

That would be enough

This has been issue 94 of *To Win Just Once*, published 3rd April 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 *Star Trader* and *Railway Rivals* sign-ups to Mike Dommett by Friday 17th April 2009.

Orders for *Les Petites Bêtes Soyeuses*, Fictionary Dictionary entries and any other contributions to Pevans by Friday 24th April 2009.

(2009 deadlines: 22nd/29th May, 26th June/3rd July, 31st July/7th August, 4th/11th Sept, 23rd/30th Oct, 27th Nov/4th Dec.)

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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, Pevans, Ben Brown, Gerald Udowiczenko with room for 1-2 more (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*)

**After the
Flood
reviewed**



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Chatter

I thought March was supposed to “come in like a lion and go out like a lamb”? This March seems to have done exactly the opposite. As I write this, I'm watching an empty dustbin being blown around the garden where, a couple of weeks ago, I was sunbathing.

Anyway, spring is definitely with us and one of my rites of spring is visiting the USA for Alan Moon's Gathering of Friends. It's usually a great opportunity to play new games and there'll be a write-up of these in the next issue. I'm away for the week leading up to Easter, but should be able to check e-mail and so on. However, any issues with *LPBS* will probably have to wait for my return.

The Fictionary Dictionary game is reaching a climax. It's a close race, so let me implore all readers (yes, you!) to take a look at the definitions (page 12) and vote for their favourites.

We've lost a player from the *Star Trader* game – anyone fancy taking over? The company in question is GamLepCo, Alloys traders based at Gamma Leporis. Latest details on page 14; contact Mike Dommett (mike_dommett@yahoo.co.uk) if you're interested.

We have four players for the new *Railway Rivals* game, so we're making a start. However, there's room for six to play on the Yorkshire map. If you'd like to join the game, let Mike (mike_dommett@yahoo.co.uk) or Pevans (TWJO@pevans.co.uk) know at once and we'll get a copy of the map off to you.

Science Fiction

I've just been completing *Interzone's* annual readers' poll, so I thought I'd share my favourite stories with you all. Not least as a way of encouraging anyone who doesn't already subscribe to the magazine to take a look: www.ttapress.com/interzone. For those who haven't come across it yet, *Interzone* is a British SF magazine that's been publishing short stories, reviews and interviews since 1982. And I've been reading it for over 20 years.

Looking through last year's six issues, seven stories stood out for me. Four of them were in issue 219 (December) – definitely a vintage issue. It started with “Everything that Matters” by Jeff Spock – brilliant name for a science fiction writer! This is 6½ pages of cracking adventure story with a neat twist. The plot is about salvaging an alien spacecraft from the seas of another planet in the far future. The problem is that our hero has already had one go and been savaged by a giant shark. Cue reconstructive surgery and an opportunity for revenge. Excellent stuff.

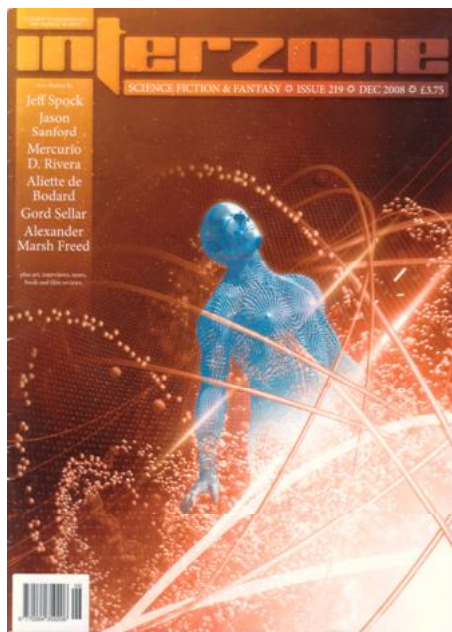
The second story was “When Thorns are the Tips of Trees” by Jason Sanford. In the world of this story it is possible to communicate with the consciousness of dead people preserved in trees that grow from their graves. That is, if they died of a contagious disease that is devastating humanity. Those infected with the disease are outcasts and seeking their own revenge. The plot has the outcasts attacking our hero's town, leading him to make an important discovery about the ‘thorns’. This is very different from the first story, but just as good.

“The Country of the Young” by Gord Sellar is set in Korea in the near future, but tells an all too contemporary story. It is the tale of a suicide bomber and what made her. It is also a story of conspiracy, rebellion and a love affair. Like the other stories, it does a great job of invoking an alien setting – though this one is less alien than the other two. Much of it is very familiar, some of it is disturbingly different. All of it is excellent. The other stories in this issue were good, too, but one more was outstanding.

This was “Butterfly, Falling at Dawn” by Aliette de Bodard. This is a fascinating whodunit in an alternate America where the Aztec empire is under Chinese rule. Our hero is a ‘Mexica’ magistrate investigating a suspicious death. This prompts memories of the ‘Civil War’ in the various participants, giving us a fascinating look at a very different world. But one with similar tensions to those in our world. The whole thing is beautifully realised and atmospheric: another terrific story.

The previous issue (218, October 2008) contained another terrifically atmospheric story: “His Master's Voice” by Hannu Rajaniemi. This is a weird and wonderful tale of pets rescuing their master. No, really. It takes a while to work out just what's going on, but it's a fascinating story of loyalty, revenge and genetic engineering. While this is another near future tale, we don't see much of the wider world, just our protagonists. It's a wonderfully original story.

My final two selections come from issue 217 (August 2008). The first has the great title “The Ships Like Clouds, Risen by their Rain” and is the second story by Jason Sanford in my list. Mr Sanford clearly has quite an imagination as this



Vintage issue – *Interzone* 219

is another strange story. It's set in a small town on a very odd planet which grows by having stuff dumped on it. Convention is all in this society, but our heroine is sucked into exploring below this surface and finds out the real truth. Which is even weirder. Another terrific and original story.

The last of my favourites is “Concession Girl” by Suzanne Palmer. This is an absolutely charming romp. It's also a kind of whodunit set in space. Our heroine runs a stand in a food court on a space station used by all sorts of aliens as well as humans. Spotting something odd, she starts investigating and is sucked in to high-level dirty dealings. It's clever and great fun.

While I've picked these seven as my favourites, all the stories this year have been pretty good. In fact, there were only two duds (no names, no pack drill) in the whole of 2008 as far as I'm concerned. The editorial team is doing a great job at *Interzone* and I thoroughly recommend the magazine to all fans of science fiction.

After the Flood reviewed by Pevans

Launched at Spiel last year, *After the Flood* is one of Martin Wallace's Treefrog games, the first three-player game in the range. Now, there are plenty of games that work with three players, but not so many that are specifically designed for three. And this game is only for three players. Like the other Treefrog games, it contains just wooden pieces along with the board (and the rules, of course).

The setting is Ancient Sumer – what is now southern Iraq – where agriculture began. The central part of the board shows Sumer, divided into provinces. These are where players will build cities. Around this are non-Sumerian areas – these are partly abstracted, as there isn't room (or a need) for accurate geography. It's from these areas that invaders will attack Sumer (and, historically, become Sumerian in their turn) and with these areas that Sumer trades – as it only produces cloth and grain itself.

The game is played over five turns (each represents several centuries, to give you an idea of the scale). In each of these, players get the opportunity to invade Sumer, deploy and use their workers, trade for more valuable goods and build cities. At the end of the turn, players get points for the areas occupied by their armies and can spend goods to score their cities. After the five turns, there are points for workers in play and the player with the most points wins. Simple, eh?!

