Just Once

(incorporating *Les Petites Bêtes Soyeuses*)

Le Havre

Australian edition

Pevans
reviews Uwe
Rosenberg's
latest



Issue 92: February 2009
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Chatter

Well, welcome to 2009 and what could be a very interesting year. That's interesting as in the supposed Chinese curse: "May you live in interesting times."

Top of my interesting list is the way the pound has been lurching up and down against the dollar and euro. It brings home that we've had an extended period of relatively stable exchange rates. Hopefully things will settle down again, but I think we're in for a bit more up and down first.

Normally I'd move on now with a quick look at my website statistics for the last month. I can't do it this time as I don't have many figures for December. This happens every 18 months or so. Something goes wrong at my ISP and log files disappear. They think they've fixed it this time. They've also given me control of my log files. I think this means it's my fault if it happens again. ☺

Le Havre reviewed

I keep describing this game as "what Uwe Rosenberg did after *Agricola*". The designer's notes in the game make it clear that this is correct: the game was designed in December 2007. It's quite a feat that it appeared in finished form at Spiel '08 the following October. The long list of playtesters gives some idea of how this was achieved. As you'd expect, given the popularity of *Agricola* over the last year, it was one of the must-haves at Spiel.

Like *Agricola*, it is a development game where the players are constrained to a few actions each round. Again like *Agricola*, players need to provide a certain amount of food at the end of each round to feed their workers. Unlike *Agricola*, these workers are purely notional. The amount of food is the same for each player and is set for each round, depending on how many people are playing and which



version of the game they're playing. Hence, players can see what's coming and plan for it. Not that this makes it any easier.

Food comes in the form of some of the many commodities that are available in the game. Each fish counter, for example, is worth 1 food. Turn them into smoked fish and they're worth 2 food apiece. This is one feature of the game: each commodity can be turned (literally – the counters are double-sided) into an 'improved' version. Iron becomes steel, clay becomes bricks and cattle become meat! (aka 3 Food) Players can always buy food, in effect trading money for food, and can take out a loan to do so. However, it's the most money that wins the game, so spending money on food is draining your victory points. What's more, loans cost interest and have to be bought back (at a premium) at the end.

The most effective way (as the rules suggest) of reducing your need for food is to build ships. Each ship provides a certain amount of food each round. In a neat touch, the ships are printed on the reverse of the cards for the rounds (the front shows how much food is required and so on). The pool of available ships thus grows as the game progresses. Building a ship requires certain raw materials (more of those commodities) and the use of a Wharf.

At the heart of the game are 30 buildings (cards), two of which are wharves. Each building allows the user – or, in some cases, the owner – to do something. Such as to turn iron into steel, clay into bricks or cattle into meat. Or, indeed, to build a ship. Some of these actions use up energy and, again, some of the commodities (wood, coal) count as energy. The buildings can be built or bought. Buying buildings can be a good move if you have the cash. Building them requires raw materials (wood, bricks, maybe iron or other things) and the use of a building that allows you to build.

The second difference between buying and building is that buying does not cost an action. Each time it's a player's turn, they can do one of two things: pick up a stack of a commodity or use an (unoccupied) building. However, they can buy buildings freely. Since most buildings are worth what you paid for them at the end of the game and other players have to pay a fee (usually 1-2 cash or food) for using your buildings, this is a good way of spending surplus cash. Mind you, at the start of the game cash is tight. It's only later on that you may have spare cash lying around.

The game does not allow players to take out loans willy-nilly, so it's not a game where you can borrow large amounts to invest. However, it is certainly possible to engineer things so that you have to take loans. Provided you can pay them back before the end of the game (so that they cost less), taking loans does not seem to hurt your chances of winning. And there is a very useful building that allows players to get rid of loans cheaply.



Each round is a series of seven actions. This makes things quite interesting. Generally, each player gets two actions each round. However, with four players, one of them only gets one action in a round. That's worth planning for. In a three-player game, one player gets three actions a round. Again, it's a useful thing to bear in mind. The actions are controlled by a set of seven discs, whose sequence is randomly chosen at the start of the game. Each disc shows two commodities and one piece is added to the available stack of those at the start of the action. Over the seven actions this provides more of the basic commodities (fish, wood) than the more valuable ones (iron, cattle).

Having added commodities, the current player gets their one action. In the early part of the game, this will usually be to take a (stack of a) commodity. You need these for food and energy, to get buildings and to convert to more valuable materials. As more buildings are built/bought and thus available, players will usually get more out of using a building. So the piles of commodities build up to the point where they become irresistible. What a player chooses depends on what they are trying to do. You have a limited number of actions during the game and towards the end you have to focus on how you're going to use these.

Le Havre has all sorts of neat touches. For example, the set of 30 buildings is the same every time you play. At the start of the game, these are divided at random into three piles and each pile then sorted into numerical order with only the top building in each pile available. This means the buildings will appear in the same general sequence, but the detail will be different each time. Number 1 will clearly be on the top of one pile. But number 2 may well be under it and so can't be built/bought until later.

The structure of the game is pretty obvious. Stock up with commodities, get some buildings, add more commodities, improve them, get more buildings and so on. It doesn't matter too much which buildings you own as you are able to use anybody's buildings. However, having the buildings you want to use means you don't have to pay a fee to use them. And you can't guarantee other players will put the buildings you want into play. Commodities and buildings complement each other, of course. The buildings you want will depend on the commodities you have and what you want to do with them.

Hence, while each player's overall strategy is pretty much the same, there are lots of routes to achieving this. This allows players to pursue their own strategy – though there are also tactical considerations. As you may have noticed, there isn't much interaction between the players. In effect, this is only done by denying things (a specific commodity, the use of a building) to other players. Not something to do all the time as you need to build up your own position, but a useful tactical option.

Le Havre is a big, clever, absorbing game, though not as immediately appealing as *Agricola*. There is a lot to think about, but, at the same time, you only have a limited number of actions through the game. This actually gives you more to think about. You really don't notice the time going by, so it comes as something of a surprise to find the game has taken three hours when you finish. It gets 8/10 on my highly subjective scale.

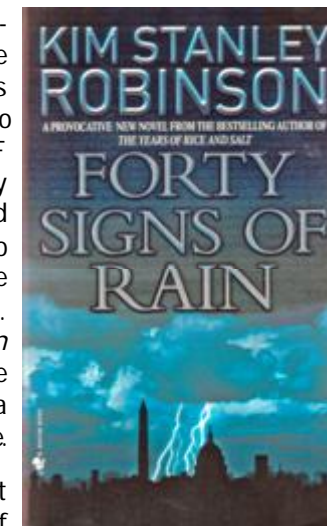
Le Havre was designed by Uwe Rosenberg and is published by Lookout Games. It is a strategy board game for 3-4 players and takes around 3 hours to play. It is available in games shops at about £40/€40/\$60. (I understand the first print run has now sold out from the publisher, but new games should be along soon.)

Science Fiction

My reading in the last couple of months has been the latest trilogy from Kim Stanley Robinson. This is really one long story in three volumes, exploring the impact of climate change in a kind of alternative present. Though climate change mainly happens off-stage – particularly in the first volume, *Forty Signs of Rain*. The setting is Washington, DC, rather than Robinson's favoured California, and

focuses on science and government and the interface between them. There are three main characters in the books, starting with Anna Quibler, who opens the first volume.

Anna Quibler is a scientist who works at the (real-life) National Science Foundation – very much the interface between government and science as this is the organisation that allocates government money to scientific projects. (According to Wikipedia, "NSF funds approximately 20 percent of all federally supported basic research conducted by the United States' colleges and universities.") The people who work there assess proposals, rank them and decide what should get the funding that is available. However, the first chapter of *Forty Signs of Rain* describes Anna's daily commuting journey in quite some detail. This is a feature of all three books, a concentration on the detail of ordinary, domestic life.



