

Les Petites Bêtes Soyeuses

Additional Rules for this **En Garde!** game



22nd October 2005

Contents

Contents	ii
Introduction	iv
Summary	iv
1 Characters	1
Character Generation (Rules pp 5-6)	1
Character/Order Sheets	1
Reports and Tables	1
2 Orders	3
Conditional Orders.....	4
Standing Orders	4
Actions not in the rules	5
3 Support (Rules p 7)	5
4 Conspicuous Consumption (Rules p 7)	5
5 Clubs (Rules p 8)	5
Joining a Club	5
The Fleur de Lys	6
6 Carousing (Rules p 8)	6
7 Gambling (Rules pp 9-10)	6
8 Toadying (Rules p 9)	7
Parties	8
9 Female Companionship (Rules p 10)	8
10 Mistresses (Rules pp 10-11)	8
Courting a Mistress.....	8
Standing Down	9
Indiscretions (Rules p 11).....	9
Influence	9
11 Bawdy Houses (Rules pp 11-12)	10
12 Borrowing and Loans (Rules p12)	10
Being Short of Money.....	10
13 Duels (Rules pp 12-17)	10
Challenges and Voting.....	12
Status Points Gains and Losses (Rules p 17).....	12
Seconds and Refusing a Surrender	13
14 Practice (Rules pp 17-18)	13
15 Influence (Rules pp 18-19)	14
Announcing Influenceable actions	14
NPC Resignations	14
Bribery	14

16 Regiments (Rules pp 20-24)	15
Joining a Regiment.....	15
Frontier Regiments.....	16
Buying Ranks.....	16
Regimental Duties.....	16
17 Regimental Organisation (Rules pp 23-24)	16
18 Campaign (The Front) (Rules pp 24-33)	17
Substitutions (Rules p 25).....	17
19 Volunteers (Rules p 26)	18
Volunteering a command.....	18
20 Personal Outcome (Rules pp 31-33)	19
21 Appointments	19
Military Appointments.....	20
Government Appointments.....	22
22 The Commissioner of Public Safety (CPS)	22
Arrests.....	22
Trials.....	23
Titles (Rules p 41)	23
24 Investment (Rules pp 42-43)	24
25 Horse Races	24
Sponsoring a race.....	24
Attending the race.....	25
Entering the race.....	25
Horse race attributes.....	25
Results of the race.....	25
26 <i>Le Prix d'Or</i>	26
27 Press	26
28 Feedback	26

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Introduction

These rules supplement the published rules of *En Garde!* for *Les Petites Bêtes Soyeuses*, mainly to enable the game to be played by mail (or e-mail). There are also some additions to the game and interpretations and explanations of the published rules.

References to the published rules (“Rules”) are to the 1988 UK edition of *En Garde!*. Section numbers are cross-references within these postal rules.

Summary

This section is a summary of the major changes and additions to the rules to get you started.

- 1 Your character is provided for you by the referee (Pevans in this case) and you will automatically get a new one if your character dies (see section 1).
- 2 To play the game, you send in each month’s orders to the referee who will adjudicate the game and report the results. A month’s orders include four weeks’ actions and any monthly actions (including duels and press) (see section 2).
- 3 Any action that does not take a week happens at the start of the month (see 2.5).
- 4 There is one extra, high-level club, The Fleur de Lys – see 5.4.
- 5 Joining a regiment does **not** take a week, and hence can only be done once a month (see 16.1, 16.3).
- 6 Duels are more formal than in a face-to-face game. Instead of fighting your opponent on the spot when cause is given, duels are fought at the start of the following month. Duels are fought by putting in duelling orders with your other orders for that month (don’t forget to surrender!). There are a number of other changes for duels: particularly additional rests for higher Expertise and special rules for using Dagger or Two-handed Sword – see section 13.
- 7 Non-player characters can be influenced to resign from regiments or appointments (see 15.8).
- 8 Non-player characters can be influenced by bribes, as well as favours (see 15.10).
- 9 Player characters must specifically state in their orders that they will accept appointments offered to them or they will refuse them (see 20.7, 21.5, 21.22).
- 10 Press consists of notices from characters (or fictitious persons, or anonymous) and are published with the game report by the referee. Press can earn status points, but otherwise has no effect on the game (unless players choose to be influenced by it) – see section 27.

1 Characters

Character Generation (Rules pp 5-6)

- 1.1 When a player joins the game s/he receives a Character Sheet describing the randomly-generated characteristics of her/his Character.
- 1.2 If a character dies, a new character will automatically be created for the player concerned, unless the referee is requested not to do so.
- 1.3 The referee takes a dim view of players deliberately killing characters they consider to be inferior and sanctions will be taken against offenders (such as being bastard sons of Peasants permanently).

Character/Order Sheets

- 1.4 Players will receive an updated character sheet with the game report. They should also check the tables in the game report for additional information (notably causes for duels).
- 1.5 The character/order sheets show standard payments to and from the character and SPs awarded. Note that if the character is at the front, the SPs and costs are not applied, although they still appear on the sheet.
- 1.6 It will help the referee if you put the details of actions in your orders (e.g. "Repay Shylocks 220 crowns" not "Repay loan to Shylocks"). Orders for any month consist of any non-weekly actions at the start of the month, followed by any action in weeks 1, 2, 3 and 4 in sequence.
- 1.7 The order sheet has three columns on the right-hand side for Income, Costs and SPs. These do not have to be completed, as the referee will calculate the appropriate numbers, but will be useful in planning what your character is doing in a month.

The same convention is used for examples in these rules:

	<i>Income</i>	<i>Costs</i>	<i>SPs</i>
<i>Support (for a level 5 character)</i>			10
<i>Allowance</i>		40	

Reports and Tables

- 1.8 A number of tables accompany the game reports and give information on general topics for all players. These are:
 - **The Greasy Pole** – List of all characters by Social Level, giving summary information about each character; Last seen is the mistress the character was last seen in public with in the month just past
 - **Regiments Organisation** – Shows the current holders of (and vacancies in) the 10 major officers' positions in each of the 17 regiments, plus regimental adjutants (*) and positions which are out of the chain of command (+) as the incumbent has a brevet rank or an appointment elsewhere

- **Hell Hath no Furry...** – Mistresses currently in Paris, with their Social Levels, attributes and the last lover (if any) they were seen with in public in the month just past
- **Army Organisation and Summer Deployment** – Shows the military organisation and deployment for the next campaign (in the Summer season), together with the current holders of (and vacancies in) Army and Divisional appointments
- **Brigade Positions** – Current holders of (and vacancies in) Brigade appointments
- **Frontier Regiments** – Colonels of the Frontier regiments, volunteer characters, battalions and squadrons assigned to Frontier regiments and volunteer regiments and Brigades
- **Battle Results** – the Battle Results earned by units that were in action that month
- **Other Appointments** – Present holders of (and vacancies in) other appointments
- **Duels** – Sections listing the results of the latest duels, duels to be fought next month, any that are held over and any challenges which need to be voted on
- **Trials** – Any trials that will be held next month
- **Announcements** – Notices from characters who want to carry out actions which can be influenced next month
- **New Characters** – Initial details of new characters and players
- **The Guilty Parties** – Addresses of players with telephone numbers and e-mail addresses where appropriate
- **Points Arising** – Information, notices and rule changes from the referee