The turn starts with each player taking workers. There's no holdover from previous turns, so you only have these workers each turn and fewer if you don't have enough pieces available. Players also get textiles and grain (white and yellow cubes) – the goods produced in Sumer. The number of cubes each player gets depends on how many workers they already have in the production boxes

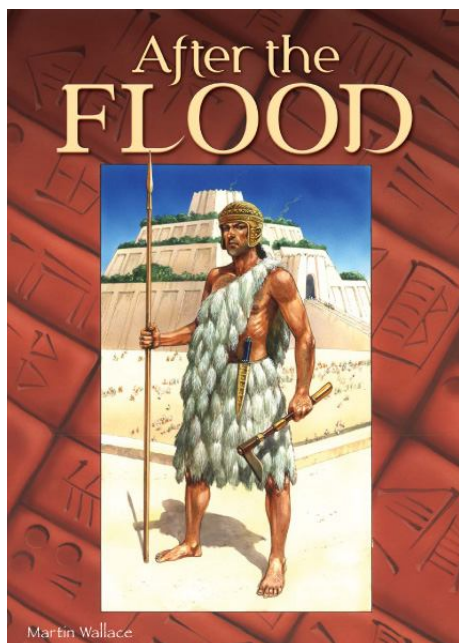
printed on the map. This is a very clever mechanism as it's the relative positions that matter.

Hence, while players can start a bidding war (by placing more workers in one or other box), it's not necessarily cost effective. The number of workers only changes the relative numbers of cubes you gain. If you're happy to be third, you only need one worker when your opponents may be using up half a dozen. While the variation in what you get isn't that great, it does make a difference in what you can do during the turn (though goods are kept between turns, so it is possible to build up a stockpile).

The meat of the turn is the players taking actions until everybody passes. As soon as one player has passed, the others must pay something each time they take another action. This allows players to continue doing things – at a cost. When they pass, players may also bid something for turn order for the next turn. Turn order can be important if there's something specific you want to do before anyone else gets the chance.

Apart from passing, players have five actions available to them when it's their turn. The simplest is to build a city, placing one of their big wooden squares in an empty province of Sumer. There's no cost to this, so it's usually the first thing players do in the game. As an added incentive, most provinces provide a special ability to the player who has a city in it. Cities also give players the opportunity to turn goods into victory points.

The second action available is to place workers. This costs one goods cube. Each good has a notional value, so you get to place that number of workers, but only in one place. Workers don't go into Sumer, only outside areas. Here they can act as traders or start an invasion. They can also go into one of the four boxes on the board. Two of these are the Irrigation (grain production) and Weaving (textile) boxes I've already mentioned. The other two are Scribes and Tool Makers. Tool Makers convert cubes of 'Metal' into more valuable discs of 'Tools'; Scribes are used to move workers from one place to another. Scribes are useful tactically, while Tool Makers are a necessity as the only source of Tools cubes.



Most of the areas outside Sumer produce goods. Players with workers (or soldiers) in these can trade goods they hold for what the area produces – a table on the board shows what can be swapped for what. One trade action can involve as many of the player's pieces as they want. They could, for example, trade a grain cube, which they got at the start of the turn, for a metals cube, use a Tool Maker to convert this to a Tools disc and trade this for a Gold disc. The only constraints on one action are that each worker can only be used once and each area only produces one of each good shown. As the notes in the rules suggest, it makes sense to set things up and then make one, big trade. The only problem is the other players getting in the way before you're ready to trade...

Each turn three Empires are available, one for each player. Starting an Empire is another action. Each starts in a specific area and the player has to have the most workers in that area. They get a set number of soldier pieces and put 1-2 in the starting area. They can also buy extra soldiers and pay something to equip their soldiers. This is another relative ranking: each player's soldiers are either better or worse than each of the others and are thus more or less likely to win any fight.

Fights happen as part of the 'Expand Empire' action. This allows the player to place one of their allocated soldiers into an area next to one they already have a soldier in. If this is occupied by someone else's soldier, the attacker rolls the dice. Roll high enough (depending on whether the attacking soldier is better or worse equipped than the defender) and the defending soldier is removed. If the attacker fails, they can keep on trying while they have soldiers available. As well as expanding into other areas, players can use this action to destroy an opponent's city. And usually follow this up by placing their own in that area. This action can be continued as long as the player discards a soldier for each additional play.

At the end of the turn, players score points for areas they have soldiers in. Hence the more soldiers that come with an Empire, the more useful it is. Not just because you can get more areas but because you can use some of the soldiers to make multiple placements in one action. If another player has passed, it's expensive to keep on taking actions, so it's useful to expand your Empire in fewer actions. Soldiers can also trade (and take precedence over workers for trading), so there's a real incentive to get soldiers into areas you want to trade with. Not to mention using the opportunity to remove another player's city to get the province's special ability.

This puts a real premium on getting a strong Empire and using it effectively. A table of which Empires start where when is printed on the board, so it's worth setting up to get Empires in advance. Of course, all the players know this, so the competition for Empires is often in advance of when they appear. This gives players a choice to make on the first turn: between placing cities and grabbing an

Empire. The designer's notes suggest cities should be the first priority, but my experience is that having the largest Empire on turn one is quite an advantage. Don't let anyone capitalise on this!

Once all the players have passed, there are a few things to do to complete the turn. First off, a new sequence of play is determined, based on what players have bid when they passed. Equal bids maintain the status quo, so there's a tendency for the order to stay the same until someone really wants to go first. Players then score victory points. I've already mentioned that players get points for areas their Empire occupies. They then have the opportunity to spend goods to 'expand' their cities. It costs a minimum of two wood cubes to do this, with players scoring more points for each different 'luxury' good (the discs) they spend on top of this. The expanded city gets a second layer and can't score again – though it can be destroyed or removed and another city built in the province.

There are thus two major ways of scoring points in *After the Flood*: by occupying lots of areas and by collecting and spending full sets of luxury goods. Luckily, occupying lots of areas gives players lots of trading opportunities, which will



allow them to gain the luxuries. However, they also need to have the raw materials to trade up, so they need workers in the production areas to gain these (and Tools). It's simply not possible to do all this in one turn. Players need to use some turns to set up a few big scoring opportunities. The second and fourth turns start with a 'decline' action when players lose some of their workers. This gives the players more tactical considerations: minimising what they lose to decline and preserve their positions from turns 1 and 3.

After five turns, there are more points available for the players with the most workers in the production boxes and areas outside Sumer. These points can be significant, especially if one player manages to get substantially more than their opponents. The Designer's Notes make the point that *After the Flood* is "a long-distance race and it's possible to catch up from quite a way behind."

This is a meaty game with a playing time of three hours – and it does take this long. It's also a game that doesn't lend itself to ready analysis. What players need to do is complex and they are playing for the long term. There are lots of choices and decisions about what to do when. Players need to build up their position both absolutely and in comparison to what their opponents are doing. And they need to do everything. One useful tactic is to eke out your turn to be the last player still taking actions. This costs a bit more, but means you can take actions that your opponents cannot react to until next turn.

I find *After the Flood* to be a really challenging game. It's not enough to do well for one turn, you have to do well over all the turns. And it's not clear just what doing well is. It's all about relative positions between the players. Interestingly, given it's a three-player game, there doesn't seem to be any problem with two players ganging up on the third. Each player needs to do their own thing and there's little scope to join forces. At the same time, players have to be very aware of what their opponents are up to. It gets 8/10 on my highly subjective scale.

After the Flood was designed by Martin Wallace and is published by Treefrog. It is a strategy board game for three players, aged 13+, and takes around 3 hours to play.

Games Events

Baycon is the weekend after Easter: 16th-19th April at the Exeter Court Hotel, Kennford (south of the city of Exeter). It's a long-running board games event and features an overall "Victor Ludorum". Accommodation is available at the hotel, of course, and you can find out more at www.baycon.co.uk.

