Birth Table A: Class

Die roll	Class
1	Commoner
2	Commoner
3	Gentleman
4	Gentleman
5	Nobleman
6	Nobleman

Birth Table B: Sibling Rank

Die roll	Sibling Rank
1	First son[1]
2	Second son
3	Second son
4	Second son
5	Bastard[2]
6	Bastard[2]

1 Increase Initial Funds and Allowance by 10% and Initial Social Level by 1. Then roll one die again. On a roll of 1, you are an orphan: you do not get an Allowance and receive the Inheritance instead of Initial Funds; if noble, you receive your Father's Title and increase your Initial Social Level by another 3.

2 Decrease Initial Funds and Allowance by 10% and subtract 1 from Initial Social Level.

Birth Table C: Father's Position

Die roll		Initial Funds	Allowance	Inheritance
Commoner				
1	Peasant	10	0	0
2	Peasant	10	0	0
3	Small Merchant	25	5	100
4	Merchant	150	20	750
5	Wealthy Merchant	250	50	1500
6	Very Wealthy Merchant	500	100	4000
Gentleman				
1	Impoverished	40	0	100
2	Impoverished	40	0	100
3	Well-to-do	250	50	1500
4	Well-to-do	250	50	1500
5	Wealthy	500	100	4000
6	Very Wealthy	750	125	5000
Nobleman				
1	Impoverished	40	0	100
2	Impoverished	40	0	100
3	Well-to-do	250	50	1500
4	Wealthy	500	100	4000
5	Very Wealthy	750	125	5000
6	Very Wealthy	750	125	5000

Birth Table D: Father's Title (if Noble)

Die roll	Class
1	Knight
2	Baron
3	Marquis
4	Earl
5	Viscount
6	Count

Initial Social Level

Son of:	Social Level
Peasant	2
Merchant	3
Gentleman	4
Very Wealthy Gentleman	5
Knight	6
Baron	7
Marquis	8
Earl	9
Viscount	10
Count	11

Influence Table A: Influence of Social Level

Social level	Influence
8 or 9	1
10 or 11	2
12 or 13	3
14 or 15	4
16 or 17	5
18 or 19	6
20 or 21	7
22 or 23	8
24+	9

Influence Table B: Influence required

Position	Needed to influence
King	9
Crown Prince, Cardinal	8
Minister, Field Marshal	7
General	6
Lieutenant-General	5
Brigadier-General	4
Colonel	3
Lieutenant-Colonel	2
Major, Captain	1

Influence Table C: Influence of Mistress

Social Level	Normal influence	Additionally, if Influential
18	9	9
17	8	9
16	7	8
15	6	7
14	6	6
13	5	5
12	4	5
11	4	4
10	3	4
9	2	3
8	1	3
7	-	2
6	-	1
5	-	1
4	-	1
3	-	1

Clubs Table

Rank and name	Requirements	Dues	Status pts/mth	House limit	Gambling divisor
1 Bothwell's	SL of 12+	30	8	None; min of 100	500
2 Hunter's	SL of 9+	20	6	200	300
3 The Horse Guards	Officer of Horse Guards Brigade	20	4	250	300
4 The Blue Gables	SL of 7+	15	4	150	200
5 The Frog & Peach	SL of 5+	10	3	100	150
6 Red Phillips	SL of 3+	5	2	50	150
7 No club					

Mistress Courting Table

Difference in Social Level	Die roll needed or higher
-6	6
-5, -4	5
-3, -2, -1	4
0, +1, +2	3
+3 or more	2

Toady Table

	Difference in Social Level			
0-3	4-6	7-8	9-10	11+
+1	0	-1	-2	-3
Status Points Awarded				

Duelling Table A: Actions and Routines

Actions

X	=	Rest/Guard/Recover (called Rest for simplicity)
L	=	Lunge
S	=	Slash
C	=	Cut
K	=	Kick
JB	=	Jump Back
CL	=	Close
R	=	Riposte
T	=	Throw
P	=	Parry
B	=	Block
Sur	=	Surrender
OP1	=	Optional Parry 1
OP2	=	Optional Parry 2
OB1	=	Optional Block 1
OB2	=	Optional Block 2