2 Orders

- 2.1 A deadline for orders will be published in every issue of the game report. See 1.6 and 1.7.
- 2.2 If no orders have arrived for a character by this deadline he is counted as “No Move Received” (NMR).
 - 2.2.1 On a second consecutive NMR the character will volunteer for a Frontier Regiment. On subsequent NMRs he will take a Reckless Bravery modifier of two less than the number of consecutive NMRs.
 - 2.2.2 A character who is NMR will be treated as an NPC for the purposes of: allowing characters into regiments, excusing characters from duties, making appointments and arresting embezzlers. This means influence can be used on him.
 - 2.2.3 If a character who is NMR is due to fight any duels, they will be postponed to the following month.
- 2.3 If a player fails to submit orders for a new character after their previous character died at the Front due to NMR, the new character will be removed from the game immediately.
- 2.4 Players must subscribe to the appropriate game report. Orders will not be accepted from players whose subscriptions have lapsed.
- 2.5 All actions which do not take a week happen at the beginning of the month, before Week 1 (week 0). They happen in the following order:
 - Duels – including votes on challenges and recovery of Endurance;
 - Trials;
 - All Borrowing, Lending and Repaying of debts;
 - Investing and Embezzling;
 - Non-Player Character (NPC) and Player Character Resignations (including dumping a Mistress);
 - Trading Expertise for Strength;
 - Buying a new rank in your current regiment;
 - **Joining a Regiment**¹ (and buying a rank);
 - Applying for and appointing posts;
 - CPS appointing and dismissing ferrets and issuing and rescinding warrants;
 - Volunteering for the Front;

¹ This is a change from the published rules, where joining a regiment takes a week (see 16.1, 16.3).

- Gaining allowances, pay, pensions etc.;
- Paying support costs and gaining SPs (if in Paris);
- Characters in Paris are then able to Join a Club, Consume Conspicuously and be excused Regimental Duties.

Conditional Orders

- 2.6 Orders may only be made conditional on things that have already happened. That is, you can have an order in Week 3 that is conditional on something that happened in Weeks 1 or 2, but not on something else in Week 3.

E.g.: The following orders are unacceptable:

Week 1: Toady to ZdZ, if he does not let me in, Visit Club

Whereas the following orders are fine:

Week 1: Toady to ZdZ.

Week 2: If ZdZ let me toady to him in Week 1, then Toady to ZdZ.

Else Visit Club.

Any week's orders may be conditional on the outcome of an action at the beginning of the month.

- 2.7 Conditional Orders should be written:

Week 1: If..... Then.....

Else.....

You can have as many nested "If...Then...Else If...Then" as you like but the more complex they are, the more likely it is that the referee will misinterpret them. The clearest method is to write "If" or "Else" on a new line.

- 2.8 If conditional orders from two (or more) characters depend on each other, nothing will happen. It needs one of them to trust the other!

For example:

Alphonse orders "Give Bernard 200 Cr if he uses a favour for me"

Bernard orders "Use favour for Alphonse if he pays me 200 Cr"

Neither of these will happen.

Standing Orders

- 2.9 Standing orders are not allowed. The referee expects orders from all characters each turn (even if they are at the front, characters can carry out several actions – lending, borrowing and, of course, being recklessly brave or a poltroon).
- 2.10 The referee will accept orders in advance, if you are going to be on holiday (or whatever) and will thus miss a deadline. Alternatively, characters can be 'floated' (i.e. remain at their current SL, but do nothing else). The referee needs to be informed of this in advance.

Actions not in the rules

- 2.11 Players are welcome to do things not specified in the rules – particularly where they add colour to the game (examples in the past include the destruction of the Fleur de Lys club and the rescue of characters condemned to death). The referee will assess the probability of success and roll dice – the more complex the orders submitted, the less likely they are to succeed – but don't expect that things will necessarily go to plan.
- 2.12 Where more than one character is involved, all players involved must give appropriate orders for their characters (the referee will take any confusion between characters into account).
- 2.13 Note that characters are unlikely to gain SPs from such actions (but see 27.2) and may incur costs. The more elaborate the action, the higher the cost.

3 Support (Rules p 7)

- 3.1 The Support figure under Costs on your character sheet includes the character (twice his Social Level), his horses (three Crowns per horse) and his Groom (two Crowns if he has a Groom).
- 3.2 A character who cannot support his horses and groom will lose horses one at a time until he can. If he has fewer horses than required for his rank, he has 3 months to regain them or lose his rank.
- 3.3 While a character is at the Front, he does not pay any Support or Club dues. They still appear on the character sheet, however.

4 Conspicuous Consumption (Rules p 7)

- 4.1 As standard support costs are already calculated and printed on the character sheet, conspicuous consumption increases the character's support costs by his Social Level in Crowns for that month. It is a non-weekly activity and should be written as the first line of your orders, e.g.:

Orders for January 1645

Non-Weekly: Conspicuous Consumption

7 1

5 Clubs (Rules p 8)

Joining a Club

- 5.1 Joining the Horse Guards club may be made conditional on successfully joining a Horse Guards regiment, and an alternative club may be joined if not a member of Horse Guards.
- 5.2 A character may resign from a club at the start of a month. Note that, if a character already belongs to a Club when he applies to a new one, he automatically resigns from his old Club **before** applying to the new one.
- 5.3 Applications to clubs are not accepted from characters who are at the front (since they don't pay dues anyway). A character may, of course, join a club as soon as he is back from the front.

The Fleur de Lys

5.4 The Fleur de Lys is an additional club. It:

- is Rank 0;
- is open to all characters of SL 18 and above, plus all Ministers (including the CPS) and Generals (brevet or full) and the Field Marshal;
- has dues of 50 crowns per month;
- gives 10 SPs per month to members;
- has a minimum gambling stake of 200 crowns;
- has a gambling divisor of 600.

5.5 Toadying to the Crown Prince (Aide to Crown Prince, Rules p 39) is done in the Fleur de Lys rather than Bothwell's.

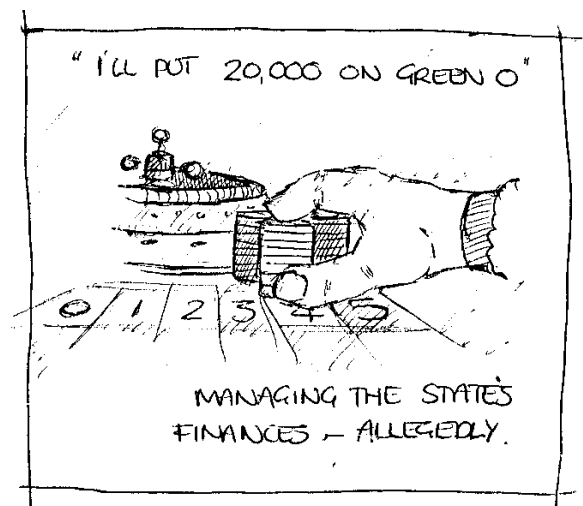
5.6 The new Fleur de Lys in *Les Petites Bêtes Soyeuses* was financed by an issue of bonds – see the Investment rules (24.5) for details.

6 Carousing (Rules p 8)

6.1 If your Mistress is with you at a Club when you carouse you must also pay her carousing costs. These are always at her Social Level.

7 Gambling (Rules pp 9-10)

7.1 Gambling should be specified in your orders as the amount(s) to bet, number of bets, any conditions under which you will cut and any conditions for stopping gambling. Remember that the more complex your orders the more likely it is that the referee will misinterpret them.



For example:

Week 1: Visit Club & carouse

Take Mistress

Place up to nine bets of 100 Cr each cutting on 5 or higher. Stop betting as soon as current Status falls below 4 SPs or funds fall below 200 Cr.

– 7 1
– 9 –

7.2 Remember that if you cut a bet, only half the amount of that bet is accumulated for the additional Status Points from the gambling divisor (Rules p 9).

