

That would be enough

This has been issue 102 of *To Win Just Once*, published 2nd February 2010. It incorporates *Les Petites Bêtes Soyeuses*, a postal/online game of *En Garde!*. Issues are published ten times a year, roughly every five weeks. © Paul Evans 2010

Deadlines

Orders for *Railway Rivals* to Mike Dommett by Friday 12th February 2010 and *Star Trader* preferences by 19th February.

Orders for *Les Petites Bêtes Soyeuses*, *Easy Money* bids and any other contributions to Pevans by Friday 19th February 2010.

(Deadlines for 2010: 19th/26th March, 23rd/30th April, 28th May/4th June, 2nd/9th July, 6th/13th August, 10th/17th Sept, 22nd/29th Oct, 26th Nov/3rd Dec)

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Games only	
Per game turn	£0.65
11-turn subscription	£6.50

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 Mark Cowper and Emrys Hopkins are interested in the next game—anyone else?

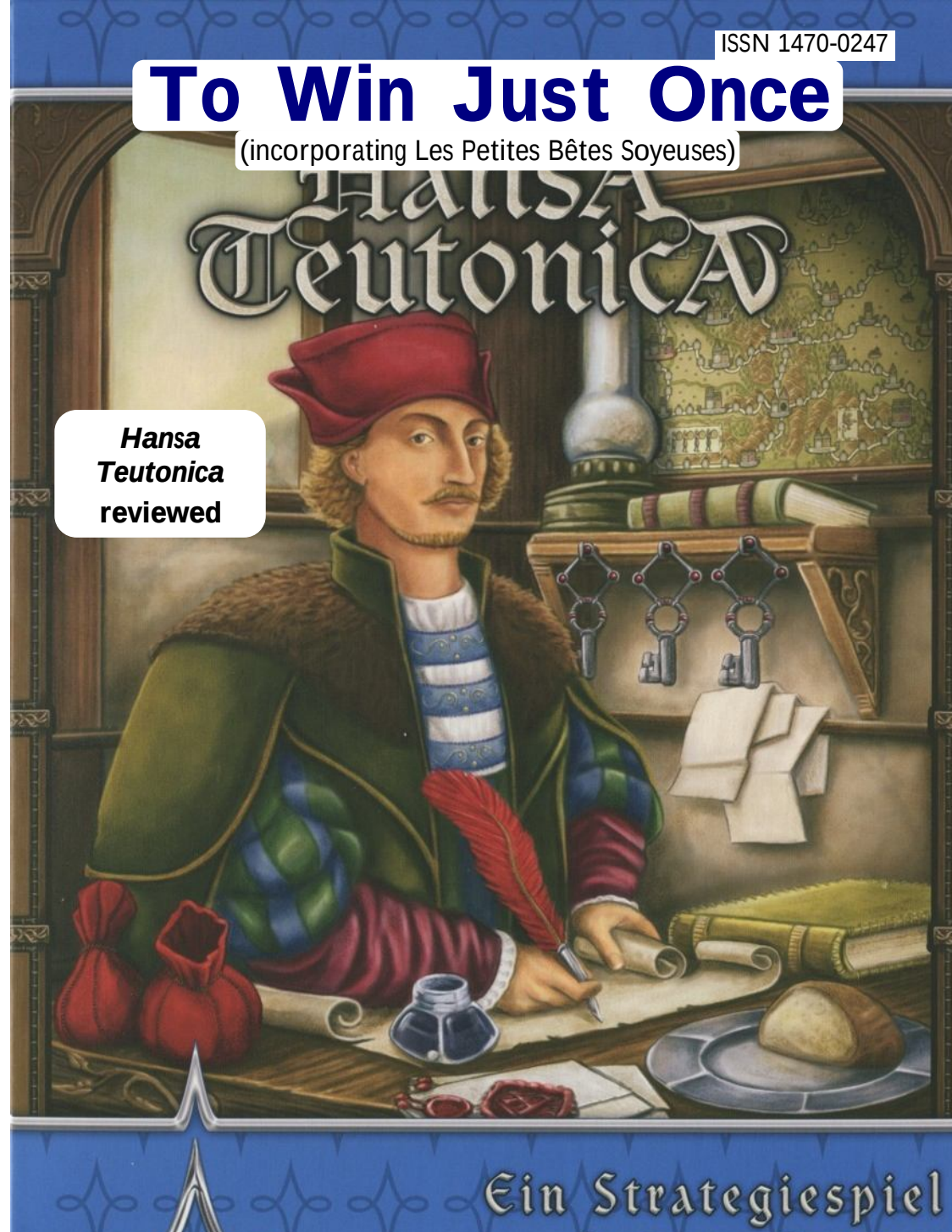
Star Trader new game just started—more players welcome! Rules provided.

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To Win Just Once

(incorporating *Les Petites Bêtes Soyeuses*)

**Hansa
Teutonica
reviewed**



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Chatter

Snow! I love it! Well, to begin with anyway. There's something magical about that moment when you look out of the window to see the blanket of white covering a familiar landscape. And I love being the first to make footprints in the virgin whiteness. After that comes clearing the snow off the car and the footpath, which is less entertaining.

Living in southern England as I do, a decent snowfall that doesn't immediately evaporate is actually quite unusual. Having had some last February, I didn't expect to have more within the year. The annoying thing is how it managed to avoid Christmas: snow before Christmas, snow after Christmas, but no snow at Christmas, dammit!

This issue of *TWJO* may be a little thin. We're between *Star Trader* games and I have just a review for this issue. However, I've just been to the London Toy Fair, so expect my report from this in the next issue.

At this point I'd normally give you the latest stats from my website—and I'm sure you all enjoy them. However, January seems to have started on 24th giving me only a week's figures. You'll just have to do without!

Letters

Mark Cowper has some reading recommendations.

Between digging the car out of the snow, I have just read the 4 books in the “Night Watch” series: *Night Watch*, *Day Watch*, *Twilight Watch* and *Last Watch* by Sergei Lukyanenko. They are outstanding. Another really great read is the “Bartimaeus Trilogy” by Jonathan Stroud. Supposedly for kids, but hugely enjoyable.

Trading Routes

Hansa Teutonica reviewed by Pevans

Like Andreas Steding's earlier *Kogge*, *Hansa Teutonica* is about the medieval trading alliance of northern European cities, the Hanseatic League. While *Kogge* centres on the Baltic Sea, *Hansa Teutonica* is set on land. The board shows the network of roads and cities in what is now Northern Germany and neighbouring countries. Each city has spaces for 'branch offices', which are filled from the left, with the rightmost having seniority. The spaces are also colour coded and players can only place an office piece if they have the appropriate authority. Each stretch of road between two cities has a number of spaces for pieces to be played on, which is the main mechanic of the game.

Before we get to that, each player also has their own small board, printed with a desk (or *escritoire* as the rules insist) in their colour. The main purpose of this is to show five tracks that limit what the player can do. At the start of the game playing pieces cover all but the leftmost space on each track. As players improve their abilities, they remove pieces (making them available to play) from the left of each track to reveal higher values. The lower section of the player boards (between the legs of the desk!) shows the five actions that players can take.

Players also have wooden playing pieces in their chosen colour. Most of these are cubes, 'Traders', but each player also has a small number of discs, 'Merchants'. These latter pieces are more valuable in some cases. They are also needed to fill circular office spaces in cities—square spaces can only be filled with cubes. At the start of the game, most of the pieces are on players' desks. Some are in their personal 'supply', available to be placed on the board, while the remainder are 'stock'. One of the actions available to players is to move pieces from stock to supply. Initially this is limited to three pieces per action, but can be improved—this is one of the five tracks on players' desks.

The number of actions players have in a turn is another track. Players start with two actions apiece and can go all the way to five actions. As you'd expect in a game where actions are limited, getting additional actions can give you a big advantage. Increasing their actions is thus an immediate goal for players. This is done by establishing a 'trade route' to a specific city. There are six key cities around the board, five of which can be used to improve players' abilities while the sixth provides a way of scoring victory points.

However, I mentioned that placing pieces on the board is the key action of the game. When taking this action, players place one piece on an empty space on a road. What they're aiming to do is to get pieces on all the spaces between two cities. Doing this gives them a 'trade route', for which they can claim the reward—as a separate action. The usual reward is placing one of the pieces from



The red 'escritoire'—note the perspective effect (courtesy of Andreas Steding)

the road into one of the cities as a 'branch office'—the other pieces go back into the player's stock. The alternative is to improve one of your abilities (by removing a piece from the appropriate track on your desk), if one of the cities on the trade route allows this.

