

In the REAL LIFE GAMEBOOKS series

*Madame Guillotine, The French Revolution*  
*The Last Invasion, 1066*

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REAL LIFE GAMEBOOKS

# MADAME GUILLotine

*The French Revolution*

Simon Farrell and  
Jon Sutherland

*Illustrated by Brian Williams*

For Jo and Kathryn



**DRAGON**  
**GRAFTON BOOKS**

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## REAL LIFE GAMEBOOKS

### Dragon

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This is a new kind of role-playing gamebook. *Real Life Gamebooks* take you into the past and allow you to experience great moments in history for yourself. You become a character of the time, faced with a series of important decisions which plunge you deep into the events and life of the period. You will meet and talk with major historical figures and become privy to their thoughts and actions, perhaps even influence their decisions yourself!

Think carefully before you make your choices. Danger waits for the unwary in these troubled times and the wrong decision could mean the end of your adventure before it has properly begun.

There are instructions on how to play *Real Life Gamebooks* (you will need a pencil, an eraser and two six-sided dice or the Random Number Table on page 17), a description of the events which are taking place in the world at the time, and a full personal background about your character and what may be expected of you.

You may not complete the story first time; you may wish to go back and try again, seeing what would happen if you made different choices. So fill in the Character Sheet on page 14 in pencil, and you can rub everything out when you want to have another try.

## FRANCE IN THE EIGHTEENTH CENTURY

The year is 1789, and the last decade has not been kind to France. The harvests have been poor and, while those in the country are well-fed, the inhabitants of the cities have had to tighten their belts. Adding to the unrest is the effect of the crippling taxes which the King, Louis XVI, is levying upon all his citizens.

More recently, matters have come to a head. The King announced yet another increase in taxes and met with a good deal of unrest from the citizens, particularly those of Paris. He has been forced to call a National Assembly, consisting of Aristocrats - landed nobles, the Clergy, and members of the Third Estate or Bourgeoisie. This Third Estate comprises untitled commoners who have gained importance through business or other means and also those who claim to be the representatives of the common people. The Assembly has been meeting in Versailles, at King Louis's palace, but so far has been unable to reach a decision. The Third Estate has blocked all attempts to pass the King's new tax laws and only a short while ago declared itself the true representative of the people, refusing to meet with the rest of the Assembly and holding separate meetings instead in a tennis court at Versailles.

There have been many demonstrations by the unruly citizens of Paris, supporting the actions of the Third Estate and the King is reported to be very angry about what is happening. The threat of violence from both sides hangs heavily in the air ...

## The French Revolution

**1789**

*5 May:* The Estates-General meets at Versailles.

*17 June:* The Third Estate names itself the National Assembly.

*14 July:* The raid on the armoury at the Invalides. The storming of the Bastille.

The French Revolution begins.

**1790**

The unrest continues.

**1791**

*21 June:* King Louis XVI tries to flee from France with his family. They are captured at Varennes and brought back to Paris.

**1792**

*August:* The Paris mob attack the King in the Palace of the Tuileries, butchering his guards and imprisoning him.

*21 September:* A new assembly, the National Convention, declares the monarchy abolished and sets up the Republic of France.

*11 December:* King Louis is put on trial for treason.

**1793**

*14 January:* King Louis is found guilty and sentenced to death.

*21 January:* King Louis XVI is executed.

France is ruled by the Committee of Public Safety led by Maximilien Robespierre. They execute all their opponents in a blood-bath known as the 'Reign of Terror'.

**1794**

The Terror reaches a climax in March, but a revolt within the National Convention leads to Robespierre's arrest and execution. The Reign of Terror is over.

**1795**

France is now ruled by the Directory, and order is restored.

# REAL LIFE GAMEBOOK RULES

## THE SEVEN SKILLS

There are seven main types of skill in which a character would be proficient in these turbulent times. The degree of ability in any one of these skills will fall between 2 (the worst) and 12 (the best).

The choice of skills is entirely up to you. To start the game you are given a pool of 50 skill points which you can allocate amongst the seven skills. You must give at least 2 points to each of them, and you may not give more than 12 to any one.

The skills in *Madame Guillotine* are: Strength, Agility, Luck, Persuasion, Firearm, Swordsmanship and Horsemanship. Read the information about each skill below and examine the sample character at the end of this section before you allocate your points and fill in the totals on your Character Sheet on page 14.

**Strength:** - This is your character's basic ability to withstand or inflict damage. When you have chosen the amount you wish to give to Strength and filled in the appropriate box on the Character Sheet, halve it (Round up if necessary: e.g. if Strength is 7 then halving and rounding up gives 4) and put the result in the Wounds box on the Character Sheet.

**Agility:** - This skill enables your character to avoid dangerous situations by leaping out of windows, avoiding sword thrusts or diving for cover.

**Luck:** - In certain situations, the only option you will have is to place your character's life in the hands of fate. It is often useful to be very lucky!

**Persuasion:** - In sticky circumstances you will need to be able to talk your way out of a problem. If you are caught cold with no weapon and nowhere to run, a bit of gentle persuasion will often pay off.

**Firearm:** - Normally your character will have a pistol, and he should know how to use it. This skill means the difference between shooting someone or being shot yourself. This is an extremely useful skill if you are challenged to a duel.

**Swordsmanship:** - Sword fighting is the most common form of combat in these times. A determined man with a reasonably high skill in sword play is devastating.

**Horsemanship:** — In tricky situations a good rider can always get out of trouble. A bad one will probably fall off. This is your ability to ride hard and fast with the minimum of danger.

## HOW THE SKILLS WORK

### Combat

There will be times in the course of the adventure when your character will have to fight. Although this can almost always be avoided by making the correct choices, it is not always to your advantage to run from combat. In such cases, the paragraph at which the fight

takes place will give you all the information you need. You will be told three things: What weapon you must use (if you have a choice, you will be told so), what kind of opponent you are facing, and which numbered paragraphs to turn to if you are victorious or if you are beaten.

Your opponent will be described like this:

Baron      Swordsmanship 7      Wounds 4

Included on your Character Sheet are a number of Combat Boxes. Each time you are about to enter a fight, you should use one of these Combat Boxes to fill in the details about yourself and your opponent. These details include your opponent's weapon skill and his number of Wounds, your own skill (if this is not specified, then you must use the same weapon as your opponent, e.g. if he is using a sword, you must use your own Swordsmanship skill), your current Wounds total and - most important! - the number of the paragraph where the fight is taking place.

The way you decide the outcome of the battle is simple. Throw two dice, and if the number you roll is *equal to or less than* your own skill score then you have hit your opponent and will wound him accordingly. If you have no dice, use the Random Number Table on page 17 and follow the instructions on its use. With a sword (Swordsmanship skill) or with your bare hands (Strength skill), you inflict one wound every time you successfully hit your opponent. With a pistol or a musket you inflict two wounds. Reduce your opponent's Wound total by the amount of damage you have inflicted.

Once you have rolled the dice for your own attack,

you must do the same for your opponent. If the number you roll is *equal to or less than* his skill score, he hits you and inflicts the appropriate number of wounds on you. You must then reduce your own Wounds total by the corresponding amount.

The battle continues in this way, with you rolling the dice for yourself and your opponent alternately, until either you or he is killed by taking sufficient hits to reduce the Wounds score to 0.

Either combatant dies instantly when their Wounds score is reduced to 0, so it is important to adjust this score immediately after a hit has been obtained.

In most cases you will get the first attack. If you do not, it will be clear from the paragraph.

If at any time in the combat, your character rolls a double-one (i.e. both dice end up with a 1 showing) or you score 2 on the Random Number Table, then you automatically kill your opponent. Unfortunately, the reverse applies also. If you roll a double-one or score 2 on the Random Number Table for your opponent's skill, then you are killed.

If you are fighting at close quarters, either with a sword or with your bare hands, you may take advantage of an optional rule. You may choose at the beginning of your attack to halve your own skill score (round up). This makes it harder for you to hit your opponent, but it means that his own next attack must be halved also, making it more difficult for him to hit you. This can be an advantage if he is better than you.

### Other Skills

In the course of your adventure, there will be times when you must use some of your other skills. For exam-

pie, you may need to talk your way past a sentry (Persuasion skill), or you may need to try your luck in a sticky situation.

Whenever you are asked to test any of your other skills, you must throw two dice and try to roll a number *equal to or less than* your score in that particular skill. If you have no dice, use the Random Number Table on page 17 and follow the instructions on its use. If you succeed, you will be asked to turn to one paragraph. If you fail, you will have to turn to a different one.

Sometimes you will have to make rolls to test several different skills to accomplish a task.

### SAMPLE CHARACTER

Strength:	12	Not much is going to be able to stand in this character's way if it comes to a brawl or if he needs to smash a door down.
Agility:	5	Not terribly agile. Do not count on this skill if you are in a fix.
Luck:	8	Reasonably high. Quite a lucky character.
Persuasion:	6	Average skill - might be able to talk his way out of a problem.
Firearm:	8	Not quite a crack shot, but should hit things more often than not.
Swordsmanship:	7	Average swordsman. Will be able to look after himself in a fight.

Horsemanship: 4 Rather low! No leaping on and off horses for this character.

Wounds: 6 By having a high strength, this character has a large capacity for taking damage. He should survive a long while.

## CHARACTER SHEET

SKILLS RATINGS (2-12)

Strength

Agility

Luck

Persuasion

Firearm

Swordsmanship

Horsemanship

WOUNDS (Strength / 2, rounded up)

Fill in your Character Sheet in pencil so that you can rub out the totals and use the sheet again another time.

## COMBAT BOXES

Paragraph you  
came from:

Your Skill:

Opponent's:

*Your Wounds*   *Opponent's*

Paragraph you  
came from:

Your Skill:

Opponent's:

*Your Wounds*   *Opponent's*

Paragraph you  
came from:

Your Skill:

Opponent's:

*Your Wounds*   *Opponent's*

Paragraph you  
came from:

Your Skill:

Opponent's:

*Your Wounds*   *Opponent's*

Paragraph you  
came from:

Your Skill:

Opponent's:

*Your Wounds*   *Opponent's*

Paragraph you  
came from:

Your Skill:

Opponent's:

*Your Wounds*   *Opponent's*

Paragraph you  
came from:

Your Skill:

Opponent's:

*Your Wounds*   *Opponent's*

Paragraph you  
came from:

Your Skill:

Opponent's:

*Your Wounds*   *Opponent's*

Is the Past as exciting to you as it is to us?  
If it is, then let us know. Tell us who your favourite character is, the period you would most like to have an adventure in and why. Send your letter to Simon Farrell and Jon Sutherland, Real Life Game Books, Andre Deutsch Limited, 105 Great Russell Street, London WC1B 3LJ.

**REAL LIFE GAME BOOKS RANDOM  
NUMBER TABLE**

If you do not have access to any six-sided dice, you may use this table instead. Simply place the book open in front of you and close your eyes. Point with your pencil until you touch the page and then open your eyes to read what number you have 'rolled'.

If any paragraph asks you for a number between one and six, then repeat the above instructions, but halve the number you 'roll', rounding down.

10	7	11	4	7	9	9	5	4	12	10	8
5	5	6	3	6	10	7	7	8	8	7	3
6	8	11	7	9	5	2	4	8	6	6	9
11	6	7	11	8	3	5	7	10	6	12	9
7	9	7	3	10	6	5	4	8	8	7	5
6	6	9	8	2	10	5	4	8	7	4	9
5	4	8	9	7	7	7	8	6	12	5	6
7	11	8	6	4	7	8	3	9	2	8	7
5	6	11	9	9	3	10	4	6	5	10	10



## PERSONAL BACKGROUND

Your name is Phillipe d'Auvergne and you are the only son of a landed Aristocrat. Your father's estate lies some distance to the south of Paris, but it has been over a year since you last visited your home. You are an officer in the 41st Regiment of Foot, one of the King's finest, and are based in Paris.

Because you are an officer, the unrest of the country has largely passed you by, although you cannot have failed to notice the increasingly violent mood of the citizens of the capital.

You have heard a small amount of grumbling both from your father and from other Aristocrats of your acquaintance about the new tax laws which the King is trying to impose, but with one exception the army remains loyal to the crown. The exception is the National Guard regiment, which is led by officers sympathetic to the complaints of the common people, and its soldiers are coarse and untrustworthy.

Your own feelings on the matter which is threatening to divide the country are unclear. On the one hand the King has the ultimate authority, but on the other it is the people who are France. The threat of civil war hangs heavily and unhappily in your thoughts. Your loyalties are uncertain, although you have not voiced any of your doubts.

There have been many demonstrations by the unruly citizens of Paris to show their support for the actions of the Third Estate, and it is to one of these that you are

ordered one day in early 1789. As you march into the city with your men, your thoughts are confused . . .