8 Toadying (Rules p 9)

- 8.1 A character toadies to another character by specifying who his host is on his orders. You do not need to specify the club.
- 8.2 Any additional financial arrangement between the two characters should also be written in your orders – if you don't specify anything, you are assumed not to be paying.

For example:

<i>Week 1: Toady to ZdZ paying him 10 Cr</i>	–	10	5
<i>carouse</i>	–	11	1
<i>Take Mistress</i>	–	9	–

- 8.3 To accept toadies you must state that you are expecting guests (and give any restrictions) when you visit your club.
- 8.4 Any additional financial arrangement relating to the toadies should also be written in your orders.

For example:

<i>Week 1: Visit Club</i>			
<i>carouse</i>	–	11	1
<i>Take Mistress</i>	–	10	–

Accept Guests as follows:

Members of the Royal Marines and characters of Social Levels 1-4 are barred; Characters of Social Levels 5-7 pay 10 Cr to me and pay their own carousing costs; Characters above Social Level 7 carouse at my expense. No charges for Mistresses.

or a simpler example:

<i>Week 1: Visit Club & carouse</i>	–	11	1
<i>Take Mistress</i>	–	10	–

Accept Guests as follows:

ZdZ if he pays me 10 Cr; YdY in any case.

- 8.5 When toadying to another character you are not obliged to carouse but, if you do, it will cost your *host's* Social Level in Crowns.
- 8.6 You cannot toady and be toadied to at the same time.
- 8.7 Mistresses cannot toady to anyone.
- 8.8 If you try to toady to a character and he does not let you in, you will lose that week's action. This applies even when you would have been in your own Club. Your mistress goes home in a huff and can be courted by other characters.
- 8.9 The Status Points for toadying are rounded up each week.
- 8.10 Yes, because of the way Status Points are calculated for Toadying, Toadying to a character with a lower Social Level can cost SPs.

Parties

- 8.11 If a character's orders say that he is holding a party, he is assumed to be accepting toadies and carousing.
- 8.12 If a character's orders say that he attends a party, he will toady to the holder of the party and carouse.

9 Female Companionship (Rules p 10)

- 9.1 The status point loss for lack of Female Companionship is cumulative: i.e. A character loses 2 SPs for one month without Female Companionship, 4 SPs for two consecutive months, 6 for three and so on.
- 9.2 Spending time at the front does not affect the penalties for lack of Female Companionship.

For example; René has no female companionship in December (-2 SPs) or January (-4). He spends February at the front and returns to Paris in March. If he has no female companionship this month, it will count as his third consecutive month and he will lose 6 status points.

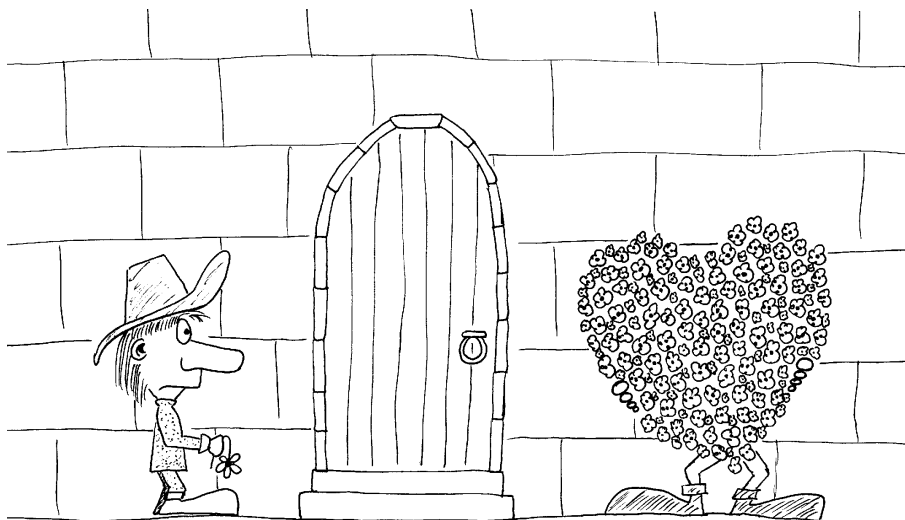
10 Mistresses (Rules pp 10-11)

- 10.1 The current Mistresses are listed in the "Hell Hath No Furry..." table in the Game Report. This shows their Social Level, Attributes (B = Beautiful, I = Influential and W = Wealthy) and the lover they were last seen with in public (i.e. at a club) in the month just past.

Courting a Mistress

- 10.2 A character may not court a Mistress more than six Social Levels higher than himself.
- 10.3 If you do not specify how much to spend when courting, the referee will assume that you only wish to spend the minimum (i.e. three times the Lady's Social Level). If you do not specify an exact multiple of three times her Social Level the referee will assume that you wish to spend the highest multiple within the amount that you specified.
- 10.4 The expense of courting a Mistress is paid regardless of the outcome of the courting attempt.
- 10.5 Characters gain Status for every Mistress they have during the month. However, you cannot get extra Status (or Favours) by courting the same Mistress twice in one month – nor by courting a Mistress whose lover you were at the beginning of the month.

- 10.6 Characters can dump their current Mistress by ordering this as a monthly action. No support is paid nor presents received for that month.



Standing Down

- 10.7 If you do not specify that you are prepared to Stand Down, you will not Stand Down. Stand Down orders may be conditional on who you meet.

For example:

Week 1: Court Mistress 23 (Sonia Eaunhed, SL 13)

spending 78 Cr (to modify by 1)

– 78 7

Stand down to ZdZ and anyone above Social Level 7

- 10.8 If more than one character is left on the doorstep after anybody has stood down, each character has Mutual Cause for a Duel with each other character and they all fail to court the lady in question.

Indiscretions (Rules p 11)

- 10.9 A character stands a chance of committing an indiscretion: if he meets another character and neither of them stands down; if the Mistress is not at home; if her current lover is with her; or if he fails when courting her.

Influence

- 10.10 Characters can use a Mistress's favours as soon as they successfully court her.

- 10.11 Mistresses' favours are bestowed again every **January**¹ and accumulate if they are not used.

¹ This is my (frivolous) interpretation of the rule that mistresses' favours are renewed each year (Rules p 19).

11 Bawdy Houses (Rules pp 11-12)

- 11.1 Carousing at a bawdyhouse is automatic **but Female Companionship is not**. You must state that you want Female Companionship in your orders when going to a Bawdyhouse. E.g.:

<i>Week 1: Visit Bawdy house and carouse</i>	–	7	1
<i>Womanise</i>	–	7	–
<i>Carry 14 Crowns</i>			

- 11.2 If your orders do not specify how much money you are carrying on a visit to the bawdyhouses, you will take 25% of your current wealth (with a minimum of the amount needed to carouse). If mugged on leaving, you will lose whatever is left of that money.

12 Borrowing and Loans (Rules p12)

- 12.1 If your orders do not specify the amount to borrow or say “as much as required”, the Shylocks will lend your character as much as they can.
- 12.2 If you do not repay your debts to the Shylocks when they fall due but have the money, you will lose an additional 10% of the principal in debt collectors’ fees.
- 12.3 If a debt is due and you cannot repay it, you may volunteer yourself before the Shylocks catch up with you (this gives a character the option of taking his command with him rather than being sent to a Frontier regiment).
- 12.4 For one character to lend money to another, both must put this in their orders – one to lend and the other to borrow. If only one character puts it in his orders, nothing will happen. “Accept all loans” is not an acceptable order.
- 12.5 Gifts are made by only one character (the giver).

Being Short of Money

- 12.6 If a character has insufficient funds for an action then that action will not be carried out unless it can be done at a lower cost. For example, if a character’s orders state that he will spend 120 Crowns to court a SL 10 Mistress but he only has 100 left, then he will spend 90 Crowns. If he had less than 30 Crowns he could not court her at all.