Coming up in May is Beer & Pretzels, the fun weekend of games playing in Burton-on-Trent, run by the team from Spirit Games. It takes place in the Town Hall and is open Saturday and Sunday. Expect a mix of board games, role-

playing, wargames and CCGs, including a number of organised tournaments. For more details, see www.spiritgames.co.uk/bnpsdetails.php

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 94 was written and edited by Pevans. The *LPBS* masthead (page 17) is by Lee Brimmicombe-Wood, as is the drawing on page 22. The illustrations on pages 17 and 18 are by Time Wiseman and pages 19 and 20 by Nik Luker. Pevans played with Photoshop. © Paul Evans, 2009

Railway Rivals game 7

We have four players signed up, so we'll make a start. There's room for 1-2 more, so let us know pronto if you'd like to join in.

Jonathan Palfrey, Pevans, Ben Brown and Gerald Udowiczenko are the four in question. A copy of the map is on its way to you. For the next deadline, please let Mike have a name for your company and your preferences for colour and starting town – better give 6 in case we have a full set of players.

**Start-up to Mike Dommett, 119 Victoria Road, ALTON GU34 2DD
or by e-mail to mike_dommett@yahoo.co.uk by 17th April 2009**

Games from Pevans

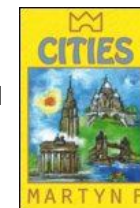
Mail order board and card games in the UK



Cities

The second game from Martyn F and Emma Games, this is a challenging tile-laying game. Players are constructing a city and positioning tourists to get the most points. It's a clever and colourful game from a promising designer.

For 1-4 players, playing time 15 minutes: £20.00



Down Under



This is a very clever game of interlocking roads. Players aim to get the longest route by taking advantage of other players' tiles as well as their own. The original game is an old favourite of mine and this version adds neat touches and an Australian flavour.

For 2-4 players, aged 8+, playing time 30 minutes: £15.00

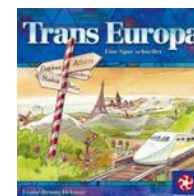
Duck Dealer

Splotter's latest: it's a game of intergalactic trading (including rubber ducks!). Players explore the galaxy and look for trade routes that allow them to convert base goods into victory points. It's demanding stuff.

For 2-5 players, playing time 3 hours: £60.00



Trans Europa



I have a couple of copies of this fun game: players construct a network of railway lines across Europe. First to connect their cities across the board inflicts penalties on their opponents. To win, you need to be consistent over several rounds.

For 2-6 players, aged 8+, 30 mins to play: £17.00

Wind River

The latest from Argentum, this is a game of native Americans, buffalo and the Great Plains. Players try to keep their tribe with the migrating buffalo – which they all have a hand in moving. A good-looking, clever game.

For 3-4 players, playing time 60 mins: £35.00



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 8

Here are the real meanings of Turn 8's words.

roorback: (n) a defamatory falsehood published for political effect (from an attack on the US politician, James K Polk, in 1844, purporting to quote from a book by the fictitious Baron von Roorback).

Slubberdegullion: (n) a dirty, slovenly person.

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

Excellent scores for Andy Kendall and Graeme Morris move them into contention while Nik Luker and Colin Parfitt share the narrowest of leads. With two rounds of voting to go, there are half a dozen contenders and several others who could get up there.

Players' Scores

Name	This round	Total
Al Tabor	0	7
Andy Kendall	6	17
Charles Burrows	4	10
Chris Boote	0	10
Colin Parfitt	3	19
David Olliver	0	3
Graeme Morris	6	16
Jonathan Palfrey	1	14
Michael Martinkat	0	2
Mike Dommett	0	7
Nik Luker	1	19
Pete Holland	0	18
Ray Vahey	0	1
Tim Macaire	1	17

Turn 9 Definitions

Tabanid

1 Ancient Persian word for a type of tunic on which was the King's crest. This became anglicised via French as 'tabard'.

2 An obsessive reader of washing instruction labels.

3 American CIA money lavished on Bin Laden and his ilk.

4 If you've got an ordinary stripey brown moggie then it's a tabby – but a pedigree one might be referred to by the "Royal Cat Club" term, 'tabanid'.

5 A small mythical goblin-like creature that hides coins down the back of the sofa and eats socks.

6 A priest-aristocrat of ancient Persia, who was forbidden to marry but allowed up to ten mistresses depending on his status.

7 The 18th Century equivalent of an electronic cigarette, made of wood and saltpetre.

8 Small Jewish shrine for small settlements, tabernacles only being allowed in cities.

9 A follower of the fruitarian principles espoused by Ivan Taban, who credits his ideas to his grandmother (see biog entry for "Ivan Taban, Nana").

Ugsome

1 Somewhere between horribly monstrous and cuddly cute, this word

first appeared in the 'Shrek' films, but has rapidly passed into common use.

2 Ancient Norse mythical monster which would eat naughty children. Distant relation to a troll, but only around 3 feet in height, but with two rows of very sharp teeth.

3 The opposite of handsome.

4 Pleasing to cave men.

5 "Lucinda's just awesome, man, but that sister of hers is to-tally ugsome!" from *The Sloane and the Rapper* by Barbara Cartland (Brixton, 1987).

6 Descriptive of someone so fascinatingly ugly that you can't help but to stare.

7 A Japanese term used in sumo wrestling to describe a wrestler who loses his belt during the match (causing immediate loss of the match).

8 Ug-so-me (3 syllables): A type of Malawian grass, formerly used to make water pipes.

9 Dwelling place of Ug.

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 final two words:
villipend and zwitterion

**Get your votes and definitions to TWJO, 180 Aylsham Drive,
UXBRIDGE UB10 8UF or TWJO@pevans.co.uk by 24th April 2009.**

The Cold Equations Star Trader game 4 – Turn 9

"What the hell is that?"

"The outer hull has blown."

The outrush of air before the seals shut down confirmed the analysis.

"That's the far side of the decks."

"Where the military hull was berthed."

"Oh no!"

The sound of explosions echoing round the decks of three spaceports dominates news this Quarter.

MONOGRAM INDUSTRIES suffered most. Big Change took 7 hits and Trump Change took 5 hits, both at Sigma Draconis. Worse was the fate of Small Change at Mu Herculis and Killer Change at Sigma Draconis: both were blown into fragments. However the local Federation forces managed to unearth evidence linking ARCHANGEL to the destruction of Small Change. McRADIE was apparently responsible for the loss of Killer Change.

EON FLASHCORP's Flashman took 3 hits at Mu Herculis.

GAMLEPCO's Gunmetal took 3 hits at Sigma Draconis – McRADIE was implicated in this attack.

HOUSTON FEARLESS's Ur-Zinc at Sigma Draconis took 2 hits and Ur-Lead at Gamma Leporis took 3 hits. Last, but not least, GATES-LEARJET took 2 hits on the Lianne at Sigma Draconis, with McRADIE being responsible once more.

The arrival of Aliens in Sigma Corvus produced a drop in Commodity Prices throughout the Quadrant.

HOUSTON FEARLESS bought 14 Alloys for 4 HTs each at Gamma Leporis, shutting out EON's bid of 1 and gaining a Contractorship.

Epsilon Eridani saw HOUSTON FEARLESS selling 5 Isotopes on Contracts, before selling 8 Monopoles at the unit price of 13 HTs and being made a Dealer.

Mu Herculis was busy: EON sold 6 Alloys for 12 HTs each and gained a Dealership. HOUSTON wanted to sell Isotopes, but their ship failed to arrive. MONOGRAM sold Monopoles short, selling 4 for 8 HTs each, and EON FLASHCORP bought 5 on Contracts.

MONOGRAM wanted to buy Alloys at Sigma Draconis, but the price rose unexpectedly. They did sell 4 Monopoles for 13 HTs apiece. MONOGRAM wanted

to buy Spice, but only got 1 at 7 HTs, as HOUSTON bought 12 Spice at 8 HTs and became a Dealer.