Now turn to Paragraph 1 to begin your adventure.  
Good luck!



## 1

You stand on the north side of the Palais Royale, with your troops drawn up behind you. You are under strict instructions not to open fire on the teeming crowd of ten thousand which has gathered here until you are ordered to do so. Your mission is solely to keep the peace. The Royal German Regiment and the Swiss Guard, together with Lambesc's cavalry, hold the exits from the square.

The crowd begins to head in your direction carrying busts of Necker, the recently deposed Minister who had been the people's favourite. In their ranks you see members of the National Guard who you believed to be confined to their barracks.

From off to one side of the approaching crowd, you see the cavalry beginning to spur their horses forward, and you realize that they must have been ordered to charge.

The mob scatters, many running forward in your direction, and a brief gesture from your commander signals you to fire upon them.

Will you fire on the mob (go to **110**) or will you disobey the order (go to **60**)?

## 2

Your group rides on down the road for several kilometres before you decide that there is no point in

continuing. You have no idea what direction the Aristos took when they abandoned the wagon, and simply riding along the road will not gain you any useful information. Returning to the wagon, go to **20**.

### 3

The fact that you are a deserter weighs heavily against you, and there is little doubt from the outset that your protests are in vain. The court finds in favour of the Baron. Weeping, your mother leaves the courtroom and you follow her with outrage and anger in your heart.

The next couple of weeks see your mother's health steadily worsening. Unable to retrieve the estate, you look to other methods for justice. Anger burns like the fires of the mob in your heart, and you seriously consider killing the Baron for the wrongs he has done to your mother.

Will you decide to demand honour (go to **245**) or will you stay dutifully by your mother's side (go to **226**)?

### 4

It was a gallant fight, but you were too heavily outnumbered. Your blood stains the beach of this little cove and you breathe your last.

Your adventure ends here. So near and yet so far from safety.

### 5

'Old GrosPierre?' says the barman genially. 'Oh, he retired. He's living in Rue St Michel. If you're looking for him, he should be in around now.'

Thanking him, you leave the bar and go to **249**.

### 6

Seizing the opportunity of a few split seconds, you turn and flee. Your strength and speed quickly puts ground between you and the soldiers. Dodging into an alleyway, you get back your breath. Seconds later they pass you, panting and cursing. With a smile on your face you wait for them to round the corner, and then you head off in the opposite direction.

You have no other option but to go into the inn yourself. Now go to **33**.

### 7

Spurring your horse towards the wagon, you realize that you have not reloaded your pistol. Drawing alongside the wagon, you shout to the Comte to use his whip. He does so, and the wagon jerks forward. The soldier, unprepared for such a manoeuvre, loses his grip and falls. The wagon drives on, with you beside it. Now go to **193**.

### 8

Your sword drops to the floor with a clang. You feel a searing pain in your chest, followed closely by a thud as your back hits the wooden frame of the door behind you. You struggle on the end of the grinning man's pitch-fork as your life slips away.

Your adventure ends here, pinned to the door in a peasant's farmhouse.



## 9

'One of the prisoners broke under torture,' says the Captain with relish. 'He revealed that another, similar group, followed the same route. They were to make contact with friends - ' he pauses to spit on the floor to show his opinion of anyone who would aid the enemies of France' - in the forest about ten kilometres from the city. Tomorrow, you will take a squad of mounted men and track down these traitors. I want those Aristos - dead or alive.'

With anticipation of the following day and a mind firmly resolved not to think about what happened to the prisoners, you retire to your barracks. Now go to **153**.

## 10

Reporting back to the Captain of the Guard, you have your wounds tended while he consults with others. Then he returns with orders for you to pursue the fleeing noblemen.

'Take at least ten men with you,' he says. 'Make sure they are all good riders. It is your mission to bring back all of those accursed Aristos, dead or alive. You start at first light tomorrow.'

Now go to **146**.

## 11

The firelight reflects from the wavetops as you draw close to the water. The boat is quite near now and you can hear the women shouting to its occupants to hurry.

But they will not be in time. From only a few feet behind you, you hear the sound of a musket shot, and feel a searing pain in your back. You fall, and your blood stains the sand.

Shot in the back - an ignominious end to your adventure.

## 12

In the dark, you find it difficult to reload. By the time you have primed your pistol, they are already well out to sea. The range is too long for you to try a shot, but half in anger, half in desperation, you fire anyway. The shot causes a splash in the water several metres from the boat.

You have failed to stop them. Cursing, you begin to prepare yourself to face the wrath of your superiors.

Your adventure ends here.

## 13

Dropping to the ground, you draw your pistol. The Comte passes another to you and you lay it beside you. Behind you, the women and children move down to the water's edge and wait anxiously for the boat.

The darkness of the beach is interrupted only by a circle of flickering light from the fire. Something stirs at the far edge of this lighted area and you fire a shot. Having no idea whether you hit your target or not, you feverishly reload your pistol and scan the darkness for other movement. Beside you, your companions are also firing.

Now go to **263**.

## 14

Your opponents lie dead on the sand. The remaining Aristos surrender.

You take them back to Calais and arrange for their return to Paris and judgement. Your actions will

further both your career and the cause of the revolution.

Your adventure ends here. Congratulations.

15

Realizing that the crowd will not listen to reason, you dig your spurs into your mount and crash through the dense mob. Hands clutch at your legs as you pass, but you manage to shake them off and keep moving. Not until you are several minutes' ride away from the barracks do you slow your pace and begin to think more calmly.

From what the Colonel told you, it seems that getting out of Paris may be more difficult than getting in. Even if you succeeded, where would you go? Apparently, the unrest in Paris has spread to the surrounding countryside and all of France will soon be under the control of the People's Assembly.

Riding through the narrow Parisian streets, you realize that your horse is attracting many glances. No one else is on horseback, and it is obvious that you must abandon your mount if you are to have any hope of remaining unnoticed.

Dismounting in a narrow alleyway, you leave your horse and walk resolutely away, not knowing what even the immediate future holds for you.

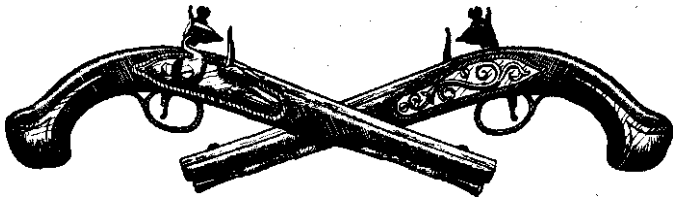
Now go to **167**.

16

The officer takes one step forward and slaps you across the face. Your cheek still stinging with the blow, you listen as he shouts at you.

'Are you blind? Didn't you see my signal? Order your men to fire on these peasants. Or are you a coward?'

Rage wells up inside you at these words. Will you obey the haughty instructions (go to **110**) or will you return his blow in kind (go to **69**)?



17

The horseman's sabre cuts you down. As you fall, he slashes at your body to make sure he has finished you.

Your adventure ends here.

18

The two men brace themselves for your attack, one circles around to your left, the other comes straight at you.

First peasant	Pitch-fork 6	Wounds 3
Second peasant	Pitch-fork 5	Wounds 3

If you win go to **221**. If you lose go to **8**.

## 19

Rough hands grab you and soon you are hauled before the local magistrate. Your powers of persuasion will not help you here, and the court is determined to set an example.

'If it were not for your family and your previous good character, the bloody murder you have committed would force me to pass the death sentence,' says the magistrate. 'As it is, I sentence you to thirty years in prison. You will be transferred to Paris within the week.'

The journey to Paris is perhaps the most uncomfortable experience of your life, but it is nothing compared to the horrors which await you in the small prison on the outskirts of the city. Conditions in the jail are unspeakable; you are forced to live in your own filth with barely any food or water to speak of for day after torturing day. Simply to eat, you must fight a constant struggle with the rats which infest your cell, and the sound of their scurrying bodies haunts your nightmares. Soon you are little more than an emaciated wreck, hanging on to a thin thread of life with little or no hope of a brighter future. Now turn to **87**.

## 20

Searching the ground about the wagon, you look for some indication of the direction its occupants took when they abandoned it.

To succeed, make a successful Luck roll. If you fail, go to **214**. If you succeed, go to **106**.

## 21

Arriving at the front of the building, you can detect no activity. Nonplussed, you shout, 'Company to me!'

There is no response to your command. Your men and the horses from the stable have gone. Cursing, you ride off towards Calais alone. Now go to **96**.

## 22

Slowly you unbuckle your belt. The two men are very edgy, and decidedly wary of you. You must make a luck roll, to see if they interpret your intentions correctly. If you succeed, go to **220**. If you fail go to **8**.

## 23

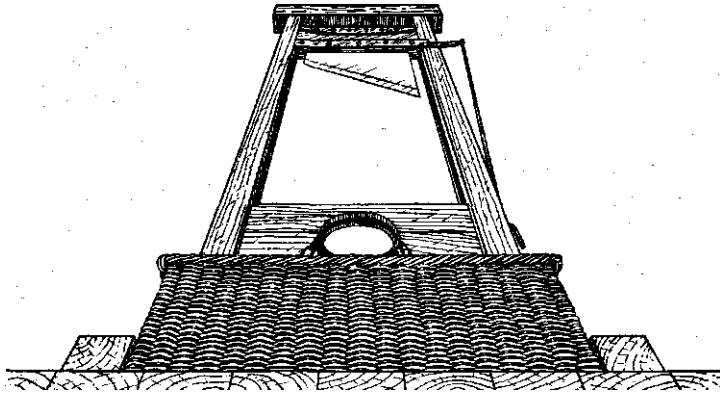
The blacksmith's hammer can inflict a lot of damage if it hits you, so each time it does, you lose 2 wounds. But because the hammer is so heavy it takes the blacksmith some time to raise it, so you have two attacks to the blacksmith's one. You get first attack with your sword.

Blacksmith	Hammer?	Wounds	6
------------	---------	--------	---

If you win go to **288**. If you lose go to **292**.

## 24

Shouting to the Comte to speed up, you keep pace with the wagon. Your pursuer fires his pistol, but the shot goes wide. Will you turn back and return his fire (go to **109**) or will you ride on (go on **242**)?



## 25

Deciding to make a search of all the gates personally, you start immediately.

The first gate you check is safe, and no one there has heard of a soldier called Valmy. You plod on to the next . . . and to the next. . . and to the next. At the fourth gate, one of the men you question recognizes the name.

'Yes,' he says. '**Valmy** is on duty tonight, at the gate in the Rue des Clefs. Why?'

Quickly you explain, and several soldiers join you as you hurry away towards the indicated street.

You have hardly gone halfway when a volley of shots rings out from ahead of you. Hoping against hope that you are not too late, you dash onwards. Now go to **253**.

## 26

Reaching the gates of Paris, you discover that they are controlled by revolutionaries under the direct orders of the Assembly. There have been many dramas since you left, not least of which was the attempted escape of King Louis to Austria. Only by the vigilance of committed bourgeoisie - the common people - was he captured before he had made good his escape. Paris, and indeed much of France, is now under the watchful eyes of the Assembly's ruling committee.

Since the attempted flight of the traitorous Louis, security has been tightened at the gates and there are orders out to arrest any Aristocrat attempting to leave the city.

A large man stands on a wagon, bellowing at the top of his voice to a growing crowd.

'Citizens! The country is in urgent need of your help. The Committee of Public Safety has directed me to address you. We need loyal and trustworthy citizens to swell the ranks of the revolution. Are there any among you who wish to serve your country?'

Many step forward and are greeted by the recruiter. The crowd cheers them and their chests swell with pride as they are accepted. Moved by the scene, you move towards the wagon and offer your services also. What else are you fit for? If you do not join the ranks of the revolutionaries, you will most likely starve to death in the streets.

You are taken to the temporary barracks of the Civic Guard and furnished with an armband which identifies you as a servant of the Committee of Public Safety. Now go to **105**.

## 27

In the split second it takes him to raise the pan to hit you, you jump aside. Spinning around in a circle you see he is unbalanced so you flip the hilt of your sword over and deliver a blow to the side of his head. He falls silently to the floor. Now go to **184**.

## 28

Rising from your seat, you pull out your sword.

'Who dares to call me an Aristocrat?' you shout, hoping to buy yourself some time as you move towards the door.

'I do,' he replies, drawing his own sword. His friends, too, are rising.

You have only two choices. Will you run for the door (go to **164**) or will you fight them?

If you wish to fight, your opponents look like this:

Loud-mouthed drunk	Swordsmanship 4	Wounds 3
First friend	Swordsmanship 5	Wounds 3
Second friend	Swordsmanship 7	Wounds 4

If you win the fight, no one else in the tavern will bother you (go to **289**). If you lose, go to **68**.