13 Duels (Rules pp 12-17)

- 13.1 Duels are resolved as follows.

- 13.1.1 Players should nominate the weapon their character will use in duels and up to two seconds (see 13.22-13.25). These will be recorded on their character sheet and may be changed at the start of any month. They may be conditional (e.g. use Two-handed sword vs ZdZ, Rapier otherwise), but remember that the more complex you make your condition(s), the more likely that the referee will make mistakes. If nothing is specified for a character, he will use his regimental weapon (or Foil, if he doesn’t belong to a regiment) and will not have any seconds.

- 13.1.2 When cause for a duel is given it will be noted under the “Grudges to be settled next month” heading in the report for that month with details of weapons, any mandatory rests required, seconds nominated and who has the advantage. The duel will also be shown on the character sheets of the characters involved. If at least one of the characters is at the Front, the duel is postponed to the first month of the following season.
- 13.1.3 In the following month both characters submit their duelling routines (13.4) and the duel is fought. If either character fails to do so (unless he is below half Endurance), he is deemed to be refusing the challenge and will lose Status Points. If both fail to submit orders, the character with cause will lose status (if both have cause, both lose status).
- 13.1.4 If a character who is due to fight one or more duels is an NMR, his duels are postponed to the next month.
- 13.1.5 Normally, if a character declines a duel because he is below half Endurance, the duel is cancelled and cause forgotten. A character may specify (in his orders) that declined duels should be postponed to the next month.
- 13.1.6 Duels are fought **before** volunteers leave for the front, so duels cannot be postponed by volunteering for action.
- 13.2 If a character has more than one duel to fight in a month, he may specify the order in which he wishes to fight them. The referee will resolve any conflicts (e.g. A wants to fight B first, B wants to fight C first, C wants to fight A first) as s/he sees fit.
- 13.3 If two characters have more than one cause for a duel in a month, only one duel will be required. If a duel is postponed (due to characters at the front) and a second cause given, only one duel need be fought.
- 13.4 When fighting a duel you should submit one or more sequences of duelling actions (the first may be 6 actions if the character has the advantage, otherwise sequences are of 12 actions) and any conditional Optional Routines. If the duel continues for longer than the sequence(s) specified, the character begins again from the start.
- 13.5 Conditional orders can be given at the end of each sequence, specifying what sequence to use next. Apart from optional routines, you cannot specify conditions in mid-sequence. For example:
- “P- if my opponent lunges then R-X-JB-X-X-S, else X-S-X-C-X-X-X” is invalid*
“P-X-L-X-X-C-X-X-X... R(iposte) if P(array) succeeds” is valid
- Bear in mind that the more complex Conditional instructions are, the less likely it is that the referee will get them right!
- 13.6 If you do not include a surrender condition, you will fight until you win or die.
- 13.7 Opponents in a duel do not have to use the same weapon.
- 13.8 Endurance lost in a duel is recovered monthly, not weekly as in the rules. (One half of the Endurance points lost in duels are recovered that month; each month thereafter Endurance points equal to the Character’s Constitution are recovered – unless other duels are fought, in which case it’s half the points again.)

- 13.9 The referee will determine if Press items are sufficiently insulting to give cause for a duel. If they are, then the insulted character, members of his Regiment and regimental friends will have sufficient cause for a duel.
- 13.10 Where the difference in Expertise between duellists is over 6, the following number of mandatory rests per sequence apply: 7-10 – 3 rests; 11-15 – 4 rests; 16+ – 5 rests.
- 13.11 A character fighting a duel with a Dagger is assumed to have three. He draws a fresh Dagger in the Rest action of the Throw routine and is not disarmed until he has thrown or broken all three.
- 13.12 If using a Two-handed sword, a duellist must specify an extra rest at the start of each attacking routine (Slash becomes (X)-X-X-S, Lunge X-X-L-X, Furious Slash X-X-S-X-C-X-X-X, Furious Lunge X-L-X-X-C-X-X-X, Kick X-CI-K-X-X-X and Throw X-JB-X-T). The Riposte action is not possible with a Two-handed sword (though you may still Parry).

Challenges and Voting

- 13.13 A Character may issue a Challenge at any time for any reason, but if it does not have cause it is put to a vote. Characters may issue challenges against parties unknown for insults in the press, but may not issue a challenge under a pseudonym.
- 13.14 Next turn characters' orders may include votes for or against challenges. Note that not voting is not the same as voting against a duel. Members of the challenger's and the challenged character's Regiments and friendly regiments may not vote.
- 13.15 If a majority of those voting is in favour, then the duel is deemed to be with Cause and must be fought as normal.
- 13.16 The challenger and challenged characters must still submit orders for the duel as per 13.4 (this is so that the duel is not delayed while Paris votes on it) unless the duel is held over. If the challenge is voted down, the duel is not fought.

Status Points Gains and Losses (Rules p 17)

- 13.17 A character who has Cause and does not issue a challenge or who does not respond to a due Cause or who fails to turn up to a duel loses Status Points equal to his Social Level¹ – unless under half Endurance.
- 13.18 A character who surrenders without being hit or having his weapon broken, will lose half his SL in SPs. The victor will not gain any Expertise for this duel.
- 13.19 Throwing his weapon (apart from a Dagger) will lose a character half his SL in SPs.
- 13.20 If a character goes to the Front in the month that he fights (or ducks) a duel, any Status points gained or lost are held over until his first month back in Paris.

¹ This is a change to the published rules which specify ½ SL in SPs (Rules p 17).

13.21 A character who wins a duel, but does more damage with his boot (Kicks) than with his sword will not gain any Expertise for that duel.

Seconds and Refusing a Surrender

13.22 A character may nominate up to two seconds. He may nominate any character/s, but it makes sense to discuss this beforehand and get the other characters' agreement.

13.22.1 When a duel is fought the seconds say (in their orders for that month) whether or not they will attend the duel – if they say nothing, then they do not attend. The seconds are there to make sure of fair play.

13.22.2 Seconds who are at the front will not be able to attend a duel.

13.22.3 Characters not nominated as seconds may not attend a duel.

13.23 If a character surrenders and has no second(s) to enforce this, his opponent may continue to fight – at the cost of losing half his SL in SPs that month. You should therefore write your orders for duels to say when you will accept a surrender and to cope with your own surrender being refused.

13.24 If a character's opponent refuses a surrender, the character's second(s) will stop the fight (unless they specify to the contrary in their orders). His opponent's second(s) may also stop the fight, but only if they say they will do so in their orders.

13.25 Killing an opponent who had offered a surrender drops the character one SL immediately – unless the dead character threw his weapon before surrendering in which case he loses his SL in SPs. This is instead of the penalty given in 13.23.

14 Practice (Rules pp 17-18)

14.1 If you don't say which weapon you are using, regimental weapon (Foil for those without a regiment) will be assumed.



14.2 Officers of the rank of (full) Brigadier-General and above must pay to practice because they do not belong to a Regiment. A Brevet Brigadier-General retains his Colonel's position and therefore can practice that Regiment's weapon for no charge.

14.3 Expertise cannot be reduced below a character's base (initial) value. So a character has to gain 5 points of Expertise before being able to use this to increase their Strength.

15 Influence (Rules pp 18-19)

15.1 The use of Influence is a non-weekly action. E.g.:

Use Level 4 Favour in support of ZdZ's application for CPS

15.2 Influence may be used regardless of whether a character is at the front or in Paris.

15.3 NPC Brigade Commanders cannot be Influenced to volunteer their commands for the Front.

Announcing Influenceable actions

15.4 Orders for any action which may be influenced (whether or not the character performing the action is using Influence) must be given one month in advance (with some exceptions – see 15.7) – this is to afford other characters the chance to apply counter-influence. These will be published (under the “Announcements” heading in the game report) and carried out the following month – unless inappropriate by then.