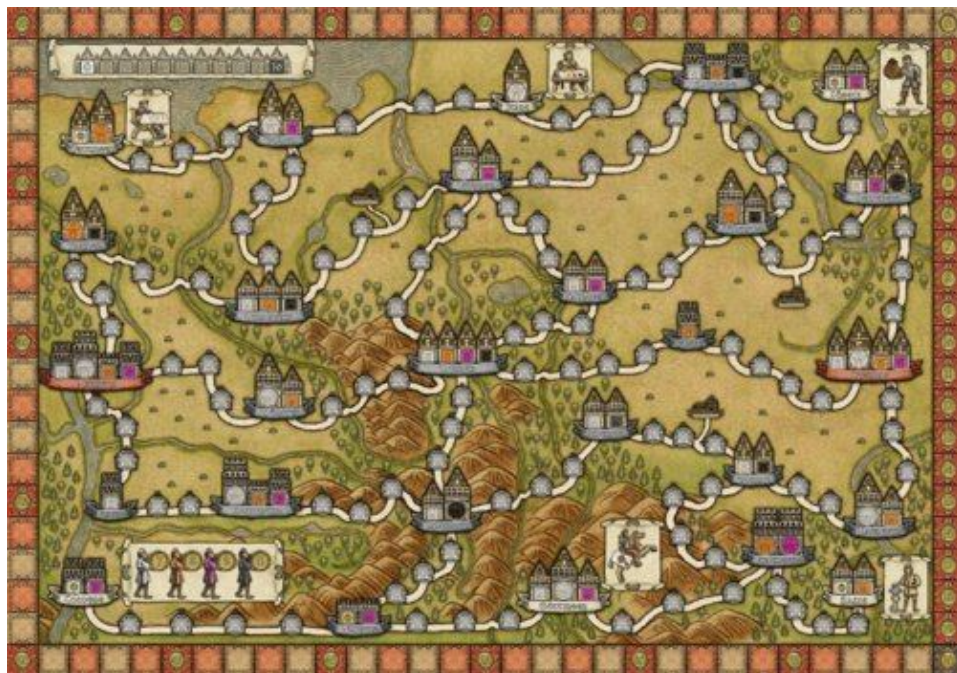
The offices are the main way of scoring victory points in the game. The player with the most offices in a city 'controls' it—if there's a tie, the rightmost office takes precedence (remember, offices are placed on the available spaces from the left). This gives the controlling player victory points at the end of the game. What's more, during the game they get a point each time any player claims a trade route that includes that city. I've already mentioned that an initial goal for players is increasing the number of actions available to them. To do this, they have to claim trade routes to a specific city, so gaining control of that city is a good way of scoring some early victory points.

You'll have noticed that players have to have pieces on all the spaces between two cities to claim a trade route. Hence, players can block a route simply by having one piece on it. However, another action available to players is to replace another player's piece (on a road) with one of their own. There is a cost to this—they have to discard an additional piece from supply to stock (two if replacing a disc rather than a cube). What's more, the displaced piece only goes as far as an adjacent road. And the owning player gets to add another piece (or two if a disc was displaced) from their stock.

This means that placing a piece on a road is not a complete block. However, it makes it more expensive for other players to get that route and delays them. What's more, gaining an extra piece on the board is very useful. Not least because another action available to players is to move pieces across the board. This takes pieces from spaces on roads to other, unoccupied spaces on roads. This allows a certain level of misdirection. You can put pieces initially on several roads and then use a move action to shift them to a single route. Again, the number of pieces you can move is limited by a track on your player board.

As I've outlined above, the actions available are: to add a piece to the board, to displace someone else's piece, to move pieces across the board, to claim a trade route and to transfer pieces from stock to supply. Players are limited in: how many actions they have each turn; the number of pieces they move; how many pieces they transfer and in the colours of office space they can play on.

As players establish branch offices, they begin to score victory points. The game ends when somebody reaches 20 points—there are other ways the game can end, but my experience is that this is the most usual way. Players then score the bulk of their points. They get points for each city they control and for tracks on their board that have been improved to their maximum. They also get points for their



The full board (courtesy of Andreas Steding)

largest network of offices. The points scored for these are given by the fifth track on players' desks.

This makes the levels of the game clear: you play pieces on the board to claim trade routes to get branch offices to control cities and thus to score points. The big question facing players is whether to go all out for victory points or to improve their abilities first. At the start of the game, the obvious answer is to improve your abilities so that you can, hopefully, score more points later on. This makes for fierce competition for the trade routes that allow players to improve an ability, particularly the one that allows players an extra action each turn. The first player thus has an obvious first move: to place one piece on each of the two roads that connect that particular city. At the very least, this will give them extra pieces on the board when they're displaced and slows down the other players.

When all the other players are squabbling over a small number of cities, there is a definite temptation to ignore them and build a network of offices across the board. However, I have yet to see this work. There are two problems. First is the handicap of having fewer actions. You get an early lead, but the other players quickly catch up. Of course, you can take the opportunity to improve your

abilities once the fight has died down. However, players will by then have established offices in the key cities, so improving your abilities also scores points for your opponents, meaning they catch you even more quickly! And you're pushing the game towards an early end.

The second issue is that, if you're not improving your abilities, you are not releasing playing pieces from your board. It's surprising how quickly you begin to run out of available pieces. This is clearly a constraint that's been built into the game. You cannot focus solely on building up your presence on the board from the start because you simply don't have enough pieces.

The other key element in the game is the end-game trigger of 20 points. Establishing control of the cities where players must go to improve their abilities will get you victory points. Do this early enough and you can concentrate on building a network on the board while the other players score points for you. And each time they do so brings the end of the game ever closer. It is by no means certain that the first player to 20 points will win the game, but it is a significant advantage.

What this boils down to is that *Hansa Teutonica* is a fiercely competitive and closely fought game. It provides players with plenty of options, giving them some tough decisions to make. It's quite clear what your strategy should be, but the tactics for achieving this are much harder to work out. And, as in most multi-player games, your opponents will get in the way!

There's one wrinkle to the game that I haven't mentioned. At the start of the game, bonus tokens are placed on certain roads. When a player claims that route, they also get the token (and then place another somewhere on the board). Each token gives a particular advantage that can be used immediately or kept for later in the game. These can be invaluable for giving you a tactical advantage. What's more, players also get victory points at the end of the game according to how many bonus tokens they have.

I should also mention the two-player game. This uses an extra pawn, which players can move a limited distance across the board at the start of their turn. They can then only play on roads adjacent to the pawn. This is a neat mechanism for ensuring that the two players will compete with each other rather than setting up their own 'empires' in different parts of the board. The two-player game works very well—though some of the hurly-burly of the multi-player game is lost, of course.

Hansa Teutonica is a clever game that forces players to compete from the start. It is an intricate game that provides a lot of tactical options and I can see why it is so popular. However, personally, I find it very dry. I also dislike the way the

game rewards negative play—blocking a route not because it does you any good but to deny it to other players. For me, the game simply isn't fun, though I appreciate its subtlety.

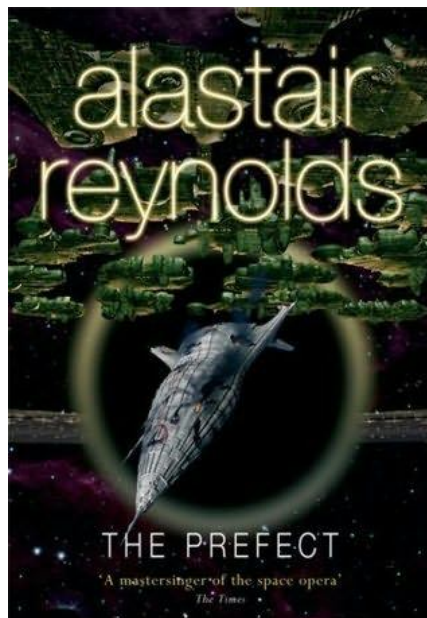
Hansa Teutonica was designed by Andreas Steding and is published (in Germany) by Argentum. It is a strategy board game for 2-5 players, aged 12+, and takes about 60 minutes to play. This review was first published in the Winter 2010 issue of Gamers Alliance Report (www.gamersalliance.com—but you'll need to sign up).