The significant thing that happens in this first chapter is Anna's encounter with a group of Buddhist monks. They come from an exiled Tibetan community ("Khembalung," which the author identifies with the mythical land of Shambhala) that now resides on an island off India. Unfortunately, this low-lying land is threatened by the rising sea level. Hence, the monks have arrived to establish an embassy and lobby for help for their people. Through the books the monks provide an alternative lifestyle and philosophy to the Western scientists and politicians that are the focus of the story.

Our second main character is Frank Vanderwal, one of Anna's colleagues at NSF, who is introduced to us when Anna gets to work. Frank is on secondment from the University of San Diego (which also features in Vernor Vinge's *Rainbows End* – is this the only place science is done in the USA these days?) and fed up with what he sees as the bureaucratic pen-pushing of the NSF. Frank is also a bit of an action man, a rock-climber and surfer with a real liking for the outdoor life. His California connection gives Robinson the opportunity to include visits to his usual stamping ground in the book. Having said that, he seems to be very familiar with the geography of Washington, too.

Our third character is Anna's husband, Charlie Quibler. He is an advisor to a Senator and works from home. He combines his work with looking after his and Anna's two sons, particularly the younger of these, Joe, who's just a toddler. Again, Robinson goes into detail with Charlie's combined domestic and work life. The joys of being a stay-at-home father are extolled with such evident pleasure

that I get the strong feeling he's describing his own life. (Wikipedia tells me that Robinson and his wife have two sons and have lived in Washington.)

Having introduced his main characters, Robinson tells us more about them, exploring their lives and work. At this point climate change does not impinge on the story, though each section of the book starts with a little 'factual' piece describing the worsening situation. We get Anna and, particularly, Frank at work, the Khembalis establishing themselves in Washington and much more on Charlie visiting the halls of power with Joe on his back. There is also a romantic encounter for Frank and an interesting climbing adventure.

Only in the final chapter of *Forty Signs of Rain* does the climate have an impact on our characters. A major storm rocks Washington and a coincidence of several factors (think *Perfect Storm*) sees the USA's capital city flooded. This is memorably described by Robinson who has the knack of making these things very real. Not least because we have spent so much time with our three main characters, who are all caught up in the events.

The second book, *Fifty Degrees Below*, picks up the story immediately with the aftermath of the flood. This is a noticeably heavier book, at 600 pages some 50% longer than *Forty Signs of Rain*. Frank is homeless, having reversed his decision to return to San Diego at the end of his year at the NSF. This is in part because his criticisms have provoked the Foundation's Chief Executive to challenge him to make it work better. While retaining his job, Frank goes feral and large parts of the book describe how he lives wild in Washington. It's fascinating stuff.

Anna and Charlie continue their domestic life, coping with the problems of the city's damaged infrastructure – shortages, transport problems and power cuts. This is a nice touch of humbling the mighty and is also emblematic of how fragile the Western lifestyle is. The whole Quibler family visits the island of Khembalung, only to see it finally overwhelmed by the sea. The stateless Khembalis move to the USA and establish a new Khembalung.

Climate change moves centre stage with the stalling of the Gulf Stream and a Washington winter that reaches Arctic temperatures. Robinson is particularly good at describing the cold. I was shivering and pulling my coat tighter when I got off the Tube one evening after reading one such passage, despite the mildness of the London weather. Of course, Robinson has direct experience of living at these temperatures – see *Antarctica*, based on the time he spent there (funded by the NSF!). Outdoor man Frank equips himself for the conditions and has words of wisdom for us all (don't wear cotton!).

Meanwhile, Anna and Frank are instrumental at the NSF in getting the organisation to actively steer research in directions to combat and mitigate

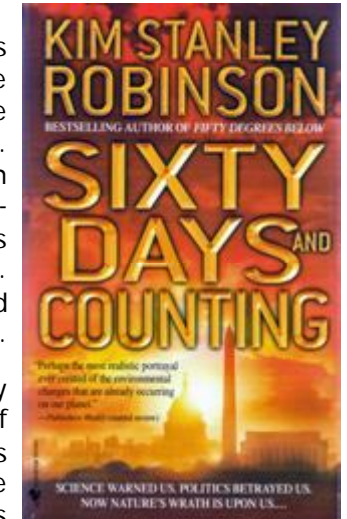
climate change. As if this wasn't enough, they champion the idea that scientists should get involved in politics, promoting specific ideas independent of partisanship in the ongoing Presidential elections. The senator Charlie works for, Phil Chase (who also appears in *Antarctica*, by the way), is standing with a strong anti-climate change plank in his manifesto. A position that is strengthened by the Washington flood and freeze.

Robinson adds in a conspiracy plot as Frank's occasional girlfriend divulges a plan by rogue security forces to fix the election. Some of Frank's NSF friends have interesting contacts, but this all remains on the periphery of the story. Of much more interest are the NSF's efforts to re-start the Gulf Stream. A piece of engineering on a planetary scale as it involves a fleet of redundant oil tankers carrying huge amounts of salt to re-salinate part of the Arctic Ocean and jump-start the current.

The election of Phil Chase takes us into the third volume, *Sixty Days and Counting*, which sees serious efforts to deal with global warming. Or at least the effects of it. Robinson has some wonderful ideas here. I particularly like the idea of pumping seawater into low-lying land areas in sufficient quantity to keep sea levels down despite the melting Antarctic ice. (He also suggests pumping water back onto Antarctica so that it re-freezes.) This not only deals with sea levels but also turns the Sahara into a lake!

The third book sees Frank moving with his boss as she becomes the President's scientific advisor while Anna stays at the NSF. Charlie has to work in the White House, now that his boss is President. However, it is made clear that being at home with his boys is infinitely preferable. The conspiracy subplot provides a bit of excitement, but most of this volume is about responding to climate change. Robinson is clearly of the view that science can find us ways of dealing with our changing environment.

All in all, this is a fascinating and uplifting story that is told in a lot of detail. It covers a lot of different things, not just climate change, within its 1500+ pages. I found the domestic detail a little wearying at times, but it does make the characters and their situations very real. The most surprising thing about the books is the lack of plot. The story is much more about the people and the situations. Despite this, I found the whole thing gripping and engaging with some terrific ideas about how science and engineering might be able to deal with global warming. Recommended reading – but only as the full set!



Games Events

Last call for OxCon: from 10 am Saturday 24th and Sunday 25th January at The Mitre, High Street, Oxford. The event includes its regular tournaments of *Settlers of Catan*, *Puerto Rico* and *Lost Cities*. Plus lots of informal games playing, trade stand and a treasure hunt on the Saturday. More details at <http://users.ox.ac.uk/~board/>

The next event is SoRCon (Son of Ramsdencon) at the end of February (27th Feb – 1st March) at the Ramada Hotel in Colchester. Like its progenitor, this is mainly an informal board games event with some role-playing (usually a freeform or two). Accommodation is, of course, available at the hotel and you can find full details on the website: www.sorcon.co.uk

This box concentrates on events I expect to attend.

Swiggers: games club that meets every Wednesday evening, upstairs at The Shipwright's Arms, 88 Tooley Street London SE1 (just along from London Bridge station, past the London Dungeon). 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.

Manorcon: July at Stamford Hall, University of Leicester. The biggest board game event in the UK and host to numerous tournaments, including SpielChamps, the UK Board and Card Games Championship (and qualifier for the European Championships). More information from the website: www.manorcon.org.uk

Spiel: the board games event of the year. 23rd-26th October, at the Messe (Exhibition Centre) in Essen. Contact Friedhelm Merz Verlag, Postfach 210250, Bonn, 53157 Germany, www.merz-verlag.com/spiel.

MidCon: a long-running board games event in central Birmingham. 14th-16th November 2008 at the Birmingham City Thistle Hotel. A friendly convention in a decent hotel for board games players. See www.midcon.org.uk for more.