Beta Hydri saw HOUSTON selling 8 Isotopes for 2 HTs each, after which MONOGRAM sold 11 Monopoles using its Contracts and Agent Crip.

EON FLASHCORP increased their Reputation, and laid down a new Corco Gamma Hull with cargo pods at Epsilon Eridani called Flashcard.

GATES-LEARJET increased their Political Connections.

ARCHANGEL shuffled pods and bought some Cargo and Light Weapon pods. The Corporation now has a mixture of liners and escorts. The Oral agreement to lend money to HOUSTON wasn't needed after all.

HOUSTON FEARLESS repaid their loan and immediately took out a larger one, this for 774 HTs for 4 Quarters. The money was used to buy 9 Isotope Factories at Tau Ceti and 4 Alloy Factories at Gamma Leporis. Ur-Silver was re-armed: the Cargo pods were sold, the Passenger pod stored and Light Weapons bought.

And MONOGRAM? They bought 17 Monopole Factories. They just have fewer ships to transport their production.

MACRADIE's CREW are apparently open to payment of protection money...

Corporation Table

Corporation letter & name	Conn'n Levels Bus Crim Pol	Init've Bid	Turn Order	Cash	Rep	Player
A Archangel Lines	4 0 2	0	4th	196	32	Jerry Elsmore
B Eon Flashcorp	7 9 9	0	6th	377	40	Paul Evans
D Gates-Learjet	9 6 5	0	5th	74	29	Dominic Howlett
E McRadie's Crew	5 10 0	10	2nd	139	0	Martin Jennings
F Monogram Industries	10 0 7	9+5	3rd	102	40	Michael Martinkat
G Houston Fearless	10 0 5	20	1st	501	40	Przemyslaw Orwat
H GamLepCo	5 0 4	N	7th	144	26	
'N' under Initiative Bid indicates No Move Received; 'F' indicates the Corp was floated						

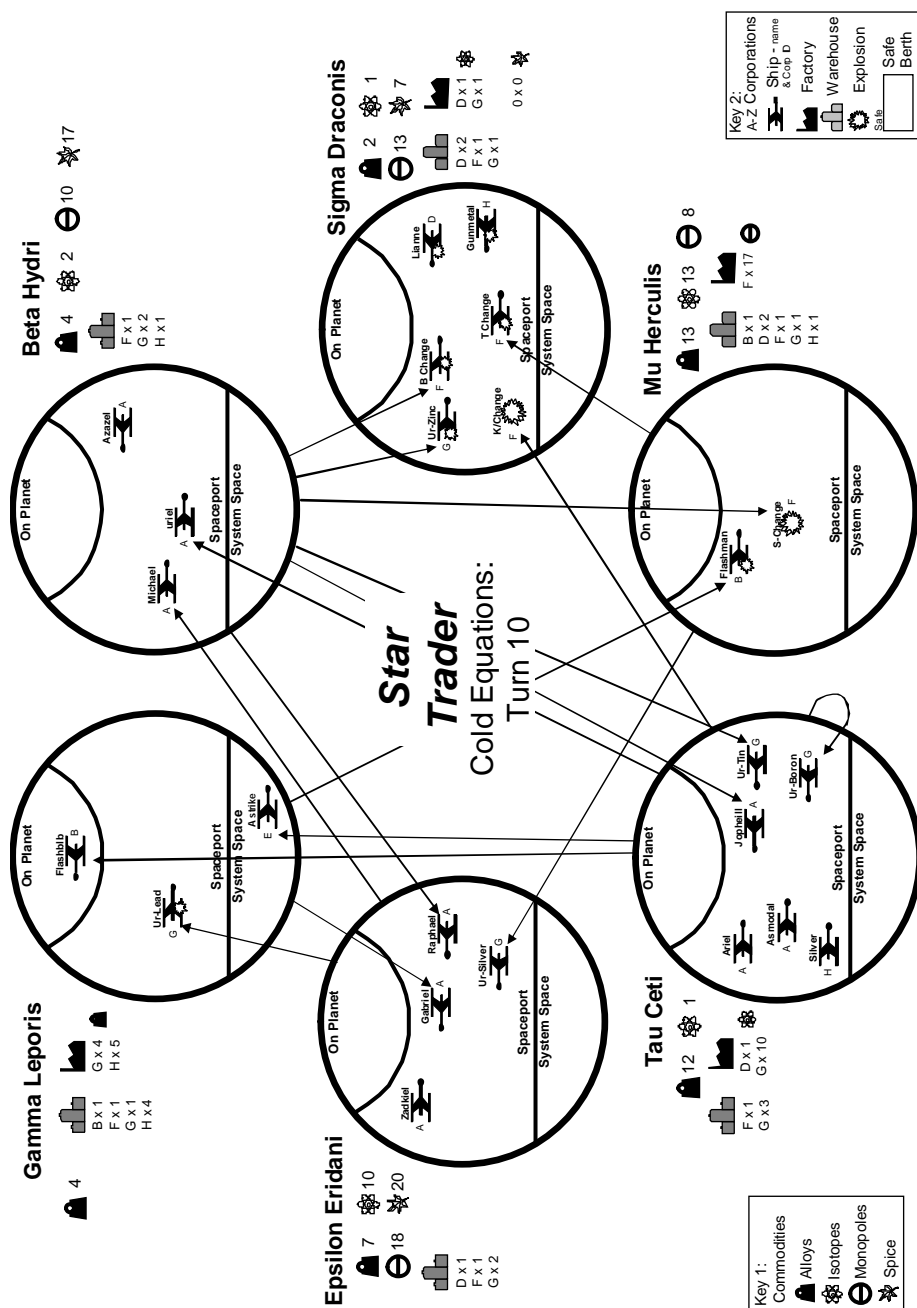
GM Notes

A replacement player is invited for GamLepCo. Three new News chits (in bold):

Turn 11 C6
Turn 12 **C8, P5**
Turn 13 **B2**

Event 2 took place this turn, with the alien contact spooking stock markets, along with a series of sabotage attacks.

**Orders to Mike Dommett, 119 Victoria Road, ALTON GU34 2DD
or by e-mail to mike_dommett@yahoo.co.uk by 17th April 2009**



Les Petites Bêtes Soyeuses 220

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 May 1662 to
Pevans at 180 Aylsham Drive,
UXBRIDGE UB10 8UF or
Ipborders@pevans.co.uk
by Friday, 24th April 2009**



April 1662

There are nearly a dozen Paris socialites with matters of honour to settle at the start of the month. How many duels take place? None. Giles Etraseur turns up for his appointment with Chris P Bacon, but just gets a letter of apology. Tomas le Matelot can't find Emile Fitoux at all. And the rest simply don't bother. What is the world coming to?



More Ministers

Jacques de la Boite, Michel Entire and Mouton Rothschild combine their influence in an attempt to remove Third Army's Adjutant. It isn't enough to persuade him to resign, though. More successful is Swender de Jewel. He calls in a couple of favours and gets the backing of Aloysius Gnomeclencher. The result is the departure of the Horse Guards Brigadier, leaving a vacancy. Ilk Lamore Bartat tries to persuade the Third Army commander to step down, but can't even get an appointment with the General. Instead he buys himself the rank of Lieutenant-Colonel in the Royal Marines.

Non-duellists and borrowers Chris P Bacon and Emile Fitoux apply to the Grand Duke Max Dragoons – Bacon resigning from the 53rd Fusiliers to do so. Both call in a favour to help and both are admitted. Bacon buys his way back to Major,

making him second in command. Fitoux only goes as far as Subaltern. The Royal Marines are the destination of Jacques Blanc, who purchases the rank of Captain. Gustav Ind's application to command Second Division is turned down by Horatio d'Escargot.



