

Issues 93 - 95 Battenburg stories.

Battenburg (not Battenberg, a family [which] was formally a morganatic branch of the House of Hesse-Darmstadt, rulers of the Grand Duchy of Hesse in Germany), is a principality (ruled by a Prince), set in the Guard's world.

I had wanted to set a series of adventures set in a world similar to **Anthony Hope's Prisoner of Zenda**, **Ruritania**. But a suitable name for the small landlocked mountainous, woody country was eluding me. That is until I was eating a slice of Battenberg cake. The name sounds European and suggests the name of a country. I amended one letter and Battenburg came into existence.

As with the majority of stories I create, I had a rough outline of what I wanted to do, and after that just 'followed by nose.' As it turned out this series of stories has featured clashes between a Fritzrovian character, **Fratzke**, (which according to some sources, is a nickname for gluttony) and Albert Copperwaite / The Guard.

I also wanted to incorporate the red and yellow colours where possible into the Lego builds and some Lego figures such as the modern soldiers. I made use of those Lego faces that had moustaches and looked Swiss / Germanic in appearance to give the characters a distinctive look. Hopefully there will be future stories set in this principality. It is a great world in which to set stories.

Surprisingly, the Battenberg cake sounds European, but is in fact is a British invention. So what is a Battenberg cake? 'Battenberg or Battenburg is a light sponge cake with different sections held together with jam. The cake is covered in marzipan and, when cut in cross section, displays a distinctive two-by-two check pattern alternately coloured pink and yellow. The large chequered patterns on emergency vehicles in the UK are officially referred to as Battenburg markings because of their resemblance to the cake.' Wikipedia.

My favourite variety of Batternberg is made by Lyons. Nowadays only found for sale in the smaller chains of food stores, for some reason.



Appendix A