Credits

To Win Just Once issue 92 was written and edited by Pevans. The LPBS masthead (page 18) is by Lee Brimmicombe-Wood, as is the illustration on pages 15 and 20. Pevans took the photos and played with his scanner and Photoshop.

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Games from Pevans

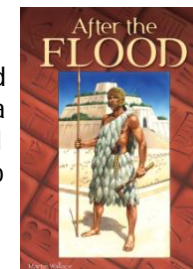
Mail order board and card games in the UK



After the Flood

After the Flood is set in ancient Mesopotamia and is designed specifically for three players. The game covers a period of over a thousand years, during which cities and empires rose and fell repeatedly. Players both trade for goods and create empires to grab victory points. It's not a simple game and designer Martin Wallace warns, "This one will make you head hurt."

For 3 players, aged 13+, playing time 180 minutes: £25.00



Carpe Astra



10,000 years in the future, humanity has claimed the stars. But all is not well: without strong guidance the Empire is crumbling. Players look to build a powerbase throughout the Empire by connecting with important guilds and slandering their opponents. **Carpe Astra** is an entertaining tile-laying and networking game.

For 2-4 players, aged 12+, playing time 60 minutes: £22.00

Heads of State

Players take on the roles of influential families and royal dynasties in the quest for power in Britain, France, Spain and German States. At the of each of the three centuries (16th, 17th and 18th), players score points according to what they control. **Heads of State** works very well, providing players with a competitive challenge.

For 2-5 players, aged 12+, playing time 90 minutes: £33.00



Qb



Qb is a neat word game that uses cubes rather than tiles and has no board – so it's easily playable while travelling. It's pretty straightforward: roll the cubes and see what words you can make, adding them to the grid built up by all the players. It's playable solitaire, competitively and socially.

For any number of players, playing time 30 minutes: £13.00

Fictionary Dictionary

This game is open to all readers and I guess most of you will know it. 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. All readers can then vote for their favourite definition (but not their own!).

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 for this game.) We'll run this for 10 issues. The winner is the player with the most points at the end.

Scores from Turn 6

Here are the real meanings of Turn 6's words.

lentiginous: (adj) dotted or speckled (as if) with freckles.

khoun: (n) a monetary unit of Mauritania.

So now you know. The table gives the scores from last turn and to date.

Players' Scores

Name	This round	Total
Al Tabor	0	7
Andy Kendall	0	10
Charles Burrows	1	6
Chris Boote	0	10
Colin Parfitt	4	13
David Olliver	0	3
Gina Teh	0	0
Graeme Morris	3	8
Guy Arnold	0	0
Jonathan Palfrey	2	12
Michael Martinkat	0	2
Mike Bird	0	0
Mike Dommett	3	5
Nik Luker	2	12
Pete Holland	3	18
Ray Vahey	0	1
Tim Macaire	2	11

A fairly wide spread of points this time with Colin Parfitt pulling a point ahead of the rest of the pack, but they're all still trailing Pete Holland.

Turn 7 Definitions

Nablab

1 Indian cloak used as mark of respect for junior officers.

2 Indian word for someone who talks a lot without actually saying anything worthwhile.

3 To talk incessantly without imparting any useful information.

4 The argot employed by young laboratory technicians in 'A Clockwork Orange'.

5 A Scottish exclamation meaning "Be Quiet!"

6 "NAB-lab" – Britain's answer to CSI follows the exploits of a crack forensic team based in Basildon.

7 Colloquial term for a police forensic laboratory.

8 Geordie Mafia version of *omerta*.

9 The title of the administrative assistant or secretary of a prince of the Mughal Empire: a privileged position in which confidentiality was a key requirement.

Powan

1 A resident of Powys, often applied to those seeking independence from Wales.

2 Type of cast-iron frying pan designed to go in the oven. Be careful when taking one out again, as they do get rather hot.

3 Resident of the northern Vietnamese town of Pow.

4 A medieval term for the blacksmith's tool now known as a fuller.

5 The large shells used as bank notes with wampum as small change.

6 Welsh word for someone from Powys.

7 The sound effect added to the 60s Batman serial whenever the villain was hit by a metal object.

8 A gathering of precisely one native North American (c.f. powwow).

9 An officer of Persian irregular cavalry.

All readers (not just those who submitted definitions) are invited to vote for their favourite definition of each word.

And send in definitions for our next two words:
Roorback and Slubberdegullion

**Get your votes and definitions to TWJO, 180 Aylsham Drive,
UXBRIDGE UB10 8UF or TWJO@pevans.co.uk by 13th February 2009.**

Bridgenorth Cliff Railway

Railway Rivals game 6 – Turn 11

Races

Race	From	To	VROOM	BESTRAIL	SEAWEED	BILL	CR	MLX
29	16	61		10 -4		+3	+1	20
30	15	23		10+6	20-6			
31	26	53		+4	20		10-4	
32	35	44		20-4		+2	10	+2
33	32	55		20-1	+3	+1	10-3	
34	41	51	+7		20-7	+6		10-6
35	56	66		10		+3	20	20
Total			12	50	7	44	71	26

JR = Joint Run, ER = Exchange of Running powers

BESTRAIL regains the lead but there's very little between the top three as we go into the last round. MLX will be 4th.

Builds and points

A: VELOCITY RAILS OF ODD MOTION
(VROOM) – Gina Teh (BLACK)

Bui lds: None

Score: 88 +7 = **95**

B: BEN'S ELECTRIC & STEAM TRAINS
RUN ALONG INLAND LINES
(BESTRAIL) – Ben Brown (RED)

Bui lds: None

Score: 226 +71 = **297**

C: SOUTH EAST & WEST EXPANDING
ENTERPRISE DEVELOPMENTS
(SEAWEED) – Tim Macaire (BLUE)

Bui lds: None

Score: 217 +50 = **267**

D: BILL'S INGENIOUS LEVERAGED
LOCOMOTIVES (BILL) – Bill McKinley (GREEN)

Bui lds: No Moves Received

Score: 68 +12 = **80**

E: CHUFFIN' RAILWAYS (CR) – Nathan Richards (BROWN)

Bui lds: None

Score: 235 +44 = **279**

F: MOONS-LENS XPRESS (MLX) – Gerald Udowiczenko (ORANGE)

Bui lds: None

Score: 180 +26 = **206**

GM Notes

Next turn's races:

- 36 12-S5
- 37 13-56
- 38 22-34
- 39 25-43
- 40 31-62
- 41 46-S4
- 42 52-64

You may enter up to 5 races.

Please can I have Game End Statements with the final sets of orders.

Orders to Mike Dommett, 119 Victoria
Road, ALTON GU34 2DD
or to mike_dommett@yahoo.co.uk
by 6th February 2009

The Cold Equations

Star Trader game 4 – Turn 8

"Scramble, Scramble!"

Crew dropped to the ground around the Beta Strike as it lay under going repair on Gamma Leporis 4's sandy surface.

"We're going into action."

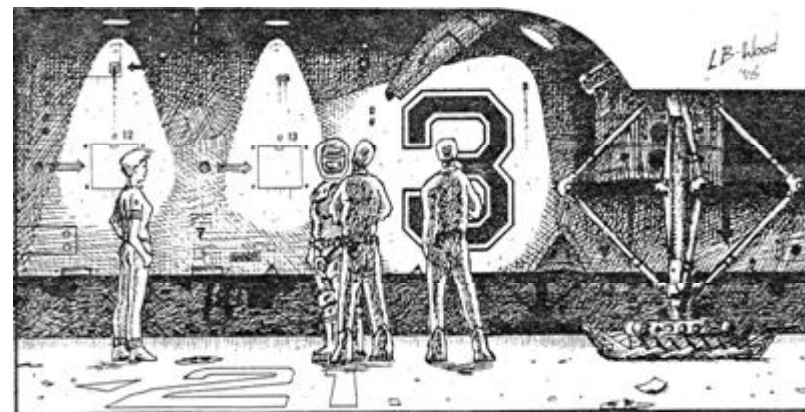
The voice continued over the loudspeakers as latecomers rushed from the temporary domes, though the last stopped and then retreated as the Dagger hull readied for space, closing the doors before them. The cause was the ARCHANGEL's armed Merchantman, Gabriel, coming over the horizon, missiles already visible as bright dots. A few beams winked from MCRADIE's ship before the first missile salvo arrived and the Dagger Hull, still bearing the scars of combat from Mu Herculis, started to implode, drifting back towards the surface, open to space.