Science Fiction

One of the books that made it to the top of my reading pile recently was Alastair Reynolds' *The Prefect*. His earlier novels set in 'Revelation Space' have already visited the planet of Yellowstone at various points in its future history. A particular feature is 'The Glitter Band', a ring of satellites and habitats orbiting the planet. This is a vibrant hotchpotch of a myriad independent cultures, several of which have had roles to play in earlier stories. Of course, we readers are aware that the Glitter Band will one day become 'The Rust Belt' when the its technology is destroyed by the 'Melding Plague'.

However, *The Prefect* is set while the Glitter Band is at its peak. Our hero is Tom Dreyfus, the eponymous prefect. Not, as the name suggests (to me anyway), a ruler, but a policeman. Though he seems to have more in common with Judge Dredd than a present day copper. That is, he has summary powers and some impressive technology at his command. However, he doesn't work alone, he's part of Panoply. This is both the service and the place, a specific habitat occupied by the Prefects.

The Glitter Belt is tied together by a constant polling/voting system that runs across the Glitter Band's equivalent of the internet and enables every member of each habitat to express their opinion about any proposal or idea. It's kind of a real-time version of the way Google ranks web pages. Almost anything goes in the Glitter Band—except tampering with this polling system. We first meet Dreyfus when he and his two deputy Prefects close down a habitat for doing just this. It serves as a good introduction to the Glitter Band.



The main plot starts with a destroyed habitat—cut in two by a spaceship's engines. This makes the space-travelling Ultras (who tend to be cyborgs and a group that's discriminated against) the prime suspects. This, of course, is far too obvious a solution and Dreyfus doesn't go for it. Instead he kicks off an investigation that will unearth the truth of events from years past and have a profound effect on Dreyfus, Panoply and the whole Glitter Band.

One of the strengths of the story is this back story. The narrative is enhanced by the history that gives everything more depth. That is, the events portrayed do not stand on their own, but follow from what has happened in the past. This is particularly true for Tom Dreyfus—and, to some extent, all the Prefects, as pigeons (or is it Nemesis?) come home to roost.

I think I've mentioned before that Reynolds' stories often feel like whodunnits. That's never truer than in this case: *The Prefect* is explicitly a whodunnit. One where the investigation is led by the equivalent of the police—though they, too, become part of the mystery. And, in proper space opera tradition, it's all on a grand scale.

Another feature of Reynolds' writing is his portrayal of the characters and their relationships. So here we not only have Dreyfus, but his two subordinates. It is clear that Dreyfus trusts both of them, though one has worked with him for a long time while the other is a new addition to the team. So we have one who is comfortable with his boss while the other is unsure of herself, which makes for an interesting dynamic. There is also the relationship between Dreyfus and Jane Aumonier, the Chief Prefect, who is in an intriguing predicament that we only understand as the story goes on.

It also becomes clear that one of Reynolds' themes is prejudice and one of Dreyfus's deputies is an examples of this. Sparver is a pig. That is, he's one of the genetically enhanced pigs that have cropped up in other books. This is the first time one has been anywhere near centre stage, though. They are generally portrayed as stupid and violent, so it's interesting to have one here as a policeman.

The Prefect is another terrific book from Alastair Reynolds. Around the structure of Prefect Dreyfus's hunt for the people who destroyed a whole habitat, is a much bigger story of a threat to the whole Glitter Band. At the same time, the story is also about the individuals involved—not just the movers and shakers, but those just caught up in it all. This is an excellent read that I heartily recommend—and don't feel you have to ready any of the earlier books, it stands well on its own.

One final note: this is the second book I've read recently (the other being Richard Morgan's *Black Man*—reviewed in TWJO 99) to feature a shipful of passengers in

suspended animation being cannibalised by the one of their number who's awake. Mind you, John Wyndham did something similar in his wonderfully chilling short story 'Survival'.

Games Events

There's nothing happening in February as far as I can see, but March starts with SoRCon: 5th-7th March at the Ramada Hotel in Colchester. It's a friendly event with the emphasis on board games, but including a quiz, a charity auction and other goings-on. Note that places are limited, so check with the organisers before turning up. For more information, see the website at 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.

Manorcon: 16-19th July 2010 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 2010, 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. It takes place in mid-November at the Birmingham City Thistle Hotel. **MidCon** is a friendly convention in a decent hotel for board games players. See www.midcon.org.uk for more.

Credits

To Win Just Once issue 102 was written and edited by Pevans. The *LPBS* masthead (page 17) is by Lee Brimmicombe-Wood, as is the picture on page 16. The illustration on page 19 is by Nik Luker and the one on page 21 by Tim Wiseman. Pevans took the photos (except where noted) and played with his scanner and Photoshop.

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Easy Money Turn 3

Turn 3 bids and results

Everybody's bids worked this turn, so perhaps things were a bit more predictable. Green Chairman Colin Parfitt bought another share as others cashed in their Green. Several people, including the Chairman, sold Yellow, but Red and Blue continue to rise.

Player	Bid			Actual			Holding					
	Buy/Sell	No	Colour	Buy/Sell	No	Colour	Red	Grn	Blue	Ylw	Blk	Money
Chris Boote				B	1	Black	1	1	1	1	3	70
Geoff Bowers				B	1	Black	3	1	1	1	2	34
Simon Burling	B	2	Red	B	2	Red	3	1	3	1	1	6
Charles Burrows				B	1	Black	1	2	0	1	1	77
Robert Carter				B	1	Black	5	1	1	0	1	43
Mark Cowper				B	1	Black	3	1	1	1	2	34
Mike Dommett	S	1	Yellow	S	1	Yellow	1	1	3	0	1	89
Mike Dyer	B	4	Red	B	4	Red	5	1	0	0	0	30
Jerry Elsmore	S	1	Green	S	1	Green	1	0	1	0	1	145
Austin Hayward	S	1	Green	S	1	Green	1	0	1	0	0	155
Pete Holland	S	1	Yellow	S	1	Yellow	4	1	2	0	0	47
Dominic Howlett	B	2	Blue	B	2	Blue	1	1	3	1	2	40
Timothy Hunt				B	1	Black	1	1	1	2	2	52
Andrew Kendall	S	3	Yellow	S	3	Yellow	1	1	1	1	0	89
Nik Luker	S	1	Yellow	S	1	Yellow	0	1	1	0	1	138
Tim Macaire	S	1	Green	S	1	Green	1	0	4	1	0	63
Bill Michell				B	1	Black	1	0	5	1	1	64
Graeme Morris				B	1	Black	1	1	1	1	3	70
Colin Parfitt	B	1	Green	B	1	Green	0	4	1	1	0	46
Matthew Shepherd				B	1	Black	1	1	1	1	3	70
Alan Tabor				B	1	Black	1	1	1	1	1	108
Barry Townsend	S	1	Yellow	S	1	Yellow	1	1	1	0	2	105
Gerald Udowiczenko	S	1	Green	S	1	Green	5	0	1	0	0	75
Pam Udowiczenko	S	1	Green	S	1	Green	1	0	1	3	1	46
Matthew Wale	S	1	Yellow	S	1	Yellow	1	1	5	0	1	43
Everybody else				B	1	Black	1	1	1	1	3	70

Press

Green Archer associates has confidence in the abilities of the current green chairman, and will be pursuing immediate investment opportunities in other markets.

What's this about?

Devised by Chris Boote, *Easy Money* is a share-trading game for all readers of *To Win Just Once*. The game takes 12 turns, the winner being whoever has the most money (**not** including the value of shares) at the end of the game.

There are four tradable stocks: red, blue, green and yellow. There are also Black shares, which never change price. All stocks start at a price of 10p per share. Players start with 100p money and one of each tradable stock.

Each turn, each player bids to buy or sell a number of shares in one colour of stock (except Black). For example: "Buy 3 Red." A Buy bid is limited to the highest number of shares the player can afford at the price at the beginning of the turn. The price of the stock rises by 1p for each share in bids to buy and falls by 1p for each share in bids to sell. Players' sales and purchases take place after making these adjustments. The price of a stock cannot fall below 1p.

Here's an example. Green is priced at 12: Chris bids to sell 3 Green, Geraldine bids to buy 2 Green, Julia bids to buy 1 Green and Paul bids to buy 2 Green. The totals are 5 to buy, 3 to sell, making the price $12 + 5 - 3 = 14$. Chris gets 42p for his 3 Green; Geraldine pays 28p for her 2 Green and Julia pays 14p for her Green share. Paul has only 25p and now can't afford the 2 Green he bid for (he spends 10p on a Black share).

