

That would be enough

This has been issue 157 of *To Win Just Once*, published 16th August 2015. It incorporates *Les Petites Bêtes Soyeuses*, a game of *En Garde!*. Issues are published ten times a year, roughly every five weeks. © Paul Evans 2015

Deadlines

Orders for *Railway Rivals* to Mike by Friday, 28th August.

Orders for *LPBS*, Great White Hunter and any other contributions to Pevans by Friday, 4th September.

(Next deadlines: 9th/16th October, 13th/20th November, 18th/24th December)

Waiting lists

En Garde! new players are always welcome in *Les Petites Bêtes Soyeuses*. You will need the rules to *En Garde!* in order to play: www.engarde.co.uk

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

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

Online games

See page 23 for more information about these.

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

Brass at brass.orderofthehammer.com

Concordia (at www.boiteajeux.net): Pevans

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

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

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

Credits

To Win Just Once issue 157 was written and edited by Pevans. The *LPBS* masthead (page 25) is by Lee Brimmicombe-Wood, as are the drawings on pages 17, 26, 27 and 31. The drawing on page 28 is by Tim Wiseman and Nik Luker drew the one on page 29. Game and book artwork is courtesy of the publisher. Pevans took the photos (except where noted) and played with Photoshop.

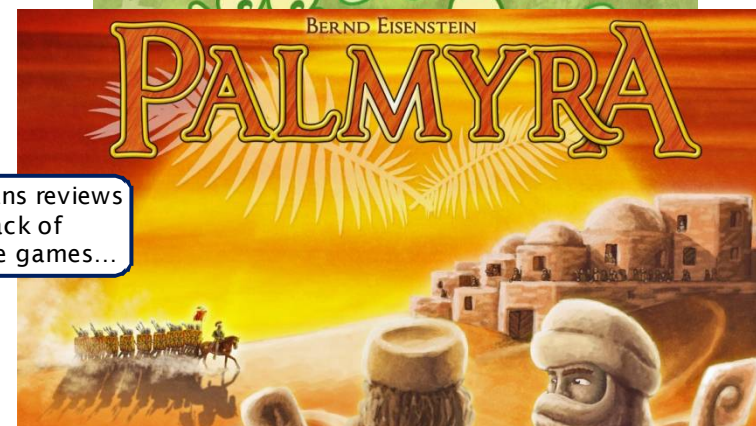
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To Win Just Once

(incorporating *Les Petites Bêtes Soyeuses*)



Pevans reviews
a stack of
three games...



...all in
square
boxes

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Chatter

I'm pleased to see one of my favourite comedy duos – Mel and Sue – back on the telly. The show's not very funny, though, and why are all these people sticking things in ovens all the time?

Be that as it may, Mr Dommett is keen to get an update on the building work at the end of my road, so here it is. First off, plot 1, which is the one where work started first. There has been steady activity in recent weeks, the crane busily moving stuff about the plot, without any visible change to what's there. I suspect that the main work is going on in the large hole that was excavated in the middle of the plot in the beginning. My money's on this being an arch-villain's lair – there being a shortage of extinct volcanoes in north-west London. I have been keeping a careful eye open for any sign of monorail cars or a fluffy white cat...

Only in the last week has there been any visible sign of progress as brickwork (and breeze block-work) has finally begun to appear above the level of the ground floor. There are definitely workers about the site, but it's far from swarming as it was when the bricklaying originally started.

When last reported, plot 2 had been left with the foundations laid and covered with what I suspect was a damp-proof layer. Shortly afterwards, each set of foundations had another layer of tarpaulin/plastic sheet laid over it. Sand and/or gravel was then scattered on top of this and the whole thing was left (to cure?) for several weeks. Last time I noticed, it all looked pretty soggy.

Two things have happened this week. First, a banner carrying the legend "Taylor Wimpey" has been wrapped along the fence around the whole plot. This makes it a bit harder to see just what's going on inside. However, the second thing is visible over the top of this: a thicket of scaffolding poles that has sprung up in one quarter of the plot. It looks like bricklaying is under way! Bottom line is that building work is going on, just very slowly with long pauses.

Meanwhile in this issue of *TWJO* is my account of the *Memoir '44* tournament at the 2015 UK Games Expo and reviews of three square games. Next issue should have my report from this year's Great British Beer Festival (mmm, beer...) and reviews of *Greenland* and *Historia*. Finally, my full report from this year's UK Games Expo is on my website: www.pevans.co.uk/Reviews/Expo15.html

Star Trader

As our last *Star Trader* game has finished, anyone interested in playing in the next one should let me or Mike know.

TWJO online

The PDF version of *TWJO* 156 was published on 13th July and was downloaded 281 times in the rest of the month. I guess the Expo report was attracting some attention. There were 45 more downloads of issue 155 in July, taking it to 158

downloads over two months. Issue 154 gained a further 16 downloads, taking it to 108 since publication.

There wasn't too much else interesting in the website stats, but I did notice some referrals from Facebook. I may have to sign up just to find out what that's about. In terms of search engines, Google still dominates, but Bing is now near the top of the list. Top of the search terms in July was "Pillars of the Earth game", presumably taking the searchers to my review of the same. Interestingly, all of these came from Bing.

Letters

Tim Macaire spots something about last issue.

An extra few pages? So that's why it took me three weeks to read it...

Read faster, Tim.

Memoir '44 at the Expo Pevans plays in the 2015 tournament

It's become my usual Saturday occupation at the UK Games Expo: playing in the *Memoir '44* tournament organised by Barry Ingram. For those of you who don't know it, *Memoir '44* is the WW2 game in the series of simple wargames designed by Richard Borg (generally known as the *Commands and Colors* games, which are the Ancient and Napoleonic offerings). The games all use cards to drive – and restrict – players' actions and provide many scenarios for their particular war. I enjoy *Memoir '44*, but it is probably the least demanding of the games.

The organisation of the tournament reflects the fact that scenarios in *Memoir '44* are not balanced. Players are randomly assigned as Axis or Allies. They play



The Ponyri scenario, from the Russian side: the Axis player has to attack this!



The start of Operation Cobra, again from the Allied side

three scenarios as that side against different opponents (everybody plays the same scenarios). Players are then ranked against the others playing the same side, according to how well they did. The top two then play one scenario twice – once as each side – to determine the winner. Each pair down the rankings does the same to decide the final positions.

This year I drew Axis and it looked like the three scenarios would be tough. First up was a scenario from the battle of Kursk (specifically, scenario 42, Ponyri, from the Eastern Front expansion). The scenario has Axis forces attacking Russian infantry and armour in defensive positions centred on the village of Ponyri and backed with artillery. Definitely a tough proposition – especially as the Allied player starts with Victory Medals for holding the village.

As expected, my opponent, Jason, hung on to his defensive advantage. Initially I was able to advance in the centre, getting some infantry into Ponyri to deny the Russkies the points. The Russians countered, but lost units as I continued to advance in centre. This stopped when some Russian tanks got involved. I was then able to attack down my left flank, breaking through the line of Russian infantry and taking out the artillery. The Russians re-took Ponyri, but too late to stop an Axis win 6:5. (Annoyingly, it would have been 6:2 if Jason hadn't destroyed an Axis unit and regained the medals for the village as well.)

For the second round I took on Andrew at Operation Cobra (scenario 8 in the base game). This scenario has scattered German forces trying to blunt a powerful US advance. In particular, the Germans have only a few tanks. Initially we had some cautious manoeuvring as Andrew moved his forces up and I got the German reserve into play. This was broken by an all-out Axis attack on my right, when I saw the chance of picking off the few US infantry units here. However, Andrew got some tanks through the woods and this fight ended with honours even, but no units left! Meanwhile the Allied forces had been whittling away at the German positions left and centre. A final breakthrough saw them win 6:4.



The Axis last stand at the end of Operation Cobra

The third round took us to the Pacific and the Sugar Loaf and Half Moon scenario (number 56 in the Pacific Theater expansion). This is one of the scenarios where the Japanese forces have a cave network that allows them to skip across the battlefield – the US forces play Whack-a-Mole. I felt more confident as the Axis in this scenario. My opponent,

Lynette, quickly showed me the error of my ways. Memoir '44 does favour the attacker and this battle proved it in spades.

Continued, aggressive attacks by the US Marines on their left flank were met by equally aggressive action by the Japanese – including banzai charges out of the caves! However, the Japanese infantry is less effective when it's taken damage and Lynette kept on attacking, on her left and in the centre. The end result was a bloody fight that left the Marines winning 6:3. Ouch!

So that left me with one win from three battles. Of the other Axis players, one had won twice and took first place on the Axis side. Two of us had won once, but the tie-breaker put me third (damn those extra medals the Russians got at Ponyri!). Hence, I was playing off against the third placed Allied player – Andrew – for fifth and sixth places.

The scenario for the last round was another from Normandy: Operation Lüttich (number 9 in the base game), a German counter-attack to bottle up the advancing Americans. This is pretty much a reverse of the Operation Cobra scenario Andrew and I had already played. The Americans have infantry scattered across the board with some armour in reserve (and, crucially, some artillery), while the Germans are attacking with plenty of tanks.



And the end on Sugar Loaf: it was bloody!



Initial set-up for Operation Lüttich, from the Allied side

I took the Axis first and advanced on my left where the Yanks were weakest. There was skirmishing across the battlefield, with the US forces also advancing on their left – where German troops were stuck on the other side of a river. While I crushed the American right flank, I also lost a lot of tanks on my right. The attrition told with an Allied win 6:5.

Swapping sides I was able to display my credentials as a defensive general, retiring gently from the advancing German forces and using the artillery to good effect. I abandoned my right flank rather than have it overrun and managed to inflict enough damage to win 6:3. 11:9 on aggregate gave me fifth place in the tournament.

There is enough variety in *Memoir '44* that it is a pleasure to play the game all day – there were some decent gaps for lunch and to spend time in the trade halls. Okay, it may not be for everybody, but I thoroughly enjoyed my day and the convivial company. Many thanks to Barry for organising the event and I'm already looking forward to next year's tournament.

Three Square Boxes

Pevans reviews a selection of games

Here are three lesser-known games from 2013 that all come in square boxes – I have them piled in a little pyramid, as stacking square boxes with rectangular ones just doesn't work. Let me reverse that pyramid and start with the largest.

This is from Krimsus Krimskrams-Kiste, who haven't published anything new for a few years, so this is something of an event. The game is *Das Labyrinth des Pharao* (The Pharaoh's Labyrinth), designed by Mark Sienholz. It was crowd-

funded through startnext.de, where I was one the many supporters, and launched at Spiel '13.