15.5 Once announced, an action cannot be cancelled.

15.6 Once announced, any character may use influence (favours or bribes) for or against the proposed action; this does not need to be announced.

15.7 Characters need not announce in advance:

- applying to join Regiment(s);
- asking to be excused Regimental Duties;
- persuading an Inspector-General to veto a battalion/squadron from volunteering (see 21.18);
- influence in a Trial or to commute a sentence (since Trials are automatically announced in advance).

NPC Resignations

15.8 All NPCs will resign from their regiment or appointment on a die roll of 7 (i.e. Influence must be used). Note that if an NPC holds both a rank and an appointment (e.g. Major in the CPCs is also Brigade Major) and resigns the rank, he automatically resigns the appointment as well. However, he can resign an appointment without quitting his regiment.

15.9 Orders for all NPCs to resign will be ignored.

Bribery

15.10 As well as favours, NPCs may be influenced by bribes. There are nine levels of bribe, corresponding to the nine levels of favour.

15.11 The cost of a bribe depends on its level – see the Bribe table.

15.12 A character may only use one bribe on a particular action, but may use a bribe in addition to any favours.

Bribe Table

Level	Cost
1	300
2	600
3	1200
4	1800
5	2700
6	3800
7	5100
8	6600
9	8300

16 Regiments (Rules pp 20-24)

Joining a Regiment

- 16.1 Joining a Regiment does not take up a week's time and is a monthly activity¹. That is, a character may only apply to a Regiment once a month, at the beginning of the month. He may apply to several different Regiments in the one month until he is accepted by one of them.
- 16.2 Where the Regimental Commander is a Player Character, it is up to that player to say who will be admitted to the regiment. This can be done in general or specific terms. For example:
- Accept ZdZ into my Regiment.*
or *Accept any applicant into my Regiment.*
- 16.3 For the purposes of joining a regiment, the Regimental Commander is the senior officer in the Regiment (shown by the first non-blank position in "The Regiments Organisation" table in the game report), regardless of any appointment elsewhere. Note that the commander decides who joins the regiment; he cannot dictate who buys what rank, nor does he have any authority over promotions.
- 16.4 A player character may join a Regiment while it is at the Front. He will, however, immediately go to the Front with the Regiment.
- 16.5 If a character cannot afford the horses required for a rank, he cannot purchase that rank. A horse is required in cavalry regiments; so if a character can't afford one, he can't join that regiment



THE NEW RECRUITS

¹ This is a change from the published rules, where joining a regiment is a week's action.

Frontier Regiments

- 16.6 There are four Frontier Regiments. Any applicant will automatically be accepted into a Frontier Regiment chosen at random. Characters volunteering for the Front will be attached to a Regiment at random when they arrive at the Front. They stay with that Regiment for the rest of the Season.

Buying Ranks

- 16.7 The sequence for buying ranks is by seniority within the regiment. For characters joining the regiment and trying to buy the same rank it is by Social Level – ties are resolved by die roll.
- 16.8 If an opening appears in a regiment during campaign (or due to resignation – see 15.8) a character may purchase the rank at the start of the next month, so long as all requirements are met and the opening is still vacant.
- 16.9 It is possible to buy more than one rank in a month; e.g. a Captain may buy Colonel as long as he has the SL and the cash and there are vacancies at Major, Lt-Colonel and Colonel.

Regimental Duties

- 16.10 Failure to order Regimental Duty will result in the provosts dragging the character back to the barracks for the appropriate number of weeks at the end of the month.

17 Regimental Organisation (Rules pp 23-24)

- 17.1 Subalterns and Privates are in the 1st Battalion/Squadron of their Regiment.
- 17.2 The current commander of a regiment is the senior officer in the regiment (i.e. the first position, as shown in the “Regiments Organisation” table that is not blank and doesn’t have a “+” against it). The next most senior officer (i.e. second position thus shown) commands First Battalion/Squadron, the third Second Battalion/Squadron and the fourth Third Battalion/Squadron. The next two officers are then platoon/troop commanders in First Battalion/Squadron, the next two in Second Battalion/Squadron and the last two (if there are this many) will be in Third Battalion/Squadron.

Example

<i>In a full infantry regiment</i>	<i>After some deaths and promotions of AA to Brevet Bdr-Gen. commanding the Brigade, CC to Lt-Col</i>	<i>AA is promoted to full Bdr-Gen, CC and FF buy ranks of Col & Lt-Col</i>
<i>Col AA Regiment CO</i>	<i>Col AA+ Brigade CO</i>	<i>Col CC Regiment CO</i>
<i>LCol BB 1st Battn CO</i>	<i>LCol CC Regiment CO</i>	<i>LCol FF 1st Battn CO</i>
<i>Maj CC 2nd Battn CO</i>	<i>Maj DD 1st Battn CO</i>	<i>Maj DD 2nd Battn CO</i>
<i>Maj DD 3rd Battn CO</i>	<i>Maj</i>	<i>Maj</i>
<i>Capt EE A Platoon (1 Battn)</i>	<i>Capt EE 2nd Battn CO</i>	<i>Capt EE 3rd Battn CO</i>
<i>Capt FF B Platoon (1 Battn)</i>	<i>Capt FF 3rd Battn CO</i>	<i>Capt GG A Platoon (1 Battn)</i>
<i>Capt GG C Platoon (2 Battn)</i>	<i>Capt GG A Platoon (1 Battn)</i>	<i>Capt II B Platoon (1 Battn)</i>
<i>Capt HH D Platoon (2 Battn)</i>	<i>Capt II B Platoon (1 Battn)</i>	<i>Capt</i>
<i>Capt II E Platoon (3 Battn)</i>	<i>Capt</i>	<i>Capt</i>
<i>Capt JJ F Platoon (3 Battn)</i>	<i>Capt</i>	<i>Capt</i>

- 17.3 Note that commanders and membership of Battalions/Squadrons can change at the start of a month as characters buy ranks, resign from the regiment, join the regiment and/or gain appointments, and

at the end of the month due to deaths and promotions. This can mean that a character who was at the Front with a Battalion/Squadron is removed from that unit and attached to a Frontier regiment.

- 17.4 Characters (whether player or non-player) are out of the chain of command if they hold a post as: Brigadier or Brigade Major; Aide to a General Officer who commands a unit (Brigade, Division or Army) during the campaign season; Division or Army Adjutant during the campaign season. Characters who are out of the chain of command are noted in the “Regiments Organisation” table with a ‘+’.
- 17.5 As an exception to the above, admissions to a regiment are decided by the most senior officer, regardless of whether or not he is in the chain of command (see 16.3).
- 17.6 At the end of a season in which all or part of a regiment was at the front, the number of characters (counting both player characters and NPCs) holding the rank of Captain will be increased to four (if below) by NPC Subalterns buying the rank. The regiment’s commander has no control over this.

18 Campaign (The Front) (Rules pp 24-33)

- 18.1 While at the front characters continue to receive pay and allowances but do not have to pay out any money or keep track of status points. Your monthly order sheet will still show these payments and your automatic status gains, but they are disregarded while you are at the Front.
- 18.2 In June the Minister of State determines how many Brigades will be on campaign the following year (if he is an NPC, this number may be influenced in July). The Minister of War then decides on the organisation to be used (Force Organisation Table; Rules pp 27-28) and this is published in July to allow applications for posts to be announced in August and carried out in September.
- 18.3 The “Army Organisation and Summer Deployment” table shows the Appointments currently available and who holds them, and the Military Organisation for the next Campaign Season (June-August). All members of Regiments and staff of Brigades (Brigadier, Aide and Brigade Major) which are in the list and all Army and Division staff (Commander, Aide and Adjutant) will be at the Front for June to August. Between September and May (that is, outside the Campaign Season) only the Frontier Regiments and volunteers are at the Front.