If a player makes an invalid bid (such as buying more shares than they have money for or selling shares they don't have), their bid is changed to "Buy 1 Black" (so prices are not affected). If a player can't afford to buy their shares at the new price or fails to make any bid, then they buy 1 Black (however, their bid will affect the price). Should a player not be able to afford a black share, they buy one for all their remaining money (even if they have no money, they get a black share). Players are out of the game if they own four black stocks. They are also out if they have no money and no tradable stocks.

When a single player owns more shares of a colour than anyone else, they are Chairman of the company and may, as their bid for that turn, buy/sell up to 3 shares in that company at 1p less/more than the final price. In the example above, if Chris were Chairman of Green, he would get 45p instead of 42p for selling his 3 shares.

Share prices and Chairmen			
Red	Green	Blue	Yellow
29	22	20	25
None	Colin Parfitt	None	Pam Udowiczenko

You have one bid to buy or sell a number of shares in one tradable colour.

**Last chance for anyone else to join in—
just let me have your bid.**

**Bids to Pevans at 180 Aylsham Drive, UXBRIDGE UB10 8UF or
TWJO@pevans.co.uk by Friday, 19th February 2010**

Star Trader Pre-start

We have thirteen people signed up for the new game, so let's get started! The players are:

Andrew Burgess
Simon Burling
Mark Cowper
Mike Dyer
Jerry Elsmore
Austin Hayward
Dominic Howlett

Martin Jennings
Steve Lyder
Michael Martinkat
Przemek Orwat
Pevans
Mark Robinson

This will be a free deployment game using the expanded rules (you can find these at www.pevans.co.uk/StarTrader46.pdf if you don't already have them). To start off, please let Mike have:

- Names for your Corporation and your ship(s),
- locations for your ship(s) and warehouses,
- your starting Connection levels and
- your preferences for special ability (see section 24.5 in the rules)—best to give 13 just in case.

**Orders to Mike Dommett, 119 Victoria Road, ALTON GU34 2DD
or by e-mail to mike_dommett@yahoo.co.uk by 19th February 2010**

Games from Pevans

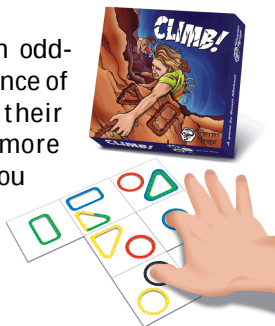
Mail order board and card games in the UK



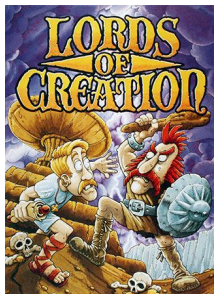
Climb!

This ingenious dexterity game uses a deck of cards with odd-shaped holes in them. Players set up a climb using a sequence of cards. They place their fingers in the holes, swivelling their hand to progress along the cards. The further they go, the more points they score, but shifting a card counts as a fall and you lose the points!

For 1-5 players, aged 10+, 20 minutes to play: £10.00



Lords of Creation



This is a new print of Martin Wallace's first published game. The players are gods who create a new world and populate it with tribes of humans. Then they compete to get as many followers as they can. The tribes conquer land and build altars—both of which are worth victory points.

While they start as barbarians, tribes can develop into civilised peoples. These are worth more points to their God, but they don't fight any more. Though they can civilise their more bloodthirsty neighbours. Some diplomacy required!

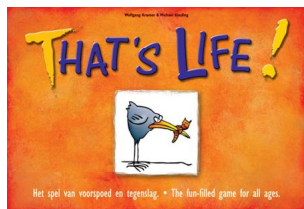
For 2-5 players, aged 12+, playing time 90 minutes: £35.00

That's Life!

I only came across this game a couple of years ago—under its German title, *Verflixxt!* The mechanics are pretty simple: advance your pawns along a track made by laying tiles. However, the tiles provide bonuses and penalties, so you need to move the right pawn(s) to the right space(s). However, the tiles also let you mess with the other players.

That's Life! is good fun, a great family game and a bit more than a simple filler for gamers.

For 2-6 players, aged 8+, 30 minutes to play: £25.00



Eagle Tavern Railway Rivals game 7—Turn 6

THURB connected up various towns in the cotton mill country. TRX built south this turn and has a route to the south. GOR continued building into the pennines to compete with BESTRAIL and also built to Grimsby. BESTRAIL built to the Tees and connected to the ports.

A—Jonathan Palfrey

THE HEAVILY UNDERFUNDED RAILWAY BUSINESS (THURB), Green

Start: THIRSK

Builds: (Pontefract) – Doncaster; (L15) – L14 (1 to GOR)

(L14) – L13 – Leeds

(L13) – Wakefield; (L13) – L11; (Y27) – Scarborough (1 to TRX, 2 to BESTRAIL)

Points: 68 -4 +3 = 67

B—Gerald Udowiczenko

THE RELEGATION XPRESS (TRX), Black

Start: HULL

Builds: (Middlesbrough) – Stockton; (D16) – A18

(G Driffield) – S31

(Goole) – K17 (1 to GOR)

Points: 49 +1 -1 = 49

C—Paul Evans

GOD'S OWN RAILWAY (GOR), Orange

Start: SHEFFIELD

Builds: (C20) – Worksop; (L10) – L8 –

Halifax; (L8) – M8 (+3)

(M8) – O7 – Keighley

(F28) – G29 – Grimsby (+6)

Points: 50 +2 +9 = 61

D—Ben Brown:

BEN'S ELECTRIC AND STEAM RAILWAYS, RUN ALONG INLAND LINES (BESTRAIL), Red

Start: LEEDS

Builds: (D64) – E65 – E67 – G68 – H68 (2 to THURB)

(H68) – H69 – I70; (G68) – H67 (1 to THURB)

(H62) – Middlesbrough; (Swinton) – Worksop

Points: 57 -3 +2 = 56

GM Notes

Next turn's races:

- 1 12 - 22
- 2 16 - 53
- 3 21 - 63
- 4 32 - 52
- 5 41 - S1
- 6 31 - S2
- 7 46 - 64

Each player can enter up to 5 races.

After this round of races players can build 12 Build points. All KNOWN costs must come from these points.

Orders to Mike Dommett, 119 Victoria Road, ALTON GU34 2DD
or by e-mail to mike_dommett@yahoo.co.uk by 12th February 2010

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Les Petites Bêtes Soyeuses 228

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 February 1663 to
Pevans at 180 Aylsham Drive,
UXBRIDGE UB10 8UF or
lpbsorders@pevans.co.uk
by Friday, 19th February 2010**



January 1663

The start of a new year is traditionally a time for new beginnings. However, for Parisian socialites, it is a time for scores to be settled. Top of the list is the ongoing antagonism between the Dragoon Guards and the Queen's Own Carabiniers. The duels begin with QOC Lt-Colonel Antoine Dubeque taking on DG Major Mouton Rothschild. For historical reasons, Rothschild uses a rapier, rather than a cavalryman's sabre, and is seconded by Zachary The Money Goes of the King's Musketeers. Previous injuries leave him no stronger than his opponent, but Dubeque, too, is weakened by old wounds. Dubeque begins the fight by blocking. Rothschild's lunge goes straight past this to score first blood. Dubeque comes back at him with a slash that evens the score. Rothschild slashes in return, only to be hit by a cut, the second part of Dubeque's furious slash. Rothschild has had enough and surrenders.

His uniform amended by the addition of a couple of bandages, Dubeque stands by to second a junior colleague, Captain Luc Around, who is squaring up to DG Subaltern Willem de Biest. Both are big men, Around wielding a sabre against de Biest's two-handed sword. Jean-Luc de Picardy and Jacques de la Boite are present as de Biest's seconds. Around launches into a furious slash, striking home with the slash before de Biest can get his heavier weapon moving. However, de Biest's sword does more damage and his slash draws a surrender from Around. After the duel, Jean-Luc touches up de Biest for a loan.

This fresh injury means Around is unable to fight Rothschild or Jean Laissez Faire. De Biest has Dubeque in his sights for his next fight, but Dubeque makes his excuses. Alexander Denton has appointments with Chris P Bacon and Quasi Le Bossu, but doesn't show up for either.

This leaves Enterrer Vivant, a Captain in the Picardy Musketeers, and Thomas le Matelot of the Fourth Arquebusiers contesting for the honour of their regiments. The two are evenly matched, though le Matelot has a sabre against Vivant's rapier and has greater skill. Vivant blocks and then jumps aside, aiming to avoid a furious slash. A clever idea, but le Matelot waits a beat before starting his furious slash. The result is that he hits Vivant with both blows, forcing him to surrender.