## 29

Despite your mother's letter, you do not think it safe to return to the small village where you were born. The news of your desertion is bound to have reached there by now. You remain in hiding in Paris.

However, a week after the first letter another arrives,

more desperate in tone, and it is obvious that your mother is in urgent need of your help. Throwing caution to the wind, you prepare to leave Paris.

Getting through the gates is not a problem. The mob has grown in strength to the point where several of the gates into the city are under its control.

Travelling through the countryside, disguised as a farmhand in search of work, you attract no undue attention.

Now go to **92**.

## 30

Keeping your hand deliberately away from your pistol you approach the gates. Through the metalwork you can see the deserted Place des Invalides. On the other side of the open space stand the doors of the armoury. They are closed. You push gently on the gates and they swing open before you.

Do you wish to try to talk to the guards within (go to **201**) or will you call to the waiting crowd and storm the building with them (go to **280**)?

## 31

The captain is partially convinced.

'Very well,' he says. 'Take a squad of men and investigate. I hope for your sake, d'Auvergne, that there is some substance in this old woman's babbling.'

Thanking him, you hurry to gather together some men. When they are assembled, you lead them towards the address you have been given. Now go to **39**.





## 32

Walking steadily down one of the many narrow streets, you do your best to blend in with the crowds of unwashed common people. The smell of rotten fish and the stench from the sewage-filled gutters attack your nostrils. Above you a window bangs open and a fishwife yells 'Gardez l'eau!' You barely manage to jump aside in time to avoid a deluge of dirty water which she throws uncaringly into the street. Recovering your balance, you look further ahead, only to see a mob of armed citizens who are stopping people at random and subjecting them to questions. Looking frantically for a means of escape, you see a dark alleyway just ahead on the left. Will you take this route (go to **161**) or try to bluff your way through (go to **72**)?

## 33

The Pecheront Inn is easy to find and you enter the bar cautiously. The room is full of locals; they pay no attention to you and you walk over to the innkeeper and ask for a glass of wine.

'I was looking for Monsieur Plisinier,' you mention casually.

'Ah, you are a friend of his, M'sieu? He has retired these past two years. He has a house by a cove on the outskirts of town, close to the wall, I believe,' he replies.

Thanking him, you finish your wine and leave. The cove lies to the east of the town and you walk in that direction. Now go to **257**.

Realizing the futility of attempting to fight your way through the mob, you lead your men into a candlemaker's shop on the opposite side of the square to the Bastille. Making your way quickly up the stairs despite the protestations of the shop-owner, who is cowering behind his counter, you deploy your troops at the windows of the top floor.

You smash a window with the butt of your pistol, sending shards of glass crashing to the cobbled street below. There is no lack of targets for you to choose from, and you begin firing steadily into the mob which clusters tightly around the gates of the prison opposite. From the other windows, your men snipe into the crowd. One or two members of the mob who are closest to you make an attempt to return your fire, but they are quickly picked off by your expert marksmen. Other citizens make an ineffectual attempt to break into the shop below, but your sergeant has posted men there to prevent this, and they are easily beaten off.

Despite the supporting fire which your troops are giving to the defenders, the mob brings up a heavily laden wagon and repeatedly batters at the gates. On the third such attempt, the gates give way and the crowd pours through the breach. The Bastille has fallen. There seems little hope now for those inside, and you must think of the safety of your own men. Their objective achieved, the attention of the mob is bound to fall on you now. Ordering your men to maintain harassing fire, you search for another exit from the building. The square outside is too dangerous an escape route.

There is a back doorway which leads out into an alley. It looks safe enough for the moment, though it may not

be for long. Returning to the top floor, you must decide whether to take your men through the door to the alleyway (go to **178**) or to lead them against the rioters (go to **73**).

### 35

'I cannot allow you to stay alone, M'sieu,' you say. 'The others must continue, yes. But I will stay until you are well enough to travel.'

Seeing that there is no way of making you change your mind, the others reluctantly agree and mount up. As they ride off, you wonder if you will ever see them again. Several hours later, go to **180**.

### 36

Instinctively, you cast your conspicuous hat to the cobbles, your tunic follows it and you push your way deeper into the throng. The bobbing heads afford the best protection you can hope for. In short seconds, you are far enough away to relax a little, although there is still danger from the soldiers who stand at the exits from the square. Now go to **41**.

### 37

The following morning, after you have eaten, you track down Madeleine as she is preparing a poultice for the Marquis de Serval. He suffers from gout, apparently.

After she has delivered it, you gather together with the Comte de la Valliere and the Marquis de Candaille to listen to her plan.

She spreads a map of Paris across the broad kitchen table.

'We are here,' she says, pointing at the map. 'The nearest gate out of the city is here, only a kilometre away, but it is too heavily guarded to offer much hope. Instead, our organization has concentrated its efforts on this gate here, in the Rue des Clefs. It is normally guarded by only one man, although help is not far off if he should require it. We have managed to bribe the regular guard, Sergeant Valmy. He comes on duty at one o'clock in the morning, and the past few times we have attempted it, he has allowed a wagon to pass out of the city without searching it, provided the driver offers him five gold sovereigns.'

You take a startled breath. Five sovereigns is enough to keep a man in palatial style for at least two months!

'At the rear of the house I have a wagon,' she continues, 'and horses enough to pull it and to allow one man to ride ahead. Unfortunately I have no one to drive it and you must decide amongst yourselves who shall do this. You will leave from here at half an hour past midnight and arrive at the gate just after Valmy's watch has begun. What weapons you have, you must take with you. I can offer you nothing but this wagon.'

'Once out of the city, you should take the north-east road which leads directly into the forest. Ten kilometres from the gates, drive the wagon off the road among the trees and wait to be contacted. From there you will be taken to Calais and a safe place from which to take ship for England.'

She smiles at you, and your admiration for this brave young woman rises even more.

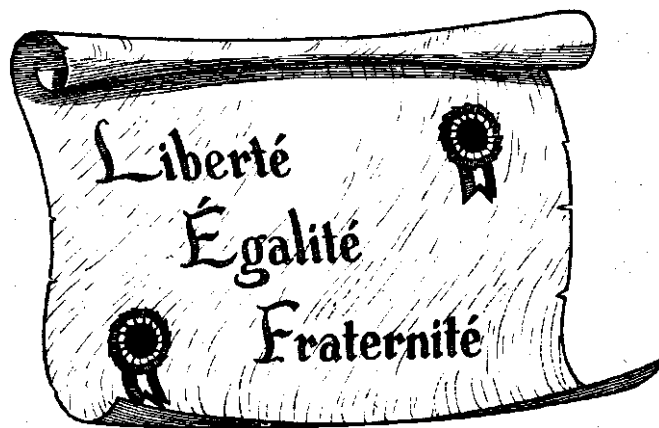
The rest of the day is spent in planning. It is decided that, should anyone be wounded or fall behind, they must be abandoned. You cannot risk the whole party

for the sake of one member.

Now go to **141**.

## 38

Feeling slightly safer and vastly relieved, you quicken your pace, putting ground between the armed mob and yourself. With enough distance between you and them, you relax and continue your search. Go to **274**.



## 39

Arriving at the address you have been given, you see that it is a small house, indistinguishable from its neighbours, in a quiet street. There are no lights inside, and all is still. Will you take up a position from which to watch the house (go to **163**) or will you march up to the door and force your way inside (go to **229**)?

## 40

Cocking your pistol, you take aim and fire. At this range, a pistol fired by a marksman such as yourself can barely miss. You hit the larger of the two peasants squarely between the eyes. He falls to the ground with a crash. In one sweeping movement, you draw your sword and prepare to defend yourself against the other. Now go to **65**.

## 41

Even without your hat and tunic, some of the crowd instantly recognize you as a soldier. Far from being wary of you, they greet you to their ranks with pats on the shoulder and cries of 'Well done!' and 'Welcome, Soldier of France!'

The general direction of the mob seems to be towards that part of the square which is held by the Swiss Guard, and above the heads of those in front of you, you see that the Swiss are standing aside, allowing the crowd to pass. Keeping well to the centre of the throng, you dare not look into the eyes of the soldiers for fear that they might recognize you. Realizing your predicament, a friendly-faced man wearing a butcher's apron gives you a wink and places himself between you and the guards. You leave the square following him.

You have nowhere else to go, and so you accept his guidance. Now go to **218**.

## 42

Your assailants lie dead at your feet. There can be little hope of your remaining free if you stay here now. Acting hurriedly, you gather together your belongings and

take horse for Paris. Perhaps you can lose yourself in the crowds there.

The ride is not hard, but every minute of the day you are dogged with the thought that there may be angry pursuers behind you. Now go to **26**.

## 43

Failing to gain any information from the captured Aristos, you turn and leave the room. Behind you, your men move forward. Although you know that it is necessary, you cannot close your ears to the sounds of agony which follow you down the hallway.

Almost an hour later, you are called again before the Captain. To hear what he has to say, go to **9**.

## 44

The fresh tracks lead through the thinning trees. Beyond, the foliage is sparse enough to reveal a ramshackle farm, with outbuildings dotted around it. The first glance betrays no movement. Looking carefully you notice that several horses are stabled in one of the barns.

Approaching the buildings with care, will you sneak around the back (go to **291**) or will you head directly for the front door (go to **227**)?

*(illustration on following page)*

## 45

'Goodbye,' you say to the frightened contact-man, 'and thank you once again for your help.'

You walk towards the front door, open it and then close it again with a slam. Swiftly, you move to a posi-



tion flat against the wall, next to the door the man indicated. You draw and cock your pistol.

The door swings open, and a man in National Guard uniform pushes a frightened young girl into the room ahead of him. He is tucking a pistol into his belt as he speaks.

'Well done, Citizen. Perhaps the Guillotine will have two less heads to claim, if all goes according to plan.' He stops speaking suddenly, his eyes upon the young girl who has just seen you and is staring open-mouthed.

With a curse, he swings around, groping for his pistol. You shoot him squarely between the eyes and he drops to the unyielding floor. The young girl runs to her father for comfort. Now go to **117**.

#### 46

He refuses point blank to allow you to enter, and you turn away, dejected. You can either continue with your patrol (go to **172**) or decide to investigate the old woman's story alone (go to **39**).

#### 47

Taking the Colonel's advice, you discard your uniform before you leave the buildings. Where can you go now? It seems from what he has told you that all Paris is against you, and all because of an accident of birth - that you were born an Aristocrat!

As you walk your horse to the gate, you see that the crowd which was beginning to gather as you entered has grown into a mob. Still, there is nothing for it but to brazen it out. Perhaps they will not challenge you.

As you ride through the gates, the guard who admitted you earlier appears before you and says,

'Are you an Aristocrat, M'sieu?'

If you wish to try to talk your way past him, go to **55**. If you wish to spur your horse forward in an attempt to escape, go to **15**. If you decide to draw your weapons and fight, go to **168**.

## 48

You rein the horses to a halt and turn to watch him, drawing your pistol but keeping it hidden. He stops also, and you see that he is pointing a pistol at you. He fires without warning, but the shot goes wide. Will you shoot at him or whip up the horses? If you shoot and hit, go to **239**. If you shoot and miss, or if you decide to whip up the horses, go to **84**.

## 49

'Go!' urges the Marquis, but you shake your head.

'We will meet our fate together,' you say, loading your pistol.

The front door of the farmhouse flies open and you hear shots from the kitchen, where the farmer was waiting. The handle of the door into your own room begins to turn. Will you shoot at the soldiers who enter (go to **131**) or will you surrender (go to **83**)?

## 50

The peasant advances, you must sword-fight him.

Peasant      Pitch-fork 7      Wounds 4

If you manage to kill him in two attacks or less, go to **221**. If you are still fighting him after two attacks, go to **173**. If you lose go to **8**.

## 51

From out to sea, you can hear the sound of oars splashing in the water. As they grow closer, you turn to order the others down to the waterline to wait for the boat. As you do so, two shots ring out from close at hand, and you feel a musket ball tug at your coat as it passes within an inch of your side.

You must make a split-second decision. In the dark, you have no idea how close your assailants are. Will you tell everyone to run for the boat (go to **129**) or will you make the men stand and cover the retreat of the women and children (go to **13**)?

## 52

Cantering into the group of guards, you knock over three and the rest scatter. Wheeling your horse around, you ride back and through the gate behind the wagon. Behind you there are a few desultory shots, but none come close to hitting you. Now go to **193**.

## 53

Before the old man can utter a word, you demand to know where he obtained such fine horses.

'Horses?' he questions. 'Oh, horses. A young gentleman sold them to me yesterday, they are for sale . . .'

'They seem to be particularly good, far too valuable for you to be able to afford,' you object.

Continuing to question him, go to **268**.