The square box is well packed with the game's components. At the start of the game each player gets a board with a 5 x 5 grid of squares, representing the floor plan of an Egyptian pyramid, a set of numbered 'corridor' tiles (everybody's set is the same), treasure pieces (coloured wooden discs), corridor markers and a pawn in their chosen colour – their treasure hunter. The other main component is a deck of nicely-illustrated cards, numbered as the players' corridor tiles.



The basic mechanism of the game is like bingo calling: one player turns over the top card of the (shuffled!) deck and everybody has to place their corresponding tile (anyone who knows any of the *Take it Easy!* family will be familiar with this mechanism). The tiles are square and divided into four smaller squares. These squares have 'walls' on some edges and may show a scarab. Players place their tile in any orientation on any empty square on their board. That's it: no tricky limitations or needing to place A next to B, it's all down to how the players want to lay out the interior of their pyramid.

The effect of this is to build up a network of corridors around players' boards, along with the occasional enclosed space. By the end of the third turn, players must have their pawn at one of the three entrances to their pyramid. Then, at the end of each turn, the treasure hunter is moved as far as it can go. At the end of the game (when all 25 squares have been covered), players will score points for the length of the path their treasure hunter has moved. The corridor markers can be used to make the counting easier (and give players an idea of how far their opponents have gone) by marking the 15th, 30th and 45th (I wish!) spaces.

This makes it clear that the aim of the game is to make a long corridor, starting from one of the entrances and winding (or zig-zagging, or spiralling) across the floor of your pyramid. The tricky bit of this is where best to place your tiles as they are drawn. Do you try to build a single corridor from the off? Or construct bits of corridor in different parts and hope to connect them up later? Inevitably, it's a bit of both as you try to find the optimum place for each tile, without knowing which ones will come next!

You'll have noticed that I haven't mentioned what happens with players' treasure discs. Whenever they lay a tile players can place one treasure on a scarab on the tile. The tricky bit is that the treasures are only worth points if, at the end of the

game, they are completely enclosed with walls and adjacent to the player's scoring corridor. Ouch!

In the "Basic" game, players must place their '1' value treasures, then the '2's and so on. Thus players will place their '1's even if they don't think these will score so that they can get to the higher value pieces. In the "Professional" (i.e. Advanced) game, players can place their treasures in any order. However, the value of each treasure is multiplied by the section of the player's path it's on. Thus, treasures on the first section are worth face value, those in section 2 (spaces 16-30) are doubled and so on. Here the tactics are rather trickier. Do you play the '3's where you know they'll score, even with a low multiplier? Or save them for potentially high-multiplier positions and run the risk that you aren't able to place them at all? It's a neat tactical touch and I suspect gamers will always play this way.

There's an optional rule that involves some additional components: value '4' treasures and higher and lower tiles for each player. For this, the cards are split into groups of five at the start of the game. For the second, third and fourth groups, players 'bet' whether the next card will be higher or lower than the previous one. Anyone who gets all five correct takes a '4' treasure to use in subsequent turns. I've not used this rule because of the luck element, but it's worth trying out.

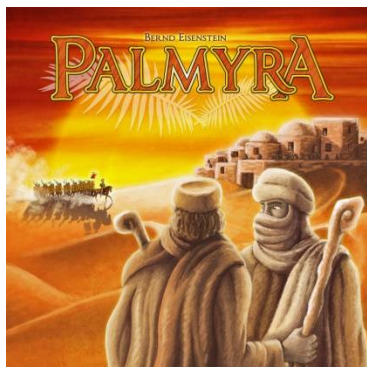


My board, about two-thirds of the way through *Labyrinth des Pharao*

Das Labyrinth des Pharao is an interesting game that requires quite a bit of thinking. The temptation (for me, anyway) is to place the first few tiles anywhere you fancy and start thinking about how they'll fit together after that. Those of a more analytical bent will probably be doing this from the start. Of course, this does depend on which tiles come out when and it's worth examining the whole set before playing so that you know what may come up. But remember that you will have three tiles left over at the end.

I've enjoyed playing *Das Labyrinth des Pharao* and it's had a decent reception at the Swiggers games club. However, it's not a game that is on the table all that often – I need to be in the right frame of mind. And I'm not surprised when the best analyst at the table wins! The Krimsus released an expansion at Spiel '14: Sphinx und Triamide adds alternative boards, giving players different shapes to build on.

Das Labyrinth des Pharao was designed by Mark Sienholz and is published by Krimsus Krimskrums-Kiste. It is a tile-laying board game for 1-5 players, aged 8+, and takes about 40 minutes to play. It gets 7/10 on my highly subjective scale.



Resisting Rome

The middle-sized box in my pyramid is *Palmyra*, the 2013 game from Bernd Eisenstein and Irongames (and not to be confused with the Reiner Knizia game of the same name from 1996). The contents of this box are mainly terrain tiles, along with cardboard coins and chunky wooden playing pieces – two for each player. No prizes for guessing that this is a tile-laying game.

The first clever thing about this is the way the tiles fit together. There are two sizes of tile.

The smaller ones are square, the larger ones octagonal. The octagonal tiles do not have equilateral sides: they are essentially a larger square with the corners cut off, so that the longer sides are the same length as the smaller, square tiles. The effect of this is that octagonal tiles will touch each other on their short sides and enclose square tiles – which will never touch each other.

As being next to each other is important, note that a square tile will be next to a maximum of four (octagonal) tiles, while an octagon could touch eight others (four square and four octagonal). It takes a while to get your head around this when you start playing the game – I'm used to players' exclamations when they realise their carefully worked-out plan won't work because the square tiles cannot touch!

Regardless of their size, the tiles all show a type of terrain – desert (yellow sand dunes), hills (green) or mountains (shades of grey) – and may also have a 'feature': a tower, a lake or a caravan. All the tiles show a coin on their reverse.

There are also a few tiles showing city buildings and these are used to form the city of Palmyra at the start of the game. The number of city tiles used depends on the number of players, but this area counts as a single space that holds any number of pieces.

This is good because all players' pieces start in Palmyra. The tall piece is your censor, who brings in cash (and money is what you need to win the game), while the shorter piece – an outline of a crested,



Just starting a game of *Palmyra*

Roman helmet – is your legion and earns additional tiles. The two pieces work much the same way: players place a tile adjacent to one of their pieces and then move it onto the new tile. They can repeat this to a maximum of two tiles (if one of them shows a feature) or four (as long as none of them has a feature). The tiles can be either size, but not two squares, of course, since they are never adjacent.

As they place their tiles, players tot up their income: +1 for each adjacent, unoccupied tile of the same terrain, +2 for each adjacent, unoccupied feature of the same type. (There are several useful examples in the rules that make this clear.) If they moved their legion, they take the income as tiles, alternating between square and octagonal. If it was their censor, they take cash.

They have one extra option with their censor: to flip over one of their tiles to show the coin side. From now on, the player will get an extra coin for each flipped tile when the censor collects more cash than the total of their flipped tiles – a useful bonus at the cost of reducing your options for tiles to place.

Instead of placing tiles and moving either figure, players can "reorganise" as their turn. When they do this, they draw a tile and may then move either or both of their pieces to an empty tile (or the city) or swap them over. This can be a very useful tactical move – especially when other players have blocked in one of your pieces (and they will!). However, it does mean you're not earning anything for a turn and should be used sparingly.

The game ends when a player needs to draw a coin or tile and there isn't one left. The player with the most money wins, flipped over tiles being the tie-breaker.

Hoarding liquorice for *Candy Crave*

Palmyra is a clever little game. It's obvious that you will want to build up a stock of tiles first, to maximise your later opportunities to then bring in cash. However, each turn you have to consider what tiles you have available, where you could play them, where this would leave your playing pieces and what opportunities this would leave for your opponents. Tiles are displayed openly, so it is possible for analysis paralysis to set in as you weigh up options.

However, *Palmyra* remains a relatively light game and I don't think it warrants much deep thought. I've played several enjoyable games at the Swiggers games club, where it's gone down well. It is quite an abstract game, but there's enough about it to keep me interested. It remains a regular

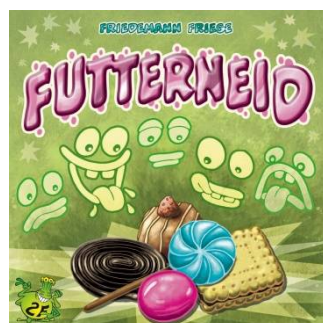
in my games bag. It's now been implemented online at Boîte à Jeux (www.boiteajeux.net) and I've been playing it there too.

Palmyra was designed by Bernd Eisenstein and is published by Irongames. It is a tile-laying game for 1-5 players, aged 10+, and takes about 45 minutes to play. It gets 8/10 on my highly subjective scale.

I love candy!

The smallest – and lightest – of my trio is Friedemann Friese's *Candy Crave* (*Futterneid* in German, which is the only title on the box, but English rules are included as standard). The box is, of course, in green, but it's pale shades of green with the title in pink and illustrations of brightly coloured 'candies'. These make it a brighter box than many from 2F Spiele.

The idea of the game is that players want the best collection of sweeties – don't eat them! The game provides cardboard cut-outs of five different,



brightly coloured sweets, which start the game in plastic bowls on the table. (Friedemann suggests that you could play with real sweets or, indeed, other food items – though “chips and beer ... are ... untested”).

Each player has a cardboard strip that divides the sweets they have safely collected (below the line) from those that are vulnerable to pilfering by the other players (above the line). Remember, this is a Friedemann Friese game!

To start the round, a random value marker is placed by each bowl. The players have a set of markers that will eventually be used to establish the value of each type of sweet. Taking each bowl in turn, players place one of their markers face down beside it. Once all the bowls have been allocated, the players' markers at each bowl are shuffled and one revealed. This gives players some idea of what the sweets will be worth, particularly when they take into account the marker they placed by that bowl (unless the '1' that's face up is theirs!).

Time to get some sweets! The first thing players do each turn is move any vulnerable sweets to below the line where they are safe. Then they can either take sweets from the bowls or grab some from another player. There are, of course, restrictions on both of these actions.

If taking sweets, players can take exactly one more or less than the number of vulnerable sweets held by the player on their right. So the first player takes one sweet. The next player can take zero or two. Hmm, easy choice: two. The third player can take one or three (from one bowl or several). This is a trickier decision: one sweet is safe, but three is asking for trouble.

To steal sweets, the player picks on someone who has at least two vulnerable sweets. The owner gets to save one of these, moving it below their line. The thief gets the rest, placing them above their line where they remain vulnerable.

Playing *Candy Crave* at the Swiggers games club

Assuming there are at least two sweets there, the original owner could steal (most of) them back on their next turn! (A tactic I've used occasionally.)