Routines

Rest	=	-X-
Lunge	=	-X-L-X-
Slash[1]	=	-(X)-X-S-
Furious Slash	=	-X-S-X-C-X-X-X-
Furious Lunge	=	-L-X-X-C-X-X-X-
Kick	=	-CL-K-X-X-X-
Jump Back	=	-JB-X-
Throw	=	-JB-X-T-
Parry[2]	=	-P-(R)-
Block	=	-B-
Close	=	-CL-
Optional Block	=	-OB1-OB2-
Optional Parry	=	-OP1-OP2-
Optional Surrender	=	-Sur-

1 See Recording Actions rule

2 See Optional Routines rule

Duelling Table B

	Defender													
	X	L	S	C	K	JB	CL	T	P	B	OB1	OB2	OP1	OP2
L	2	2	1	1	2	0	3	2	0	2	2	2	1	0
S	1	1	1	1	1	0	2	1	1	0	1	0	1	1
C	2	2	2	2	2	0	3	2	2	2	2	2	2	2
K	3	2	2	2	1	0	3	3	3	3	3	3	3	3
T*	4	4	4	4	3	4	3	4	4	4	4	4	4	4
R	1	-	-	-	-	-	-	-	-	-	-	-	-	-

* When a weapon is thrown, roll a die. On a 1 or 2, the throw is successful and the opponent takes damage. Any other result and the thrower has missed while the opponent is unharmed. In either case the thrower is now unarmed. When daggers are thrown, they hit on a roll of 1, 2 or 3. Two-handed swords and cutlasses may be thrown, but are somewhat different. Roll two dice: on a roll of 2 the opponent has been hit and is immediately killed. Any other result and the thrower is unarmed with no effect on his opponent.

Duelling Table C

	Rapier (1)	Dagger (1)	Foil (1)	Sabre (2)	Cutlass (3)	Two-Handed Sword (4)
L	1	1	1	½	0	0
S	1	½	0	2	4	3
C	1	½	0	2	0	2
K	1	1	1	1	½	½
T	1	2	1	½	*	*
R	1	1	1	½	0	0

* See note to Duelling Table B.

Daggers: When a character is duelling with a dagger as a weapon, he must precede all attacks (except throw) with a close routine. If duelling against a two-handed sword, he must precede all attacks with two close routines.

Cutlass: The slash routine for a cutlass is -X-S-X-X-X-, not -(X)-X-S-.

Duelling Table D: Status Point Gains and Losses from Duels

If a player:
- Fights a member of a friendly Regiment and wins, he loses 1 Status Point;
- Fights a member of a neutral Regiment and wins, he gains 2 Status Points;
- Fights a member of an enemy Regiment and wins, he gains 5 Status Points;
- Fights a member of an enemy Regiment and loses, he loses 2 Status Points;
- Refuses a challenge that has cause, he loses Status Points equal to half his Social Level;
- Challenges with insufficient cause, he loses 2 Status Points;
- Meets an opponent who refuses a challenge (with cause), he gains 2 Status Points;
- Kills his opponent, he gains 2 Status Points.

The winner of a duel increases his Expertise by one.