EON FLASHCORP bought 10 Alloys for 8 HTs each at Gamma Leporis and gained a Dealership, after which MONOGRAM sold 7 for 3 HTs apiece, without further reward.

At Epsilon Eridani HOUSTON FEARLESS sold 3 Isotopes for 11 HTs each. MONOGRAM then sold 5 Monopoles on Contract.

Tau Ceti saw HOUSTON FEARLESS selling 6 Alloys for 13 HTs each and then shutting MONOGRAM out of the Isotope Market by using its Market Managership to buy 17 Isotopes at 2 HTs, 5 of which came on Contracts.

EON FLASHCORP bought 5 Monopoles on Contract at Mu Herculis. MONOGRAM sold 10 Isotopes for 12 HTs each and was unrewarded. HOUSTON FEARLESS sold 9 Alloys and became a Dealer.



MONOGRAM was successful at Sigma Draconis where they bought 10 Spice for 10 HTs each and were awarded a Dealership.

Finally, at Beta Hydri MONOGRAM sold 11 Monopoles – 5 on Contracts and a further 6 using Crip.

ARCHANGEL LINES swapped pods between the Gabriel and the Jophiel and, with one of MCRADIE's ship destroyed, returned to its passenger carrying.

HOUSTON FEARLESS paid the contribution to MCRADIE and delivered the Ambassador to Mu Herculis, collecting a substantial sum. The crews for Ur-Tin and Ur-Zinc were upgraded to A class.

MONOGRAM bought the Killer Change, a Dagger Hull (believed to be with a Battle Comm Pod) on Tau Ceti (OP 16) and changed some passenger pods for cargo pods on Big Change.

EON FLASHCORP hired agent Badger for 50 HTs and also spent money improving their Political Connections.

MCRADIE got new papers for Natasha at Mu Herculis, and sold the ZADKIEL for 140% of list price, which must cheer them after the loss of their Dagger Hull at Gamma Leporis.

Corporation Table

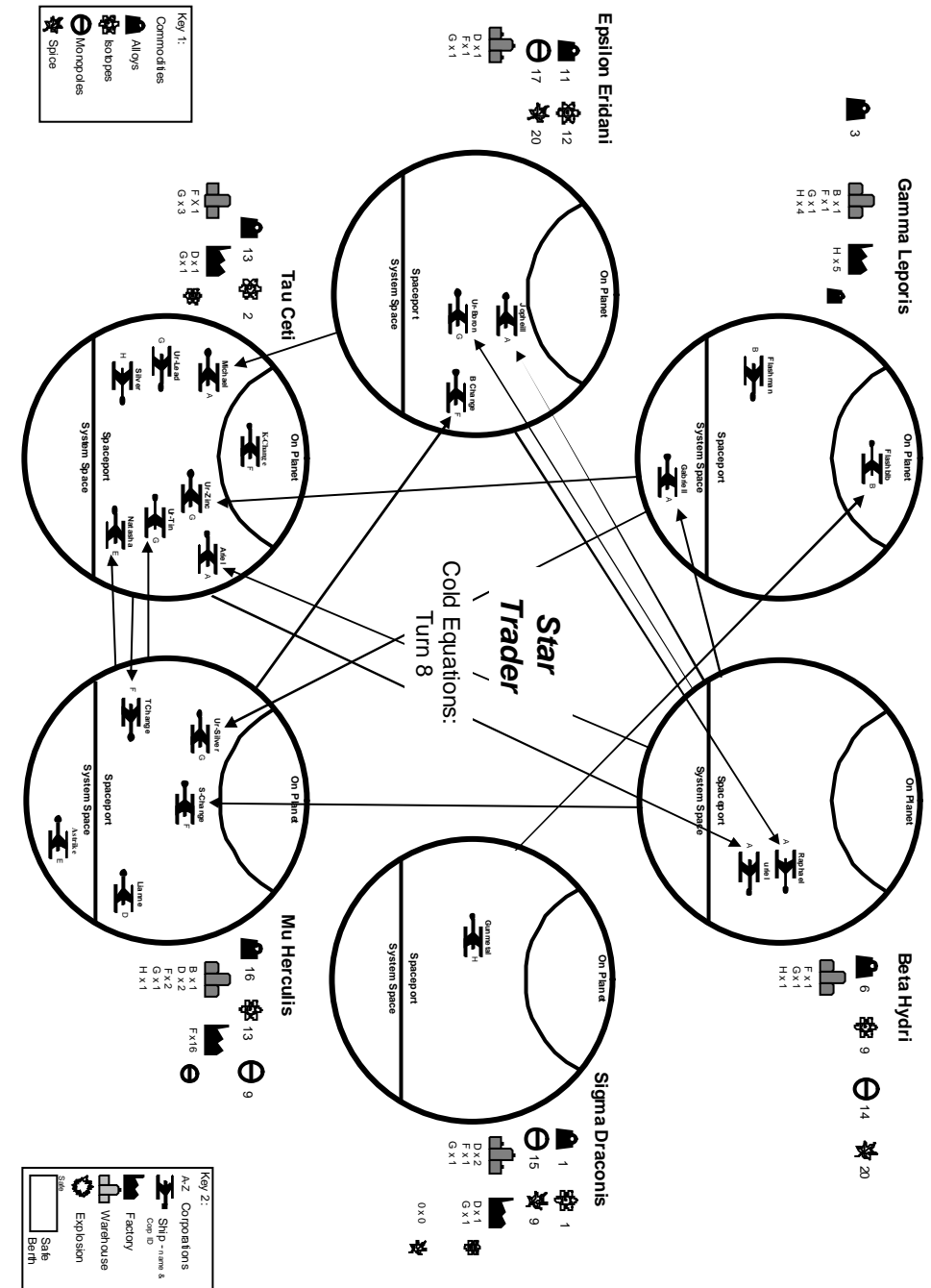
Corporation letter & name	Conn'n Levels			Init'ive	Turn	Cash Rep		Player
	Bus	Crim	Pol	Bid	Order			
A Archangel Lines	4	0	2	15	1st	399	40	Jerry Elsmore
B Eon Flashcorp	6	8	9	0	4th	479	38	Paul Evans
D Gates-Learjet	9	5	4	N	6th	152	28	Dominic Howlett
E McRadie's Crew	5	9	0	0	5th	357	0	Martin Jennings
F Monogram Industries	10	0	7	1+9	3rd	219	40	Michael Martinkat
G Houston Fearless	10	0	5	15	2nd	572	40	Przemyslaw Orwat
H GamLepCo	5	0	4	N	7th	134	26	Gina Teh

'N' under Initiative Bid indicates No Move Received; 'F' indicates the Corp was floated

GM Notes

There are three new News chits – Turn 11 **C6**
 shown in bold: Turn 12 **B5**
 Turn 9 **B10**
 Turn 10 **C5, B4**

Orders to Mike Dommett, 119 Victoria Road, ALTON GU34 2DD
 or by e-mail to mike_dommett@yahoo.co.uk by 6th February 2009



Les Petites Bêtes Soyeuses 218

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

**Orders for March 1662 to
Pevans at 180 Aylsham Drive,
UXBRIDGE UB10 8UF or
lpbsorders@pevans.co.uk
by Friday, 13th February 2009**

February 1662

As everybody heads off for a winter month's service on the frontier, there is just one duel. This is between the diminutive QOC commander, Aloysius Gnomeclencher, and the big 13F Lt-Colonel, Stan Ding on à Chair. Gnomeclencher's only hope is that his better skill with his sabre will allow him to get his licks in before Chair runs him through with his rapier. He starts with a parry, in case Chair tries a fast one. However, Chair sticks to a standard lunge. He runs through his opponent who promptly surrenders. Chalk one up for the big guy.