Players also have the option to pass, sitting out the rest of the round, but ensuring that they keep the sweets they've got. This is only sensible when the sweets are running out and you are pretty sure that none of those remaining would improve your position. Hence, it's quite rare.

When all the bowls are empty, players can only make one sweet safe each turn. If all theirs are safe, they steal one from another player instead. Once all sweets are safe, the round ends. The remaining markers are revealed to establish the final value of each sweet – which can be negative! Players then score these points for the sweets they hold.

A second round is played in the same way, starting with a different set of initial value markers and slightly fewer sweets. At the end of this, the player with the most points wins.

Okay, there's not a lot to *Candy Crave*. But there's enough to make people think and definitely enough for them to have fun. I've played it several times with different games groups and it's gone down well each time. It makes an entertaining finale to a games session. What I haven't done is try it in a family setting, but I think it would work well.

I must finish by mentioning the little extra in the game: a sheet of bonus suggestions for several of Friedemann's games. The idea is that you use the bowls from *Candy Crave* to hold real sweets, putting a bonus next to each one. When a player achieves the condition (say, discarding a power plant in *Power Grid*), they get a sweet! Friedemann warns against playing for the most sweets in these circumstances.

Candy Crave was designed by Friedemann Friese and is published by 2F Spiele. It is a crazy game of stealing sweets for 2-5 players, aged 8+, and takes about half an hour to play (not the 10 minutes that's claimed). It gets 8/10 on my highly subjective scale.

Reading Matter

Many years ago I decided that any novel that won both Hugo and Nebula awards had to be worth reading. Just look at some of the titles that have achieved this: *Dune*, *The Left Hand of Darkness*, *Neuromancer*, *Ender's Game*. Just the titles send shivers down my spine! So, when I discovered that Ann Leckie had achieved this with her debut novel, *Ancillary Justice*, it went to the top of my reading list. Though I have to say that I did think it might be a minor character in *Watchmen*. (Hooded Justice's sidekick, perhaps?)

Then I read it. Wow! And a tricky book to summarise. Let me see what I can do. As we discover fairly quickly, *Ancillary Justice* is set in a far, starfaring future where the galaxy is dominated by the Radch Empire. While its citizens are

meticulously polite and well-mannered within the Radch, the empire is brutal when it comes to expanding – and keeping order. I was immediately reminded of Walter Jon Williams's *The Praxis* (and sequels), but the Radchaaai are rather different – and all human. So far, so space opera-like.

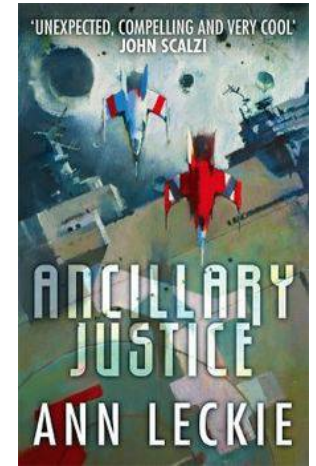
I was going to say that the Radchaaai take no prisoners when they expand their empire, but that's not strictly true. When they annexe another planet, a proportion of the population is rounded up and turned into ancillaries. That is, their minds are ... overwritten with the AI of a starship and they become the crew, troops and avatars of the ship. I think this makes it clear how thoroughly nasty the Radchaaai are. The consciousness that is the starship is thus distributed across hundreds of bodies as well as the ship itself, providing multiple viewpoints and the ability to do many things at once – though ancillaries spend a lot of their time in suspended animation when the ship is travelling.

Our 'hero' is Breq, an ancillary of the starship "Justice of Toren". In fact, since the ship itself has gone, Breq is all that's left of the AI. A massive intelligence now restricted to a single, flesh and bone body. And what is Breq up to? As the book starts, she is saving the life of someone she thinks she recognises – despite not quite knowing why and despite realising that this will cause trouble. This is chapter one. Chapter two takes us back some twenty years to when Breq was just one ancillary among many 'serving' the "Justice of Toren".

From here the novel has two strands. One is the ship's story, following its involvement in the occupation of a recently annexed planet, the atrocity that happens there and the ship's eventual fate. The other is Breq's story as she seeks justice (or is it revenge?) – hence the title. The two stories reach their climax together so that we only understand just what is driving Breq as she reaches the point where she may be able to achieve her goal.

I am loath to describe *Ancillary Justice* as a space opera. While it has all the trappings of one, this is essentially the backdrop to the story of Breq/Justice of Toren, a very personal story of a single entity. At the end it does come back to space opera, though. What Breq has found out, what she does will have profound consequences for the Radch. What has been the journey of an individual becomes the turning point of an interstellar empire. I was not surprised to learn that a sequel, *Ancillary Sword*, has already been published and a third volume, *Ancillary Mercy*, is expected this year.

One of the best things about this story, though, is the way Breq always refers to other people as "she". As she explains in chapter one, "Radchaaai don't care much



about gender, and the language they speak ... doesn't mark gender in any way." On top of this, of course, Breq is actually a machine. She doesn't understand sex, doesn't understand that it's fundamental to the way we humans look at each other. Thus, I automatically assume anyone referred to as "she" is female, only to be brought up short every time I realise that this character is actually male. By referring to everybody as "she", Leckie makes us (or is it just me?) re-consider the roles of everybody in the book. Brilliant!

Don't think that this book is all about a gimmick. While this is a factor, *Ancillary Justice* is also well-written, an absorbing tale and a terrific setting. Does it stand up to its illustrious company as winner of both Hugo and Nebula? It certainly doesn't look out of place when compared to, say, *The Left Hand of Darkness*, but it now needs to stand the test of time as well. Meanwhile, I really must pick up *Ancillary Sword*...

Games Events

There's not a lot happening board games-wise in August and the first half of September looks equally desert-like. Still, Spiel is coming up in October...

This box concentrates on events I expect to attend.

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

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

UK Games Expo: 3rd-5th June 2016 at the NEC (Hall 1 and Hilton Metropole). This is a public event that showcases games of all sorts with traders, demos and participation games plus guests. For gamers there are lots of tournaments and open gaming. For details see www.ukgamesexpo.co.uk

Spiel: the board games event of the year. 8th-11th October 2015, at the Messe (Exhibition Centre) in Essen. Contact Friedhelm Merz Verlag, Postfach 210250, Bonn, 53157 Germany or see www.merz-verlag-en.com

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

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

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

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

Banwen

Railway Rivals game 11 – Turn 2

BLACK SHEEP RAILWAYS headed North and east towards Pontypridd. ARRIBA ARRIBA ANDALE headed north and east towards Ebbw Vale possibly. TRAVELLING HOPEFULLY RAILWAY continued north towards Merthyr Tydfil, closely followed by STEAM MACHINES & FUNICULARS.

Builds

BLACK SHEEP RAILWAYS (BSR),

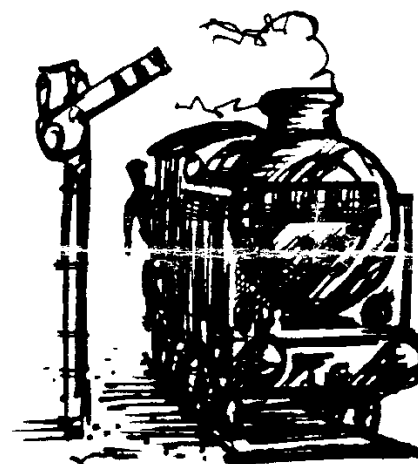
Gerald Udowiczenko – Black

a)(M22) – L21 – K22 – I21 – I20

b)(I20) – H19 – Tonyrefail – Tony-pandy (+12)

c)(Tonypandy) – Town 53 (+6)

Points: 20 +18 = 38



TRAVELLING HOPEFULLY RAILWAY (THOR), Jonathan Palfrey – Green

a)(C55) – B54 – B50

b)(B50) – E49 – E46

c)(E46) – D45 – Aberfan – D43 (+6)

Points: 20 +6 +6 = 32

ARRIBA ARRIBA ANDALE (AAA), Mike Dyer – Blue

a)(Caerphilly) – I55 – I51

b)(I51) – Ystrad Mynach – K51 – L50 – M51 – N50 – A85

c)(I55) – F53

Points: 26 = 26

STEAM MACHINES & FUNICULARS

(SMF), Martin Jennings – Red

a)(J55) – Ystrad Mynach – K50 (+6)

b)(Ystrad Mynach) – F48 – Treharris – E47 (+6)

c)(E47) – E46 – D45 – Aberfan (6 to THOR)

Points: 20 +12 -6 = 26

GM Notes

The hexes on the map can be hard to read – I will see what can be done.

Next Turn's builds: 4, 6, 5

Orders to Mike Dommett, 119 Victoria Road, Alton GU34 2DD or by e-mail to mike_dommett@yahoo.co.uk by 28th August 2015

Close to Critical

Star Trader game 7 – Game end

MARATHON MANIACS (Corp A) A Burgess

I still feel that I am learning how to play *Star Trader*, and was pleased that I managed to achieve 3rd in terms of overall corporation value, even though I trailed in in 6th and last in the all-important cash terms. I suspect that I need to take a greater risk in the early stages by taking on board some debt to get up and running – something to try for next time – and to spend more time and money buying commodities to ship around the system as well. The accidental NMR didn't help me either, but I'm looking forward to learning from these lessons for the next game.

Congratulations to Mike Dyer on his win, and thanks to Mike Dommett for running the game.

MD: Taking on debt seems important, but you have to make money with the debt. If the loan is costing 18 HTs a turn, you want to be making over 18 HTs a turn profit for the length of the loan or you are going backwards. Money spent on Agents and Connections hopefully is going to pay off.

I still swear by buying cheap and selling dear as a sensible way to play. To do a lot of this you need two or more ships and this requires a loan that then has to be paid back.

COSTRA NOSTRA PIZZA (Corp B) M Cowper

Thanks for running the game – again over way too soon!!

SAILCAT (Corp C) M Dyer

Well I'd like to take credit for some 'clever strategy' but Sailcat just played a straight trading game on Alloys and Isotopes with a few cheap haulers. The win was all down to some lucky early turns where three nice OPs paid off – a whacking 700 HTs in booty by turn 9. I was getting far too comfortable counting my coins after that, so the loss of the loaded Clara to Costa Nostra pirates was a bit of a shock!

Well played, Paul, with 7 Corp that really could have taken the game there. Thanks to everyone for a great game, and cheers to Mike for running the show.