The new Minister of State, Charlemagne le Gosse, adds to his government by making Devlin Carnate and Indie Spencible Ministers without Portfolio. This releases the positions of Dragoon Brigadier and RFG Adjutant, respectively. Carnate gets to be a Baron as a result. The position of Commissioner of Public Safety remains vacant. However, the big news is the retirement of the former Minister of State, Gaston de St Marque. Despite his talk of challenging the new Minister, de St Marque quietly gives up his Parisian home and retires to his country estate. His idea of a lavish Parisian ceremony having been turned down by His Eminence, de St Marque takes his fiancée, Bette Noire, with him for a big country wedding.

Meet the Ministers

Charlemagne le Gosse has issued an open invitation for Parisians to join him in the Fleur all month and discuss ideas for new laws. It's no surprise that he and Lois de Lowe get lots of guests. Aloysius Gnomeclencher brings Deb Estaround. Ophelia Derriere is with Benedict d'Over. Devlin Carnate brings Angelina di Griz. Maggie Nifisent accompanies Gar de Lieu, who's rescheduled his loan this month. Giles Etraseur comes on his own. Gustav Ind has Jacky Tinne with him. Ava Crisp accompanies Ilk Lamore Bartat. Jacques Blanc brings Ada Andabettoir. Vera Cruz is with Jacques de Gain. Johnny Sais-Pas brings Bess Ottede. Mouton Rothschild has Anne Tique on his arm. Quasi Le Bossu is joined by Alison Wunderlandt. Roland Pollee d'Eaulee has Henrietta Carrotte with him. Sean Sondamour brings Ella Fant. Tomas le Matelot is on his own. Zachary the Money Goes brings Anna Rexique and a hefty loan for Mouton. All this partying and not a harsh word said! Well, apart from Jacques de G and Mouton taking exception to Aloysius. The man is base-born – it's just not right for him to be their social superior, let alone commanding a regiment and being Chancellor! They issue challenges.

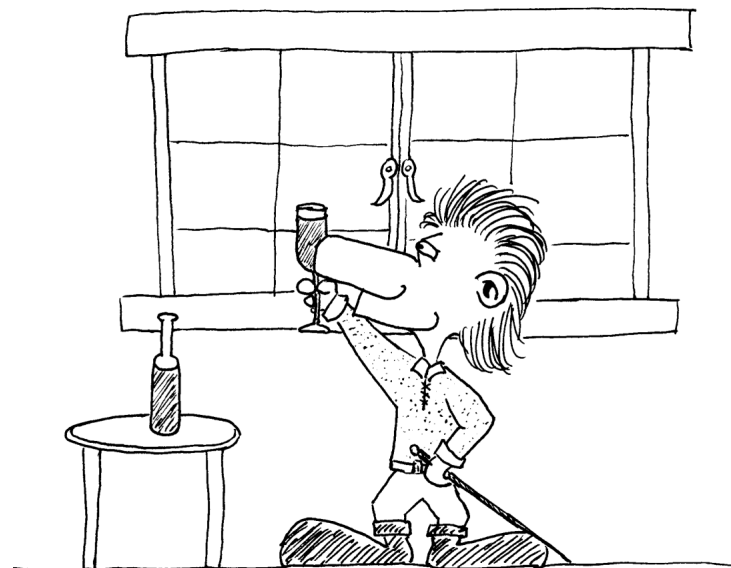
The party gets even bigger the following week. Only Jacques de Gain and Tomas do not return – though Gar leaves Maggie at home. Stan Ding on à Chair rolls up with his new conquest, Belle Epoque. That explains where he was the week

before. They join Stan's regimental colleague, Johnny, and his lady. However, the next to arrive are Warren Peece and Ingrid la Suède. Nothing remarkable about that, except that Warren is in Stan and Johnny's enemy regiment. Words are exchanged and a pair of duels will be required. Stan is appalled by the continuing presence of Aloysius! That's another duel. Steering clear of the challenges, Jacques de la Boite and Roget de Saurus roll up. Last man to arrive is Chris P Bacon, who has Josephine Buonoparte on his arm.

Numbers drop for the third week. The only new face is Michel Entire, who joins Benedict, Devlin, Gar, Gustav, Ilk, Jacques Blanc, Jacques de la Boite, Mouton, Stan, Sean and Zack. And their ladies, of course – only Jacques dIB and Gar are alone. To conclude April, Charlemagne and Lois are joined by Benedict and Ophelia, Devlin and Angelina, Gustav and Jacky, Ilk and Ava, Jacques B and Ada, Mouton and Anne, Roget and Sean and Ella. Charlemagne takes note of the many helpful suggestions made during the month. In particular, Johnny has much to say about the state of the gazebos and bandstands in Paris's parks. (Apparently they're the scene of much debauchery after dark!) Sean wants to know just what a portfolio is and why he doesn't have one. Unfortunately, Charlemagne has scribbled his notes on a napkin that was then used to mop up some spilled wine, so it's all quite undecipherable.

Meet the bellringers

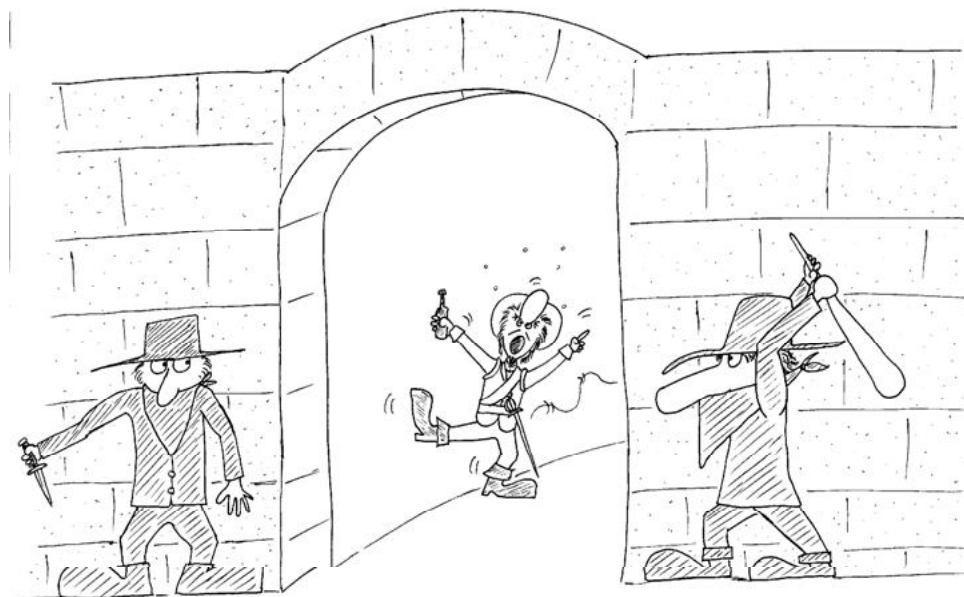
Alongside Charlemagne's do, Revaulvin d'Or has been celebrating the arrival of spring with Katy Did and their guests in the Fleur. This lasts three weeks (before Revaulvin goes to practise sabre) and the only person with them for the full



period is Jacques Shitacks. Roget de Saurus turns up at the start of the month. So does Michel Entire, but he doesn't meet Revaulvin's minimum standards for entry, so he gets no further than the entrance hall.

Quasi Le Bossu is at Hunter's with the Bellringers for the second half of the month. He and Alison have a small group with them. Emile Fitoux brings Marie Antoinette, both of them with miniature sleigh bells in their hair. Warren Peece is accompanied by Ingrid. Tomas le Matelot joins the bellringing on his own. The final campanologist is Chris P Bacon, but he and Josephine only attend one week (Chris has another woman on his mind!). Johnny Sais-Pas brings Bess to Hunter's at the end of the month where they are joined by Stan and Belle. Johnny places three wagers, but losing two and cutting one leaves him substantially out of pocket and with reduced status for the month. Hunter's final visitor is Roland Moulin, who begins his April with a drink.