A new state

The big question this month is who will succeed Gaston de St Marque as Minister of State. Will it be de St Marque for a third term? Or will Charlemagne le Gosse get the nod from His Majesty? De St Marque tries to buy off le Gosse with the offer of the position of Minister without Portfolio. Le Gosse turns him down. De St Marque calls in a couple of favours to help his application. Le Gosse doesn't have that kind of pull, but Revaulvin d'Or gets one in on his behalf. Both men meet the minimum requirements for the job, so the question is which of them the King prefers. It seems le Gosse's exemplary conduct as Keeper of the Royal Spittoon has convinced His Majesty that he is ready for greater things. Le Gosse gets the job ahead of de St Marque and is awarded the title of Count.

Ivor Bean D'One finds backing from Aloysius Gnomeclencher and Michel Entire to remove the Regimental Adjutant from the 27th Musketeers. He secures his



position at the top of the regiment by buying the rank of Colonel. Then he admits new boy Rex de Leon to the regiment. De Leon buys a Captaincy. Mouton Rothschild is less lucky with his application. Ferdinand Franz turns him down for the Grand Duke Max Dragoons.

Colonel Ivor Bean D'One is first to volunteer his regiment to join the troops on the frontier. A bit of a queue builds up behind the marching Musketeers. The Dragoon Guards are next in line and the 13th Fusiliers are behind them.

State of the party

This leaves even fewer people in Paris than last month. The only social gathering is Aloysius Gnomeclencher's military get-together. Aloysius and Deb Estaround are joined by Jacques de la Boite and Pet Ulante. Antoine Dubeque also turns up, but is not admitted by Aloysius on the grounds that he's a member of the QOCs. ... That is, the regiment Aloysius commands. Something wrong, surely? This all happens at Bothwell's, where it is witnessed by Lucy Fur and her new man, Horatio d'Escargot. After winning her affections at the start of the February, Horatio takes Lucy to Bothwell's for the whole month.

Godoffle de Pieux tries to attend a party. What he has failed to work out is that Quasi Le Bossu was at the front last month and will still be there this month. So he spends a week outside Hunter's. Inside is Jacques de la Boite, who is there for a couple of weeks. Blue Gables is better attended. Both Coeur Jette and Mouton Rothschild choose it as the place to take their new ladies. That will be Lotte Bottle and Anne Tique, respectively. They stay there for the rest of the month.

The prize for getting partying most wrong goes to Jacques Shitacks. He spends the whole month outside the Fleur de Lys looking for Beau Romir. Unfortunately, Beau is still serving with the Guards. Just as he was last month. Inside the Fleur are Euria Humble and Edna Bucquette and Sean Sondamour and Ella Fant. They are there all four weeks. The new Minister of State, Charlemagne le Gosse, visits with Lois de Low to start the month. The old Minister of State, Gaston de St Marque, brings Bette Noire to the club for a week, carefully avoiding any encounter with Charlemagne.

This leaves Giles Etraseur, who is The Frog and Peach's only visitor after spending a week with the lady in his life. The bawdyhouses also have just one visitor, who is heavily disguised. This visitor spends his visit drinking the best wine available, but studiously ignores the women. The new Minister of State, Charlemagne Gosse, puts in three weeks practice with his rapier after his visit to the Fleur. The old Minister, Gaston de St Marque, spends one week with his sword. Ilk Lamore Bartat spends three weeks in the gym with his rapier, too. In his case, this is after winning the affections of a certain young lady. Aloysius Gnomeclencher and Antoine Dubeque practise for three weeks with their sabres,

the week off being Aloysius's party. And it's three weeks with his sabre for Revaulvin d'Or, breaking off just to annoy Beppe de Marko by pinching his mistress. Giles Etraseur practises with his rapier for the second half of the month and Godoffle de Pieux finds the odd week to spend with his. This is after courting someone else's mistress and before failing to find a party.

State of the weather

The Guards Brigade's sojourn on the south coast is interrupted by a vicious storm. Cold wind sweeping off the Alps brings flurries of snow and the sea is whipped up to a fine frenzy. Lieutenant-General Gustav Ind, commanding the Brigade, urges caution, but his Aide, DG Captain Jean Paul Amiss reckons there's nothing to fear. Hemarches onto the quayside, revelling in the wind and spray and daring the weather to do its worst. A gust of wind catches him, pushing him backwards. Then a large wave sweeps over the sea wall, swirls round his ankles and yanks him back into the water. It is several days later that his body is washed up four miles down the coast. RIP.

Once the storm has passed, Brigade Major Roget de Saurus and Lt-Gen Ind put their heads together and order the troops out of town and along the coast to help the locals clear up. The soldiers are not averse to this as it offers plenty of opportunity for a little private enterprise. Or looting. Lt-Gen Ind is Mentioned in Despatches for his initiative, as is Major de Saurus. The Major collects a thousand crowns for himself, while his boss gets a bit more.

Brigadier-General Averell d'Alton leads the Royal Foot Guards in a fairly lackadaisical manner. His lack of supervision gives his men plenty of opportunity and they kick back a couple of hundred crowns for their commander. Lt-Colonel Egon Mad 2 has a narrow escape as he checks buildings for bodies and a house collapses around him. He emerges from the wreckage covered in dust and takes a back seat for the rest of the month. He gets only a little cash, but is Mentioned in Despatches. There is a Mention, too, for Captain Indie Spencible who does some good work getting fishing boats back into the water. Captain Beau Romir doesn't even manage this.

The Cardinal's Guard are a bit more active, offering the protection of their patron as well as helping to clear up. Bdr-Gen Jean Laissez Faire is Mentioned in Despatches for this initiative and pockets several hundred crowns as well. Major William Liam Lee Yon does almost as well with his name going into the Despatches and several hundred crowns into his pocket. The other Major, Dan Stallnite, sees his name Mentioned twice, with the result that he is Knighted. This more than makes up for the relatively small amount of cash he acquires.

Bdr-Gen Zachary The Money Goes puts the King's Musketeers to work with great enthusiasm. His men respond with energy, working hard on repairs and

improvements. The Money Goes goes into the Despatches, of course, and profits to the tune of 300 crowns. Lt-Colonel Benedict d'Over goes a hundred crowns better as his battalion shows an aptitude for house repairs. This includes Subaltern Jacques de Gain, who gets 500 crowns and a Mention. He is brevetted to Captain, using some of his cash to buy the requisite horse.

Frozen state

Things are very different in the snowy north-east where the cavalry are stationed. Several heavy snowfalls curtail their activities. In particular, the Heavy Brigade commander, (brevet) Bdr-Gen Yves Vrai Bretheauteque, retreats into the well-built house he has taken for his HQ and sits in front of a roaring fire all month. His comfort is increased by a promotion that makes his rank permanent. Lt-Colonel Pierre Cardigan is acting commander of the Archduke Leopold Cuirassiers in Bretheauteque's absence. He follows his boss's example and the AL Cs have a comfortable and uneventful month. Cardigan's only reward is full command of the regiment when his CO is promoted.