THE 7 CORPORATION (Corp D) Paul Evans

As usual, my strategy was to trade in low volume goods – Monopoles and Spice – so that I didn't need big ships with lots of cargo pods and to buy factories as cash became available. Another element to my strategy was hiring Agents early with a view to exploiting their talents through the game. Getting Crip was really useful for his ability to manipulate a market. I have toyed with the idea of making

specific agents available on turns, and allowing the highest bidder for each agent to take them.

The final element was to buy a streamlined Piccolo ship, with an eye to using Agent Badger for any Tempus-smuggling opportunities. Sadly none appeared.

Apart from this, the strategy appeared to work. I reckoned I was marginal on hitting the 2,000 HTs in Turn 13, so I gave it one more turn to be more certain of crossing the line. I wasn't expecting SMF to cash up. And I certainly didn't realise that Sailcat was that far ahead! Well played, Mike. Now, what was behind that 1,000 HT jump in Sailcat's value in turn 10?

MD: He had taken a couple of useful Opportunity Chits. There's always a gamble on Opportunity Chits. SMF spent three Quarters (turns) sat on planet with an OP chit, nervous of a ship in System Space that he was unaware had no intention of intercepting him. Using unstreamlined/non-Battle Comm Pod-equipped ships is also a risky way to play.

Thanks to all for another good game and especially to Mr Dommett for Gming

SWISS MERCENARY FLEET (Corp E) M Jennings

MD: Martin is having server problems and real life difficulties. He apologises for his lack of a GES, and insists he was foiled.

AVERY & SONS (Corp F) P Orwat

Congratulations to the winner! Thank you all for the good game!

I planned to play this one as a smuggler (hence the Corporation and ship names), however without measurable success. Sailcat action in turn 5, a pathetic 100 HT earned on the only one big smuggling action and useless agent hires were the key factors to my defeat. Better luck next time, I hope. Yes, the hiring of agents is luck, and presumably in the original game is set as such, because some agents are 'better' than others for trade or smuggling.

Mike, thank you, count me in for the next game.

GM Notes (M Dommett)

The game normally lasts at least 4 more Quarters/turns, it has to be said. I wasn't aware SAILCAT was doing so well. It was good to see everyone contributing. Luck and seizing profitable Opportunity Chits paid off for SAILCAT and less so for others. No one seemed to get trading badly wrong, which is good. Understanding how the supply/demand marker works is very important.

If anyone wants to sign on for a new game, please let me or Pevans know. If there are enough players, we'll use the expanded game, which has eight star systems.

Great White Hunter

Turn 4

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

What’s this about?

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

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

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

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

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

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

Key

Animals	Symbol	Size (squares)	Number on grid	Points Value
Bush	B	1	12	0
Monkey	M	1	12	4
Antelope	A	2	9	8
Snake	S	2	?	10
Gorilla	G	3	6	12
Lion	L	3	3	15
Elephant	E	4	2	20

Other symbols

	X	Missed shot
Upper case = this turn, lower case = last turn, Strikeout = dead animal		

Notes: animals go up and down or left and right, not diagonally, with two exceptions. Elephants are blocks of four squares; each Snake is two diagonal squares and moves by up to three squares a turn.

Animals only touch (if at all) at corners and only Snakes will go next to a Bush.

Shots and scores

Matt Shepherd and Mike Clibborn-Dyer finish off one Gorilla. Graeme Wilson and Ray Vahey top and tail another one. And five people get a share of the third, but it’s still there!

Nik Luker shows how it’s done by finishing off the Antelope on his own. He takes over the lead from Rob Pinkerton.

“Got to gamble...” says Charles Burrows and hits ... a bush! So does Graeme Morris.

Player	Shots	This turn	Total
Martin Abrahams			0
Chris Baylis	P6,P5	0	0
Howard Bishop			0
Andrew Burgess	J7,K8	0	5
Charles Burrows	C16,B17	0	1
Mike Dommett	J17,K18	1	5
Mike Clibborn-Dyer	M13	2	4.5
Alex Everard			5
Joe Farrell			1
Tony Hinton-West	J17,K18	1	2
Bill Howell			5
Andy Kendall	L17,K18	1	5
Nik Luker	H11	4	13
Tim Macaire	L17,K16	0	4

Player	Shots	This turn	Total
Stewart Macintyre			0
Brad Martin	S11,C20	0	0
Graeme Morris	D7,A7	0	2.5
Craig Pearson	J17,L17	0	1
Gary Phillips			0
Rob Pinkerton	A7,K18	1	11
Olaf Schmidt			0
Matt Shepherd	M13	2	2
Gerald Udowiczzenko			0
Pam Udowiczzenko			0
Ray Vahey	B6	4	4
Matthew Wale	B19,S19	0	1
Graeme Wilson	B8	4	8
Paul Wilson	K18	1	1

Send your next shots to Pevans at
180 Aylsham Drive, UXBRIDGE UB10 8UF or
to TWJO@pevans.co.uk by Friday, 4th September 2015.

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The table on the right shows the costs for the paper edition, including postage.

Paper edition	UK	Europe	World
10-issue (1 year) subscription	£27.00	£45.00	£55.00

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Online Games

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

A Few Acres of Snow

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

Agricola

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

Brass

Online at brass.orderofthehammer.com. Game 25 went to Steve (*svearike*) with 147 points. Our guest, *Dugy*, was second with 134 and yours truly scored 118 to come third. Mike, *Bubemagnet*, was fourth with 106. *StephenV* was the ringer in game 26 and won with 147 points to Mike’s 145. I managed 132 points with Steve fourth on 132. Game 27 is just under way, featuring the regular trio and a guest.

Concordia

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

Puerto Rico

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

Roll Through the Ages

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

Through the Ages

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

Vinci

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

Games from Pevans

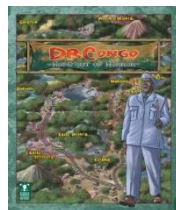
Mail order board and card games in the UK



DR Congo – Hope out of Horror

Set in the eponymous African nation, this is a heavyweight game of industrial and economic development. Players build industries in the country's regions, using these to produce and export goods or to develop cities. At the same time, they must deal with insurgents, government assistance/interference and the support (!) of external powers.

For 1-4 players, aged 14+, playing time 120 minutes: **£36.00**



The Great War

This is a simple wargame that reproduces trench warfare to great effect. Machine guns and field artillery are highly effective weapons, but the trenches provide excellent protection. However, players can't win by just hiding in their trenches! Full marks to designer Richard Borg for a terrific game and to the Plastic Soldier Company for the models.

For 2 players, aged 8+, playing time 90 minutes: **£50.00**



Historia

How much military, how much science? This is the central dilemma facing players as they progress across *Historia*'s technology matrix. At the same time, players must juggle their scarce resources and manage their action cards. This is a terrific civilisation-development game and one I really enjoy.

For 1-6 players, aged 14+, playing time 120 minutes: **£30.00**



Wyatt Earp

The aim of this neat card game is to earn the rewards on Wild West outlaws. To do this, players collect and play sets of evidence cards, Rummy-style, to gain a share in the money. However, they also have action cards that give players more to do than simply collect cards and are the element that really makes the game. This is a new edition of an old favourite.

For 2-4 players, aged 8+, playing time 45 minutes: **£18.00**



Online at www.pevans.co.uk/Games

Les Petites Bêtes Soyeuses

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

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

Orders for February 1668 to Pevans at 180 Aylsham Drive, UXBRIDGE UB10 8UF, UK or lpbsorders@pevans.co.uk by Friday 4th September 2015



January 1668 (287)

The first month of the New Year starts just like any other: with Parisians skulking off to early morning appointments, taking their swords with them. First off this month is a battle of Lieutenant-Colonels: Jean Jeanie of the RFG takes his rapier to meet the QOCs' Rob d'Masses and his sabre. QOC boss Terence Cuckpowder seconds Masses, who looks likely to win this one, given his bigger build – and heavier weapon. Jeanie starts the duel by jumping back nervously from his opponent. This makes him a sitting duck for Masses' opening slash. Jeanie examines his injury: deep, but not enough to make him throw in the towel. As he looks up again, Masses hits him with a cut – the second part of his furious slash routine. This is damaging enough on its own and Jeanie surrenders quickly.

This means Masses is untouched when he takes on the RFGs' commander, Amant d'Au. This looks like it should be an even fight, but Au is a knife fighter – and more skilled than his adversary. Cuckpowder continues to support his subordinate, but Au is alone. Masses has a touch of déjà vu as the duel starts: his opponent jumps back and Masses hits him with a slash. However, this time there's a reason for the jump as Au cocks his arm and lets fly with his first dagger. It sails harmlessly past Masses who responds with a cut. Au's next jump takes him out of the way of this, but his second throw is no better than the first. Masses regains his balance and attacks with another slash only for Au's final dagger to bury itself in his chest. Falling to his knees, Masses concedes the fight and Cuckpowder rushes in to staunch the bleeding.

It's a busy month for the Royal Foot Guards as Subaltern Noggin le Nog also has a duel. His opponent is Colonel Arnaud Surfinmaise of the Picardy Musketeers. This is rapier versus rapier, but Surfinmaise has much the greater expertise and a slightly beefier build. Neither has a second, relying on their opponent's honour. First blood goes to Surfinmaise as he lunges while le Nog works out which end of his rapier to hold. A second lunge from Surfinmaise passes a lunge coming the other way from le Nog. Expecting another lunge, Surfinmaise parries, but Nog fools him: his attack was the start of a furious lunge and the cut strikes home. Surfinmaise responds with another lunge, which is enough to provoke Nog's surrender.



This month's sabre fight pits Jacques As (GDMD) versus René de Gaviscon (ALC). Frele d'Acier seconds As with Terence Cuckpowder reappearing as Gaviscon's second. The issue for As is that his old injuries put him at a big disadvantage – just not quite enough to let him ignore the challenge. And so it proves. A slash from As is followed by a slash from Gaviscon and As surrenders.

Maurice Fluff-Bunny's challenge to "The Hokey Cokey" is voted cause by Paris, but no-one is prepared to identify themselves as the pseudonymous writer and take on the CPS.

Bonfire of the Brigadiers

Lots of military resignations have been asked for this month, but only some of them are backed up with influence. Uther Xavier-Beauregard calls in a favour to remove the Dragoon Brigadier, but it isn't quite enough to get the man to go. Xavier-Beauregard is more determined to get rid of the Heavy Brigadier and Ali Vouzon chips in too. The Brigadier resigns. Vouzon wants rid of the Horse Guards Brigadier, too, and uses the rest of his influence to make sure he goes. This is the job he wants and Vouzon is quick to grab the vacant command.