Commanders and recruits

As the new commander of the Gascons, Bas Gras de Fusion asks the Regimental Adjutant to resign. However, the incumbent obstinately refuses to do so. Antoine Dubeque calls in a couple of favours to remove the Colonel of his regiment. He agrees that early retirement is a good idea, so there's a vacancy for Dubeque to buy his way to Colonel of the Queen's Own Carabiniers.

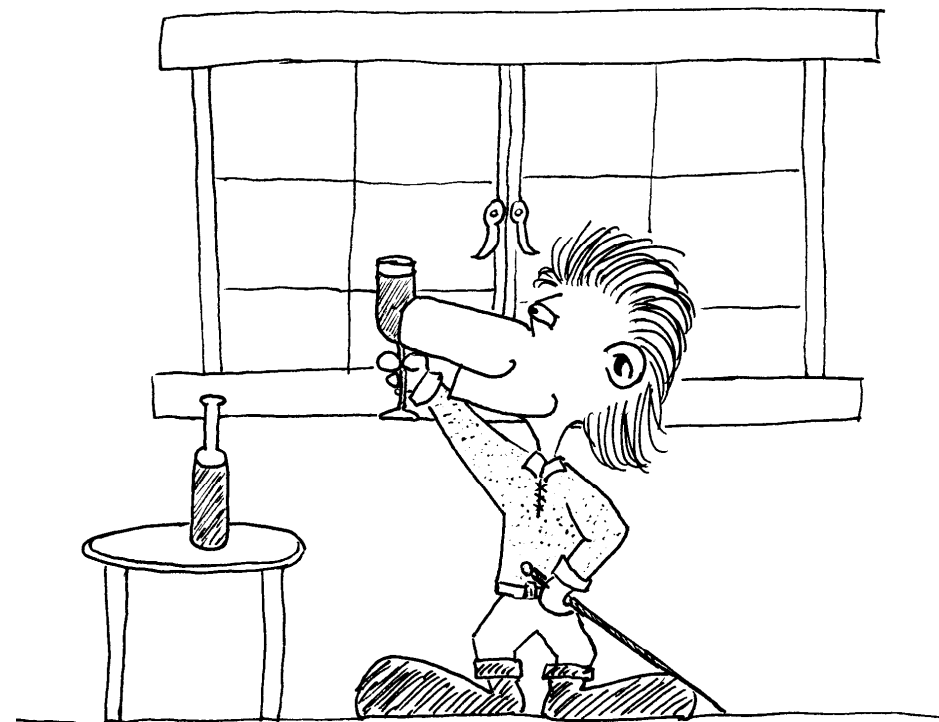
Toulouse D'Plot applies to join the 53rd Fusiliers and is backed by Johnny Sais-Pas, who also provides him with some funds. This makes D'Plot's application a shoo-in and he buys his way to Subaltern. Had he joined the Princess Louisa Light Dragoons—and bought a Captaincy—he could have been Regimental Adjutant. As it is, none of the people Quasi Le Bossu wants to appoint is interested.

Carousing with the Kid

The major event of January is, of course, the Minister of State's month-long bash in the Fleur de Lys. There is some confusion over him calling himself Kid Charlemagne, but once people work out this is Charlemagne le Gosse, it all goes swimmingly. Charlemagne brings Lois de Low with him as hostess and hopes to get some ideas for the next year of government—assuming he's re-appointed Minister of State, of course. Though he spends most of his time bigging up his record over the last year. Three Parisian gentlemen attend the whole event. Minister without Portfolio Indie Spencible is there to discuss Government business, though Maggie Nifisent is with him as well. Jacques de la Boite only brings Helen Highwater along for the first week. Mouton Rothschild is accompanied by Anne Tique, but she is not amused that he keeps getting into fights with members of his enemy regiment. The first is Antoine Dubeque again, who is there with Laura de Land. Come the second week and Antoine's comrade, Luc Around, has arrived and supports him. However, Mouton also has backing in the form of Willem de Biest. He has Henrietta Carrotte on his arm, which

explains where he was the week before. Pierre Cardigan's explanation will be a Dear John letter. The four-way punch-up is renewed in week 3, though Henrietta is not there to see it. Willem and Antoine have other things to do in the last week, leaving Luc and Mouton to continue trading insults.

This is not the only dispute at the party of course. When PLLD commander Quasi Le Bossu arrives in the second week, he runs into the Gascons' CO, Lieutenant-Colonel Bas Gras de Fusion. Bas is on his own—although Ulla Leight was with him when he first visited the party the week before—and there's nothing to stop him having a good go at Quasi. And vice versa. They are interrupted, though, by Alexander Denton, who cannot believe that Quasi has been allowed in—the man doesn't have even a sniff of a title! He steps in to slap Quasi and then lets the two of them get on with things. Alexander has another man to confront: Jacques de la Boite's lack of nobility is a complete affront! He has to squeeze past Jacques's regimental comrades, Jean-Luc de Picardy and Enterrer Vivant to get to him. The three Picardy Musketeers are ganging up on their enemy, Thomas le Matelot, and the group is taken aback by Alexander's intervention. This is Thomas's only week at the party and Deb Estaround is with him. Marie Antoinette accompanies Enterrer this time, but not when he comes back the week after. Jean-Luc has Thomasina Tancenjin with him for his one week as



Charlemagne's guest. Alexander returns in week 3 to challenge Quasi and Jacques again. And Bas is there to continue his and Quasi's quarrel. The final week sees Alexander's targets reduced to Jacques. Once he gets free of the angry shouting, Quasi has several suggestions for his host: arrest Rothschild! Assign the Gascons to clean out the sewers!

The rest of Charlemagne and Lois's guests get along with each other quite amicably—and are generally amused by the shenanigans going on around them. Revaulvin d'Or attends with Katy Did for the first week before they take up station in the Fleur for their own guests. Benedict d'Over brings Ophelia Derriere for the first week only and Jacques de Gain does the same with Vera Cruz. Mary Huana is there for the first week on Chris P Bacon's arm. Sean Sondamour and Ella Fant make it for the first two weeks. Devlin Carnate and Johnny Sais-Pas are present for three weeks, accompanied by Angelina di Griz and Bess Ottede, respectively. Warren Peece arrives in week 2 with Ingrid la Suède on his arm and they stop for two weeks. Unaccompanied guests are Arnaud Surfinmaise, Ilkley Moor and Jacques La Touret for the first week, Herve d'Conde for two and Jacques Blanc for three. Jacques Shitacks and 'X2' make their appearance in the second week (having been unlucky in love the week before) and return the week after. Week 3 sees the arrival of Armand de Luce, Ilk Lamore Bartat and Pate de Foie Gras for a one-week visit. Armand is over-awed by his illustrious host and can't find anything to say to him. The party is much smaller in the last week of January, but there are still a couple of people joining Charlemagne for the first time: Zachary The Money Goes has Anna Rexique on his arm and Patrick Declan brings this month's conquest, Violet Bott. Strangely, unattended glasses of wine seem to disappear when Patrick is around!

Zack and Anna spend the previous two weeks as the guests of Revaulvin and Katy. They are joined in week 3 by Sean and Ella. To close the month, Sean and Ella Toady to Revaulvin again, along with Devlin and Angelina.

Boozers, Bellringers and Johnny Sais-Pas

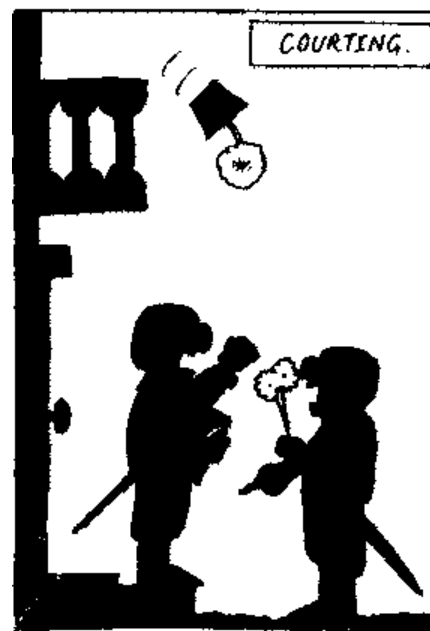
There are two other social events in January, both in Bothwell's. The Boozers and Bellringers meet at the start of the month under the auspices of Quasi Le Bossu and Alison Wunderlandt. Even amongst the campanologists, though, regimental rivalries rear their head. Warren Peece has Ingrid with him when Ali Vouzon joins the party. The 13th Fusiliers and 27th Musketeers don't get on and the two men exchange challenges. Vociferously. Enterrer Vivant, attending with Marie, and Thomas le Matelot, with Deb, preview their dispute at Charlemagne's do by exchanging insults here. Zack is pleased to see none of his enemies amongst the Bellringers when he arrives with Anna. However, Jean Laissez Faire is also in Bothwell's and he leaves Frances Forrin long enough to apply a glove to Zack's cheek. The other Bellringers are Armand de Luce (accompanied

by Ada Andabettoir), Ilk Lamore Bartat (with Lucy Fur), Luc Around and Patrick Declan. Luc has spent some time practising his audition piece on the bells and is disappointed when most of the others are too busy boozing to pay much attention.