Personal Outcome Table

		BR	D	M	P	Cr	
Siege		1	10	11	9	9	(3 x 100)
		2	8	9	7	8	(4 x 100)
		3	11	12	10	11	(2 x 100)
		4	11	12	10	12	(1 x 100)
		5	9	10	8	-	
		6	7	8	6	-	
Assault		1	9	9	8	4	(4 x 100)
		2	8	7	7	5	(6 x 100)
		3	7	6	6	6	(4 x 100)
		4	9	11	8	-	
		5	8	9	7	-	
		6	6	8	5	-	
Defence		1	9	9	8	7	(2 x 100)
		2	8	10	7	9	(2 x 50)
		3	10	12	9	12	(1 x 50)
		4	10	12	9	12	(1 x 50)
		5	6	7	5	-	
		6	7	11	6	-	
Field Ops		1	10	9	9	8	(2 x 50)
		2	10	10	9	9	(2 x 100)
		3	9	12	8	10	(2 x 50)
		4	8	12	7	11	(1 x 50)
		5	7	10	6	12	(1 x 50)
		6	6	7	5	-	

Column headings are: BR = Battle Result; D = Death, M = Mention in Despatches; P = Promotion; Cr = Crowns plunder.

Personal Outcome Table Modifiers

	Death	Mention	Promotion	Crowns
Army commander	+4	0	0	-3
Division commander	+2	0	0	-2
Brigade commander	+1	0	0	-1
Royal Foot Guards	+3	0	+1	-2
Cardinal's Guard	+2	0	0	-1
King's Musketeers	+2	-1	0	-1
Dragoon Guards	+2	-1	0	-1
Queen's Own Carabiniers	+2	0	0	0
Archduke Leopold Cuirassiers	+2	0	0	0
Crown Prince Cuirassiers	+1	-1	-1	0
Royal Marines	+1	0	0	0
Grand Duke Max Dragoons	+1	0	0	0
Picardy Musketeers	0	0	+1	0
13th Fusiliers	0	0	0	0
Princess Louisa's Light Dragoons	0	0	0	0
53rd Fusiliers	0	0	0	0
27th Musketeers	0	0	0	0
4th Arquebusiers	0	0	0	0
69th Arquebusiers	-1	0	+1	-2
The Gascon Regiment	-1	0	+1	-2
Frontier Regiment	-1	0	+1	-1
RNHB Regiment	-1	-2	-1	-2
Subaltern	+1	0	0	-1
Captain	+1	0	0	-1
Major	+2	0	0	-2
Lieutenant-Colonel	+2	0	0	-2
Colonel	+2	0	0	-2
Brigadier-General	+3	0	-1	-4
Lieutenant-General	+4	0	0	-5
General	+5	0	0	-6

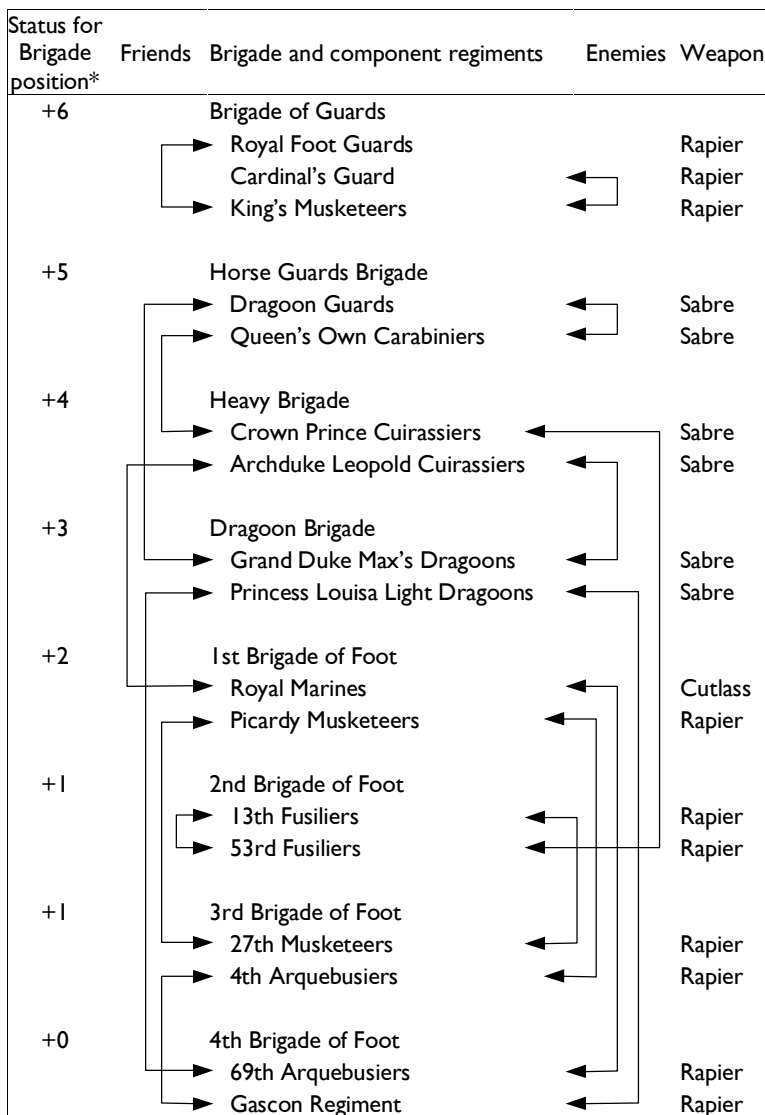*En Garde!* the swashbuckling role-playing game – www.engarde.co.uk