CPS Maurice Fluff-Bunny uses some of his influence to get rid of the senior Major in his regiment, the 13th Fusiliers. This allows 13F Captain Xavier Four-Hollandaise to buy his way into the rank, financed by the Fluff-Bunny. Though Four-Hollandaise gets a bigger donation from the Minister of State.

Bill de Zmerchant assists Duncan d'Eauneurts to remove the junior Major from the King's Musketeers. Captain Eauneurts is thus able to buy the rank of Major for himself.

Calling in another favour, Fluff-Bunny supports Jean Ettonique's efforts to convince the Dragoon Guards' senior Major to quit the regiment. This is good

news for Ettonique as Terence Cuckpowder pits his influence in opposition, all but cancelling out Ettonique's own. Being called on by the CPS makes up the Major's mind and he resigns with alacrity, leaving the position of Dragoon Brigade Major vacant as well. Captain Ettonique has the funds to buy himself the rank of Major.

CPC Major Euria Humble uses his influence to remove the Lt-Colonel above him and buys the rank.

The last use of influence this month is by Percy Mystic. He's clearly had enough of being Colonel of the PLLD. Resigning this commission, he applies to the Archduke Leopold Cuirassiers. A word in the right ear ensures they accept him and he buys a Captaincy.

Colonel Lothario Lovelace is recruiting for the Cardinal's Guard. He signs up Alan de Frocked and Leonard de Hofstadt. Both buy Captaincies and then pack their kitbags as their new commander volunteers the regiment for frontier duty.

The King's Musketeers leave Paris alongside the Cardinal's men as Colonel Was Nae Me mobilises his regiment. Major d'Eauneurts clearly expects this and is ready to march. Allan Fa-Dân, Charles Asnovoice and Maurice Essai Deux don't seem to have got the message. Colonel Terence Cuckpowder adds some cavalry support as he musters the Queen's Own Carabiniers, including the heavily bandaged Lt-Col Rob d'Masses. In addition to the regiments, Frele d'Acier volunteers his Dragoon Guards squadron and Kidder de Margaux his part of the Grand Duke Max Dragoons. Not to be out-done, PM Colonel Arnaud Surfinmaise, 4A Captain Cyrano de Camembert and Lt-General Monty Carlo all volunteer to serve with the Frontier regiments.

Hangover cure

Now that the volunteers have cleared out of Paris, it's time for the social whirl to begin. Egon Mad 2 is demonstrating his "new, guaranteed (nearly) infallible cure for hangovers" at the Fleur de Lys. A fair number of people take the bait and turn up to sample Count Mad's concoction. However, not all of them have read the invitation closely: Bill de Zmerchant, Etienne Brule and Xavier Four-



Hollandaise cannot get in and are left to kick their heels outside the Fleur. Noggin le Nog has a special invitation, though, and brings Carole Singeurs with him. They join Ali Vouzon, accompanied by Angelina di Griz, Euria Humble, escorting Edna Bucquette, and Jacques Shitacks, with Madelaine de Proust on his arm.

Egon is not the only member with a guest in the Fleur: Sebastian de la Crème Toadies to Pierre le Sang. Di Lemmere is with



Sebastian and Guinevere d'Arthur accompanies Pierre. Others in the club are Pierre Cardigan, escorting Lois de Low, and Uther Xavier-Beauregard, who is with Henrietta Carrotte.

Somewhat further down the social scale, Jacques As – accompanied by Thomasina Tancenjin – is Toadying to Claude Talon at the Blue Gables. Claude is solvent once more, thanks to a substantial gift from another Jacques, Count Shitacks, and a smaller amount from Was Nae Me. Claude has both tithed from this unexpected income and donated to the Paris Orphanage, as well as passing on the donations he received last

month. As is clearly expecting trouble as he turns up with an escort of half a dozen of “the regiment’s biggest troopers”. The only problem with this is that Thomasina seems quite taken with them...

Apart from these groups, Hunter's and Red Phillips both have members visiting to kick off their January. Sebastian Adis II sees in the New Year with Marie Antoinette at the former and Coeur De Lion takes Ada Andabettoir to the latter. Gar de Lieu, on the other hand, is at a very exclusive venue: the Louvre. Sadly, His Majesty does not appear to be in. At least, that's what the guards tell Gar as he tries to gain an audience with the King. However, Egon Mad 2 is admitted when he turns up, each time with rolls of paper under his arm. On his last visit, Egon carries a large bag that clinks as he moves. When he leaves the Palace the bag is a lot thinner but Count Mad has a satisfied look on his face...

Then week 2 has a complete absence of social events. There are still a fair number of people in the Fleur, but they're all members visiting in their own right. Ali Vouzon brings Angelina. Bill de Zmerchant escorts Mary Huana. Euria Humble has Edna on his arm. Jacques Shitacks is with Madelaine. Guinevere accompanies Pierre le Sang. Richard Shapmes' escort is Ella Fant.

Apart from these, Coeur De Lion and Ada are in Red Phillips again and Xavier Four-Hollandaise takes Ava Crisp to Blue Gables. Jean Jeanie is dithering: having succeeded in his courting the week before, he can't decide what to do.

Dancing shoes

The third week of the month is, of course, time for the *Académie de Danse*. Amant d'Au, Ali Vouzon, Chopine Camus, Etienne Brule, Gaz Moutarde (having spent two weeks practising with the lady in his life), Jacques As, Jean Jeanie (who has a new mistress to dance with) and Richard Shapmes are all ready to dance their socks off. Unfortunately, there's no sign of their host and dance master, Voulo

Vault. All the dancing has to be done in the foyer! Inside the Fleur we find Bill and Mary, Jacques (Shitacks) and Madelaine and Pierre (le Sang) and Guinevere. Coeur and Ada return to Red Phillips and Xavier is in Blue Gables again with Ava. Euria Humble is at something of a loose end: he's looking for “RFG's party”, but can't work out where it's happening.

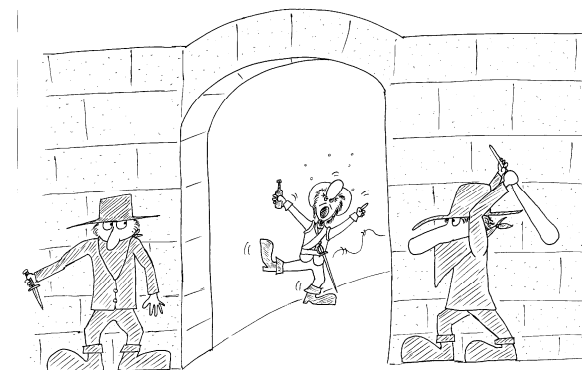
The end of the month sees Maurice Fluff-Bunny lead the latest Hokey hunt. After ransacking another quarter of Paris, Maurice leads his entourage to the Exchequer. Here he demands the immediate attendance of the Chancellor and promptly arrests him (technically, Achmed 'The Axe' knees him in the groin and bundles him into the CPS's black coach). “We know your 'little' game,” Maurice bellows. “Let's see your tiny friends get you out of this one!” After which a drink at the Fleur is very necessary. Maurice is accompanied by his new conquest, Katy Did – he had to spend two weeks on her doorstep arguing the toss with Amant d'Au before he actually got to see her. Bringing Katy to the Fleur is definitely a good idea as it means Amant misses out with his final attempt to court her. Jean Ettonique has a new woman in his life, too, and brings Alison Wunderlandt to join Maurice and Katy. Sebastian de la Creme brings Di and Xavier escorts Ava.

Others in the Fleur are Ali Vouzon and Angelina, Euria Humble and Edna, Jacques Shitacks and Madelaine and Pierre le Sang and Guinevere. Jacques decides to enliven proceedings with a few wagers. He places three 1,000-crown bets on the gaming tables. He loses all of them. Still, he gets some kudos out of it.

Coeur and Ava continue their vigil at Red Phillips and Bothwell's finally gets a visitor or four. Chopine Camus goes there with Sheila Kiwi and Jacques As rolls up with Thomasina on his arm. Jean Jeanie is dithering again...

No prizes for guessing that Jacques de Gain spends all four weeks practising rapier. However, he's not the only one. Bernard de Lur-Saluces is another. Percy Mystic puts in four weeks with his sabre. And Rick O'Shea works out with his cutlass for four weeks. Practising for three weeks out of four are Charles Louis Desapear (rapier), Gar de Lieu (foil), Pierre Cardigan (sabre), Sebastian Adis II

(rapier), Uther Xavier-Beauregard (sabre). Fitting in two weeks of practice around their other activities are Chopine Camus (sabre), Etienne Brule (sabre), Egon Mad 2 (rapier), Jean Ettonique (sabre), Noggin le Nog (rapier), René de Gaviscon (sabre), Richard Shapmes (rapier) and Sebastian de la Creme (rapier).



Claude Talon is one of those who take advantage of the facilities provided by Paris's bawdy houses. In his case, it's because he was turned down when he went courting. René de Gaviscon is there at the same time, but his unsuccessful courting comes later. Charles Louis Desapear started his month with a trip to the red light district and an encounter with the local footpads. He spent his cash to ensure they found nothing on him.

Flanders for France

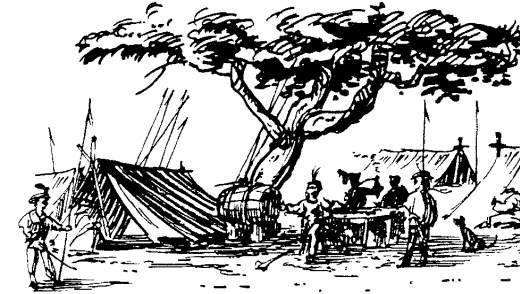
The Cardinal's Guard join Frontier regiment 1 in the north of France, asserting France's claim to Lille. There is little activity from the Spanish garrisons in the Netherlands apart from some skirmishing between patrols. Colonel Lothario Lovelace, commanding the Cardinal's Guard is Mentioned in Despatches ("The Cardinal's men are here!"), redeeming his previous behaviour, and pockets a token 50 crowns from the minimal loot available. There is a further Mention for Captain Leonard de Hofstadt ("Isn't he from around here?"), but nothing for his fellow captain, Alan de Froked.

PM Colonel Arnaud Surfinmaise is attached to First Frontier and gains 50 crowns for himself. There's a further 50 crowns for Lieutenant-General Monty Carlo, whose name also appears in the Despatches ("Why's he looking for Rick O'Shea?"). Lt-Gen Eglise de Sant-Suplice makes a point of going out on patrol with the men. This gives him the opportunity of some proper looting when his squad runs off their opposite numbers: 300 crowns is his haul.