The Crown Prince Cuirassiers try to be more active, but the snow makes patrols difficult and hazardous. Colonel Renaul Baptiste Grenoble finds this out the hard way when he unwittingly trots onto a frozen pond. The weight of his horse is too much for the ice. Rider and mount plunge into the icy water, but the Colonel is hauled out by his men with nothing more than a slight chill. After this, the CPCs maintain a low profile, so there is no reward for Grenoble or Captain Roland Chainat, who missed all the excitement.

Things are a bit easier for the more lightly equipped Dragoons. Brigadier Devlin Carnate organises a regular schedule of patrols that keeps both regiments busy and makes the locals well aware that the Dragoons are on the job. There is a Mention in Despatches for the Brigadier, who earns a hundred crowns from grateful burghers. There is nothing for CPC Lt-Colonel Quasi Le Bossu, who is acting commander of Princess Louisa's Light Dragoons. He is pining for his bells.

Latest arrivals are the Dragoon Guards, led by Bdr-General Herve d'Conde. Ignoring the conditions, d'Conde has his men patrolling the snowy forests. Their activities disturb local game, which provides the regiment with quite a rich diet. D'Conde is Mentioned in Despatches and gains 200 crowns worth of furs. There is a further hundred crowns worth for Lt-Colonel Swender de Jewel, following the unfortunate incident when he choked on a rabbit bone. The man turned an interesting shade of blue before his batman was able to dislodge the bone with repeated blows to de Jewel's back.



The Spanish state

Further south, the Picardy Musketeers continue to skirmish with Spanish forces in Franche Comté. With the support of reinforcements, the Musketeers get the better of the exchanges, which brings Colonel Michel Entire a Mention in Despatches.

The 27th Musketeers take up defensive positions alongside the Picardies. Their new Colonel, Ivor Bean D'One, insists on wearing his dress uniform, claiming that bright colours distract the enemy. It certainly cheers up his men until, on one morale-rousing walk along the regiment's front rank, a Spanish sniper spots him. When the first musketball zips past his ear, D'One turns to face the gunfire. The second one hits him full in the chest. RIP. Promoted to Lt-Colonel, Warren Peece takes command of the regiment. Captain Rex de Leon and Private L'Hay Ceede keep their heads down and have an uneventful month.

The 13th Fusiliers arrive and take the fight to the enemy. They charge the Spanish positions and quickly have them running. Colonel Johnny Sais-Pas is brevetted to Brigadier-General in recognition of his action. He takes the opportunity to plunder 500 crowns worth of booty from the enemy camp. Lt-Colonel Stan Ding on à Chair concentrates on the looting and gets almost a thousand crowns worth of goodies.

This leaves the Frontier Regiments in their positions along France's borders. Their performance this month is much as usual, ranging from bad to mediocre. Frontier Regiment 2 is one of those who suffer with volunteer Vincenzo de Louvois one of the casualties. RIP. However, it's an ill wind... and General Gar de Lieu survives handily to be Mentioned in Despatches and awarded the title of Marquis. By contrast, Frontier Regiment 4 does fairly well. The casualties are just as high, though, and one of them is RM Major Jean de Nim. RIP. ❖

Press

Announcements

To All Fleur Bond Holders,
I am looking to increase my holdings.
If anyone is interested in selling their bonds please contact me and hopefully we can come to some sort of arrangement.

† ZTMG

To All Loyal Men of Paris,
Come and join the country's premier regiment, the King's Musketeers, and ensure that France's enemies are hunted down and dispatched. Places are still available, but please apply early to avoid any disappointment. Generous bonuses available and help with purchasing your commission.

† B.Bdr-General The Money Goes,
King's Musketeers

To those newly arrived in Paris:

The Cardinal's Guard is the leading regiment in the kingdom of France. Who else has God's own hand to protect their backs on the battlefield and to soften the occasional jump from a fair damsel's balcony?

The Cardinal's Escort is needing new members! Consider your choices well and apply today!

His Eminence will grant you his blessings.

Matters of Honour

My dear Sir Swender de Jewel:

There is no need to stand alone at your duels, though heaven knows you are brave enough to stand alone against any of the King's enemies! I will be happy to second you at your *encontres* in the future and ensure your enemy is indeed dead, not sleeping.

† Vicomte d'Or, Marshal of France

Social

All friends and acquaintances of Pierre de Vin Rouge are invited to a wake at Hunter's, in the first week of March.

† ME

To QLB

Thank you for your kind invitation to Hunter's. It appears there is at least one man in Paris with the honour and foresight to see those worthy are not always those most obvious.

† GDP

Personal

Dear da bond snatcha, How many bonds do you have to sell?

† ZTMG

Dear Le Bladder Blanc,

While it's true no one is prepared to say they are friends with the Cardinal's Guard, I am happy to say I enjoying skewering them every few months.

† Zack

Lord Percy Percy declares that, as fashion is tending towards the low-slung waistline, Coeur Jette is becoming extremely fashionable, or needs to get a new belt for his britches.

To the rumour mill and snide backbiters of Paris society

Far be it for one such as myself to question the thoughts of and see shortcomings in my supposed social betters, but I remain aghast at the treatment a brave man such as myself receives from Paris society.

Rumours that my romantic setbacks and regimental rejections were due to basic faults in my character have been greatly hurtful to my reputation and I ask that in future you respect my right to fail for any reason I like.

Yours,

† Godoffle De Pieux (Fighter,
Poet, Lover)

Quasi Le Bossu,

Do you mean finer person when you refer to General Shitacks, or larger personage?

† Le Bladder Rouge Pursuivant

One cannot help but notice that L'Hay Ceede takes his name from his mother, presumably because he is unaware of which of his many 'uncles' fathered him.

The Form Book

IBDO, you obviously have not been to 'Rachel's', the discreet Brothel in the Montmartre district, for if you had you would know what scum-sucking means. I believe you have to be there to understand, though obviously you would need a patron to take you – it is discreet after all.

Dear Bellringers,
I woke up on New's Year Day with me head ringing and a mother of all hangovers strapped to my horse cos the Boss had decided the Boys needed a proper run out, so I missed the New Year shindigs. Sorry to let you all down but orders is orders and anyway, I'm paying for it as its Frickin' Freezing here in the sticks. If you want to practisewhilst I'm away, go to my garrett in Notre Dame and get my landlady Esmarelda to let you have some of me bells.

Regards, † Quasi
PS General Shitacks – my donation to your charity for hosting us last month is in the post (honest).

Dear Swender – I must confess that I appreciate your advice – but what does one do, if one's eyes seem unable to focus?
† Aloysius

Cher Warren,
Following on from the good advice tendered by IBDO, you could have your manly organs removed and join the Cardinal's Guard. Actual castration is not necessary, though it does appear to assist one's progress to the higher ranks.

† Le plume de ma tante

Dear Aloysius,
Thank you for the fine gift that arrived just in time. The Dragoon Guards are moving to defend the country where I will be eating a lot of peaches.

† Swender

Dear Cowherd Jacques
Oim off to war..it's a bit excitin bu' oim also a li'le ner-vous too.
Oi 'opes oi doan let the village down.. remember when them English stole your granda's pig on a raid? Oi'll make them 'pipe their eye' !!
A kind gennelman has 'elped me out 'ere ('ee knows oo 'ee is...) . Oi 'opes oi live long enuff to thank 'im in person.
Gi' a kiss to your sister for me if oi doan come back. If you ever see my ma tell er – I doan kno where she is now.

Your friend, † L'Hay Cede
Private, 27th Musketeers

Dear Monsieur Peece,
Call me a cynic but I don't think the army life is for you. Hope you prove me wrong.
† Zack

Charles de Paynim
Your ambitions sound very paltry to me. Duties are done as all military duties should, as honour to his noble Majesty King Pevans. Toscorn a lowly regiment of foot without giving them respect shows poor manners, and I promise you, sir, that, should you apply for the Regiment I currently have the honour to command, I will ensure that you understand what a brave soldier of France should do.