## 54

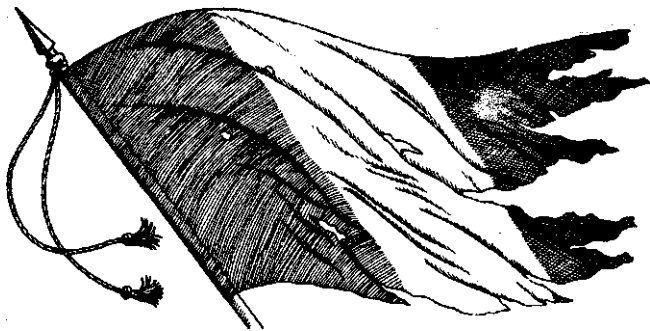
The man drops his pitch-fork, and raises his hands in submission. You take a few steps forward, your eyes

flitting back and forth between the peasant and the now shaking man on the bed.

All of a sudden, you suffer a heavy blow to the back of the head, and slump to the floor unconscious. Now go to **81**.

## 55

This is a situation which requires a successful Persuasion roll. If you succeed, go to **120**. If you fail, go to **15**.



## 56

Deciding that you will be most effective on horseback, you set out after a last farewell from Madeleine. The Comte de la Valliere follows, driving the wagon skillfully. After perhaps twenty minutes of riding through the deserted, darkened streets, you hear the sound of another rider and, looking back, you see that he is following the wagon. Will you wave the wagon on past you and turn back to meet your pursuer (go to **109**) or will you shout to the Comte to speed up (go to **24**)?

## 57

Deciding to head upstream, you cross the little stream and begin a careful search of the soft earth on the far bank. There is nothing immediately visible. Either change your mind and head to the left (go to **77**) or, making your way slowly upstream, go to **230**.

## 58

At the corner, the street forks. If you have any companions with you, you may split your forces, otherwise you must follow alone. Either way, you must decide which street to follow yourself.

If you go right, go to **237**. If you decide to take the left hand fork, go to **144**.

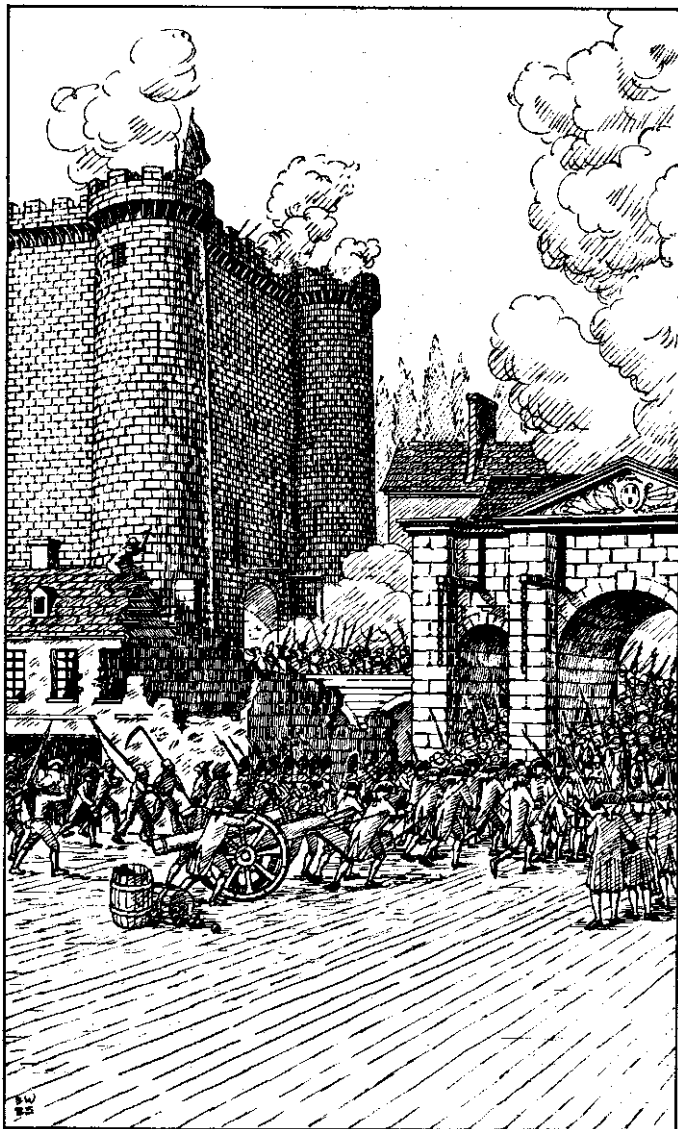
## 59

The horse is a little jittery, but calms quickly as you stroke its head. You lead the horse out into the daylight, then suddenly a strong hand claps you on the shoulder. Spinning around, you see a blacksmith with a large hammer. There is no time to talk and you must fight him. Go to **23**.

## 60

Knowing that you cannot order your men to fire on unarmed women and children, you realize that a choice stands before you. You must either join the rioters in their protest against the King's unfeeling policies or think about the safety of your troops.

If you decide to order your men back, go to **82**. If you want to join the people, go to **175**.



## 61

Your shot takes him high in the chest and he falls backwards. The wagon crashes through the gate to the sound of gunfire from the squad of soldiers. Behind you, you can hear the Marquis de Candaille firing out of the back of the wagon. Now go to **193**.

## 62

You must successfully make your Firearm skill roll to hit one of the group. If you succeed, go to **293**. If you fail, go to **260**.

## 63

As you enter the Place de la Bastille you quicken your pace to catch up with Bonneville. You reach him in time to hear him order a frontal assault on the gates. From one side of the square shots ring out from the top floor of a building, where some soldiers, too late to reinforce the prison, have taken cover.

Bonneville is directing willing hands to crash a wagon into the gates. Once. Twice. Then, on the third attempt, the gates buckle inwards. Leaping forward you are among the first to enter the prison. The two or three remaining guards are cut down mercilessly. As you push open the inner doors, a musket ball passes close by your head. Spinning around you see the inert body of Bonneville; seconds later he is lost under the surging mob.

Ahead of you, rapidly reloading, is a familiar figure. It is Sergeant Sourdeval of your old regiment: no flicker of recognition passes over his face.

Will you fight him (go to **295**) or will you baulk at the



prospect of fighting an ex-comrade and run away in the confusion (go to **114**)?

## 64

The shot whistles past his head. Immediately, he responds with his own musket, and the mob closes in on all sides.

You fight desperately for a short time, but there are too many of them, and they press too closely to your horse for you to be able to ride them down. You are dragged from your horse and swiftly dispatched.

Your adventure ends here.

## 65

The remaining peasant stands apprehensively at the far side of the room, not sure whether you have another pistol. Gradually he begins to edge towards you. The man on the bed lies motionless.

Will you close the distance between you and the peasant (go to **50**) or will you shout, 'Yield.' (go to **54**)?

## 66

The oarsman lands, and scrambles out of the boat. As he rushes towards you, you see that he is holding a musket. Shouting to the Aristos to get out of the way, he stops, raises the weapon and fires.

He hits and you drop like a stone.

Your adventure ends here.

## 67

Riding through the barracks, you see that companies of soldiers are drawn up for roll call. Their faces show no perception of the mob rule which exists outside the

walls. Arriving at the officers' quarters, you are conducted into the Colonel's office.

'You arrive at a bad time, d'Auvergne,' he tells you. 'I am under instructions from the Assembly to arrest all those of my officers with Royalist sympathies. If you are seen, there will be little I can do for you. You must flee immediately. We are under watch here.'

'But I had no trouble at the gates of the city,' you protest.

'Not surprising,' he says drily. 'Most Aristos have already been arrested and imprisoned. That is the fate which awaits you, my friend, unless you go now!'

Taking your hand in a last farewell he says, 'It would be best if you discarded your uniform. The mob will kill you for that alone.'

Now go to **47**.

## 68

Your assailant's sword pierces your heart and you fall forward on to the blade.

Your adventure ends here.

## 69

Your return blow sends him reeling on to the cobbled street. In a sudden calmness of mind, the full reality of what you have done comes home to you, and you realize that a Court Martial is inevitable. A Court Martial, and then the firing squad. You have no choice now. Spinning around, you run towards the uncertain safety of the crowd. Go to **36**.

## 70

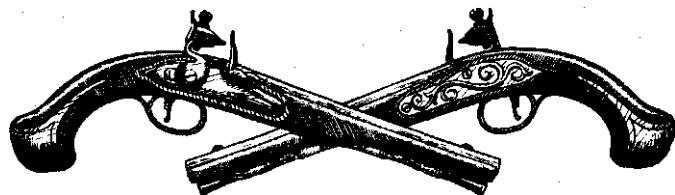
The pitch black and the sound of the crashing waves

from the many coves which lie along these cliffs betray no other sound or movement. Perhaps you are too late? Make a luck roll and if you succeed to go **151**. If you fail go to **139**.

### 71

Skillfully, he chops at you and you fail to parry the blow. The blade strikes your neck and severs your jugular vein.

Your adventure ends here.



### 72

Carrying on down the street towards the mob you try desperately to hide your fears. You can see that there are too many of them for you to fight your way through. Perhaps they won't stop you. But as you come abreast of the mob, a burly man with a red, white and blue armband and a cocked pistol clasps your shoulder.

'Where do you live, Citizen?' he asks harshly.

You can either tell him that you live outside Paris (go to **199**), say that you live nearby (go to **130**) or tell him that you live further away, but still inside the city (go to **135**).

### 73

Knowing your duty, you gather your men around you and order them to fix bayonets.

'Soldiers of the King,' you say, 'we must teach these scum a lesson. For Louis and France! Aliens!'

With this, you draw your sword and lead your troops into battle.

Within seconds, you realize what a mistake you have made. You are outnumbered more than a hundred to one, and the common people are inflamed with rage to such an extent that they have no fear of you.

Directly in front of you stands a burly figure, armed with a meat cleaver. He swings at you, and you must make his roll first. Then you must fight it out with him with your sword.

Assailant      Combat skill 5      Wounds 3

If you defeat him, go to **86**. If you lose, go to **71**.

### 74

The guards unlock the door. Turning back to Bonneville you gesture to him to approach. He starts forward with a few dozen men and the crowd follows close behind. Ordering the guards to lay down their arms, you put them in the safe keeping of Bonneville. With an evil smile, he ushers them into a side room and several other armed citizens disappear after them. A scant few seconds pass and then, to your horror, Bonneville re-emerges wiping a blood-stained dagger upon a guard's hat. Sniggering he orders his men to smash the padlocks and distribute the muskets.

'On to the Bastille!' is the cry.

Will you go with the mob (go to **254**) or will you slip away in the confusion (go to **114**)?

## 75

Instinctively, you glance behind you. The farmer is about to hit you over the head with a heavy pan. Make an Agility roll. If you succeed, go to **27**. If you fail, go to **81**.

## 76

The Baron slumbers peacefully as you creep towards him. A loaded pistol lies carelessly on a table next to the bed. The object of all your hatred and pain is defenceless and at your mercy.

If you wish to wake him and face your adversary fairly, go immediately to 286.

If you decide to murder him in his sleep, you take a knife from your belt and stab him repeatedly, with your hand over his mouth so that even his dying cries are reduced to muffled groans, inaudible to anyone else.

Having satisfied your need for revenge you leave the room and the Baron's bloody body. Now go to **202**.

## 77

About ten metres to the left of where you crossed the stream, you pick up the trail again. Here the earth is softer and the tracks deeper. Detailing one of your men to fetch the horses, you wait for him to return before following the trail to 44.

## 78

As the other soldiers run up, you reach the back of the wagon. Tearing back the canvas flap, you gesture with your pistol for the occupants to come out. As they descend, one by one, they are seized by the soldiers and bound fast. Your men congratulate you and a quiet elation bubbles up inside as you lead your squad, with the prisoners, back inside the gate. Now go to **270**.

## 79

As you ride through the streets you realize that the mood of the citizens is angry. The bitterness that you felt from the crowd in the square is repeated here a thousand-fold. Insults and missiles fly from all quarters. You would like to teach this unruly mob a lesson, but your mission is paramount and you ride on looking straight ahead.