Just to the south a bit, the King's Musketeers are close to Cambrai, bolstering Second Frontier regiment. Again, there's no more than a bit of skirmishing through the month – and that mainly a way of keeping warm. KM Colonel Was Nae Me is brevetted to Brigadier-General and pockets 300 crowns for himself. Major Duncan d'Eauneurts is also brevetted, occupying the vacancy at Lt-Col. Captains Allan Fa-Dân and Maurice Essai Deux both receive Mentions for leading patrols. However, there is nothing for Subaltern Charles Asnovoise.

Captain Cyrano de Camembert of the 4th Arquebusiers is serving with Frontier regiment 2, but nobody notices him. Unlike Major Kidder de Margaux, who has brought his whole squadron of the Grand Duke Max Dragoons. The cavalry make several demonstrations against the Spanish forces, earning Margaux a Mention in Despatches ("excellent dressage!") and 300 crowns worth of booty.

Frontier regiment 3 is keeping an eye on Spanish forces in Franche-Comté where the weather is wet. Very wet. This is the undoing of the Queen's Own Carabiniers, who have arrived to support the Frontier troops. Colonel Terence Cuckpowder orders a charge when he spots some Spanish infantry on the march. But heavy mud bogs down the horses, leaving the Carabiniers clear targets for volley after volley of musket fire. Cuckpowder avoids the musketballs whistling past his ears, but Lt-Colonel Rob d'Masses, barely recovered from his duelling injuries, is not so lucky. RIP.



At the urging of Bdr-Gen Eric de Miabeille, Third Frontier moves up to provide covering fire for the sticky Carabiniers. Miabeille gains a Mention in Despatches for his action and his personal bravery as a musketball removes his hat. The first squadron of the Dragoon Guards is also attached to the Frontier troops.

Lt-Col Frele d'Acier takes his men, out-flanks the Spanish troops and finally relieves the pressure on the Carabiniers. There is a fulsome Mention ("fine piece of soldiering") for the Lt-Col and the further reward of a Knighthood.

Bdr-Gen Warren Peece has volunteered to join Frontier regiment 4 in the Pyrenees. Noting Spanish positions not too far away, he insists that the troops attack and then leads the way. He suffers the fate of many officers who lead from the front: he gets his head blown off! RIP. This does inspire Fourth Frontier regiment to drive off the Spanish, but that's probably not much consolation. ❖

Press

Announcements

Recruits requested to join the Queen's Own: Regular Exercise, loot and serving their Majesties.

† Cuckpowder

Captain Duncan d'Eauneurts, OC F Coy, King's Musketeers, to The Officers of His Majesty's Foot Guards and Musketeers, Greetings!

Gentlemen,

As most of you will be aware, Major 2 of the King's Musketeers has suffered greatly in previous tours of duty to the extent that his hands now continue to shake no matter how much cognac he consumes. Consequently, he was asked to resign last month before the regiment repairs to the front to replace the

Foot Guards (who have performed such sterling service over recent months). It is no exaggeration to say that, in his current state, Major 2 is a danger to every man under his command.

For some inexplicable reason, and in direct opposition to every officer in the King's Musketeers, Brigadier-General Sebastian Adis II took it upon himself to persuade the Major to remain in post.

I have taken it upon myself to ask Major 2, for the sake of the men in his command, to resign his commission once more. Any help you might give in persuading him to take the sensible course would be greatly appreciated.

Your Brother in Arms,

† Duncan d'Eauneurts

To all in the Horse Guards Brigade
If, like me, you grow tired of soft living, you will be gratified to know that your new commander (me) intends that the Horse Guards will be seeing as much action as possible during the coming year (once the weather warms up a bit). Anybody with a yen for soft beds and the other pleasures of Paris should squeak up now or be prepared for some enforced outdoor activities.

Vive la France! Vive le Roi!

† Ali Vouzon, Horse Guards Brigadier

Gentlemen of the 1st Squadron
Dragoon Guards

We are going to the front this month for some much needed winter training.

Kind regards,

† Lt Colonel Frele D'Acier
Dragoon Guards

Despatches from the Front

Sir Lothario, twice recognised by the Cardinal for his nefarious deeds, was knocked unconscious from cannon fire. Waking with amnesia in the midst of battle, he ran blindly from the field. Known only as “Gorge Profond”, the Colonel has been living the life of a poltroon in a lowly frontier regiment ever since.

Steeped in ignominy and scratching out an existence on the front lines, “Gorge Profond” finally came to his senses when he ran head long into a trench while fleeing... again.

This month, Colonel Lothario is calling in the entire regiment to beat down the heathen scum and recover some of his lost dignity.

Diary entry of the late Col Baron Jacques Le Franc found in the rubble of the collapsed barracks at the front. Taken regiment off to the front, seems safer than Paris. The Sheikh is back in the guise of Fluff-Bunny. When the English start raiding our ports they will wish they had looked after the Royal Marines, rather than persecuted them. Perhaps he hopes the Moors will be back.

Worrying reports that dubious Parisians had been here before us, taking ‘samples’ of construction work back for analysis. A poor subaltern who pointed out that their ‘samples’ included supporting beams was burned for witchcraft.

The regiment is bedded down; some action may lighten the mood tomorrow. At least the enemies of the King will proclaim themselves rather than be masquerading in his uniforms. What is that cracking sound... it is very dusty around here... aargh...

Regimental Letters

Captain Duncan d'Eauneurts, OC F Coy, King's Musketeers, to
Colonel Terence Cuckpowder, OC Queen's Own Carabiniers, 3rd Army Adjutant,
Greetings!

Colonel Cuckpowder,

You appear to have taken offence at reports that I ‘kicked’ Frele d'Acier in the course of a recent duel. The facts of the matter are that, inexperienced swordsman that I am, I failed to take the possibility of an advance on the part of Lt. Colonel d'Acier into account whilst putting into effect the

energetic fencing routine I had just committed to memory.

What the report of our meeting also fails to mention is that, since we are likely to have many similar encounters over the coming months, I provided a picnic hamper and the services of a skilled physician in order to begin our relationship on as cordial a footing as possible. Frankly, if Lt. Colonel d'Acier had taken offence in any way, I am certain that he would have mentioned it to me personally, rather than depend upon the Colonel of a regiment which, it must be said, is traditionally held in very little regard by his own to champion his cause.

Where Captain Nemo d'Eux is concerned (the officer you persuaded to remain in the King's Musketeers this month), what you appear to be unaware of is this. Captain d'Eux, a gentle soul not really suited to the military life, is the youngest of four brothers – three of whom have already given their lives in His Majesty's service. Consequently, he is the only means of support his sister and ailing mother can depend upon and, fearing the worst, his Maman has entreated him in vain to return home on numerous occasions. The Captain has refused her entreaties because of not wishing to ‘let the regiment down’, so my fellow officers and I decided that some more robust encouragement was necessary.

The regiment is to see service at the front for the rest of the Winter season – traditionally the most perilous. It is to be hoped that Captain d'Eux doesn't fall and leave his sister and ailing Maman completely destitute.

I trust the above will clarify matters for you somewhat and remain,

Your Most Obedient Servant,

† Captain Duncan d'Eauneurts

Personal

Jean Ettonique

Major 1 of the Dragoon Guards, who you suggest should run a club full with degenerate half-wits wearing black leather and too little of it, and having uses for riding crops and boules, seems to be in exactly the right place where he is. Or might he be better transferring to your own Regiment? † Terence Cuckpowder

Col Cuckpowder

Capt. d'Eauneurts has a title and was accepted into the KM by myself. He is most definitely a gentleman. Since you are a bit mentally challenged and for you the definition of a gentleman relates to their position during the queer practices that go on in your horse lines, I will assume that this time you did not mean to cast a slur on either my regiment or myself. You would do well in future to get someone who is not depriving a village of their idiot to proof read your scribblings.

† Sir Was Nae Me Col KM

Major Talon,

I was somewhat disconcerted to hear of the calumny raised against you. The supporting statement by Lt. Col As is good enough for me please accept my gift of 300 Cr to help you get on your feet.

† Sir Was Nae Me Col KM

Sir Maurice Fluff-Bunny

Dear Sir,

I produce a copy of your letter to me, which gives everyone an insight as to how you run the office of the CPS.

Lt.Col As

Grand Duke Max Dragoons

Mon cher As,

Your recent public missive to Minister of State Count Shitacks clearly puts you at odds with both the Public Safety Ministry and the State Ministry.

Need I remind you that the Court found that rogue Talon GUILTY: not once, but TWICE. He is, therefore, a convicted criminal and one who was most fortunate that His Majesty chose to intervene upon his behalf. Even the direct intervention of His Majesty was not done to deny or denounce the charges against him, simply to allow him to retain his head – or, rather, to spare him being ‘twanged’ across La Manche with a hoard of fireworks shoved up his a**e – in order that he may prove to be the cause of some future ‘amusement’ to His Majesty and/or the Realm in general.

Unfortunately, through your writings, you have sought to pour scorn upon my decision to prosecute Talon and implied a similarity to my undertaking of the Commissioner’s role to that of a previous incumbent – one assumes the late Marquis Al-About?

Need I remind you, As, that all denouncements of a government minister are seen as a direct condemnation of the Government itself, the Government of His Majesty. It can therefore be argued that criticism of the Government is also a criticism of His Majesty and, certainly

in my books, that whiffs suspiciously of Treason!

Perhaps you’d like to consider another public missive, this time one that contains a withdrawal of your previous comments and furthermore includes an apology for them and to me, as Public Safety Commissioner and Knight of France. I am sure if this were to be forthcoming the file which has recently appeared on my desk at the Bastille – the one marked ‘Priority Special Investigations’ and which shows your name at the top of a list on the first page inside it – could be relocated to a suitably ‘deep’ drawer somewhere.

Come now, you know it makes sense. No need to get yourself embroiled in the investigatory processes of the Public Safety Ministry – my agents can be somewhat ‘over-zealous’ in their approach to ‘interviewing’ individuals. As an example, take young Achmed “The Axe”. I mean, his heart is in the right place, a true patriot in every sense of the word, but occasionally his axe isn’t! As in the unfortunate case of a Major who was reported for a similar misdemeanour as your own. Off I sent Achmed to have a word with the fellow and next thing I hear poor Achmed ‘slipped’ in his eagerness to ‘get the job done’ and the Major’s head was knocked ‘clean off’. All a tragic accident, you understand, but just an example of the ‘mishaps’ that can occur.

So, As, I shall look forward to seeing a fresh letter from you.