Regimental Table A: Application to Regiment

Social level -	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
Royal Foot Guards	-	-	-	-	-	-	5	5	4	4	3	3	2	2	1	1
Cardinal's Guard	-	-	-	-	-	-	5	5	4	4	3	3	2	2	1	0
King's Musketeers	-	-	-	-	-	5	5	4	4	3	3	2	2	1	1	0
Dragoon Guards*	-	-	-	5	5	4	4	3	3	2	2	1	1	0	0	
Queen's Own*	-	-	5	5	4	4	3	3	2	2	1	1	0	0	-1	
Archduke Leopold's*	-	-	5	5	4	4	3	3	2	2	1	1	0	0	-1	
Crown Prince's*	-	-	5	5	4	3	3	2	2	1	1	0	0	-1	-1	
Royal Marines	-	5	5	4	4	3	3	2	2	1	1	0	0	-1	-1	-2
Grand Duke Max's*	-	5	5	4	4	3	3	2	2	1	1	0	0	-1	-1	-2
Picardy Musketeers	5	5	4	4	3	3	2	2	1	1	0	0	-1	-1	-2	-2
13th Fusiliers	5	4	4	3	3	2	2	1	1	0	0	-1	-1	-2	-2	-3
Princess Louisa's*	5	4	4	3	3	2	2	1	1	0	0	-1	-1	-2	-2	-3
53rd Fusiliers	4	4	3	3	2	2	1	1	0	0	-1	-1	-2	-2	-3	-3
27th Musketeers	4	4	3	3	2	2	1	1	0	0	-1	-1	-2	-2	-3	-3
4th Arquebusiers	4	4	3	3	2	2	1	1	0	0	-1	-1	-2	-2	-3	-3
69th Arquebusiers	4	3	3	2	2	1	1	0	0	-1	-1	-2	-2	-3	-3	-4
The Gascon Regiment	4	3	3	2	2	1	1	0	0	-1	-1	-2	-2	-3	-3	-4
Frontier Regiments	Automatic															