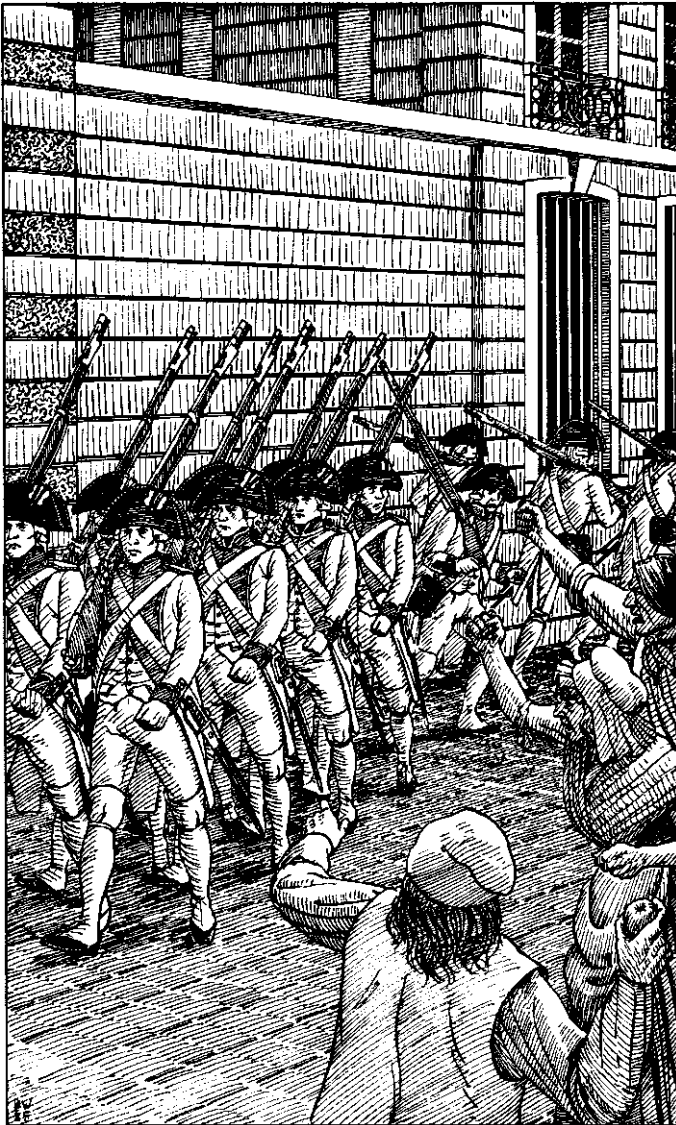
Suddenly from behind you, you hear a shout. Reining your horse to a halt, you turn in your saddle. The rear of the column seems to be disintegrating. Even your trusted corporal appears to have gone.

You realize that only your presence keeps the rest of the men from deserting. Will you go after the deserters (go to **213**) or will you continue on to the armoury (go to **246**).

*(illustration on following page)*

## 80

Reluctantly, the guard allows you to enter and you are conducted to the office of the Captain. He, too, seems ill-disposed to believe your story. If you wish to convince him to give you some men with which to investigate, you must make another successful Persuasion



skill roll. If you succeed, go to **31**. If you fail, or if you decide not to bother, go to **172**.

## 81

Slowly, you regain consciousness. The blow to your head was severe, but it has not done any lasting damage. The room is now littered with corpses. Two peasants, the farmer and the man on the bed are all dead, the latter shot at close range with a pistol. Picking up your weapons, you search for clues. Inside the pockets of the Aristocrat's corpse on the bed, you discover a scrawled note:

*'Monsieur Plisinier, Pecheront Inn, Calais.'*

You feel sure that this must be the name and address of the contact whom the fleeing Aristos have gone to meet, and a sense of urgency returns to you. Stuffing the paper into your jacket pocket, you leave the farmhouse. Looking around, you notice the farm is deserted. Your men have obviously left you for dead and have taken all the horses after killing the occupants of the farmhouse. You still feel a little groggy, so reduce your Strength by 2 (but leave your Wounds as they are) and go to **100**.

## 82

With well-ordered calm, you turn your back on the crowd and gesture your men to shoulder arms and stand aside. Before they can obey, a mounted officer, his face contorted with anger, gallops up to you. He countermands your order and dismounts in front of you.

Will you stand and face him (go to **16**) or will you desert and join the crowd (go to **175**)?

### 83

Throwing your pistol to the ground as the soldiers enter, you raise your hands.

They bind you tightly and both you and the Marquis are taken back to Paris. Although your vigilance is constant, no opportunity for escape presents itself, and you ride to the guillotine barely a week later. Your last thought as the blade begins to fall is a hope that your other companions made it to safety.

Your adventure ends here.

### 84

Whipping up the horses, you make what you know will be a useless attempt to outrun him. But as you do so, the Comte de la Valliere canters past you and fires at your pursuer from point-blank range. The man falls from his horse and the Count returns at a gallop. You follow him towards the gate. Now go to **217**.

### 85

As you reach the front door, he takes your hand and you feel him slip a piece of paper into it.

'Goodbye,' he says, 'and good luck.' He ushers you through the door and closes it firmly behind you.

Outside, you walk several hundred yards before finding a narrow alley in which you stop and unfold the paper he pressed into your hand. You read these words:

*You cannot help me. There are guards in my house. The rendezvous I gave you was a trap. The real one lies five kilometres further along the coast. The signals are the same. Good luck, and remember me when you are safe in Scotland.*

Looking back down the street, you see no sign that anyone is watching the house, but you believe what the note says. The brave man has sacrificed his own life to save yours. You vow never to forget him.

Walking back through the winding streets, you feel the hairs on the back of your neck stand up, and you have a distinct feeling that someone is following you. Looking back, however, you can pick out no one. Will you go directly back to where the others are waiting (go to **126**) or will you lose precious time in trying to shake off possibly imaginary pursuers (go to **154**)?

### 86

Looking up from the body of the citizen you have just dispatched, you see at once that your men are not faring as well. Many have already been cut down and the remnants of your command are fighting a desperate battle just to survive against the ever-increasing number of assailants.

You shout to your men to rally around you and, in a tight knot of bayonets and flashing swords, begin to struggle toward the nearest avenue leading from the square. Reaching the fringes of the mob, you realize that it is more interested in the prison than in the pursuit of your sorry command. Now turn to **178**.

### 87

Many months pass in the jail with no word from the outside. Days slip into weeks and soon you lose all track of time. Then, one day, you hear a great commotion in the corridor beyond your cell. In the distance you can hear the sounds of a great many people, and suddenly a pistol shot echoes down the stone passageway.

There is a scraping at your door and moments later it is flung open by a man holding a lighted torch in one hand and a smoking pistol in the other.

'You are free, Citizen!' he greets you jubilantly.

You can hardly believe it, but it must be true. Scrambling after him on weakened legs you realize that the citizenry of Paris has taken over the jail and is freeing all the prisoners.

Bunking, you emerge into the first daylight you have seen for months. You join with a crowd, hundreds strong, who are gathered at the entrance to the jail. Just beyond them, a man stands upon a wagon. 'Who is that?' you ask one of the people beside you.

'That is Danton,' comes the reply. 'The leader of the Executive Council of the People's Assembly.'

To hear Danton's address, go to **282**.

## 88

'That may be, Citizen,' you say. 'But it is my duty to search this building even on such a slight suspicion. Will you let me in?'

She hesitates, then steps back to let you past.

The house is small, and it does not take you long to search it. Under one of the beds in an upstairs room, you discover a small pistol. The butt of the weapon is inlaid with silver - definitely the pistol of an Aristos. Rising from the floor, you notice also that there are several teacups on a nearby sideboard. They are still warm. Whoever was drinking from them cannot be far away.

You rush back down the stairs. Will you stop to question the young girl (go to **112**) or will you hurry on into the street to search for the Aristos (go to **219**)?

## 89

The duel is to first blood only, with swords.

Comte de la Valliere    Swordsmanship 8    Wounds 4

If you accidentally kill the Comte by rolling a double one, go to **271**. If he kills you, go to **258**. Otherwise go to **181** when one or other of you takes your first wound.

*(illustration on following page)*

## 90

The wagon clatters through the barrier, picking up speed as it goes. If you have been wounded in the past few minutes, go to **10**. If not, go to **298**.

## 91

The two able-bodied Aristos rush you. You must fight them.

Young Aristos	Swordsmanship 7	Wounds 5
Old Aristos	Swordsmanship 5	Wounds 3

You have four rounds to kill them before the boat arrives. If you do so the long boat will turn back, and you will go to **102**. If you fail to kill them by then, go to **204**. If you lose the fight go to **68**.

## 92

Arriving at your family's estate, you are pleased to see that your approach has not been noticed by anyone. Giving your horse to a stable-boy, you enter the house and are immediately greeted by your distraught mother.



'Thillipe!' she cries. 'I am so glad to see you!'

She takes you into the drawing room and you sit, resting your travel-weary bones as she explains the situation.

It appears that Baron de Paton has made a claim against your father's estate. He has a document signed by your father, which cites the estate as collateral on a loan made many years previously. There is no provision in the document for the death of your father, and although your mother is willing to continue repaying the loan, the Baron has decided to foreclose.

'It is intolerable!' protests your mother. 'But there seems nothing I can do. Help me, Phillipe. Our lawyer does not hold out much hope.'

If you decide to contest the claim, go to **142**. If you decide that you cannot fight, go to **235**.

## 93

Breathing heavily, you feel that you have escaped the mob. Suddenly, behind you, the cry goes up.

'There he is!' you hear shouted in a coarse Parisian accent.

You break into a run again, dodging between passersby, some of whom try ineffectually to stop you. You dart down alleyways, leap over mounds of rubbish which sometimes block almost half of the street. Thankfully, none of your pursuers seem willing to take the risk of shooting at you and hitting some innocent bystander. Gradually the cries fade in the distance, but you keep running until you are sure that you have totally lost your pursuers. Then you slow down and continue your search for the house. Now go to **274**.

## 94

You are ushered without delay into the Captain's office, and you swiftly make your report.

When you have finished, he calls for the list of all those on duty and scans rapidly through the names before grunting in triumph.

'Ah! Here we are . . . Valmy. On guard at the gate in the Rue des Clefs. Sergeant, take a full squad of men to that gate, arrest Valmy and intercept these Aristos.'

Needing no further prompting, you gather together a squad of men and set out for the Rue des Clefs. Now go to **162**.

## 95

Although the news from Paris is bad you pay little heed to it, knowing that you will be recalled when needed. One morning an official courier arrives with your new orders. You are told to return to Paris immediately, and report to your Colonel.

Bidding farewell to your mother, you accompany the courier as far as the outskirts of Paris. Alone you approach the gates of the city. Now go to **251**.

## 96

You cover the distance in a fast time with little regard for the health of your steed, who is sweating heavily. Riding on and on, you eventually see a sign-post which tells you that Calais is only a kilometre or so away. You must decide now what you will do. Will you make for the Pecheront Inn and try to pick up a lead there (go to **33**) or will you seek help from the local gendarmerie and report to them (go to **124**)?

## 97

The farmer offers no resistance and moves away from the door. Carefully, you open it, and enter. Two men stand either side of a large bed, with a third lying upon it. The third man is wearing the clothes of a gentleman and is obviously in great pain.

As the peasants move towards you, will you take out your pistol and fire at the closest one (go to **40**) or will you draw your sword and attack (go to **18**)?

## 98

Dropping to one knee, you steady your pistol over one arm. Taking careful aim at the driver, you fire.

To hit him, you must make a successful Firearm skill roll. Subtract one from your skill because you are out of breath after the sprint to the gates.

If you hit the driver, go to **157**. If you miss, go to **90**.

## 99

One of the two armed Aristos falls to the ground. The remaining man hangs back. You have time to reload. Deciding that if you kill the oarsmen you will be safe, you fire both pistols at the closing target.

If you hit both, go to **243**. If you hit one go to **273**. If you miss both you must fight the remaining Aristo now.

Old Aristo      Swordsmanship 5      Wounds 3

If you lose, go to **68**. If you win, go to **209**.

## 100

The road stretches out far beyond the horizon. There is no sign of anyone travelling on it. Calais is still a long



way off and you need to get there as quickly as possible, but your men have deserted you and taken all the horses. If you have to walk the whole way, the Aristos will be long gone by the time you arrive. At best the trail will be cold. You desperately need a horse.

Purposefully, you increase your pace, glancing left and right for another farm. After a couple of kilometres you see a small cluster of buildings about two hundred and fifty metres off the road. Taking the dirt track towards it, go to **211**.

### 101

Yelling, you draw your sword and charge. A man stands rigid before you and just as you realize he holds a pistol, he shoots. The shot hits you and you tumble to the coarse sand.

Your adventure ends here.