Esteemed regards,

Fluff-Bunny

CPS

You rightly note that I inferred that

your behaviour was similar to the late, unlamented Al-about. A blight on our society who died before you appeared in Paris. I assume that you must have taken a long time to study his methods. I must note that Al-About never stooped so low as to present Englishmen as witnesses in His Majesty’s courtroom. As to “ALL denouncements of a government minister”, you should listen (for once) to His Majesty’s words “and suggest, Minister, that you rein in the Commissioner’s excesses.” Are you trying to say that His Majesty is guilty of treason because he criticises you? I don’t think so. Most people would see His Majesty’s words as a warning of his displeasure. The rest of your letter proves the points that I raised in my original letter to General Shitacks and confirm, by your own words, that you cannot control your own employees.

I hope this fresh letter pleases you.

† Jacques As, GDMD

Dear Father and Mother

Paris snoozes on, with a pathetic amount of parties, just some more rich toffs dancing lessons and a sales pitch for a hangover cure. Your tales of balls, parties, grand balls with the King and Queen, Cardinal, Bishops, Lords, Ladies – those days are gone. People tend to stay indoors in case they get mistaken as Cokeyists and arrested. Marie and I saw the New Year in at Hunter’s and got you and dear mama some silk stockings with “Je Suis” on one leg and “Hokey Cokey” on the other in the sales. I might take a trip home soon before I fade away of boredom. The Hokey

Cokey hunt at Christmas was a real hoot – falling in the Seine, checking out all the dives in Montmartre, no sign of HC though. I think he may be a phantom, hmm, maybe we should check out the Paris Opera House.

One funny thing that amused us – Marie’s ex, the Big Was, asked your old comrades in arms Majors Portos and Artemis to resign as part of funding cuts in the King’s Musketeers and them only having a few months left before they can claim a full pension. To try and push them out at Christmas after years of loyal service struck us as particularly unfair, so we had dinner with them and persuaded them to stay on. The Big Was was furious – which made it all the more satisfying.

Your loving son,

† Sebastian

I have decided against seeking re-employment as Minister of War, but rather to confront the enemies of France upon the battlefield.

† UXB

Brigadier Adis,

I appreciate that your rank might give you experience in understanding what is expected in a Major.

Let me point out, however, that what are considered appropriate traits in the 69th Arquebusiers or the Gascons fall short of the mark in the King’s Musketeers.

You would do better focusing your energies looking after the scum that you command – maybe you might even get them to wash every so often.

† Sir Was Nae Me Col KM.

Captain Duncan d'Eauneurts, OC F Company, King's Musketeers, to His Excellency General le Comte Gare de Lieu, His Majesty's Minister without Portfolio,

Greetings!

Mon General,

I am told you are seeking an aide and would like to put myself forward for your consideration.

Although but newly arrived in Paris I have already had dealings with many of the city's dignitaries and denizens and can assure you of peerless performance in the role offered.

Although currently a mere Captain I have every hope of replacing Major En d'Eux, acting commander of our 2nd Battalion, at the beginning of January. (It was hoped that the Major would resign this month but, for some unfathomable reason, Brigadier-General Adis persuaded him otherwise.)

Thank you for taking the time to consider this application,

Yours to Command,

† Captain d'Eauneurts

P.S. If Your Excellency could see his way to encourage Major En d'Eux to agree to my resignation request, thus guaranteeing my ability to purchase his then vacant Majority and secure eligibility for the post you are offering, I would be forever in Your Excellency's debt.

Captain Jean Ettonique, I welcome you to the Dragoon Guards, and explain that while I may say "I intend to give the Dragoon Guards a good kicking", this is a figure of speech and not an earnest of intent.

† Cuckpowder

I extend my most humble gratitude to the Our Great Father, King Pevans, for showing mercy upon my pitiful self. I also publicly sing the praises of my brothers of the Grand Duke Max Dragoons for their support in my hour of need, as well as to other citizens of the city who showed such friendship publicly and privately in my hour of need. To all, in the words of my Mother's people "Gitchi-miigwetch." Great Thanks!

Citizens of Paris

The camel is dead, but in his place a rabbit has appeared. Join the brotherhood today and exterminate the rabbit and his minions.

The Brotherhood has decreed that these Kangaroo courts shall stop. No more brave officers shall be put on show trials by this madman.

Maurice Fluff-Bunny and any of his lackeys in the 13th or CPS scum can be:

- Shot on sight,
- Stabbed on sight or
- Beaten to death on sight

Power to the People!

The Brotherhood of Paris

Lord Percy Percy says, as fashion is tending towards the small yellow blob, Pierre le Sang has a very fashionable sexual organ.

Note attached to a severed serpent's head left overnight in the apartments of Cyril Blake, Inspector of the Luxton Coach Line:

"One must beware of mysterious serpent beings around France. They speak with forked tongues."

To His Majesty the King.

Sire, I am exceedingly pleased that you have accepted the position as the first Chancellor of the Royal Academy for the Advancement of Natural Philosophy, which I have recently founded and indeed funded. I hope that under your patronage a new generation of Natural Philosophers will arise whose creations will aid France in ways that we scarcely can imagine today.

I remain your humble servant,

† Count Mad

Overheard

Deb Onaire: "Jean, Jean, once we had something that was beautiful and pure and good. Jean, what happened to it?"

Jean Ettonique (presumably): "You spent it all!"

Found scratched on a privvy door near Hunters

The Scarlet Knight

A load ofmanure!!!

The Privvy Poet

To Beige de la Creme.

From Major de la Creme, 3rd Battalion – 13th Fusiliers. Aide to General Marquis le Sang.

Cher Pere,

I write to you from my new office, I apologise that I have not written before. I know you are a busy man, well now so am I!

As you can see, I am now both a Major in one of France's finest regiments and also the Aide to a great man, General Marquis le Sang. I have met a fine lady by the name of Di and Paris has been most welcoming of me.

Despite only being eligible to join a club known as the Blue Gables, I have not spent any time anywhere other than the Fleur de Lys, Paris' most prestigious club!

I am looking forward to serving in His Most Christian Majesty's army in the summer, my first taste of warfare, but I feel ready for it – your instruction will be most useful I feel.

Tell ma mere not to worry, things are on the up for your second born son and I foresee great things in my future.

Your loving son,

† Sebastian

Points Arising

Next deadline is 4th Sept 2015

Should the Chancellor survive his trial, his term will expire at the end of February. Anyone applying for the post should do so in their Feb orders.

I had no orders from the following and they suffered the consequences:

EdM Eric de Miabeille (Pete Holland) has NMR'd. Total now 4 and is sent to a Frontier regiment

GB Grégory Bonnissel (Mark Nightingale) has NMR'd. Total now 1

VV Voulo Vault (Mark Booth) has NMR'd. Total now 1

X2 (Chris Boote) has NMR'd. Total now 1

AFD (Gerald Udowiczenko) has been floated at his request.

PN (Colin Cowper) has been floated as it's been a "nightmare of a week!"

WP (Pam Udowiczenko) has been floated at her request.

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

Notes

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

There's a Yahoo! group for *En Garde!* players that provides a forum for players of different games to swap stories and ideas. Sign up and get talking at:

<http://games.groups.yahoo.com/group/EnGardePlayers/>

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

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

Announcements

Jacques Shitacks asks NPC Chancellor of Exchequer to resign

Percy Mystic asks NPC Major 1 and NPC Major 2 of Archduke Leopold Cuirassiers to resign

Percy Mystic asks NPC Capt 4 Archduke Leopold Cuirassiers to resign

Uther Xavier-Beauregard applies for Brigadier of Heavy Brigade and

Uther Xavier-Beauregard applies for Brigadier of Dragoon Brigade

Was Nae Me applies for Army Adjutant of Second Army

Duels

Results of January's duels

Rob d'Masses (with TC, gains 1 Exp) beat Jean Jeanie.

Arnaud Surfinmaise (gains 1 Exp) beat Noggin le Nog.

René de Gaviscon (with TC, gains 1 Exp) beat enemy Jacques As (+FdA).

Amant d'Au (gains 1 Exp) beat Rob d'Masses (with TC).

Maurice Fluff-Bunny had no opponent for his challenge – voted cause 9:5.

Grudges to settle next month:

Amant d'Au (Dagger, adv.) and Maurice Fluff-Bunny (Sabre, Seconds JE & BdLS, 3 rests) have mutual cause as neither stood down over Katy.

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

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

Trials

The NPC Chancellor of the Exchequer will be on trial at the beginning of next month – after duels, but before anything else. CPS Maurice Fluff-Bunny will prosecute on charges of "Treason and Plotting to rob the Treasury at the behest of a Foreign Monarch - in this instance the King of the Leprechauns". The Minister of State, Jacques Shitacks, will sit in judgement. Influence cannot affect the result, but players are welcome to send testimony and other contributions (I recommend liaising with MFB and JS, though).

Influence can be used with the King to try to commute the sentence, should the Chancellor be found guilty. Any player may submit conditional orders to use favours and/or bribes for or against commuting the sentence.

New Characters

Craig Pearson gets the Bastard son of a well-to-do Count: Init SL 10; Cash 225; MA 6; EC 2 (X1).

Pam Udowiczenko gets the Second son of a very wealthy Earl: Init SL 9; Cash 750; MA 3; EC 3 (X3).

Tables

Other Appointments

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

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

Battle Results

Cardinal's Guard: 3
King's Musketeers: 3
Queen's Own Carabiniers: 5
Frontier regiment 1: 3
Frontier regiment 2: 4
Frontier regiment 3: 4
Frontier regiment 4: 1
RNHB regiment: 5

Army Organisation and 1668's Summer Deployment

First Army (Field Ops)	PIS/SdIC/EB/N
First Division (Field Ops)	EM2/GB/N2
Guards Brigade (Field Ops) – RFG CG KM	
Dragoon Brigade (Field Ops) – GDMD PLLD	
Cavalry Division (Field Ops)	N5/N/___
Horse Guards Brigade (Field Ops) – DG QOC	
Heavy Brigade (Field Ops) – ALC CPC	
Second Army (Siege)	BdZ/N/___/ROS
Frontier Division (Siege)	N1/N/N5
Frontier Regiments (Siege)	
Third Army (Defence)	___/___/TC/JdG
Second Division (Defence)	N6/N/N5
3rd Foot Brigade (Defence) – 27M 4A	
4th Foot Brigade (Defence) – 69A Gscn	
RNHB Regiment (Defence)	
Third Division (Defence)	N2/N/BdLS
1st Foot Brigade (Defence) – RM PM	
2nd Foot Brigade (Defence) – 13F 53F	

Organisation and Deployment for the Campaign Season
with Army and Division posts (Commander/Aide/Adjutant/QMG)
Entries are ID for player characters, N (+MA if needed) for NPC, ___ for vacant