* Cavalry Regiments

Regiment Table B: The Regiments

Regiment:	1	2	3	4	5	6	7	8	9	10	
Private	7	6	5	4	3	2	-	-	-	-	Min. social level
	-	-	-	-	-	-	-	-	-	-	Purchase price
	12	10	10	8	8	6	4	4	2	2	Monthly pay
	6	5	4	3	3	2	1	0	0	0	Monthly status
Subaltern	8	7	6	5	4	3	2	2	-	-	Min. social level
	140	130	120	110	100	90	80	70	60	50	Purchase price
	16	14	14	10	10	8	6	6	4	4	Monthly pay
	7	6	5	4	4	3	2	1	0	0	Monthly status
Captain	9	8	7	6	5	4	3	3	2	2	Min. social level
	150	140	130	120	110	100	90	80	70	60	Purchase price
	18	16	16	14	14	12	10	10	8	8	Monthly pay
	8	7	6	5	5	4	3	2	1	0	Monthly status
Major	10	9	8	7	6	5	4	4	3	3	Min. social level
	170	160	150	140	130	120	110	100	90	80	Purchase price
	22	20	20	18	18	16	14	14	12	12	Monthly pay
	9	8	7	6	6	5	4	3	2	1	Monthly status
Lieutenant-Colonel	11	10	9	8	7	6	5	5	4	4	Min. social level
	190	180	170	160	150	140	130	120	110	100	Purchase price
	26	24	24	22	22	20	18	18	16	16	Monthly pay
	10	9	8	7	7	6	5	4	3	2	Monthly status
Colonel	12	11	10	9	8	7	6	6	5	5	Min. social level
	240	230	220	210	200	190	180	170	160	150	Purchase price
	30	28	28	26	26	24	22	22	20	20	Monthly pay
	11	10	9	8	8	7	6	5	4	3	Monthly status

Each regiment uses one of the columns as follows:
1. Royal Foot Guards
2. Cardinal's Guard, King's Musketeers
3. Dragoon Guards*
4. Queen's Own Carabiniers*, Archduke Leopold Cuirassiers*
5. Crown Prince Cuirassiers*
6. Royal Marines, Grand Duke Max's Dragoons*
7. Picardy Musketeers
8. 13th Fusiliers, Princess Louisa's Light Dragoons*
9. 53rd Fusiliers, 27th Musketeers, 4th Arquebusiers
10. 69th Arquebusiers, Gascon Regiment

* Cavalry regiment

Brigadier-General	6	Min. social level
	30	Monthly pay
	8	Monthly status
Lieutenant-General	8	Min. social level
	35	Monthly pay
	9	Monthly status
General	10	Min. social level
	40	Monthly pay
	10	Monthly status
Field Marshal	12	Min. social level
	45	Monthly pay
	20	Monthly status

Regimental Table C: Brigades, Friends & Enemies and Weapons

Status for Brigade position*	Friends	Brigade and component regiments	Enemies	Weapon
+6		Brigade of Guards		
		Royal Foot Guards		Rapier
		Cardinal's Guard	←	Rapier
		King's Musketeers	←	Rapier
+5		Horse Guards Brigade		
		Dragoon Guards	←	Sabre
		Queen's Own Carabiniers	←	Sabre
+4		Heavy Brigade		
		Crown Prince Cuirassiers	←	Sabre
		Archduke Leopold Cuirassiers	←	Sabre
+3		Dragoon Brigade		
		Grand Duke Max's Dragoons	←	Sabre
		Princess Louisa Light Dragoons	←	Sabre
+2		1st Brigade of Foot		
		Royal Marines	←	Cutlass
		Picardy Musketeers		Rapier
+1		2nd Brigade of Foot		
		13th Fusiliers	←	Rapier
		53rd Fusiliers	←	Rapier
+1		3rd Brigade of Foot		
		27th Musketeers	←	Rapier
		4th Arquebusiers	←	Rapier
+0		4th Brigade of Foot		
		69th Arquebusiers	←	Rapier
		Gascon Regiment	←	Rapier

* Status points for positions as listed in the Status Points column are awarded to the Brigade commander and Brigade Major

Battle Result Table

MA	Die roll					
	1	2	3	4	5	6
1	6	6	5	4	4	3
2	6	5	5	4	3	3
3	6	5	4	3	3	2
4	5	5	4	3	3	2
5	5	4	4	3	2	2
6	5	4	3	3	2	1
7	4	4	3	2	2	1
8	4	3	3	2	1	1
9	4	3	2	2	1	1
10	3	3	2	1	1	1