### 102

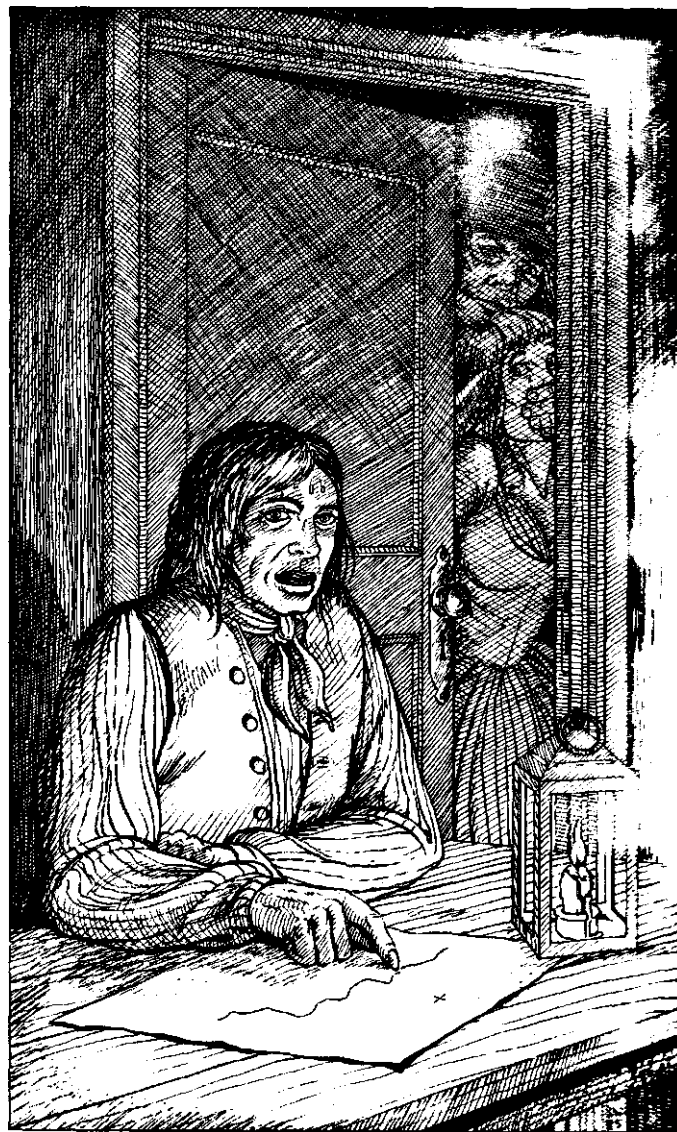
The second Aristo's sword falls from his hand. Instantly you lunge and dispatch him. The remaining Aristos see their hopes of escape disappear and surrender to you. Now go to **209**.

### 103

You are not convinced that he is on your side. Racking your brains for a means of finding out, you ask him if he knows the address of the house in Paris from which you started this mission.

He laughs. 'You do not trust me,' he says. 'I do not blame you. Here, let me write down the address for you.'

He returns to the table and scribbles briefly before



passing you a scrap of paper.

Taking it you read the following words:

*There is a guard behind the door to your right. He holds a pistol at my daughter's head. Help me!*

Nodding, you smile and apologize aloud for doubting him. Even as you speak, you are weighing up possible plans. They boil down to two: Will you go directly to the door with the guard behind it and confront him (go to **294**) or will you pretend to leave, then attack him when he emerges from his hiding place (go to **45**)? You cannot just walk away, because you are certain that there will be revolutionaries waiting at the cove for you.

## 104

The end is inevitable, your mother has lost the will to live. Nature takes its course. One morning a maid rushes into your room weeping uncontrollably.

'Your mother is dead, M'sieu,' she sobs.

Choking back the tears, you realize that for the first time in your life you are alone.

Funeral arrangements take several days, and when they are over, you determine to return to Paris. There is nothing here for you anymore. Paying off the servants you take a horse and ride for Paris.

To you, your mother's death is but further proof of the injustices of King Louis's rule. Now go to **26**.

## 105

Things are finally getting properly organized in Paris. The citizens have taken many of the loyalist army's duties from them and stripped many high officers of their rank. Groups of citizens seem able to range at will

all over Paris without hindrance from the King's soldiers. Indeed, many members of the National Guard are already serving in the new People's Army against foreign invaders, called in to help by the traitor Louis.

One morning, your troop is called together to discuss a plan to free some of the unjustly imprisoned political activists held at a prison on the outskirts of the city. Filled with righteous anger that such faithful supporters of the Revolution should be imprisoned, you march with your comrades through the streets.

The prison seems poorly defended. A scant garrison protests at your entrance, but you sweep on disdainfully. The prisoners are overjoyed to be liberated but, as you return to the gates of the jail, you realize that a troop of cavalry has arrived, brought by a runner from the garrison.

You must fight these riders. Although you are at a disadvantage being on foot, they are only armed with sabres, whilst you still have your pistol.

Two riders bear down upon you and you have just enough time to fire at one of them before you draw your sword. If you throw less than or equal to your Firearms skill, you inflict two wounds on one of the Hussars (you choose which). Then you must fight with your sword.

First Hussar	Swordsmanship 7	Wounds 4
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Second Hussar	Swordsmanship 6	Wounds 3
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Fighting a mounted man means that you must add one to your dice roll making it harder to hit him. If you win go to **206**, if you lose go to **17**.

## 106

Footprints beside the wagon lead deeper into the forest. Following them, go to **169**.

## 107

Remaining silent, you are taken back to Paris and within a week you meet your fate at the hands of Madame Guillotine. Your only thought as the blade falls is for your companions. Did they escape? You will never know. Your adventure ends here.

## 108

Moments after you knock lightly on the door, it is opened by a pale-faced man with greasy black hair. You give him the password and he responds with a quick gesture.

'Come in,' he says. 'I had almost given up hope that you would arrive.'

Stepping inside you find yourself in a small, dimly-lit room with three doors opening off it. A lantern sits on the table in the centre of the room and all the shutters are closed.

'Where are the others in your party?' asks your contact.

'In a safe place,' you reply. 'Waiting for us to guide them to the boat.'

'Good.' He nods his head nervously, gesturing you to take a seat. You do so, feeling vaguely uncomfortable for some reason, but the feeling soon disappears as he lays out a map on the table in front of you.

'This is where the boat will pick you up,' he says. 'It is a small cove about ten kilometres from here, surrounded by high cliffs. You must light a small signal fire on the beach at one hour after midnight. When the ship sees the fire it will signal with a lantern - one long flash, followed by three short ones. To let them know

that all is well, you must reply with a lantern of your own - three long flashes followed by one short one. Then a boat will come to pick you up.'

You wonder why he is giving you all these detailed instructions.

'Won't you be with us?' you ask.

He shakes his head. 'Unfortunately, no. Tonight I must play at the house of the head of the Revolutionary Committee in Calais.' Seeing you frown, he gestures to one corner of the room and you see a battered violin standing against the wall.

'If I do not go, they will be suspicious,' he says.

You nod in understanding and he rises from the table.

'It is almost eight o'clock,' he says. 'It will take you at least three hours to reach the cove on foot. You had best be on your way.'

Rising, you take his hand - it is warm and clammy.

'Thank you for your help,' you say. 'We will not forget you.'

As you walk towards the door you must decide whether what he has told you is the truth or whether he is lying and working for the Revolution.

If you think he is honest, go to **85**. If you distrust him, go to **103**.

## 109

Drawing your pistol, you allow the wagon to go past you. The Comte smiles grimly at you as he passes and you return the tense smile. The other rider has stopped and he shouts at the Comte to stop also. If you decide to shoot at him you must test your Firearm skill. If you miss, go to **133**. If you hit him, you may ride on towards

the gate and go to **127**. If you decide not to shoot, go to **283**.

## 110

You give the order to your men, and a volley of musket fire sounds loud in your ears. Men, women and children fall, but the mob still surges forward. One man, his face purple with anger, charges directly towards you, waving a club. Taking the pistol from your belt and drawing your sword, you prepare to meet him.

Will you shoot him (go to **222**) or will you cut him down as he reaches you (go to **137**)?

## 111

Staring at the blood-spattered body of his daughter, the man is too distraught to speak. But the urgency of the situation forces you to be rough with him. You grip his arm tightly and swing him to face you.

'Someone will have heard the shot,' you say. 'We have little time. There must be another place from which to signal the ship. Think!'

He shakes his head dazedly and you are forced to slap him lightly in order to gain his attention. You repeat the question.

'The rendezvous point I gave you was a false one,' he says. 'The real cove is five or six kilometres further down the coast. . . 'His eyes stray back to the bodies of his daughter and the soldier.

'You must come with me,' you tell him. 'The man's friends will be here soon.'

He pulls away from your grip.

'I cannot,' he says. 'I will not leave her ... I will show you on the map where the rendezvous is. The sig-

nals are the same.' With dragging steps, he moves over to the table and indicates a stretch of coast. You stare at the map, fixing it in your memory. When you look up, he is sitting on the floor, holding his daughter's shattered head in his lap. You make one last try.

'Come with us,' you urge, the feeling of time slipping away strong in your mind.

He shakes his head, looks up at you with dull eyes.

'Do not fear that I will tell them where you are going,' he says, tugging a second pistol from the belt of the dead revolutionary guard. 'I no longer wish to live, now that she is dead.'

Seeing that there is no point in arguing, you walk towards the door. Reaching it, you turn back for a second.

'I am sorry,' you tell him.

'Go,' he says, not even looking up.

You leave, closing the door gently behind you. Now go to **266**.

## 112

Showing the pistol to the girl, you put your hand on your sword.

'Where did this come from?' you inquire savagely. 'How long ago did its owner leave?'

She shrinks back from your questions and her hand moves inside her nightgown. Swiftly, she withdraws a short dagger.

Thinking that she means to attack you, you leap backwards and draw your sword. But she does not follow. Instead, she plunges the dagger directly into her own heart.

As she slumps to the floor, you hear her whisper.



'You will never catch them,' she says. Then she is dead.

Dazed at such devotion - or fear - you realize that every moment spent here allows your quarry to get further away. Leave the house and go to **219**.

### 113

The following day you are awakened from a deep sleep by the sound of a cheering crowd outside your building. Looking out of a window, you see that Danton himself is about to address the crowd.

Danton! The member of the Executive Council who had demanded the death of Louis. The darling of the mob. The leader among leaders!

Rushing downstairs and outside, you join the throng which has gathered to hear him speak.

Danton's speech is so rousing that you feel a great urge to join with him in smashing the enemies of the Republic. To your great surprise you are among those whom he chooses from the mass of people to join his newly re-formed National Guard. Now go to **174**.

### 114

Amongst the jubilant members of the mob, your skulking progress goes unnoticed. As quickly as possible you put distance between yourself and the scene of carnage. Soon you reach a part of the city more silent and deserted than that you have left. Your plan now must be to sever all links between you and the mob. Casting down your armband and hat, you climb the steps of a seedy lodging house. Now go to **179**.

## 115

From somewhere, you manage to dredge up a final burst of speed and you gain on the wagon. Reaching the rear of it, you make a risky jump. To succeed in your attempt to grab on to the wagon, you must make a successful Agility roll. If you succeed, go to **189**. If you fail, you will miss the wagon and fall to the ground, taking a wound in the process. If you fail, go to **90**.

## 116

You shoot at Valmy. If you hit him, go to **248**. If you miss, go to **121**.

## 117

Staring down at the body of the revolutionary, your contact shakes his head sadly.

'I wish you had not shot him, M'seiu,' he says. 'His friends will have heard the report. Now we must act quickly.' He moves back to the table and points at the map.

'The real rendezvous is here,' he says, pointing at a spot on the coast five or six kilometres further than the original one. 'The signals are the same. Now, you must go swiftly, before his friends arrive. Do not worry about us, I have an escape route already prepared.'

You take his hand once more and squeeze it tightly.

'How can I thank you?' you ask.

He smiles. 'By going as quickly as you can and reaching your destination safely. Go now, and good luck.'

'To you also,' you say as you reach the front door. He grins, then urges you outside, closing the door behind you. Now go to **266**.

## 118

Dismounting, you begin to fire carefully at the approaching figures. One of them moves off to the side of the road and begins a flanking manoeuvre. Another drops to one knee and takes careful aim with his pistol.

Diving to the ground for cover, you hear the shot but are relieved to feel no wound. You begin to think that perhaps you have taken on too much. Then, as you look around for your horse you see to your horror what the Aristo was actually aiming at.

Your horse is on its knees with blood streaming from its flanks. Your chance of escape has been taken from you.

Grimly, you check your pistol and lay your sword on the ground beside you, resolving to sell your life dearly in the service of the Revolution. Perhaps you can take several of them with you.

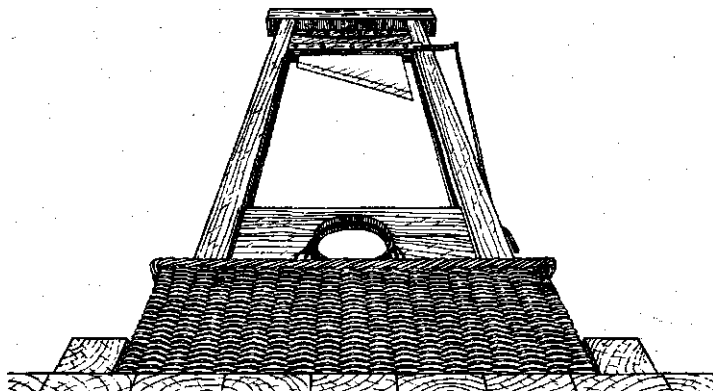
But even that small chance disappears as you hear a twig snap, off to one side of you, but quite close. Even as you roll over and bring your pistol up, you know that you have been out-thought.