Johnny Sais-Pas wraps things up with his bash in Bothwell's. He and Bess welcome half a dozen Toadies, but Johnny turns one man away: Warren Peece is not welcome. Thomas le Matelot is pleased that he and Deb are admitted as he wasn't able to Toady to Johnny the week before (not surprising, given they were in the Fleur at Charlemagne's bash). However, this just leads to a further episode in the continuing Thomas versus Enterrer challenges. Enterrer is backed up by Jean-Luc de Picardy this time. It's all watched with disdain by their ladies: Deb, Marie and Thomasina. The other Toadies are Bas Gras de Fusion, Ilk Lamore Bartat (with Lucy) and Toulouse D'Plot (without a mistress, despite his courting).

Spending the month in Bothwell's with Frances brings Jean Laissez Faire another duel. This is with Benedict d'Over who drops in with Ophelia for one week. Hunter's is the only other club to get some visitors this month: Roland Moulin takes Sue Briquet there for one week and Ilk brings Lucy in for another.

Gustav Ind can't be bothered with parties: he spends the entire month in the gym with his cutlass—and that's a lot of weapon! Like several others, Egon Mad 2 starts January at the Bawdyhouses. However, he then hides away in the gym for the rest of the month, practising with his rapier. Jacques de Gain does the same



after attending Charlemagne's party. Roland Moulin and Chris P Bacon are practising for three weeks as well, but their weapon is sabre. Arnaud Surfinmaise and Jacques La Touret hit the red light district after their week at Charlemagne's and then it's two weeks with their rapiers. Ilkley Moor varies this sequence by going courting (successfully!) after the party and before taking up his rapier. Benedict d'Over also practises rapier for two weeks after he's been partying and taken Frances to Bothwell's. Lots of others can be found in the gyms for the odd week.

Pierre LeFart and 'X2' have a public spat at the start of January on Lotte Bottle's doorstep. 'X2' doesn't persevere, but Pierre gets through the door when he returns the following week. Ali Vouzon attracts the attentions of the footpads when he visits

the Bawdyhouses. However, he's spent all his money—probably on his courting. Jacques Shitacks and Pierre LeFart also attract the muggers when they hit the red light district at the end of the month, but have no spare cash. Mind you, Pierre did give away quite a bit to poor Parisians at the start of the month. In fact, it's a fruitless month for the thieves as their other victim, Roget de Saurus, has empty pockets too. Roget is to be found in Bothwell's or practising rapier for the rest of the month. Herve d'Conde has a domesticated end to the month, spending time with his lady.

Cashing in and cashing out

Laying siege to a Spanish fortress doesn't give the Heavy Brigade much to do. Brigadier Pierre Cardigan follows up his highly successful Christmas bash with a terrific New Year's do, gaining him a Mention in Despatches. He still finds time to lead a raid on outlying Spanish positions. The Heavies luck out, capturing a supply depot. Cardigan's cut comes to 1,400 crowns. On top of this, he is Brevetted to Lieutenant-General. The only fly in the ointment is the Dear John letter he gets from Henrietta.

Frontier regiment 1 shares in the Heavy Brigade's success. However, 53F Major Bruce Locarno Thomas celebrates rather too noisily when they find the supplies, arousing the Spanish troops. Volleys of musketry accompany the retiring French troops and there are a few casualties. Including Major Thomas. RIP. Lt-General Yves Vrai Bretheauteque doesn't see the point of the exercise and remains in his tent. This means his only reward is a disciplinary hearing. Lt-Colonel Rex de Leon's battalion of the 27th Musketeers is attached to the regiment and de Leon joins in the attack with gusto. His share of the plunder brings him almost 2,000 crowns and he is Mentioned.

The other Frontier regiments are on the end of a Spanish counter-attack, though. Second Third buckle under the assault. Lt-General Euria Humble gets out of the way so quickly that he, like Bretheauteque, is disciplined. However, the wisdom of his choice is exemplified by GDMD private Jacques Alattes d'Esjestif, who stands his ground in the face of the enemy pikes. RIP. Stan Dandy Liver attempts to rescue the reputation of France's Lt-Generals. He draws his sword and tries to rally Third Frontier regiment by defying the enemy. All he gets is half a dozen musketballs. RIP.

Frontier regiment 4 holds the line. QOC Major Thierry Fitoux survives happily. RM commander Coeur Jette does more than that. His bravery gets his name into the Despatches and he collects a thousand crowns worth of loot from the field. General Gar de Lieu leads a battalion of the Royal North Highlanders to push back the Spanish. He is Mentioned in Despatches and his share of the booty comes to more than a thousand crowns. ❖

Press

Announcements

General seeks new Aide—Current Aide unsatisfactory. Duties include attending meetings at the Fleur, holding my coat while disputes are settled and general paperwork.† GdLi

Any gentlemen seeking excitement and rapid promotion would do well to consider a life of opportunity in the Gascon regiment. Please apply to Bas Gras de Fusion.

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

The Dragoon Brigade is going to the Front in February. Having witnessed at first hand how it should be done by our distinguished Field Marshal, I think it is time that I put these lessons to the test, for the honour of France, and try to emulate his prowess.

Reminder to All members 2nd Foot Regiment

We are defending the glory of his Majesty's lands in February by attending the FRONT for MILITARY MANOEUVRES.

† Brigadier Johnny Sais-Pas, 2nd Foot

Marching Orders 3rd Foot

We will be joining the 2nd Foot in the defence of his Majesty's Fortresses in February 1663.

Officers with pressing matters in Paris should contact my aide at their earliest opportunity.

Vive Le Roi!

† Brigadier Tomas le Matelot

Matters of Honour

Colonel Quasi le Bossu & the two sewer rat paddy brothers

Happy to cross swords with you at anytime. Not sure if New Year's can be arranged at such short notice, but if it is possible, I will be there.

Happy New Year?

† Major Jacques Blanc

Armand de Luce is looking for a 'Second' or two—any volunteers?

† AdL

Social

Boozers and Bellringers Club Announcement

I will not allow those who associate with the likes of De Jewell to drink at my expense or ring my ding-a-ling. Willem de Biest, with regret, your membership is removed as you have chosen to go to the dark side. Bonjour, Mon Ami, we will hang your tankard on the wall for the happy reunion if you ever decide to return to your senses. All members of the Dragoon Guards are also banned. There will also be no meeting in February as

Brigadier Bacon has advised that the Dragoon Brigade are in the field that month, serving God, France, the King and Mother Church.

† Chairman Quasi Le Bossu

To the Romantics of Paris, I will be hosting a St Valentine's Party at my club in Weeks 2 and 3 of February. Bring your ladies for an evening of love and romance! Social levels 4 and above welcome. Members of the 13th Fusiliers will not be admitted. Costs will be paid for all regimental members. † WP

Personal

De Jewell,
Every great man needs their opposite to make them look good; shame I have to settle for a squirt like you, my luck to be born short and squat. Your tirade in the press—such Gutter Language, Alison was shocked, she said 'hardly befits a gentlemen', but we know that you are not one! I hope you enjoyed me pushing home the 'point' on the duelling fields. Insulting the PLLD was disgusting; you should have the grace to keep your enmity with me, but then I doubt someone as in-bred as yourself would understand.

† Quasi Le Bossu

Points Arising

**Next deadline is
Friday 19th February 2010**

The following didn't get their orders in on time ("No Move Received") and suffered the consequences.

From CIG:

Vote for me! Vote for me!
Loyal ministers will be guaranteed further career enhancement.