Brigade Positions

Guards Brigade	N4/N/VV	First Foot Brigade	N2/N/CDL
Horse Guards Brigade	AV/N/___	Second Foot Brigade	N3/N/N6
Heavy Brigade	___/___/N5	Third Foot Brigade	N6/N/N4
Dragoon Brigade	N2/N/CT	Fourth Foot Brigade	SA2/N/N3

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

Frontier Regiments

	F1	F2	F3	F4	RNHB
Colonel	N4	N1	N1	N6	N5
Attached	AS MC EdSS	2 Sqn GDMD CdC	1 Sqn DG EdM		
Also at the Front	Cardinal's Guard, King's Musketeers, Queen's Own Carabiniers				

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

Femmes Fatales

No	Name	SL	Attr	Last
64	Edna Bucquette	18	W	EH
3	Kathy Pacific	17	B	
54	Madelaine de Proust	17		JS
35	Katy Did	16	I	MFB
42	Maggie Nifisent	16	B	
55	Jacky Tinne	16		
52	Guinevere d'Arthur	15	B/W	PIS
10	Frances Forrin	14	B	
21	Helen Highwater	14	W	
48	Fifi	14	B/W	
62	Alison Wunderlandt	14		JE
11	Laura de Land	13		
16	Ophelia Derriere	13		
26	Ella Fant	13	B	RS
27	Lucy Fur	13	B	
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	UXB
28	Vera Cruz	12		
31	Bess Ottede	12	I/W	
1	Sue Briquet	11	B	
4	Anne Tique	11	W	
9	Deb Onairre	11	I	
40	Sheila Kiwi	11		CC NIN
63	Carole Singeurs	11		
20	Emma Roides	10	I	
33	Anna Rexique	10	I	
38	Pet Ulante	10	W	
43	Di Lemmere	10	I	SdIC
53	Angelina de Griz	10	B	AV
56	Ingrid la Suede	10		
6	Viv Ayschus	9		
57	Ava Crisp	9	I	XFH
59	May Banquot l'Idée	9		
2	Betty Kant	8	I	
19	Jenny Russe	8	W	
32	Sal Munella	8	W	
41	Marie Antoinette	8	B/I	SA2
49	Mary Huana	8	B/I/WBdZ	
34	Freda de Ath	7	W	
39	Thomasina Tancenjin	7	I	JA
50	Ulla Leight	7	I	
5	Belle Epoque	6	B/I	
13	Josephine Buonoparte	6	I/W	
24	Violet Bott	6	I/W	
15	Ada Andabettoir	5	B/I	CDL
25	Lois de Low	5	B	PC

Regiments																
REF	CG	KM	DG	OO	CALC	CPC	RM	GDMD	PM	13F	PLUD	53F	27M	4A	69A	Gscn
CoI	ADA	LL	WINNER	TC	N7	RdG	EH	GM	JA	CC	AS	MFB	BdLS	N6+	N4+	N7
LCol	JJ	N3	DdE	FdA	N1	N5+	N2	N5	KdM	CDL+SdIC	N5	N6+	N4+	N3+		
Maj 1	VV+	N3	N5	N2	N1	N2	N4	N5	CT+	N6	XFH	N2	N4	N3	N5	
Maj 2	N1	N2	DdE+JE	N2	N2	N4	N5	N3	N3	N3	N4	N1	N4	N3	N5	
Capt 1	N1	N6	N6	N1	N5	N4	N2	N2	N6	N2	N4	N1	N2	N6	N2	
Capt 2	N6	N6	N4	N1	N4	N3	N5	N5	N6	N4	N1	N2	N6	N2	N3	
Capt 3	N2	N6	N2	N4	N3	N5	N5	N6	N4	N1	N2	N6	N2	N3	N6	
Capt 4	N2*	N3*	MED	N6*	N5*	N4*	N6	N5*	N6	N6*	N6*	N2*	N2*	N3*	N5*	
Capt 5	ADF	AFD*														
Capt 6	LdH															

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
GdLi	Count Gar de Lieu	28	70	Poor	General/Min w/o Port	9		Flr	4	Bill Hay
PC	Viscount Pierre Shirdigan	25	66	Withy	Fld Marshal/Min w/o Port	9	Lois	Flr	4	Matt Shepherd
EM2	Count Egon Mad 2	25	55	Rich	Lt-General/1st Div Commandr	11		Flr	4	Tym Norris
JS	Count Jacques Shitacks	24	72	Rich	General/State Min.	3	Madeline	Flr	4	David Oliver
JdG	Count Jacques de Gain	23	50	Flthy	Bdr-General/3rd Army QM Gen.	20		Flr	5	Ben Brown
UXB	Count Uther Xavier-Beauregard	22	56	Comfy	Bdr-General/War Minister	13	Henrietta	Flr	4	Pete Card
EH	Count Euria Humble	21	62	Rich	Lt.Colonel CPC/Justice Min.	18	Edna	Flr	5	Matthew Waile
PLS	Marquis Pierre le Sang	21	50	Comfy	General/1st Army Commndr	7	Guinevere	Flr	4	Bill Howell
AV	Earl Ali Vouzon	20	54	Rich	Bdr-General/HCDs Brigadier	8	Angelina	Flr	1	Graeme Morris
EdSS	Count Eglise de Sant-Suplice	20	F	Comfy	B.Lt-General/Min w/o Port	7		Flr	2	Jerry Spencer
BdZ	Marquis Bill de Zmerchant	19	49	OK	B.General/2nd Army Commndr	6	Mary	Flr	3	Tim Macaire
RS	Marquis Richard Shapmes	18	40	Withy	Lt-General/Prov.Mil.Gov	10	Ella	Flr	4	Charles Popp
VV	Sir Voulo Vault	18	39	Poor	Major RFG/Gds Brigade Maj.	2		Flr	2	Mark Booth
AdA	Marquis Amant d'Au	16	48	Withy	B.Bdr-General RFG	7		Both	5	David Brister
EB	Sir Etienne Brule	16	35	Poor	Colonel DG/1st Army Adjutnt	2		Both	4	James McReynolds
GM	Sir Gaz Moutarde	16	28	Rich	Lt.Colonel RM	3		Both	2	Mike Clibborn-Dyer
ROS	Baron Rick O'Shea	15	27	Rich	Bdr-General/2nd Army QM Gen.	5		Both	6	Paul Wilson
FdA	Sir Frele d'Acier	15	F	Comfy	Lt.Colonel DG	5		Both	3	Peter Farrell
TC	Terence Cuckpowder	15	F	Comfy	Colonel QOC/3rd Army Adjutnt	3		Both	4	Mike Dommett
WP	Marquis Warren Peece	15	RIP							Pam Udowiczzenko
EdM	Earl Eric de Miabeille	15	F	Withy	Bdr-General	14		Both	3	Pete Holland
JJ	Baron Jean Jeanie	14	36	Withy	Lt.Colonel RFG	13		Both	3	Andrew Kendall
CC	Sir Chopine Camus	14	25	Comfy	B.Bdr-General GDMD	7	Sheila	Both	4	Stewart Macintyre
MC	Marquis Monty Carlo	14	F	Withy	Lt-General	13		Hunt	4	Andrew Burgess
MFB	Sir Maurice Fluff-Bunny	13	34	OK	B.Bdr-General 13F/CPS	6	Katy	Flr	5	Jason Fazackarley
JA	Jacques As	13	17	Comfy	Lt.Colonel GDMD	1	Thomasina	Both	4	Joe Farrell
RdG	René de Gaviscon	12	29	Comfy	Lt.Colonel ALC	4		Both	5	David Williams
LL	Sir Lothario Lovelace	12	F	Withy	Colonel CG	8		Both	4	Geoff Bowers
WNM	Sir Was Nae Me	12	F	Comfy	B.Bdr-General KM	6		Both	3	Mark Farrell

ID	Name	SL	SPs	Cash	Rank, Regiment/Appointment	MA	Last seen	Club	EC	Player
AS	Arnaud Surfinmaise	11	F	Poor	Colonel PM	6		Hunt	5	Nik Luker
SA2	Sebastian Adis II	10	23	OK	Bdr-General/4 F Brigadier	5	Marie	Hunt	4	Mark Cowper
RdM	Rob d'Masses	10	RIP							Craig Pearson
AdF	Alan de Froked	10	F	Poor	Captain CG	3				2 Charles Burrows
GB	Grégory Bonnissel	9	12	OK	Captain GDMD/LtGen's Aide (1 Div)	2		BG	3	Mark Nightingale
DdE	Duncan d'Eauneurts	9	F	Poor	B.Lt.Colonel KM	4				5 Paul Lydiate
JE	Jean Etonique	9+	30	Comfy	Major DG	6	Alison	HGds	5	Tony Hinton-West
NIN	Noggin le Nog	8	26	Comfy	Subaltern RFG	1	Carole		4	Martin Adamson
XFH	Xavier Four-Hollandaise	8	23	Comfy	Major 13F/13F Regt. Adj.	4	Ava	BG	2	Francesca Weal
CDL	Coeur De Lion	8	18	OK	Major PM/1 F Brigade Maj.	5	Ada	RP	3	Graeme Wilson
BdLS	Bernard de Lur-Saluces	8	11	Poor	Lt.Colonel 13F/3rd Div Adjutant	5		BG	2	Rob Pinkerton
KdM	Kidder de Margaux	8	F	OK	Major GDMD	5		BG	6	Gary Phillips
MED	Maurice Essai Deux	8	F	Poor	Captain KM	4		BG	3	Olaf Schmidt
LdH	Leonard de Hofstadt	8	F	OK	Captain CG	4		BG	5	Neil Packer
SdIC	Sebastian de la Creme	8+	37	Poor	Major 13F/Gen's Aide (1st Army)	4	Di	BG	5	Alan Percival
CT	Claude Talon	7	20	Comfy	Major GDMD/Drgn Brigade Maj.	4		BG	4	Cameron Wood
PN	Pépé Nicole	7	14	Comfy	B.Bdr-General 69A	5		BG	3	Colin Cowper
PM	Percy Mystic	7	13	OK	Captain ALC	5		F&P	3	Ray Vahey
AFD	Allan Fa-Dân	7	F	OK	Captain KM/KM Regt. Adj.	6		BG	4	Gerald Udowiczzenko
CA	Charles Asnovoise	5	F	Poor	Subaltern KM	4			4	Gerry Sutcliffe
AB	Alain B'starde	5	0	OK		3			4	Howard Bishop
CdC	Cyrano de Camembert	4	F	Poor	Captain 4A	6		F&P	4	Dave Whiffin
CLD	Charles Louis Desapear	4	F	Poor	Major 27M	1		RP	4	Martin Jennings
X2		3-	2	Poor		2			6	Chris Boote

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

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

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