You last sight is of a grimly smiling Aristo as he fires his pistol at your head from point-black range.

Your adventure ends here.

## 119

Hurrying to the local headquarters, you are stopped by a guard at the entrance. He asks your business, and you tell him what you have learned. He seems reluctant to allow you inside, saying that he will pass the message on. To get past him, you must make a Persuasion skill roll. If you succeed, go to **80**. If you fail, go to **46**.



## 120

'Why do you bar my way?' you demand. 'I am on a most urgent mission for the Assembly. Anyone who hinders me will have to answer to the Executive Committee.'

You walk your horse purposefully forward and the crowd gives way before you. Several of the more frightened members call apologies after you, and you grin secretly, relieved that you have managed to talk your way out of trouble.

Several hundred yards from the gates of the barracks, you are accosted by another man on foot.

'Wait, Citizen!' he calls from a doorway.

You rein to a halt and put your hand on your pistol. He seems to be alone, but this could be an ambush.

He walks toward you and stops, almost touching your horse's bridle.

'God save the King,' he murmurs quietly.

Now you must make a decision. Is this man really a revolutionary trying to trap you, or is he what he seems - a true supporter of the king? Will you simply ride away (go to **264**) or will you stay to listen (go to **255**)?

## 121

Valmy jumps aside as you gallop out of the gate. Several hundred metres outside the city, you stop and look back. The wagon has made it through the gates, but one of the guards has managed to jump on to the back of it and is climbing over the top towards the Comte. Will you ride back to help (go to **7**) or will you ride on to safety (go to **281**)?

## 122

As you run towards the water, there is more gunfire from behind you. It sounds closer and, although no bullet comes near you, you are certain your attackers are gaining. Will you run on (go to **11**) or will you turn, with your male companions, and make a stand (go to **132**).

## 123

The members of the crowd, realizing that there is no escape this way, alter their course and head towards the part of the square which is held by the Swiss Guard. Watching, you see that they do not fire and the crowd surges out of the square through their ranks.

When the square has finally emptied, the order comes for you to return your men to barracks, and you march off with them through Parisian streets which no longer seem quite as safe as they did this morning. Now go to **143**.

## 124

You ride up to the gates of the town. There are two civic guards on duty. Dismounting you show them your travel papers and identification.

'Where is your headquarters?' you ask. 'I must talk with your command.'

'Along the main street, on the left halfway down. It's the building with the Tricolour hanging outside,' one replies.

Remounting, you spur the horse and canter off down the street. A guard salutes you as you dismount, and takes the reins of your horse. You enter the building and ask for the commander.

The Colonel-in-charge is a portly man in his late fifties. He straightens his tunic frantically as he strides over to you.

'Welcome to Calais, Lieutenant. What can I do for you?' he says.

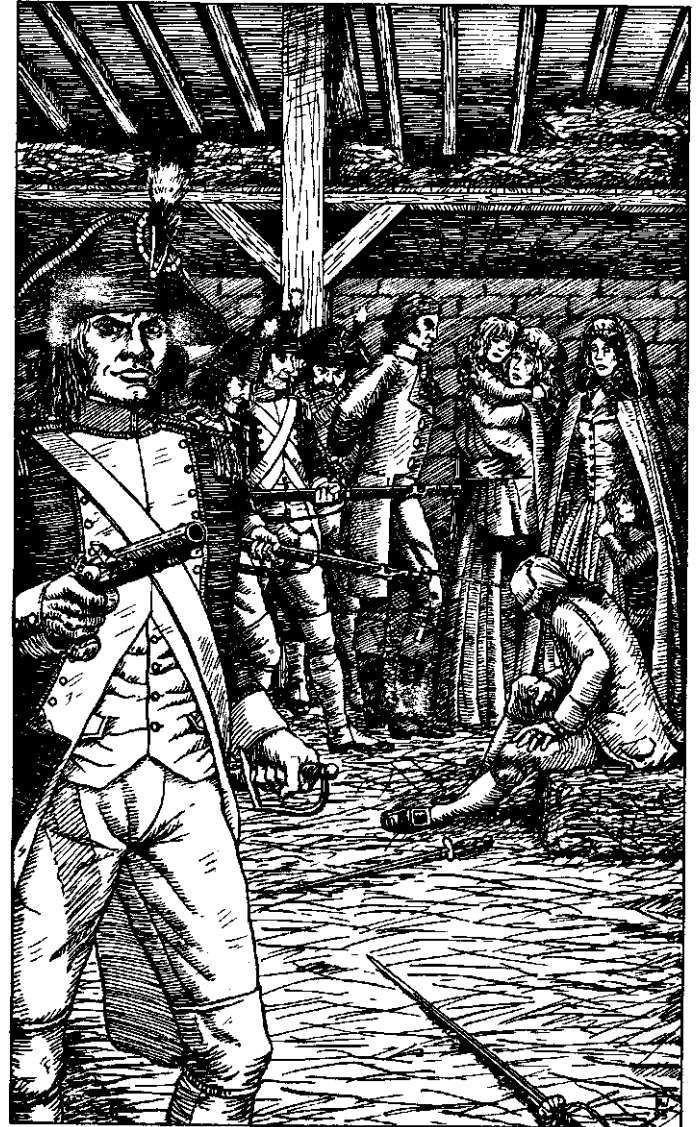
'I have tracked a group of Aristos to your town, Colonel, I know the place where they are to meet. I do not think that we have much time. Can you organize a raid immediately?'

'Of course,' he replies. 'Sergeant, get a squad outside in five minutes.'

Satisfied with this, you accept a glass of wine and let them prepare to move. Will you accompany them (go to **187**) or will you leave them to deal with it (go to **208**)?

## 125

With a last violent shove, the driver pushes you off the wagon and you fall to the ground. The speed of the wagon is such that you will receive no further wounds





for hitting the ground, but you are too weak to stand and follow. Dazed, go to **90**.

## 126

As you head directly for the place where the others are hiding, the feeling that you are being followed soon fades. Once you arrive, you bring your companions up to date on the events of the past few hours. You are still talking to them when a noise makes you look up. Not fifty yards away is a group of at least twenty soldiers. All are armed and their muskets point directly at you.

Resistance is useless. As you drop your weapons you berate yourself for not listening to your senses. You must have been followed.

The soldiers bind you and your companions and your heart sinks as you contemplate the fate which lies before you. Paris and the Guillotine . . .

Your adventure ends here.

*(illustration on previous page)*

## 127

As you approach the gate, you see that Sergeant Valmy, instead of waiting quietly for you, is on one knee with a musket pointing directly at you. Perhaps the sound of shots has changed his mind and he is no longer going to help you. He fires and misses. From off to one side of the gate you see a squad of soldiers running to his aid. If you have already fired your pistol since you left the house, you have not had time to reload it and must go directly to **165**. If you have not fired your pistol, you may shoot at Sergeant Valmy by going to **116**.

## 128

Reluctantly, your party mounts up, leaving the Mar-

quis behind. You have hardly gone ten kilometres down the road towards Calais, when you remember that the Marquis de Serval has no weapon with which to defend himself. It is still in the saddlebag of the horse you are riding. Will you ride on anyway (go to **232**) or will you turn back and give it to him (go to **225**)?

## 129

'We must swim for it!' you shout, and turn to urge everyone into the water. The Comte de la Valliere stops you.

'My wife and children cannot swim!' he shouts.

Again, you must choose swiftly. Will you run for the sea anyway and try to support his family in the water (go to **122**) or will you turn and hold off the attack until the boat reaches the beach (go to **13**)?

## 130

'I live just down the street,' you say.

'So do I,' he grins. 'I haven't seen you before. Why are you sweating, Citizen? Are you nervous?'

You realize that you have said the wrong thing and panic takes over. You push him roughly and he falls, dropping the pistol. As it hits the ground, it goes off and with the report of the shot echoing in your ears you run, slowing only when you are sure that you are lost from sight amidst the thronging crowds. Now go to **93**.

## 131

As the first soldier enters the room, you fire and he drops. The Marquis de Serval takes care of the next, and you leap towards the door with drawn sword, ready to fight.

As you reach the door, a musket shot from the window behind you catches you in the back and you stagger. A volley of shots from outside follow immediately, and you sink into darkness ...

Your adventure ends here.

## 132

Panting, you order your companions to stop. You turn and draw your pistol. Beside you the others do the same. Your targets are difficult to see in the flickering firelight, but you shoot anyway. When all three of you have discharged your pistols, you see that one revolutionary has been killed. However, the Comte de la Valliere also lies bleeding on the sand beside you.

You have little time to mourn, for your assailants are almost upon you. You draw your sword and leap to meet them. There are three, and only one moves toward the old Marquis de Candaille, who holds his sword shakily but with great determination.

It will be at least four rounds of combat before help can arrive from the boat, and you must hold off your attackers until then or die in the process.

Your two assailants look like this:

First attacker	Swordsmanship 6	Wounds 3
Second attacker	Swordsmanship 4	Wounds 2

You must also roll the Marquis' skill rolls for him. If he is killed, his attacker will turn on you.

Marquis	Swordsmanship 4	Wounds 2
His opponent	Swordsmanship 9	Wounds 4

If you survive four dice rolls for each person fighting, go to **196**. If you fail and lose, go to **4**.



### 133

The pursuer draws his sword and spurs his horse towards you. You must defend yourself so, drawing your sword, you go to meet him.

Rider      Swordsmanship 6      Wounds 3  
Horsemanship 8

Fighting with swords on horseback is more difficult than on level ground. Every time you strike at your opponent you must also make a successful Horsemanship roll and you must test his Horsemanship each time he strikes at you. If either of you fail, you will fall and must continue the combat from the ground. A man fighting on foot against a man on horseback must subtract one from his Swordsmanship skill.

If you defeat him, go to **188**. If you lose, go to **17**.

### 134

It was a valiant struggle, but he was too strong for you. As you fall off the wagon towards the hard cobblestones below, you know that this is the end. Your head strikes the unyielding stone and darkness descends.

Your adventure ends here.

### 135

'I live in Creteil,' you say. 'I'm here because I heard that Citizen Marat was to speak in the square. But I was mistaken.'

'You must not pay attention to rumours, Citizen,' he says. 'You may pass. Farewell.'

'Long live the Revolution,' you lie as you pass on through the mob.

Now go to **38**.



### 136

Using your army connections, you discover that the Baron has a son, a young lieutenant in a Parisian regiment. In exchange for arranging his promotion, you manage to have the Baron drop his legal claim to your father's estate.

Having established your family's sole title to the land, you set about looking for an estate manager whom you can trust to help your mother and take care of her interests after you return to Paris.

A trustworthy man is hard to find, and as the weeks go by you fall back into your old routine - hunting, fishing and riding. It could almost be a different world from the one you left behind in Paris. Now go to **95**.

### 137

As the man reaches you he raises the club above his head, but with a carefully-aimed blow you floor him. Now go to **123**.

### 138

You dash after the wagon. The driver does not seem to have seen you, but nevertheless the wagon is picking up speed. You are tiring rapidly after your headlong dash to the gate. Will you give up the chase (go to **90**) or continue to run after it (go to **115**)?

### 139

The clifftop is treacherous and you inch your way precariously towards the edge. At last you can see over the top, and glimpse a lantern flashing on and off on the beach below. This must be it, you think. Now go to **152**.

*(illustration on previous page)*

### 140

The Colonel springs to his feet as you are brought in.

'D'Auvergne!' he cries. Then, turning to the guards, 'Seize him! This man is a traitor!'

You feel the soldiers' rough hands grab you and realize that you have only seconds in which to talk, and talk fast.

'Wait!' you plead. 'I have important information for you.'

Reluctantly he halts the guards and with a doubtful expression waves to you to speak.

Now is the time for you to spin your tale. To do this you must use your Persuasion skill. Make a dice roll. If you succeed, go to **267**. If you fail, go to **160**.

### 141

Night approaches, and you begin to toad up the wagon. The women, children and both elderly Aristocrats will ride inside the enclosed wagon. You have the choice of driving the wagon or riding as the advance guard. If you decide to ride alone, go to **56**. If you drive the wagon, go to **269**.

### 142

If you are still in the army, it is possible that your military connections may enable you to defeat the Baron's claim. If not, there is little in the way of legal action which you can take.

If you are still in the army, go to **136**. If not, go to **235**.