Military Appointments Table

Rank	Min. Soc. Lev.	Special Requirements	Appointment	Number allowed	Who appoints	Status	Inf	Die roll	Add. pay
Private	8	Foot Guards	Trooper, King's Escort	∞	Captain of Escort	3		6	
	5	Cardinal's Guard	Trooper, Cardinal's Escort	∞	Captain of Escort	2		6	
Subaltern	9	Foot Guards	Ensign, King's Escort	1	City Military Governor	5		6	
	6	Cardinal's Guard	Ensign, Cardinal's Escort	1	City Military Governor	4		6	
	2		Aide to Brigadier-General	1/Bdr-Gen	Brigadier-General	3	1	7	
Captain	3	Military Ability	Regimental Adjutant	1/Regiment	Regiment commander	3	1	5	
	4		Aide to Lieutenant-General	1/Lt-Gen	Lieutenant-General	4	2	7	
	9	Foot Guards	Captain, King's Escort	1	City Military Governor	9		6	
	7	Cardinal's Guard	Captain, Cardinal's Escort	1	City Military Governor	5		6	
	9		Aide to Crown Prince	1	Crown Prince	9	8	7	
Major	3	Military Ability	Brigade Major	1/Brigade	Brigadier	4	1	6	
	6		Aide to General	1/General	General	6	3	7	
Lieutenant-Colonel	4	Military Ability	Division Adjutant	1/Division	Division Commander	6	2	6	
	8		Aide to Field Marshal	1	Field Marshal	10	4	7	
Colonel	5	Military Ability	Army Adjutant	1/Army	Army Commander	8	3	7	
Brigadier-General	6		Brigadier	1/Brigade	Inspector-General	6	3	5	
	6		Army Quartermaster-General	1/Army	Army Commander	8	4	7	5
Lieutenant-General	8		Province Military Governor	5	King	6	3	6	10
	8	Military Ability	Division Commander	1/Division	Adjutant-General	10	4	6	
	10		City Military Governor	1	King	14	5	6	10
	12		Inspector-General of Cavalry	1	Minister of War	18	6	6	25
	10		Inspector-General of Infantry	1	Minister of War	16	6	6	25
	8		Adjutant-General	1	Field Marshal	14	6	6	25
General	9		Army Commander	1/Army	Field Marshal	14	5	7	50

Government Appointments Table

Rank (minimum)	Min. Soc. Lev.	Appointment	Number allowed	Who appoints	Status	Inf	Die roll	Add. pay
Colonel or Knight	6	Commissioner of Public Safety	1	Minister of State	6	7	8	50
Brigadier-General or Baron	10	Chancellor of the Exchequer	1	Minister of State	14	7 & 8	7	50
	10	Minister without Portfolio	∞	Minister of State	16	9	7	50
	8	Minister of Justice	1	Minister of State	12	7	7	50
Lieutenant-General or Marquis	12	Minister of War	1	King	18	8 & 9	8	100
General or Earl	12	Minister of State	1	King	20	9 & 9	9	150

Embezzlement
(Army Quartermaster-General)

Amount	Caught	Army Modifier*
1000	11	0
2000	9	+1
5000	7	+1
10000	5	+2
20000	4	+3

* This number is added to the army's battle result, due to shoddy equipment.

Civil Unrest
(Provincial Military Governor)

Amount	Unrest
500	12
1000	11
2000	9
5000	7
10000	5
20000	4

Trial Results
(Commissioner of Public Safety)

Victim's SL	To convict	Sentence
3	4	To frontier for one year
4-7	7	Fine (1 die x 200 crowns)
8-12	9	All property confiscated
13+	11	Death

Embezzlement
(Chancellor)

Amount	Caught
1000	12
2000	10
5000	9
10000	7
20000	4

Title Table

Title	Min Social Level	New Social Level	Status Points received this month	Pension
Knight	6	10	10	-
Baron	7	11	10	10
Marquis	8	12	15	15
Earl	9	13	15	25
Viscount	10	14	20	100
Count	11	15	20	100

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