Strong words Swender...bet your sword arm is not as strong! † AdL

To the Field Marshal and Minister of War I would like to say what a great job you are both doing and very much appreciate your assistance in appointing me to the role of Brigadier of the Dragoon Brigade.

Lord Percy Percy says, as fashion is tending towards the ornate shoe, Jacques de la Boite will never be fashionable.

From the Diary of Egon Madd
All this physical exercise and training is hard work, there must be an easier way to get fit. Perhaps I could devise some kind of clockwork mechanism that could work the muscles while I sleep, or maybe I could transplant muscles from someone who's already fit—I will have to experiment. But not on myself, I'll start off on someone who's unimportant—I'm sure no-one will miss a few members of the lower Regiments. I'll get Igor to prepare the Lab...

CJ Coeur Jette (Mike Weston) has NMR'd. Total now 4 and is sent to a Frontier regiment

SDL Stan Dandy Liver (Guy Arnold) has NMR'd. Total now 3 and is sent to a Frontier regiment

BD (Mark Booth) has been floated as Mark was off to China.

BdM (Mark Moores) has been floated as Mark was moving house (again!)

RdL (Robert Carter) has been floated at his request.

SdJ (Ray Vahey) has been floated as work was keeping Ray busy.

TF (Timothy Hunt) got the benefit of the doubt and was floated.

X1 (Martin Jennings) has been floated as Martin was starting a new job.

This turn Sean Kavanagh joined us (as Toulouse D'Plot). Welcome to the game, Sean.

And our latest recruit is Emrys Hopkins, who starts this turn. A big welcome to you, too, Emrys.

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

Charlemagne le Gosse applies for Minister of State

Enterrer Vivant asks NPC Major 1 of Picardy Musketeers to resign

Gar de Lieu asks NPC Aide to General (GdLi) to resign

Mouton Rothschild asks NPC Lt.Colonel of Dragoon Guards to resign

Duels

Results of last month's duels:

Antoine Dubeque (gains 1 Exp) beat his enemy Mouton Rothschild (with ZTMG).

Luc Around declined to meet Mouton Rothschild as he was under half Endurance.

Luc Around declined to meet Jean Laissez Faire as he was under half Endurance.

Antoine Dubeque declined to meet Willem de Biest as he was under half Endurance.

Willem de Biest (with JLDp & JdIB, gains 1 Exp) beat his enemy Luc Around (with AD).

Alexander Denton didn't turn up to fight Chris P Bacon and lost SPs.

Alexander Denton didn't turn up to fight Quasi Le Bossu and lost SPs.

Tomas le Matelot (gains 1 Exp) beat his enemy Enterrer Vivant.

Grudges to be settled next month:

Quasi Le Bossu (Sabre, Seconds ZTMG) has cause with Swender de Jewel (Sabre, Seconds RdO, adv.) for insults.

Pierre LeFart (Rapier, adv.) and 'X2' (Foil) have mutual cause as neither stood down over Lotte.

Antoine Dubeque (Sabre, Seconds LA, adv.) and Mouton Rothschild (Rapier, Seconds ZTMG) have mutual cause for enemy regiments.

Ali Vouzon (Rapier) and Warren Peece (Rapier, adv.) have mutual cause for being in enemy regiments.

Jacques La Touret (Rapier, adv.) has cause with Chris P Bacon (Sabre,

Seconds WdB & RM, 2 rests) as he's not Noble but higher SL.

Enterrer Vivant (Rapier, Seconds JLDp, 3 rests) and Tomas le Matelot (Sabre, Seconds SdJ, adv.) have mutual cause for being in enemy regiments.

Jacques La Touret (Rapier, 3 rests) has cause with Jacques de la Boite (Rapier, Seconds JLDp, adv.) as he's not Noble but higher SL.

Jean Laissez Faire (Rapier, 5 rests) and Zachary The Money Goes (Rapier, Seconds BdO & QLB, adv.) have mutual cause for being in enemy regiments.

Antoine Dubeque (Sabre, Seconds LA, adv.) and Willem de Biest (2-Hand, Seconds JLDp & JdIB) have mutual cause for enemy regiments.

Alexander Denton (Sabre, 5 rests) has cause with Jacques de la Boite (Rapier, Seconds JLDp, adv.) as he's not Noble but higher SL.

Alexander Denton (Sabre, 3 rests) has cause with Quasi Le Bossu (Sabre, Seconds ZTMG, adv.) as he's not Noble but higher SL.

Benedict d'Over (Rapier, Seconds ZTMG, adv.) and Jean Laissez Faire (Rapier) have mutual cause for being in enemy regiments.

Bas Gras de Fusion (Cutlass, adv.) and Quasi Le Bossu (Sabre, Seconds ZTMG, 1 rests) have mutual cause for being in enemy regiments.

Jacques de la Boite (Rapier, Seconds JLDp, adv.) and Tomas le Matelot (Sabre, Seconds SdJ, 2 rests) have mutual cause for enemy regiments.

Jean-Luc de Picardy (Rapier, Seconds WdB & JdIB, 2 rests) and Tomas le Matelot (Sabre, Seconds SdJ, adv.) have mutual cause for being in enemy regiments.

Luc Around (Sabre, Seconds AD) and Mouton Rothschild (Rapier, Seconds ZTMG, adv.) have mutual cause for enemy regiments.

Luc Around (Sabre, Seconds AD) and Willem de Biest (2-Hand, Seconds JLDp & JdIB, adv.) have mutual cause for 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 March:

Mouton Rothschild versus Thierry Fitoux.

Gar de Lieu versus Indie Spencible.
Pierre Cardigan versus Willem de Biest.

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

Sean Kavanagh gets the Bastard son of a very wealthy Merchant: Init SL 2; Cash 450; MA 2; EC 3 (TDP Toulouse D'Plot).

Graeme Wilson gets the Second son of a well-to-do Gentleman: Init SL 4; Cash 250; MA 5; EC 2 (X3).

Pete Card gets the Bastard son of a wealthy Gentleman: Init SL 3; Cash 450; MA 3; EC 3 (X4).

Guy Arnold gets the First son of a small Merchant: Init SL 4; Cash 28; MA 1; EC 2 (X5).

Emrys Hopkins gets the First son of a Merchant: Init SL 4; Cash 165; MA 1; EC 1 (YH Yves Heaux).

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 N	to Field Marshal ___	
Provincial Military Governors: N/N/N/N/N		
City Military Governor EH	Adjutant-General GI	
Inspectors-General: of Cavalry N	of Infantry N	
Commissioner of Public Safety ___		
Chancellor of the Exchequer JS	Minister of Justice ___	
Minister of War RdO	Minister of State ___	

Army Organisation and Summer Deployment

First Army (Defence) SS/JdG/QLB/N
 Cavalry Division (Defence) DC/CPC/N5
 Heavy Brigade (Defence) – ALC CPC
 Dragoon Brigade (Defence) – GDMD PLLD
 Frontier Division (Defence) N5/N/N4
 Frontier Regiments (Defence)
 Second Army (Siege) N3/N/N3/___
 First Division (Assault) HdC/N/BdO
 Guards Brigade (Assault) – RFG CG KM
 1st Foot Brigade (Assault) – RM PM
 RNHB Regiment (Assault)
 Second Division (Siege) ___/___/N2
 2nd Foot Brigade (Siege) – 13F 53F
 3rd Foot Brigade (Siege) – 27M 4A
 4th Foot Brigade (Siege) – 69A Gscn
 Horse Guards Brigade (Field Ops) – DG QOC
 Organisation and Deployment for the Campaign
 Season plus Army and Division posts
 (CO/Aide/Adj't/QMG):
 ID for chars, N (+ MA for CO and Adj't) for
 NPC, ___ for vacant

Battle Results

Heavy Brigade: 2
 Archduke Leopold Cuirassiers: 4
 Crown Prince Cuirassiers: 5
 Frontier regiment 1: 2
 Frontier regiment 2: 6
 Frontier regiment 3: 6
 Frontier regiment 4: 3
 RNHB regiment: 2

Brigade Positions

Guards Brigade N4/N/N2
 Horse Guards Brigade SdJ/N/TF
 Heavy Brigade PC/___/___
 Dragoon Brigade CPB/WdB/N4
 First Foot Brigade N4/N/N6
 Second Foot Brigade JSP/N/AV
 Third Foot Brigade TIM/N/___
 Fourth Foot Brigade N5/N/N4

Entries as Army Organisation Table

Frontier Regiments

(Siege for Dec-Feb)