Warren Peece and Ingrid hold a wake for the late Ivor Bean d'One at the beginning of April. As Ivor's cousin, Chris P Bacon is guest of honour at the Frog & Peach. He and Josephine lead the toasts to the departed. In Bothwell's we find just Horatio d'Escargot and Lucy Fur. They are there all month, though. All the parties leave little time for sword practice. Jacques de Gain is the man who parties least: he gets in three weeks with his rapier. Aloysius Gnomeclencher and Roland Pollee d'Eaulee practise sabre for two weeks. Lots of others fit in the odd week between their other commitments.



One of these is visiting the Bawdyhouses. Roget de Saurus hits the red light district, but has only enough cash for a drink, nothing more. To make things worse, the footpads pounce on him as he heads for home and relieve him of his last few crowns. Jacques Shitacks and Michel Entire are mugged, too, but Michel has just a couple of crowns left and Jacques has spent all his cash. Having failed in his courting (all month!), Bragen Declan is also to be found in the red light district at the end of April. He took out a loan at the beginning of the month and seems to have spent it all on booze. He is in fine form at the Bawdyhouses, holding forth about the iniquity of the English and demanding that France help Ireland throw off the English yoke.

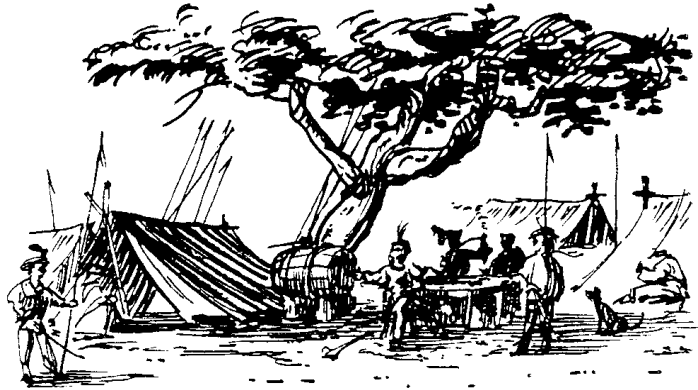
Zack spends the last week of the month at the Louvre explaining to His Majesty just what he did in his brief tenure of CPS. He certainly didn't arrest anyone. The King is quite sympathetic. "Never mind," he says, patting Zack on the shoulder, "I'm sure you did your best." Zack is a bit disconcerted by the sounds coming from the courtiers around him. They sound strangely like sniggering...

April Manoeuvres

Down south in the Pyrenees, the Heavy Brigade is on manoeuvres. Trying to make up for last month's defeat, the Crown Prince Cuirassiers catch some Spanish infantry in the open and put them to flight. This turnaround in their fortunes brings their commander, Brigadier-General Renaul Baptiste Grenoble, two Mentions in Despatches. He collects a few hundred crowns in booty and receives the title of Baron. The Archduke Leopold Cuirassiers rest on their laurels this month, but Bdr-Gen Pierre Cardigan makes sure of getting his share of the loot. There's a divvy, too, for Heavy Brigadier Yves Vrai Bretheauteque, whose name goes into the Despatches.

Further west on the south coast, the Royal Foot Guards are expecting an easy time of it. For them, the month consists of beach games. Captains Beau Romir and Indie Spencible are energetically enthusiastic, earning themselves extensive Mentions in Despatches. Lt-Colonel Egon Mad 2 is very disappointed with the lack of blood and guts, but still gets a Mention. However, a surprise inspection by senior brass leads to a dressing down for the whole regiment and commander Bdr-Gen Averell d'Alton gets nothing from the month.

The Cardinal's Guard has a more active month, trading musketfire with irregulars. They hold their own this month and their successful skirmishes give them the opportunity to garner some loot. Major William Liam Lee Yon gathers enough to earn a couple of hundred crowns. His fellow Major, Dan Stallnite, does the same, but more visibly. This earns him a MiD, which in turn makes him the third Baron this month. The commander, Bdr-Gen Jean Laissez Faire, gets his share of the plunder to go with a Mention.



In the north, the Dragoon Guards support Frontier regiments 1 and 2. The frontier troops get mauled again as Spanish infantry attacks their positions. Captain Rex de Leon holds the line with his battalion of the 27th Musketeers, attached to First Frontier. He is rewarded with a pat on the back. Volunteer Lt-Gen Euria Humble is attached to Frontier regiment 2. He is taken by surprise by just how dangerous it is and is the first back to safety when the attack comes. He is reprimanded. The Dragoon Guards counter-attack most successfully. Lt-Colonel Swender de Jewel rides full tilt at the booty and liberates well over 500 crowns for himself. His CO, Bdr-Gen Herve d'Conde, takes the lion's share: over a thousand crowns. Mentioned twice in Despatches, d'Conde is another man taking the title of Baron this month.

Frontier regiment 3 holds its own and Frontier regiment 4 sees off an attack. Major Antoine Dubeque, attached to Fourth Frontier with his squadron of the Queen's Own Carabiniers, survives happily, but gets no reward. ❖

Press

Announcements

Battle Orders – Advance Notice for 13th Fusiliers

Subject to myself still being your CO, it is my intention that the regiment will be attending the front in May 1662.

Please ensure you have arranged your personal affairs accordingly.

† Bvt. Brig-Gen Johnny Sais-Pas,
CO 13th F.

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 Escort is needing new members!! Consider your choices well and apply today!

His Eminence will grant you his blessings.

To those newly arrived in Paris

The Queen's Own Carabiniers are the leading Cavalry Regiment in the Kingdom of France. Unlike the Cardinal's Guard, we do not need someone to protect our backs in battle, or to provide soft landings when running away. We, like our fellow Horse Guards Brigade Regiment, have our own stout comrades to protect us at all times, and do not flee from a lady's bedchamber.

For those who do need additional support, there is always the Cardinal's Guard.

† Aloysius Gnomeclencher

Applicants sought to the position of Aide to Bvt. Brig-General.

Subalterns of suitable social standing apply to Johnny Sais-Pas.

Social

Sorry about last month, but when the Minister of State throws a party ... you go.

Party this month instead: all month at my club for anyone and everyone SL 13+.

† GI

Scene: a private party at a club

Present: JSP, Bess and a quaking young doorman who has made a terrible mistake.

Doorman: But sir... you didn't mention guests...

JSP: What do you mean, I gave no orders about guests?! I left explicit instructions. Get back to the door, find who you turned away and get them in here. You'll be lucky if I don't have you

whipped through the streets of the city!

Bess: That's right, and I want some more wine, Johnny.

Thank you for allowing me to propose a toast to Ivor Bin D'One.

I know it was a sad loss to his family, particularly his younger brother Iwas, who had a very unfortunate riding accident.

He was very proud of the 27th, even though his length of service was cut short so tragically, but I am sure he would be happy having left it in such capable hands as those of Warren, rather than Warren's cousin No.

May his soul rest in peace.

† Chris P Bacon

Personal

Fleur Bonds? Qu'est-ce que c'est les 'Fleur Bonds'?

Johnny Sais-Pas:

This Brigadier of the 2nd Foot, you aren't by any chance threatening him? Resign for his own good health? Even a man diseased and wracked with sickness can serve His Majesty with distinction (as you yourself should know); infirmity is not a hindrance to duty.

† Aloysius Gnomeclencher

GI

I think you need a good pox doctor before you need an aide

† Le Plume Rouge

To the 2nd Foot Regimental CO.

Frankly, sir, I don't care who you are!

To Colonel Coeur Jette
Sir,

I have today applied – and hopefully
succeeded – in joining the fine
regiment of the Royal Marines. I hope
to bring fine character and much
music to the regiment, if not a little
rainbow coloured chunder.

