

Marshal Enterprises Presents...

Its Periodic Blog #1

This is the quiet time of the year for Marshal Enterprises. Our annual release, *La Bataille Pour La Prusse 1806*, was sent out, as always, in early October-- on time and with few glitches. Absent answering your very few questions, we have been spending our time fulfilling your orders; sending out a few replacement parts; and contemplating what our next game might be. We have a good idea what it might be, but won't make any final decisions till the New Year.

Once that occurs, we will start doing some design and initiate a few playtests (we have crews in North Carolina; Michigan; Utah and Southern California which will do the playtesting this coming year). We have already started discussing map orientation and are entertaining just how scenarios might be put together. We always try to do something a little different and we are a long way from determining what that might be. We also hope to receive feedback from you to let us know what we are doing right and what we need to improve upon—so any comments you have will receive our immediate attention.



Sales are moving along at about the same pace as last year—the good news is we seem to have some new customers from abroad...last week we had a sale of five games to a small Chinese city, so our sales to China have increased substantially. Japan; Italy; Spain; France and the United Kingdom appear to be our biggest foreign markets. This year we have sold games to 13 different countries besides the United States, which is a record for us. While some people think that labataille.me comes out of Montenegro or Macedonia. While we might like to foster that urban legend, we have yet to sell a game to either of those principalities, and to us, they are both dots on a map we are unlikely to visit during the remaining years of our tenure on earth. If sales move along at the same pace as they did for *La Bataille d'Austerlitz 1805*, we will be sold out by

August, but some of our large foreign sales have not come in yet, so we may be sold out by the early summer of 2018 if those come in.

On the questions coming from our customers, we have discovered very few items that can be considered errata, but there is a couple:

- In *La Bataille De Saalfeld 1806*, there is a ford on the Saale River which is not marked on the map. The ford is where the “d” in the printed word Saalfeld is. You may want to mark the ford in a color different than the print for Saalfeld.
- In *La Bataille De Jena 1806*, General Milhaud and the 13ème Chasseurs A' Cheval are not at the battle and should not be placed on to the field of play.

The issue of covered bridges came up for *La Bataille de Halle 1806*. Covered bridges and bridges are the same either term can be used.

That is all we know about....should you have any questions or know of any corrections, please let us know. We will post the errata on a permanent place on the website and will make that announcement after it is placed on the site.

WEBSITE REDESIGN

Speaking of the website, there will be a general redesign of the website occurring at the end of the year. We will be shutting down the website the last week or so of the year and then the new site will be up as the New Year opens. We have kept the same basic design since 2011, and we had the opportunity to update and expand our site for you. Sales will continue on the old site till we bring on the new design.

Finally, we present a new feature for Marshal Enterprises...the ME Man of the Moment. The ME man of the moment will be a personality whose achievements and aura symbolize the spirit of our moment in the Revolutionary and Imperial Age.

La Bataille Pour La Prusse 1806 was certainly our most coalition-centric game of the five we have done so far. So it is only fitting that we commemorate a person who lived within the coalition and whose life was the ennoblement of an age and whose persona reflected upon the glory of the period.



There were not a lot of Prussians in 1806 that fit into that category, but one who clearly stands out during the period the game represents is this blog's Man of the Moment...Queen Louise of Prussia.

Queen Louise of Prussia personifies the Teutonic Spirit like no other soul during this period. She allegedly came to the battle at Jena dressed as an Amazon, and some say her persistence in pleading Prussia's cause at the Tilsit meetings after the Battle of Friedland was the only reason that Prussia survived as a state.

She was a fighter; a defender of her family's honor; the mother of the first Kaiser of the German Reich; and a pious and virtuous woman who became the patron saint of the German nation. She is the

Marshal Enterprises Man of the Moment. Till next time...Marshal Enterprises signing

James G. Soto

ME Household