Yours sincerely,
† Aloysius Gnomeclencher

Poetry Corner

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

"Haiku for Mary Huana" by GdP

I brought you roses,
I bought you chocolate angels,
Now you can get lost.

How profound.

† Le Roi

Points Arising

**Next deadline is
Friday 13th February 2009**

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

The following didn't get their orders in on time ("No Move Received") and suffered the consequences.
AdA Averell d'Alton (Martin Jennings) has NMR'd. Total now 1

RBG Renaul Baptiste Grenoble (Olaf Schmidt) has NMR'd. Total now 1
RPdE Roland Pollee d'Eaulee (Pete Card) has NMR'd. Total now 1
VdL Vincenzo de Louvois (Gina Teh) has NMR'd. Total now 2 and is sent to a Frontier regiment

X3 (Aaron Sibley) has NMR'd. Total now 1

BdM (Mark Moores) was floated at his request.

SDL (Guy Arnold) was floated at his request.

X4 (Dominic Howlett) got the benefit of the doubt and was floated.

I am sorry to report the departure of HaJo Schlosser from the game. HaJo was hospitalised just after the Christmas and was due back in when he e-mailed me. He didn't give details, but did say "Doesn't look good." Our best wishes are with him.

Dave Challoner has also left the game, but hopes he'll be able to return later this year once he's got his wedding out of the way. Good luck with that, Dave and we hope to see you again.

And Mark Barrowcliffe has also formally resigned from the game.

Returning to the game after a short absence is Timothy Hunt. Welcome back, Timothy.

The *En Garde!* rules are available to LPBS players at a reduced rate: see any month's Points Arising web page at www.pevans.co.uk/LPBS; or send a cheque (payable to Margam Evans Limited) for £7 (inc postage to UK

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

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

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

You are welcome to submit orders and press by e-mail. Getting your press this way is particularly helpful. Send your orders to lpbsorders@pevans.co.uk and 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). Attached files should have your character ID and the month in the name. If you want queries answered before the deadline, e-mail LPBS@pevans.co.uk. ◇ P

Announcements

Euria Humble asks NPC Captain, King's Escort to resign
Euria Humble asks NPC Captain Cardinal's Escort to resign
Gustav Ind asks NPC Division Commander of First Division to resign
Gustav Ind asks NPC Division Commander of Second Division to resign
Gustav Ind asks NPC Division Commander of Third Division to resign

Gustav Ind asks NPC Division Commander of Cavalry Division to resign
Gustav Ind applies for Division Commander of First Division
Gustav Ind applies for Division Commander of Second Division
Gustav Ind applies for Division Commander of Third Division
Gustav Ind applies for Division Commander of Cavalry Division
Michel Entire applies for Army Adjutant of Third Army

Duels

Results of last month's duels:

Swender de Jewel declined to meet Antoine Dubeque as he was under half Endurance.
Aloysius Gnomeclencher declined to meet Herve d'Conde as he was under half Endurance.

Stan Ding on à Chair (gains 1 Exp) beat Aloysius Gnomeclencher (with AD).
Swender de Jewel declined to meet Aloysius Gnomeclencher as he was under half Endurance.

Grudges to be settled next month:

Stan Dandy Liver (Cutlass, Seconds SS, adv.) has cause with Coeur Jette (Cutlass, 5 rests) for pinching Lotte.

Antoine Dubeque (Sabre, 4 rests) has cause with Horatio d'Escargot (2-Hand, Seconds WLLY, adv.) for pinching Lucy.

Vicenzo de Louvois (Foil) has cause with Godoffle De Pieux (Foil, adv.) for pinching Violet.

Beppe de Marko (Sabre, Seconds ZTMG, 2 rests) has cause with

Revaulvin d'Or (Rapier, adv.) for pinching Katy.

"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 being at the Front. Orders conditional on a challenge being voted cause are acceptable.

New Characters

Rob Lee gets the Second son of a wealthy Gentleman: Init SL 4; Cash 500; MA 1; EC 3 (X1).

Mark Booth gets the Bastard son of a Merchant: Init SL 2; Cash 135; MA 2; EC 1 (X2).

Timothy Hunt gets the Second son of a wealthy Merchant: Init SL 3; Cash 250; MA 2; EC 1 (X5).

Tim Skinner gets the First son of a wealthy Merchant: Init SL 4; Cash 275; MA 5; EC 4 (X6).

Gina Teh gets the First son of a wealthy Baron: Init SL 8; Cash 550; MA 1; EC 2 (X7).

Tables

Other Appointments

King's Escort: Ensign N	Captain N	Shows who holds appointments outside military units: ID for Characters, N for NPC, ___ for vacant, CPS for additional posts held by the CPS.
Cardinal's Escort: Ensign N	Captain N	
Aides: to Crown Prince BR	to Field Marshal SdJ	
Provincial Military Governors: N/N/N/N/N		
City Military Governor EH	Adjutant-General HdE	
Inspectors-General: of Cavalry N	of Infantry ___	
Commissioner of Public Safety ZTMG		
Chancellor of the Exchequer AG	Minister of Justice ___	
Minister of War SDL	Minister of State CIG	

Battle Results

Guards Brigade: 1
 Royal Foot Guards: 3
 Cardinal's Guard: 2
 King's Musketeers: 1

Heavy Brigade: 6
 Archduke Leopold Cuirassiers: 6
 Crown Prince Cuirassiers: 3
 Dragoon Brigade: 3
 Grand Duke Max's Dragoons: 2
 Princess Louisa Lt Dragoons: 3

Army Organisation and Summer Deployment

First Army (Field Ops) GdLi/___/CJ/___
 First Division (Field Ops) N2/N/BdO
 Guards Brigade (Field Ops) – RFG CG KM
 Dragoon Brigade (Field Ops) – GDMD PLLD
 Cavalry Division (Field Ops) N1/N/QLB
 Horse Guards Brigade (Field Ops) – DG QOC
 Heavy Brigade (Field Ops) – ALC CPC
 Second Army (Siege) S/JdN/SP/___
 Frontier Division (Siege) N4/N/N4
 Frontier Regiments (Siege)
 Third Army (Defence) N2/N/N1/N
 Second Division (Defence) N3/N/N4
 3rd Foot Brigade (Defence) – 27M 4A
 4th Foot Brigade (Defence) – 69A Gscn
 RNHB Regiment (Defence)
 Third Division (Defence) N2/N/N1
 1st Foot Brigade (Defence) – RM PM
 2nd Foot Brigade (Defence) – 13F 53F

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

Draoon Guards: 3
 Picardy Musketeers: 2
 13th Fusiliers: 1
 27th Musketeers: 3
 Frontier regiment 1: 3
 Frontier regiment 2: 5
 Frontier regiment 3: 5
 Frontier regiment 4: 2
 RNHB regiment: 1

Brigade Positions

Guards Brigade GI/JPA/RdS
 Horse Guards Brigade N6/N/N6
 Heavy Brigade YVB/___/___
 Dragoon Brigade DC/CPC/N3
 First Foot Brigade ___/___/IdLB
 Second Foot Brigade N4/N/N1
 Third Foot Brigade N5/N/___
 Fourth Foot Brigade N5/N/___

Entries as Army Organisation Table

Frontier Regiments

(Defence for Mar-May)

	F1	F2	F3	F4	RNHB
Colonel	N2	N2	N4	N6	N9

Attached

Also at the Front

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

Hell Hath no Furry...