Vive La France,

† Jacques Blanc

P.S. Sorry for the carrot

Lord Percy Percy says, as fashion is
tending towards large hollow objects,
the Field Marshall of France has an
extremely fashionable codpiece.

My dear M. Gnomeclencher,
Should you prove as honourable as you
are brave, M. de Jewel will have the
honour of fighting a fair duel with you
and I will have the pleasure of making
your acquaintance. Should I be able to
favour your military career in any
way, please apply to my office,

† Field Marshal d'Or

Le Bladder Blanc

It depends on which members of the
CG you prefer to put on the Barbie.
There is plenty of good crackling on
several of the senior officers, but there
is almost a complete lack of anything
that might make a suspicious looking
sausage.

† Velcro naisse

Gentlemen of Paris,

As a person unacquainted with this
fine city and all it entails, I am
seeking a patron who would be willing
to take me under his wing and advise

me in the whys and wherefores of
Parisian life.

I remain,

† Emile Fitoux

I understand that our new Minister of
State has been rendered speechless
when introduced to her Majesty. Can
someone please arrange for him to be
introduced to her on a daily basis?

† La Plume de ma tante

*We are not amused. Anyone
wishing to challenge M
Gnomeclencher, the author of
this scurrilous suggestion, has
my blessing.*

† Le Roi

Poetry Corner

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

1 Lift MacCahir Óg your face,
brooding o'er the old disgrace
That black FitzWilliam stormed your
place, drove you to the Fern
Grey said victory was sure – Soon the
firebrand he'd secure
Until he met at Glenmalure with
Fiach MacHugh O'Byrne.

Chorus:

Curse and swear Lord Kildare
Fiach will do what Fiach will dare
Now FitzWilliam, have a care
Fallen is your star low
Up with halberd out with sword
On we'll go for by the lord
Feach MacHugh has given the word,
Follow me up to Carlow!

2 See the swords of Glen Imall,
flashing o'er the English Pale
See all the children of the Gael,
beneath O'Byrne's banners

Rooster of a fighting stock, would you
let a Saxon cock

Crow out upon an Irish rock- fly up
and teach him manners.

3 From Tassagart to Clonmore, there
flows a stream of Saxon gore
Och, great is Rory Óg O'More, sending
the loons to Hades.

White is sick and Lane is fled, now for
black FitzWilliam's head

We'll send it over, dripping red, to
Queen Liza and the ladies.

An Irish folk song overheard in the
Bawdyhouses on many a night,
enthusiastically sung by Bragen
Declan

Points Arising

**Next deadline is
Friday 24th April 2009**

Ministerial appointments held by
NPCs expire at the end of the quarter
(next month). Players should apply for
these posts with next month's orders
(though the Minister of State makes
the appointment).

Many apologies to Mike Bird. A
printing error missed out a crucial bit
of JSP's March orders and meant
nobody Toadied to him in week 2. I
corrected the report online and sent
revised character sheets to the players
affected.

The only other change of significance
was that 'X6' did not lose a Social
Level.

Apologies also to Timothy Hunt for not
spotting the name of his character.

The following didn't get their orders in
on time ("No Move Received") and
suffered the consequences.
CJ Coeur Jette (Mike Weston) has
NMR'd. Total now 1
PC Pierre Cardigan (Matt Shepherd)
has NMR'd. Total now 1

SDL Stan Dandy Liver (Guy Arnold)
has NMR'd. Total now 1
X3 (Aaron Sibley) has NMR'd. Total
now 3 and is sent to a Frontier
regiment
X7 (Gina Teh) has NMR'd. Total now 2
and is sent to a Frontier regiment

BdM (Mark Moores) was floated at his
request.

GDP (Alec Chapman) was floated at
his request.

X1 (Francesca Weal) got the benefit of
the doubt and was floated.

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.

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

Antoine Dubeque asks NPC Lt.Colonel of Queen's Own Carabiniers to resign

Aloysius Gnomeclencher applies for Brigadier of Horse Guards Brigade

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 Cavalry Division

Gustav Ind applies for Division Commander of Third Division

Herve d'Conde asks NPC Brigadier of Horse Guards Brigade to resign

Herve d'Conde applies for Brigadier of Horse Guards Brigade

Duels

Results of last month's duels:

Stan Dandy Liver didn't turn up to fight Coeur Jette and lost SPs.

Emile Fitoux didn't turn up to fight Tomas le Matelot and lost SPs.

Jacques Shitacks didn't fight Stan Dandy Liver and lost SPs.

Chris P Bacon didn't turn up to fight Giles Etraseur and lost SPs.

Emile Fitoux didn't turn up to fight Stan Ding on à Chair and lost SPs.

Grudges to be settled next month:

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

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

Jacques de Gain (Sabre, 1 rests) has cause with Aloysius Gnomeclencher (Sabre, adv.) as he's not Noble but higher SL.

Mouton Rothschild (Rapier, 3 rests) has cause with Aloysius Gnomeclencher (Sabre, adv.) as he's not Noble but higher SL.

Stan Ding on à Chair (Rapier, 4 rests) has cause with Aloysius Gnomeclencher (Sabre, adv.) as he's not Noble but higher SL.

Johnny Sais-Pas (Rapier, adv.) and Warren Peece (Rapier, 1 rests) have mutual cause for being in enemy regiments.

Stan Ding on à Chair (Rapier, 1 rests) and Warren Peece (Rapier, adv.)

have mutual cause for being in enemy regiments.

"Adv." shows who (if anyone) has the advantage in Expertise: his first duelling sequence need only contain six Actions.

Duels held over until June:

Renaul Baptiste Grenoble versus Gar de Lieu.

Herve d'Conde versus Jacques de la Boite.

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

Nathan Richards gets the Bastard son of a Merchant: Init SL 2; Cash 135; MA 2; EC 4 (PD).

Gina Teh gets the Second son of a very wealthy Merchant: Init SL 3; Cash 500; MA 5; EC 2 (X4).

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 of Infantry ___	
Inspectors-General: of Cavalry N		
Commissioner of Public Safety ___		
Chancellor of the Exchequer AG	Minister of Justice N	
Minister of War SDL	Minister of State CIG	

Battle Results

Army Organisation and Summer Deployment

First Army (Field Ops)	GdLi/N/CJ/N
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)	JS/N/JSP/N
Frontier Division (Siege)	N4/N/N4
Frontier Regiments (Siege)	
Third Army (Defence)	N2/N/N1/N
Second Division (Defence)	___/___/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

Heavy Brigade: 3
 Archduke Leopold Cuirassiers: 4
 Crown Prince Cuirassiers: 2
 Royal Foot Guards: 5
 Cardinal's Guard: 4
 Dragoon Guards: 1
 Frontier regiment 1: 6
 Frontier regiment 2: 6
 Frontier regiment 3: 3
 Frontier regiment 4: 2
 RNHB regiment: 4

Brigade Positions

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

Entries as Army Organisation Table

Frontier Regiments

(Defence for Mar-May)

	F1	F2	F3	F4	RNHB
Colonel	N2	N1	N4	N6	N5

Attached	3 Bn 27M	EH	X3	2 Sqn QOC
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Also at the Front

Heavy Brigade (Archduke Leopold Cuirassiers, Crown Prince Cuirassiers)
Royal Foot Guards
Cardinal's Guard
Dagoon Guards