Substitutions (Rules p 25)

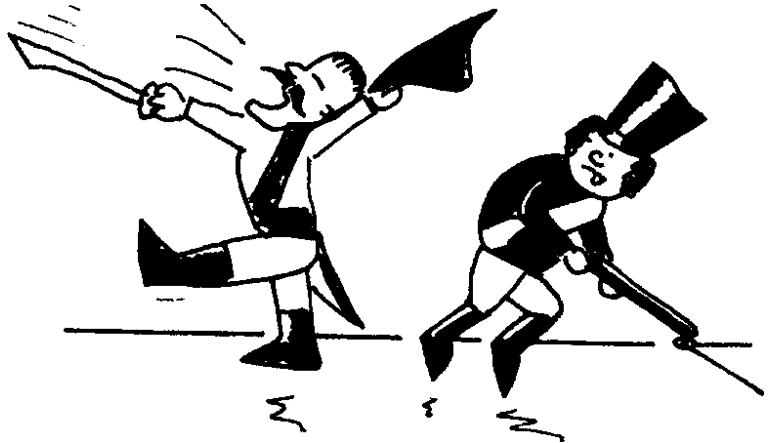
- 18.4 Substitution may take place any time between the organisation being announced (in July) to the start of the next campaign season (the following June).
- 18.5 If the Field Marshal is an NPC a request must be announced one month in advance (see 15.4) to allow for counter-influence to be applied.
- 18.6 A player character Field Marshal may make any substitution he sees fit – within the restrictions of the rules and postal rules.
- 18.7 Only one substitution may be made per campaign (Rules p 25).

19 Volunteers (Rules p 26)

- 19.1 If characters volunteer for the front, they will join a Frontier regiment unless they specify that they wish to volunteer their unit or join the RNHB.
- 19.2 All volunteers go to the front at the beginning of the month and may not return from campaign until the end of that season. So volunteering in January will mean you are at the front for January and February.
- 19.3 Characters who are forced to go to the Front (e.g. for disgrace or non-payment of debts) serve in a Frontier Regiment, not the RNHB. The character may anticipate this and volunteer (either his own unit or for the RNHB) before he is forced to go. This may still be done in the month that the character would be forced to the Front (for example, if you cannot repay a debt due in April, you may still volunteer your command in your April orders).

Volunteering a command

- 19.4 If a character volunteers his battalion/squadron and this is vetoed by the appropriate Inspector-General, he ends up serving in a Frontier regiment.
- 19.5 Characters who volunteer only a portion of their unit need not accompany it to the front – indeed they can volunteer **all** portions of their command and not accompany them (each Battalion/Squadron or regiment serves independently of each other).
- 19.6 Characters volunteering their regiment or brigade must volunteer at least one part of it (i.e. a regiment in the brigade or a battalion/squadron in the regiment).
- 19.7 Commanders cannot excuse individual characters from accompanying a volunteered unit. The only way of doing this is for a regiment commander to leave a whole battalion/squadron, or a brigade commander to leave a whole regiment, in Paris.
- 19.8 Regiments and Brigades volunteered for the Front serve on their own, except during the campaign season when they are attached to the same Division as the frontier regiments (usually the Frontier Division).
- 19.9 Note that the organisation of a regiment may change at the start of the month, due to resignations, new ranks being bought etc. and this will affect who is in command of whom when it comes to volunteering.



20 Personal Outcome (Rules pp 31-33)

- 20.1 Bravery/Poltroonery modifications should be conditional on your Death Roll. Orders such as “Reckless Bravery to die on a 13. No Poltroonery” are the usual format. Specifying a blanket reduction such as “Reckless Bravery 3” could be fatal. It is a good idea to specify something even if you do not expect to be at the front in a month – you never know what might happen!
- 20.2 A character who poltroons while serving as a Private in a Frontier regiment, is caught and rolls a ‘6’ on the die, will be summarily executed as a deserter.
- 20.3 A character serving with his volunteered Battalion/Squadron and attached to a Frontier regiment gets his own regiment’s personal outcome modifiers, not those of a Frontier regiment.
- 20.4 The three months for which the initial SPs of a Mention in Despatches (MiD) last do not start until the character spends a month in Paris. Once he has been in Paris, however, they will continue to run out.

For example, Jean Genie gains a 4 SP MiD in July, stays at the Front for August and returns to Paris in September. He will gain the 4 SPs in September, October and November. If he returns to the Front in November he will only get 1 SP for the MiD when he is next in Paris.

- 20.5 If a character is promoted and needs more horses for his new rank, these will be bought automatically if he has the cash – if he hasn’t got the money, he has three months to get it (once he’s back in Paris) or lose the rank again (see also 3.2).
- 20.6 If a brevet General Officer receives a promotion, he is only promoted if he holds the command appropriate to his current rank (Brigade if a Brigadier-General, Division if Lieutenant-General and Army if General); otherwise he receives a MiD. If promoted, his brevet rank becomes his new permanent rank. If a non-brevet General Officer receives a promotion, he assumes the brevet rank of the next higher General Officer rank.
- 20.7 When a character is promoted to brevet General Officer rank he will be offered command of his superior unit if it is vacant. Players should submit conditional orders for this eventuality. If no orders are given, a character will accept the post if he does not already have an appointment, or if his appointment is command of an inferior unit (e.g. Brigadier will accept command of the Division when promoted to Brevet Lt-General). Otherwise he will refuse it.

21 Appointments

- 21.1 Military Appointments all fall vacant at the end of August. Government appointments held by NPCs fall vacant at the end of every season. In addition, appointments become vacant if player characters or NPCs resign (see 15.8), die or are dismissed (e.g. for embezzlement).
- 21.2 If a post is vacant at the beginning of a quarter, it will be filled automatically. Regimental Adjutant and Brigade Major posts will be filled from the appropriate ranks and units (that is, Captains in the Regiment and Majors in the Brigade) and may be player characters. In all other cases, vacant appointments will be filled by NPCs (there are assumed to be sufficient NPCs to fill appointments).

- 21.3 Where a player character appoints a post (e.g. Brigadier appoints Brigade Major), he may keep the post vacant by saying that he does so in his orders.
- 21.4 When applying for an appointment which allows the holder to appoint others, specify who will be appointed if you succeed. For example, if applying for Inspector-General of Infantry, say whether you will appoint player characters as Infantry Brigadiers – the Brigadiers can then state who, if anyone, will be Brigade Major (player character, NPC or left vacant).
- 21.5 If a player character appoints another player character to a post, that character must accept the post in his orders (or be applying anyway), or he is assumed to refuse it.
- 21.6 NPCs cannot be sacked. You must make them resign (see 15.8) or wait for them to die at the Front (if appropriate).
- 21.7 If a post is vacant, but is required (e.g. Minister of State to judge a Trial), the King will appoint an NPC for the month.
- 21.8 Once a character has an appointment he keeps it regardless of any promotions he receives later – unless it is illogical for him to have both (e.g. regimental adjutant promoted to regimental commander or Brigade Major promoted to Bdr-General and given Brigade command).