	F1	F2	F3	F4	RNHB
Colonel	N4	N2	N3	N3	N6
Attached	1 Bn 27M YVB	EH		TF CJ	GdLi

Also at the Front

Heavy Brigade (Archduke Leopold Cuirassiers, Crown Prince Cuirassiers)

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	IS
55	Jacky Tinne	16		
52	Guinevere d'Arthur	15	B/W	
10	Frances Forrin	14	B	JLF
21	Helen Highwater	14	W	JdIB
48	Fifi	14	B/W	
62	Alison Wunderlandt	14		QLB
11	Laura de Land	13		AD
16	Ophelia Derriere	13		BdO
26	Ella Fant	13	B	SS
27	Lucy Fur	13	B	ILB
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	WdB
28	Vera Cruz	12		JdG
31	Bess Ottede	12	I/W	JSP
1	Sue Briquet	11	B	RM
4	Anne Tique	11	W	MR
9	Deb Onairre	11	I	TIM
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	
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	EV
49	Mary Huana	8	B/I/W	CPB
34	Freda de Ath	7	W	
39	Thomasina Tancenjin	7	I	JLdP
50	Ulla Leight	7	I	BGdF
5	Belle Epoque	6	B/I	
13	Josephine Buonoparte	6	I/W	
24	Violet Bott	6	I/W	PD
15	Ada Andabettoir	5	B/I	AdL
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
ZTMG	Count Zachary The Money Goes	26	56	Rich	Colonel KM	14 Anna	Flr	4	Gerald Udowiczenko
CIG	Count Charlemagne le Gosse	25-	79	Comfy	General/State Min.	14 Lois	Flr	2	Neil Packer
RdO	Count Revaulvin d'Or	24+	72	Poor	General/War Minister	13 Katy	Flr	4	Jerry Spencer
JS	Earl Jacques Shitacks	24+	72	Comfy	Fld Marshal/Chancellor	3	Flr	4	David Olliver
SS	Marquis Sean Sandomour	23	60	OK	General/1st Army Commndr	5 Ella	Flr	2	Pete Holland
DC	Baron Devlin Carnate	23	58	Comfy	B.Lt-General/Cav Div Commandr	6 Angelina	Flr	2	Bruno Gordan
SDL	Count Stan Dandy Liver	22	RIP						Guy Arnold
GI	Baron Gustav Ind	21	42	OK	Lt-General/Adjutant Gen	6	Flr	5	Ashley Casey
EH	Earl Euria Humble	21	F	OK	B.Lt-General/City Mil.Gov	15	Flr	5	Matthew Wale
GdLi	Marquis Gar de Lieu	21	F	OK	General	4	Flr	4	Bill Hay
BdM	Viscount Beppe de Marko	19	41	Fithy	Bdr-General	17	Flr	2	Mark Moores
RdS	Baron Roger de Saurus	17	30	OK	Major RFG	10	Both	2	Gerry Sutcliff
IS	Baron Indie Spencible	17+	69	Withy	Major RFG/Min w/o Port	6 Maggie	Both	1	Charles Burrows
BdO	Benedict d'Over	16	38	Comfy	Lt.Colonel KM/1st Div Adjutant	9 Ophelia	Both	4	Mark Stretch
SdJ	Sir Swender de Jewel	16	33	Withy	B.Bdr-General DG/HGds Brigadier	5	Both	1	Ray Vahey
HdC	Baron Herve d'Conde	16+	55	Comfy	B.Lt-General/1st Div Commandr	11	Both	4	Simon Burling
JLF	Baron Jean Laissez Faire	14	35	Comfy	B.Bdr-General CG	2 Frances	Both	3	Filipe Silva
EM2	Baron Egon Mad 2	14	27	OK	Lt.Colonel RFG	6	Both	2	Tym Norris
JSP	Baron Johnny Sais-Pas	14+	52	Comfy	Bdr-General/2 F Brigadier	9 Bess	Both	4	Mike Bird
JdG	Sir Jacques de Gain	14+	46	Comfy	Major KM/Gen's Aide (1st Army)	8 Vera	Both	4	Ben Brown
VVB	Sir Yves Vrai Bretheauteque	13	F	Comfy	Lt-General/Min w/o Port	4	Flr	1	Chris Boote
JdJB	Jacques de la Boite	13+	53	Poor	Colonel PM	1 Helen	Hunt	5	Justin Key
QLB	Quasi Le Bossu	13+	47	OK	Colonel PLLD/1st Army Adjutant	6 Alison	Both	6	Mark Cowper
PC	Sir Pierre Cardigan	12	F	Comfy	B.Lt-General/Hvy Brigadier	7	Hunt	4	Matt Shepherd
AD	Sir Antoine Dubeque	12+	54	Comfy	Colonel QOC	9 Laura	Hunt	2	Andrew Burgess
ILB	Sir Ilk Lamore Bartat	12+	37	OK	Lt.Colonel RM	6 Lucy	Hunt	6	Andrew Kendall
TF	Thierry Fitoux	11	F	OK	Major QOC/HGds Brigade Maj.	7	Hunt	1	Timothy Hunt
MR	Mouton Rothschild	11+	58	Comfy	Major DG	1 Anne	Hunt	4	Keith Bristow
CPB	Chris P Bacon	11+	41	Comfy	B.Bdr-General GDMMD/Drgn Brigadier	1 Mary	Hunt	3	Rob Lee
TIM	Tomas le Matelot	10+	50	Poor	B.Bdr-General 4A/3 F Brigadier	7 Deb	Hunt	4	Tim Skinner

ID	Name	SL	SPs	Cash	Rank, Regiment/Appointment	MA Last seen	Club	EC	Player
LA	Luc Around	10+	48	Poor	Captain QOC	4	Hunt	5	Colin Parfitt
WP	Warren Peece	10+	44	OK	B.Bdr-General 27M	5 Ingrid	Hunt	2	Pam Udowiczenko
X2		10+	31	Poor		5 Sue	Hunt	4	Barry Townsend
RM	Roland Moulin	9	21	Poor	Captain GDMMD	5	Hunt	4	Roland Lee
CJ	Coeur Jette	9	F	Comfy	B.Bdr-General RM	3	BG	2	Mike Weston
WdB	Willem de Biest	8+	52	Poor	Captain DG/Bdr's Aide (Drgn Bde)	6 Henrietta	HGds	6	Tim Macaire
EV	Enterrer Vivant	8+	52	Poor	Captain PM	2 Marie	F&P	4	Geoff Bowers
AIDn	Alexander Denton	8+	42	OK	Captain GDMMD/GDMMD Regt. Adjit.	6	F&P	4	Paul Wilson
JLdP	Jean-Luc de Picardy	7+	55	Poor	Major PM/PM Regt. Adjit.	6 Thomasina	F&P	3	Bill Howell
PLF	Pierre LeFart	6	10	OK	Colonel 13F	6		3	Olat Schmidt
RdL	Rex de Leon	6	F	Comfy	Lt.Colonel 27M	13	F&P	3	Robert Carter
BGdF	Bas Gras de Fusion	6+	69	Poor	Lt.Colonel Gscn	4 Ulla	F&P	4	Austin Hayward
JB	Jacques Blanc	6+	55	OK	Major RM	2	F&P	4	Dominic Howlett
AdL	Armand de Luce	6+	33	Poor	Subaltern GDMMD	3 Ada	RP	2	Francesca Weal
AV	Ali Vouzon	6+	28	Poor	Major 13F/2 F Brigade Maj.	4	F&P	1	Graeme Morris
JLT	Jacques La Touret	6+	25	Poor	Captain 13F	3	F&P	2	Charles Popp
PdFG	Pate de Foie Gras	5+	28	Poor	Subaltern RM	3	RP	5	Mike Dyer
AS	Arnaud Surfinmaise	5+	21	Poor		5	RP	5	Nik Luker
BLT	Bruce Locarno Thomas	4	RIP						Graeme Wilson
X1		4	0	Poor		5		2	Martin Jennings
JAdE	Jacques Alattes d'Esjestif	4	RIP						Pete Card
PD	Patrick Declan	4+	34	Poor		2 Violet		4	Nathan Richards
IM	Ilkley Moor	4+	30	Poor	Major 13F	4	RP	4	Mike Dommatt
TDP	Toulouse D'Plot	3+	15	OK	Subaltern 53F	2		3	Sean Kavanagh
BD	Bragen Declan	1	0	Poor	Private 53F	2		1	Mark Booth

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, F lthy = 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+