No	Name	Sl	Attr	Last
61	Bette Noire	19	W	GdSM
64	Edna Bucquette	18	W	EH
3	Kathy Pacific	17	B	
54	Madelaine de Proust	17		
35	Katy Did	16	I	
42	Maggie Nifisent	16	B	
55	Jacky Tinne	16		
52	Guinevere d'Arthur	15	B/W	
10	Frances Forrin	14	B	
21	Helen Highwater	14	W	
48	Fifi	14	B/W	
62	Alison Wunderlandt	14		
11	Laura de Land	13		
16	Ophelia Derriere	13		
26	Ella Fant	13	B	SS
27	Lucy Fur	13	B	HdE
30	Leia Orgasma	13	B	
36	Ida Lise	13		
45	Cath de Thousands	13		
8	Lotte Bottle	12	B	CJ
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	MR
9	Deb Onaire	11	I	AG
40	Sheila Kiwi	11		
63	Carole Singeurs	11		
20	Emma Roides	10	I	
33	Anna Rexique	10	I	
38	Pet Ulante	10	W	JdLB
43	Di Lemmere	10	I	
53	Angelina de Griz	10	B	
56	Ingrid la Suede	10		
6	Viv Ayschus	9		
57	Ava Crisp	9	I	
59	May Banquet l'Idée	9		
2	Betty Kant	8	I	
19	Jenny Russe	8	W	
32	Sal Munella	8	W	
41	Marie Antoinette	8	B/I	
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	
24	Violet Bott	6	I/W	
15	Ada Andabettoir	5	B/I	
25	Lois de Low	5	B	CIG

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

The Greasy Pole

ID	Name	SL	SPs	Cash	Rank	Regiment/Appointment	MA Last seen	Club	FC	Player
CIG	Count Charlemagne le Gosse	26	69	Comfy	General	State Min.	14 Lois	Flr	2	Neil Packer
GdSM	Count Gaston de St Marque	26	49	Withy	General		9 Bette	Flr	3	Nathan Richards
ZTMG	Count Zachary The Money Goes	25	F	Rich	B.Bdr-General	KM/CPS	11	Flr	4	Gerald Udowiczenko
SDL	Count Stan Dandy Liver	24	47	Rich	Lt-General	War Minister	11	Flr	4	Guy Arnold
SS	Baron Sean Sondamour	22	46	Comfy	General		5 Ella	Flr	2	Pete Holland
RdO	Viscount Revaulvin d'Or	22+	80	Withy	Fld Marshal		13	Flr	4	Jerry Spencer
EH	Earl Euria Humble	21	56	Poor	B.Lt-General	City Mil. Gov	15 Edna	Flr	5	Matthew Wale
JS	Baron Jacques Shitacks	21	50	OK	General/2nd Army	Commndr	3	Flr	4	David Olliver
BR	Earl Beau Romir	21	F	Withy	Captain RFG/C.	Prnce Aide	15	Flr	3	Graeme Morris
DC	Sir Devlin Carnate	21	F	OK	B.Bdr-General	PLLD/Drgn Brigadier	5	Flr	2	Bruno Giordan
BdM	Viscount Beppe de Marko	19	42	Fithy	Bdr-General		17	Flr	2	Mark Moores
GdLi	Marquis Gar de Lieu	19	F	Poor	B.General/1st Army	Commndr	3	Flr	4	Bill Hay
GI	Sir Gustav Ind	18	F	Comfy	B.Lt-General/Gds	Brigadier	4	Flr	5	Ashley Casey
AdA	Sir Averell d'Alton	17	F	OK	B.Bdr-General	RFG	4	Both	4	Martin Jennings
HdE	Sir Horatio d'Escargot	16	43	Comfy	B.Lt-General	Adjutant Gen	5 Lucy	Both	3	Graeme Wilson
RdS	Sir Roget de Saurus	16	F	Comfy	Major RFG/Gds	Brigade Maj.	10	BG	2	Gerry Sutcliff
AG	Aloysius Gnomeclencher	14	34	Comfy	B.Bdr-General	QOC/Chancellor	6 Deb	Both	2	Mike Donmett
BdO	Benedict d'Over	14	F	Comfy	Lt.Colonel KM/1st Div	Adjutant	9	Both	4	Mark Stretch
SdJ	Sir Swender de Jewel	13	F	Comfy	Lt.Colonel DG/FMsh's Aide		3	Both	1	Ray Vahey
JLF	Sir Jean Laissez Faire	14	F	Comfy	B.Bdr-General	CG	2	Both	3	Filipe Silva
RBG	Sir Renaul Baptiste Grenoble	13	F	Comfy	Colonel CPC		5	Hunt	4	Olaf Schmidt
RdE	Sir Roland Pollee d'Eaullee	12	22	OK	B.Lt-General		7	Both	3	Pete Card
IS	Sir Indie Spencible	12	F	Comfy	Captain RFG/RFG Regt.	Adjt.	4	Hunt	1	Charles Burrows
HdC	Sir Herve d'Conde	12	F	OK	B.Bdr-General	DG	9	Both	4	Simon Burling
YVB	Yves Vrai Bretheauteque	12	F	OK	Bdr-General/Hvy	Brigadier	2	Hunt	1	Chris Boote
JdIB	Jacques de la Boite	11	27	OK	Lt.Colonel PM/1 F	Brigade Maj.	1 Pet	Hunt	5	Justin Key
AD	Antoine Dubeque	11	14	Poor	Major QOC		6	Hunt	2	Andrew Burgess
ME	Michel Entire	11	F	Comfy	Colonel PM		7	Hunt	3	Tim Macaire
EM2	Sir Egon Mad 2	11	F	Poor	Lt.Colonel RFG		5		2	Tym Norris

ID	Name	SL	SPs	Cash	Rank	Regiment/Appointment	MA Last seen	Club	FC	Player
WLLY	Sir William Liam Lee Yon	11	F	Comfy	Major CG		5	Hunt	4	Paul Wilson
DS	Sir Dan Stallnite	10	F	OK	Major CG		6		2	Colin Parfitt
QLB	Quasi Le Bossu	10	F	OK	Lt.Colonel PLLD/Cav Div	Adjutant	6	Hunt	6	Mark Cowper
JSP	Johnny Sais-Pas	10	F	Comfy	B.Bdr-General	13F/2nd Army Adjutnt6		Hunt	4	Mike Bird
CJ	Coeur Jette	9	28	Poor	Colonel RM/1st Army	Adjutnt	6 Lotte	BG	2	Mike Weston
PC	Pierre Cardigan	9	F	OK	Lt.Colonel ALC		4	BG	4	Matt Shepherd
X3		8-	2	Poor			4		4	Aaron Sibley
MR	Mouton Rothschild	8	11	Comfy			1 Anne	BG	4	Keith Bristow
SDC	Stan Ding on à Chair	8	F	Comfy	Lt.Colonel 13F		2	BG	4	Barry Townsend
JdN	Jean de Nim	8	RIP							Mark Booth
JdG	Jacques de Gain	7	F	OK	B.Captain KM		6		4	Ben Brown
RC	Roland Chainat	7	F	OK	Captain CPC		5	BG	2	Roland Lee
ILB	Ilk Lamore Bartat	6	15	OK	Major RM		6	F&P	6	Andrew Kendall
GE	Giles Etraseur	6	6	Poor			1	F&P	4	Nik Luker
WP	Warren Peece	6	F	Poor	Lt.Colonel 27M		4	RP	2	Pam Udowiczenko
IBDO	Ivor Bean D'One	6	RIP							Rob Lee
JLM	Jean-Luc Mascard	5	RIP							Dave Challoner
FF	Ferdinand Franz	5	RIP							Mark Barrowcliffe
X4		5	0	OK						Dominic Howlett
RdL	Rex de Leon	4	F	Poor	Captain 27M		2		4	Robert Carter
JPA	Jean Paul Amiss	4	RIP				6		3	Tim Skinner
GDP	God offle De Pieux	3	7	OK			1	RP	1	Alec Chapman
VdL	Vicenzo de Lauvais	3	RIP							Gina Teh
CdP	Charles de Paynim	3	RIP							Halo Red' Schlosser
LHC	L'Hay Ceede	1	F	Poor	Private 27M		5		4	Francesca Weal

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

+ aga inst 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 +