Military Appointments

- 21.9 The Military Organisation for the year from the next September will be announced at the end of July (see 18.2) so that characters can announce their applications for appointments with their orders for August (note that these can be conditional on promotion in August).
- 21.10 Members of the King's and Cardinal's Escorts do not have a die roll for being noticed if they are at the front.
- 21.11 As there are an infinite number of General Officers, there are always vacancies for Aides to them – there is no need to get one to resign before applying for such a post. However, such General Officers do not command a unit; to be Aide to the officer commanding a Brigade, Division or Army it is first necessary to get any incumbent Aide to resign
- 21.12 The Aide to a Brigadier-General commanding a Brigade must accompany him if he volunteers the Brigade for the front. Otherwise, Aides remain with their regiments except during the campaign season.
- 21.13 If the Aide to the Crown Prince (with or without a friend) toadies to the Prince (Rules p 39), he does so at the Fleur de Lys (see 5.4), rather than Bothwell's.
- 21.14 Brigade Major is only open to Majors of the appropriate Brigade. Brigade Majors are out of their Regiment as far as going to the Front and commanding any part of it are concerned. A Brigade Major must accompany the Brigade if it is volunteered. Otherwise, the only way Brigade Majors can get to the Front is in a Frontier Regiment (inc. RNHB). Any Brigade Major posts vacant at the start of a season (after player characters have applied) will be filled at random from the appropriate regiments. Only if there are no appropriate Majors will the post remain vacant.
- 21.15 Brevet Brigadiers-General may only apply to be Brigadier of their own Brigade. Full Brigadiers-General may apply to command any Brigade. A Brevet Brigadier-General who commands a

Brigade still decides who joins his regiment; the senior remaining officer is in command so far as going to the Front and leading the Regiment are concerned, however. A Brigadier may volunteer his Brigade or any component regiment and may accompany it if he wishes. Without volunteering the Brigade (and at least one regiment), the Brigadier may only go to the front by volunteering for a frontier regiment (inc. the RNHB).

21.16 The Quartermaster General of an Army may embezzle funds once a year in any month outside the campaign season (June-August) from the month after they are appointed. Quartermasters-General do not accompany the Army on campaign, but if the character still holds a Colonel's position, he leads his regiment as usual.

21.17 A Provincial Military Governor who causes unrest will get the largest amount of money from the table (Rules p 39) which he could have extorted without causing unrest, based on his actual die roll.

For example: a PMG tries to extort 20,000 and rolls an 8; he will cause unrest, but will still get 2,000 crowns.

21.17.1 If a PMG putting down unrest gets a battle result of 3 or 4, he must continue to campaign against the insurgents until he gets a BR of 1 or 2 or the end of the season (whichever is first).

21.17.2 A PMG who has put down unrest may return to Paris the following month.

21.17.3 Characters attached to a Frontier regiment that is being led by a Provincial Governor roll as normal for Death, Promotion and Mentions but there is no Loot to be had.

21.18 The Inspectors-General may veto battalions or squadrons (as appropriate) from volunteering – whether led by a player character or an NPC. Player character Inspectors-General do this by specifying that they will do so in their orders, NPC Inspectors-General do so on a roll of 7 on one die (this may be influenced without prior announcement – see 15.7).

21.19 One quirk of the Military Appointments is that the Adjutant-General appoints Division commanders, who are the same rank as he is. A player character Adjutant-General can certainly appoint himself to command a Division. But he cannot do so in the same month as he becomes Adjutant-General.

21.20 Except for Brigade Majors, officers of the rank of Colonel and below who hold an appointment must still accompany their Battalion or Regiment if it is volunteered outside the campaign season.

21.21 If the command of a Brigade, Division or Army is vacant and the unit is at the Front, then the highest ranking officer (higher ranking unit if tied) is acting commander for that month and subordinate commands are adjusted accordingly. If the unit is not at the Front, the post remains vacant until a player character takes it or until the beginning of the next season (see 15.7).

For example:

First Foot Brigade (Royal Marines and Picardy Musketeers) is at the front, but has no commander. The RM has a Colonel, a Lt-Colonel and a Major; the PM has a Colonel and two Majors. The RM Colonel becomes acting Brigade commander and his Lt-Col takes over the regiment. If the PM Colonel was in fact a Brevet Bdr-General, he would take acting command of the Brigade, while the senior PM Major commanded the regiment.

21.22 If a Brigade, Division or Army command is vacant at the end of a month on campaign, the post will be offered to any officers in that unit who have the correct rank for the job. They will accept this post if they have explicitly ordered that they will do so, if they don't already have a post or if they hold the lower command (i.e. Brigadier offered Division command). In all other cases they are assumed to refuse.

Government Appointments

21.23 Government Appointments may be applied for in any month that they are vacant – and are automatically vacated by NPCs at the end of each season. If no character takes them, they are filled by an NPC. Note that a character may only apply for a specific appointment once a year (Rules p 36).

21.24 As there can be an infinite number of Ministers without Portfolio, player characters may apply for this post in any month.

21.25 The Chancellor of the Exchequer may not embezzle in the same month that he was appointed.

21.26 A player character Minister of Justice will be informed if the Chancellor or a Quartermaster-General has been caught embezzling. He may then sentence the offender (or ignore the offence) the following month. Conditional orders to arrest/ignore this may be submitted in advance.

21.27 When deciding the verdict of trials, the Minister of State may impose any sentence from the CPS table. He may not make up a sentence of his own (see 22.8).

22 The Commissioner of Public Safety (CPS)

22.1 The CPS counts as a Minister for all purposes (being Influenced, gaining a Title, etc.).

Arrests

22.2 The CPS appoints and dismisses ferrets and issues and rescinds arrest warrants at the start of the month by stating in his orders that he is doing so, and specifying the character(s) involved.

22.3 Once issued, a warrant remains in effect until the subject is arrested or the CPS rescinds the warrant.

22.4 If the CPS or a ferret is in the same location as a character for whom there is a warrant, an arrest will be made. Characters can be arrested at a Mistress's, on a Mistress's doorstep, in a Club or by an opponent or second on the duelling field (the duel is still fought) – **as long as the CPS or ferret is at the identical location.**

22.5 NPCs are arrested at the CPS's whim.

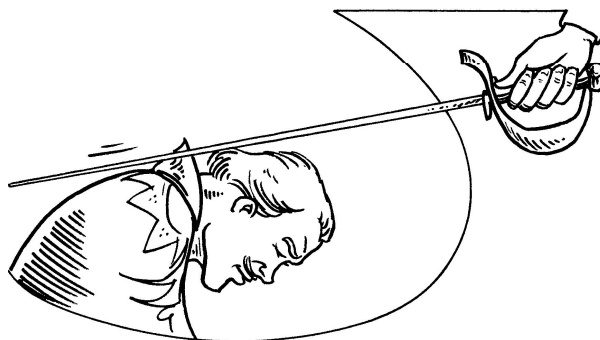
22.6 A player character who is arrested is in jail for the next week and loses that week's action (the first week's action if he was arrested at a duel or in the last week of the preceding month).