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
64	Edna Bucquette	18	W	
3	Kathy Pacific	17	B	
54	Madelaine de Proust	17		
35	Katy Did	16	I	RdO
42	Maggie Nifisent	16	B	GdLi
55	Jacky Tinne	16		Gl
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		QLB
11	Laura de Land	13		
16	Ophelia Derriere	13		BdO
26	Ella Fant	13	B	SS
27	Lucy Fur	13	B	HdE
30	Leia Orgasma	13	B	
45	Cath de Thousands	13		
8	Lotte Bottle	12	B	
12	Charlotte de Gaulle	12		
17	Henrietta Carrotte	12	I/W	RPdE
28	Vera Cruz	12		JdG
31	Bess Ottede	12	I/W	JSP
1	Sue Briquet	11	B	
4	Anne Tique	11	W	MR
9	Deb Onairre	11	I	AG
40	Sheila Kiwi	11		
63	Carole Singeurs	11		
20	Emma Roides	10	I	
33	Anna Rexique	10	I	ZTMG
38	Pet Ulante	10	W	
43	Di Lemmere	10	I	
53	Angelina de Griz	10	B	DC
56	Ingrid la Suede	10		WP
6	Viv Ayschus	9		
57	Ava Crisp	9	I	ILB
59	May Banquot l'Idee	9		
2	Betty Kant	8	I	
19	Jenny Russe	8	W	
32	Sal Munella	8	W	
41	Marie Antoinette	8	B/I	EF
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	SDC
13	Josephine Buonoparte	6	I/W	CPB
24	Violet Bott	6	I/W	
15	Ada Andabettoir	5	B/I	JB
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	EC	Player
CIG	Count Charlemagne le Gosse	26-	50	Comfy	General/State Min.	14 Lois	Flr	2	Neil Packer
GdSM	Count Gaston de St Marque	26	Ret'd						Nathan Richards
ZTMG	Count Zachary The Money Goes	25	60	Rich	B.Bdr-General KM	11 Anna	Flr	4	Gerald Udowiczzenko
SDL	Count Stan Dandy Liver	23-	21	Rich	Lt-General/WWar Minister	11	Flr	4	Guy Arnold
SS	Marquis Sean Sondamour	23+	89	Comfy	General/Min w/o Port	5 Ella	Flr	2	Pete Holland
RdO	Viscount Reaulvin d'Or	22	58	Withy	Fid Marshal	13 Katy	Flr	4	Jerry Spencer
DC	Baron Devlin Camate	22+	69	OK	B.Bdr-General PLLD/Min w/o Port	5 Angelina	Flr	2	Bruno Giordan
JS	Baron Jacques Shitacks	21	36	Poor	General/2nd Army Commndr	3	Flr	4	David Olliver
EH	Earl Euria Humble	21	F	Poor	B.Lt-General/City Mil Gov	15	Flr	5	Matthew Wale
BR	Viscount Beau Romir	21	F	Withy	Captain RFG/C.Pmce Aide	17	Flr	3	Graeme Morris
GdLi	Marquis Gar de Lieu	21+	63	Poor	B.General/1st Army Commndr	3 Maggie	Flr	4	Bill Hay
BdM	Viscount Bappe de Marko	19	41	Flthy	Bdr-General	17	Flr	2	Mark Moores
GI	Sir Gustav Ind	19+	65	Comfy	B.Lt-General/Gds Brigadier	4 Jacky	Flr	5	Ashley Casey
AdA	Sir Averell d'Alton	17	F	Poor	B.Bdr-General RFG	4	Both	4	Martin Jennings
Rds	Sir Roget de Saurus	17+	55	Poor	Major RFG/Gds Brigade Maj.	10	Both	2	Gerry Sutcliff
HdE	Sir Horatio d'Escargot	16	40	Comfy	B.Lt-General/Adjutant Gen	5 Lucy	Both	3	Graeme Willson
BdO	Benedict d'Over	15+	64	Comfy	Lt.Colonel KM/1st Div Adjutant	9 Ophelia	Both	4	Mark Stretch
AG	Aloysius Gnomeclencher	15+	51	Comfy	B.Bdr-General OOC/Chancellor	6 Deb	Flr	2	Mike Dommnett
SdJ	Sir Swender de Jewel	14	F	Comfy	Lt.Colonel DG/FMshl's Aide	4	Both	1	Ray Vahey
JLF	Sir Jean Laissez Faire	13	F	Comfy	B.Bdr-General CG	2	Both	3	Filipe Silva
RBG	Baron Renaul Baptiste Grenoble	13	F	Comfy	B.Bdr-General CPC	6	Hunt	4	Olaf Schmidt
RPdE	Sir Roland Pollee d'Eaulee	13+	45	Poor	B.Lt-General	7 Henrietta	Both	3	Pete Card
IS	Baron Indie Spencible	12	F	Comfy	Captain RFG/Min w/o Port	4	Hunt	1	Charles Burrows
HdC	Baron Herve d'Conde	12	F	Comfy	B.Bdr-General DG	9	Both	4	Simon Burling
YVB	Yves Vrai Bretheauteque	12	F	OK	B.Lt-General/Hvy Brigadier	2	Hunt	1	Chris Boote
JSP	Johnny Sais-Pas	12+	48	Comfy	B.Bdr-General 13F/2nd Army Adjutnt	6 Bess	Hunt	4	Mike Bird
JdIB	Jacques de la Boite	12+	42	Poor	Lt.Colonel PM/1 F Brigade Maj.	1	Hunt	5	Justin Key
ME	Michel Entire	11	31	Comfy	Colonel PM	7	Hunt	3	Tim Macaire

ID	Name	SL	SPs	Cash	Rank, Regiment/Appointment	MA Last seen	Club	EC	Player
EM2	Sir Egon Mad 2	11	F	OK	Lt.Colonel RFG	5		2	Tym Norris
WLLY	Baron William Liam Lee Yon	11	F	OK	Major CG	6	Hunt	4	Paul Wilson
AD	Antoine Dubaque	11	F	Poor	Major QOC	8	Hunt	2	Andrew Burgess
QLB	Quasi Le Bossu	11+	46	Poor	Lt.Colonel PLLD/Cav Div Adjutant	6 Alison	Hunt	6	Mark Cowper
DS	Baron Dan Stalinite	11+	F	OK	Major CG	8		2	Colin Parfitt
RM	Roland Moulin	9-	8	OK		5	Hunt	4	Roland Lee
CJ	Coeur Jette	9	22	OK	Colonel RM/1st Army Adjutnt	6	BG	2	Mike Weston
PC	Pierre Cardigan	9	F	OK	B.Bdr-General ALC	5	BG	4	Matt Shepherd
MR	Mouton Rothschild	9+	75	Comfy	Captain KM	1 Anne	BG	4	Keith Bristow
SDC	Stan Ding on à Chair	9+	48	OK	Lt.Colonel 13F	2 Belle	BG	4	Barry Townsend
JdG	Jacques de Gain	9+	36	OK	Captain KM	6 Vera	BG	4	Ben Brown
X3		8	F	Poor	Captain	4		4	Aaron Sibley
X7		7	RIP						Gina Teh
ILB	Ilk Lamore e Bartat	7+	82	OK	Lt.Colonel RM	6 Ava	F&P	6	Andrew Kendall
WP	Warren Peece	7+	41	OK	Lt.Colonel 27M	4 Ingrid	F&P	2	Pam Udowiczzenko
GE	Giles Etraseur	7+	38	Poor		1	F&P	4	Nik Luker
JB	Jacques Blanc	6+	78	OK	Captain RM	2 Ada	F&P	4	Dominic Howlett
CPB	Chris P Bacon	6+	27	Poor	Major GDMD	1 Josephine	RP	3	Rob Lee
TIM	Tomas le Matelot	5+	40	Poor		5	RP	4	Tim Skinner
GDP	Godoffie De Pieux	4	5	OK		1	RP	1	Alec Chapman
RdL	Rex de Leon	4	F	Poor	Captain 27M	7		3	Robert Carter
EF	Emile Fitoux	4+	44	Poor	Subaltern GDMD	2 Marie	RP	1	Timothy Hunt
BD	Bragen Declan	2	2	Poor		2		1	Mark Booth
X1		2	0	Poor		3		2	Francesca Weal

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

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

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

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

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