Trials

- 22.7 Trials are held at the beginning of the month after the character spent his week in jail. The CPS, defendant and any witnesses should submit written evidence with their orders, and the Minister of State (if a player character) should submit his verdict and sentence. The use of Influence does not need to be announced.
- 22.8 If the Minister of State is a player character, he may impose any one sentence from the list (Rules p 40) which he deems appropriate – the Minister sets the amount of the fine (within 200-1200 crowns limits) but may not otherwise alter the details of the sentence.
- 22.9 Witnesses are allowed for defence (nominated by the defendant) as well as prosecution (nominated by the CPS), but only the maximum of four on each side can affect the outcome, and only if the Minister of State is an NPC.
- 22.9.1 All witnesses must be player characters and witnesses may only appear for either prosecution or defence, **not** both! (Although they can be nominated by both sides, they can only appear for one or the other.)
- 22.9.2 Witnesses need not be in Paris, they can submit their evidence in writing from the front.
- 22.9.3 Witnesses are welcome to submit their evidence as press items (see 27).
- 22.10 If the CPS assumes a Minister's portfolio as a result of a trial, he keeps this post for as long as he remains CPS, or until he has to re-apply to be CPS, whichever is shorter.
- 22.11 In this context, "all property" means the character's current wealth plus the liquidated value of any investments.
- 22.12 If a sentence is commuted, it is reduced to the next sentence down (for example, from Confiscation to Fine). The year in a Frontier Regiment is commuted to one season (minimum).
- 22.13 Volunteering for the front does not allow a character to avoid a trial. He is tried *in absentia* and the military authorities will enforce the sentence.
- 22.14 If the CPS dies, resigns or has his appointment expire between arresting someone and the Trial, the prosecution lapses and no Trial takes place.

23 Titles (Rules p 41)

- 23.1 All titles are awarded at the end of the month and status points are received the following month.
- 23.2 Characters who receive titles at the front gain the status in their next month in Paris.
- 23.3 The bonus on title rolls for having a Social Level above the minimum required is not used.



- 23.4 Rather than gaining a title attempt for every two Mentions in Despatches, an increasing number of MiDs is required. This is calculated as current title rank + 2: that is, a Knight (rank 1) requires 3 MiDs for an attempt to become Baron, a Viscount (rank 5) needs 7 for an attempt to become a Count.

24 Investment (Rules pp 42-43)

- 24.1 Investments may not be made in July and August.
- 24.2 The returns on Arms and Finance Investments (Rules p 42) are made in September based on the number of Brigades to be sent on the **next** Summer campaign.
- 24.3 The returns on Commerce Investments are made in September (Rules p 42) based on the average of all the battle results for all army commanders in the Summer campaign just finished.
- 24.4 An NPC Chancellor of the Exchequer will manipulate funds for a player on a die roll of 7. This can be influenced.
- 24.5 In addition to the investments given in the rules, *Les Petites Bêtes Soyeuses* also has bonds in the Fleur de Lys club (see 5.4).
- 24.5.1 The bonds were issued to finance the rebuilding of the Fleur in 1651 – HRH the Crown Prince was a major contributor.
- 24.5.2 Bonds have a nominal value of 1000 Cr and may be bought and sold freely between players at any agreed price.
- 24.5.3 A small dividend is paid to bond-holders at the end of each season based on the club's takings that season (calculated as money spent on carousing plus the net gains – if any – on the gaming tables).

25 Horse Races

Sponsoring a race

- 25.1 Members of Parisian society may sponsor horse races in which gentlemen compete with each other (in other words, these are amateur races in which characters ride their own horses: no thoroughbreds, no jockeys).
- 25.2 The cost of putting on a horse race is a minimum of 1000 crowns, but may be increased (in increments of 100 Crowns) with no upper limit. 50% of this will go to the owner/rider of the winning horse, 25% to second place and 10% for third place. The remaining 15% is paid for the use of the racetrack.

Attending the race

- 25.3 Characters may attend the race as spectators. This is treated as Toadying to the sponsor at his club and takes a week's action. They may, of course, carouse, bring their mistresses and gamble, as normal.
- 25.4 There is no organised betting on the results of the race: gentlemen are free to wager amongst themselves as they wish. (A bet needs to be in both/all players' orders.)

Entering the race

- 25.5 Entrants Toady to the sponsor, as above. If they don't (or can't), they can't take part in the race. The sponsor may enter the race himself.
- 25.6 In addition, they pay the sponsor a fee of 50 crowns. The sponsor gets 1 SP for every entrant (including himself).

Horse race attributes

- 25.7 The base speed of a character's horses depends on his Military Ability as the table (right) shows.
- 25.8 Characters who are members of Cavalry Regiments or Brigades add 1 to the base speed of their horses (they are deemed to know more about horses). Members of the Royal Marines subtract 1 (boats yes, horses no).

MA	Base speed
1	3
2-3	4
4-5	5
6-8	6
9+	7

- 25.9 Each character has a riding skill modifier, which depends on his base (not earned) Expertise. See the table on the left.

Expertise	Riding skill
3	-3
4-5	-2
6-8	-1
9-12	0
13-15	+1
16-17	+2
18	+3

- 25.10 Each character also has a weight modifier, which depends on his Endurance Class and is shown to the right.

EC	Weight mod
1	+3
2	+1
3	0
4	-1
5	-2
6	-3

So, Pierre has an MA of 4, base Expertise of 16 and Endurance Class of 4. This gives him a base speed of 5 for his horse, +2 for skill and -1 for weight to give him a speed of 6. If he was a member of the Dragoon Guards (or any other Cavalry unit), he would have a base speed of 6 and a final speed of 7.

Results of the race

- 25.11 The race is worked out by rolling 2d6 for each entrant. To this total is added his horse's base speed, modified according to the skill and weight of the rider. The highest score wins – dead heats are possible – next highest is second and so on.

For example, Pierre rolls a 9, to give him a total of 15 for the race. He beats Bertrand, whose speed is 8, but rolls a 6 (= 14). In third place is Michel with a speed of 6 and a roll of 5 (= 11).

- 25.12 The winner of the race gets 50% of the amount put up by the sponsor plus 1 SP for every participant in the race. Second place gets 25% of the money and SPs equal to half the number of

entrants in the race (rounded down). Third place gets 10% of the money and 1 SP. (If only two horses run, there is no third place prize. If only one horse runs, there is no race!)

- 25.13 After the race, the GM rolls three dice for each horse: on a 3 or 18 (roughly 1/100), the horse is injured and has to be put down. If this takes the character below the minimum number of horses required for his rank, he has three months to buy himself a new horse or he will lose the rank.

26 *Le Prix d'Or*

- 26.1 *Le Prix d'Or* is the racetrack set up by Gaston de St Marque (a player character) and opened in April 1659. Since that date, it has been the venue for horse races.
- 26.2 Characters may also visit *Le Prix d'Or* as a weekly action. They must carouse and may gamble (usual rules), but cannot take their mistress with them. As it's in a somewhat disreputable part of the city, there is a risk of the footpads striking (just as when characters visit the Bawdyhouses), so they should state how much money they're carrying.

27 Press

- 27.1 Press items will be accepted from all characters – attributed or anonymous. Press may not be attributed to other players – offenders will have the item published under their own names. Press will be printed as space allows and may be edited at the referee's whim.
- 27.2 The occasional Status Point will be awarded for Press Items. This will also be done for wit and invention in your orders.
- 27.3 The referee is keen to encourage poetry and will almost certainly award Status Points for poems (including limericks and doggerel) submitted as press.
- 27.4 The by-lines “Le Roi”, “La Reine”, “Le Dauphin” and “Le Cardinal” are reserved for the referee – a character who submits press with any of these will have it printed under his own name.
- 27.5 Press items do not count as orders and have no effect on the game (unless players decide to act upon it – but see 13.9). You can put anything you like in your Press, but if you want anything to happen you must also put it in as an order. For example:

“Jean Genie is a dastard and I challenge him to face me.”

If submitted as Press, this will be printed in the press pages (space allowing), but will have no other effect. If submitted as an order, a challenge will be issued in the “Duels” report for Paris to vote on.

28 Feedback

- 28.1 Feedback on all aspects of the game is welcome, as are ideas on embellishing the game.
- 28.2 *Flagship* runs a regular feature called “Rumours from the Front” compiled from players' comments on any and all PBM games in the UK. Players are welcome to comment on the game to *Flagship*. See the website: www.flagshipmagazine.com.