### 143

For nearly two days, your troops are confined to barracks. Rumours reach you that the citizenry of Paris

have control of the streets, and you know that it is only a matter of time before you are called into action. Sure enough, on the morning of the 14th of July, you are called to the Colonel's office. Your heart begins to beat faster as you speculate that this must be the action you have been waiting for.

'We have reports that a large mob is proceeding towards the Hotel des Invalides,' he tells you. 'As you know, there is a large store of weapons within its vaults. Take your troops to strengthen the garrison.'

Saluting, you turn to leave. You call over your sergeant and tell him to marshal the men in full marching kit.

Within minutes, the whole company is arrayed before you.

'Men, the mob threatens the security of Paris and the honour of the King. At this moment they march upon the armoury. We must make haste to relieve the garrison.'

Mounting your horse you lead your men out of the gates. Now go to **79**.

## 144

Moving off down the left hand street, you continue for several hundred yards before you come to a stretch of uninterrupted, well-lighted road. There is no one in sight, and you realize that you must have taken the wrong path. Cursing, you retrace your steps and go to **176**.

## 145

Nimbly, you manage to climb over the roof of the enclosed wagon. As you reach the front the driver

notices you and, dropping the reins, he turns to fight with you.

This fight is purely a matter of his strength against your own. You may make the first attack. If either of you rolls under his own strength, he will inflict one wound on the other. When either fighter has his wounds reduced to 1, he may be thrown off the wagon.

Driver      Strength 9      Wounds 4

If you win, go to **157**. If you lose, go to **125**.

## 146

The following day, you gather together the best horsemen in the city and make preparations to follow the group of Aristos. You take provisions for several days and a letter from the Captain requiring any true Frenchman to give you all necessary aid. As you are about to depart, the Captain calls you aside and hands you a letter.

'This comes directly from the Executive Committee,' he says, 'and is your promotion to Lieutenant in the National Guard. Congratulations and good hunting. I know you will not fail.'

Your chest swelling with pride, you marshal your men together and set out from the city just as dawn is beginning to break.

Now go to **265**.



## 147

'I am sorry to have troubled you, Mademoiselle,' you say politely, and turn to leave. Behind you, she closes the door.

Now go to **219**.

## 148

The three assailants lie in bloody heaps on the ground as you step forward to help the old man.

'Are you all right?' you inquire.

Thank you, thank you, M'sieu,' he says. 'Yes. They had set upon me only moments before you arrived.' He pauses, sharp grey eyes taking in every aspect of your clothing and bearing. You take the scrutiny patiently and after a moment he goes on, 'M'sieu will pardon me asking, but are you of noble birth?'

Before you can reply, he hurries on, 'I know what a dangerous question that is in these times, but only one of noble birth would have lifted a finger to help me. I am the servant of the Marquis de Serval, you see.'

You admit your ancestry with a certain pride and he nods his old head.

'I thought so. I know that my master would wish to meet you and thank you in person for what you have done. Will you come with me to the house in which he is staying? It is some distance away.'

Thankful that you have at last met someone who can lead you to others of your kind, you agree readily and he leads you through the dismal, dirty streets until you reach a small house near to the West gate of the city. Here, he knocks upon the door and whispers a password. The door opens and you enter. Now go to **215**.

## 149

Do you have any other soldiers with you? If you do, they will fire as well and you may go to **293**. If you are alone, go to **62**.

## 150

Following at a safe distance, you ride after the wagon until it reaches the edge of a forest, ten miles or so outside the city. The occupants emerge and immediately they start to come towards you. One at a time, they stop and fire their pistols at you, then pause to reload before continuing.

Will you return their fire and fight them (go to **118**) or will you return to Paris to report (go to **191**)?

## 151

In the darkness, the regularly flashing light from a small lantern pinpoints the Aristos. In the flickering illumination, you can see several people waiting on the beach in a cove below you, while a long boat slowly pulls towards the shore. Most of the fugitives look tired and dishevelled and there are obviously women and children in the party. The only danger to you seems to be from two alert-looking men who wear pistols and swords at their belts.

You scramble down the cliff, taking out your two pistols. Will you fire at the armed Aristos on the beach, or the two oarsmen in the boat? Make two Firearm skill rolls.

If you shoot at the Aristos and hit with both your shots, go to **209**. If you only hit with one, go to **99**. If you miss with both shots go to **91**.

If you fire at the oarsmen and hit them both, go to

**243.** If you hit one of them, go to **210**. If you miss both, go to **91**.

### 152

As you scramble down the cliff, you can just make out a ship lying off the coast. Several shadowy figures stand around a long boat, which is preparing to push off. Rushing headlong towards them you fire your pistol. One drops into the water. Will you stop and reload (go to **12**) or will you draw your sword and charge them (go to **101**)?

### 153

The following morning, you ride out of the city, accompanied by a motley group of soldiers. Following the road to the north-west, you soon come in sight of the forest and approach it cautiously. Exactly where the captured Aristo had said it would be, you see a wagon similar to the one you stopped the night before, drawn up off the road.

If you wish to ride up to the wagon, go to **233**. If you wish to dismount and approach with caution, go to **158**.

### 154

Returning to the main street, you take a tortuous route through the centre of the town, then out towards the southern boundary. Here, just around a corner to your left you find what you have been looking for - a deep, shadowed doorway within which you can hide. You turn the corner and leap for the doorway. Shrinking back, you wait.

Within a minute, your patience is rewarded. A man trots around the corner and stops, looking up and down





the street. He is breathing heavily and has two pistols stuck into his belt.

Will you shoot at him or will you wait?

If you shoot, make a Firearm skill roll. If you miss, go to **195**. If you hit him, go to **207**. If you wait to see what he will do, go to **197**.

## 155

The old man falls to the ground. Ignoring him, you glance around the hallway of the farmhouse. A shuffling sound alerts you and, spinning around, you see two burly farmhands with pitch-forks pointing at you. As the seconds tick by, step-by-step they get closer. From the fixed look upon their faces they seem quite willing - and able - to deal with you.

Will you draw your sword and fight them (go to **220**) or will you carefully unbuckle your belt and let your sword drop to the ground (go to **22**)?

## 156

'What happened to old GrosPierre, the previous owner?' you ask. 'I'm his cousin from Toulon.'

The barman looks at you.

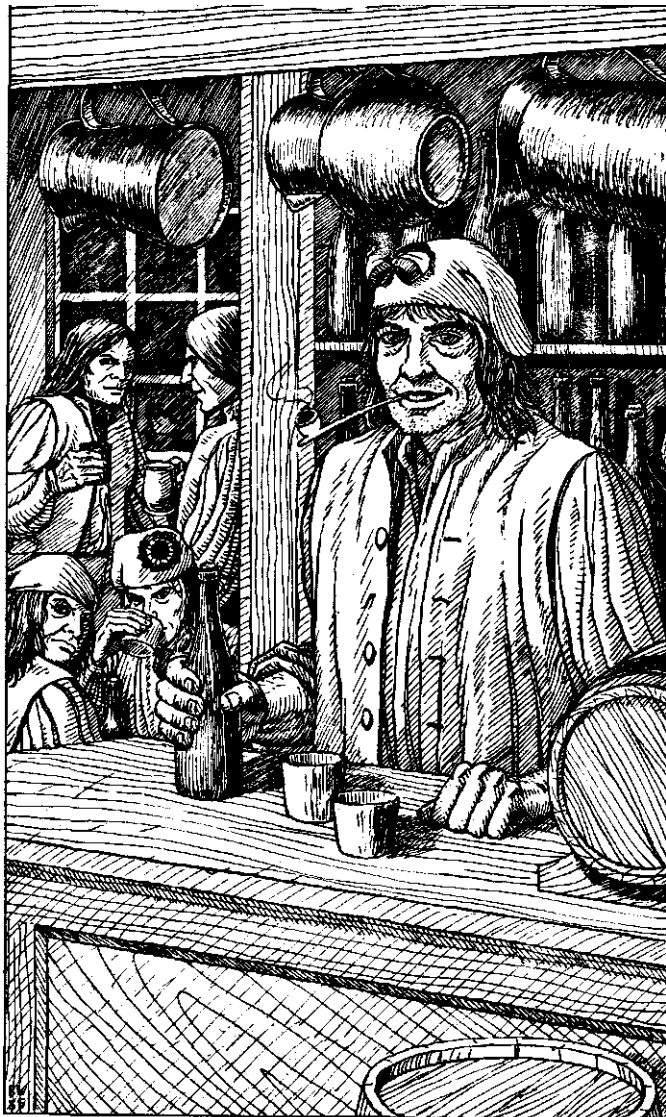
'Really?' he asks. 'It so happens that I am his brother-in-law, and I know that he has no relatives, in Toulon or anywhere else.'

He turns to several of the other customers.

'Someone call the Guard,' he says. 'And grab this imposter.'

You dart for the door, but many hands bar your way and all too soon the soldiers arrive. They take you to the headquarters of the National Guard in Calais and interrogate you. Will you remain silent and face the guil-





lotine for certain (go to **107**) or will you tell your captors about the other fugitives hiding outside the city, in the hope that your sentence will be reduced (go to **185**)?

### 157

As the wagon rushes on out of control, you scramble into the driving seat and with a heave, you throw the injured driver from the wagon. Quickly, you grab the reins and pull up the horses. As you jump down from the seat, you notice the squad of soldiers running to join you. The other Aristo on the horse is riding away from the city and you know that you cannot catch him now.

Two of the approaching soldiers pause to arrest the hapless driver before continuing towards you.

Striding to the back of the wagon, go to **78**.

### 158

Leaving your horses by the roadside, you detail one man to look after them, while the rest of you make a cautious approach through the undergrowth. Nothing disturbs the calm of the forest as you approach, and you manage to reach the wagon without any reaction from any possible occupants. Now go to **233**.

### 159

Reaching the ship, you are welcomed aboard by the Captain, who immediately orders his men to set sail. As the coastline of your country fades into the darkness, your emotions are mixed. Many people have given their lives so that you might live, but at least most of your party has survived. The future is uncertain, but you swear that you will fight the Revolution and someday return to France.

Your adventure ends here. Congratulations and a safe voyage!

## 160

The Colonel listens with growing disbelief and impatience to your story. When you have finished, he laughs in contempt.

'Did you really think I would believe such a collection of lies and half-truths?' he scoffs. 'I have heard better bar-room tales from drunken oafs. You are trying to save your own neck, but you have failed. Guards, take this man outside and shoot him. He is a traitor to his country and an enemy of his King.'

The rough hands enclose your arms again, and you are dragged from the room.

In the courtyard of the Palais a blood-stained post stands in front of a bullet-pocked wall. You are thrust cruelly up against it, your hands are pulled behind your back and fastened with manacles to the post.

The corporal in charge of the firing squad approaches you and offers a blindfold. Your last gesture of defiance is refusal.

All too soon you hear the last words ever to reach your ears:

Take aim. . . Fire!'

This is the end of your adventure.

## 161

The alleyway is deserted. You walk a few paces and in the dim light you can just see that it is blocked at the far end by a high wall. Will you turn back (go to **72**) or look for an alternative (go to **250**)?

## 162

As you trot through the narrow streets, you are startled to hear shots coming from up ahead. Calling to the men who are following you, you break into a run, hoping desperately that you will not be too late. Now go to **253**.

## 163

Taking up a waiting position in the mouth of an alleyway across from the house, you settle down to watch. Several hours pass, and you are just about to give up, when the door of the house opens and several hooded figures come out of the building. Hurrying, they make their way to the far end of the street and turn a corner.

Immediately, you set out in pursuit. Now go to **58**.

## 164

Running desperately for the door, you burst into the street. Your pursuers are sufficiently slow to enable you to lose them with no trouble. Slowing from a run to a walk, you breathe a sigh of relief and turn a corner. What you see causes you to draw your sword and step forward without thought.

An old man is being set upon by three ruffians. They have backed him against a wall and are raining blows upon his head and body with stout cudgels.

With an oath, you lunge and run through one of the scum. The others turn from their victim and attack. You must fight them.

First ruffian	Cudgel 6	Wounds 4
Second ruffian	Cudgel 8	Wounds 3

If you win, go to **148**. If you lose, go to **252**.

## 165

Will you ride directly through the gate (go to **121**) or will you ride towards the guards who are attempting to head off the coach (go to **186**)?

## 166

In the darkness, you hear the sound of many footsteps approaching through the forest. As they draw nearer, you can see in the dim light of the moon that there are two men, leading fresh horses.

They greet you and explain that your next destination is a farmhouse almost a day's ride from here. Mounting the horses - with some difficulty on the part of the Marquis de Serval - you ride deeper into the forest.

The ride is long and arduous. Although the women and children seem to be coping all right, the condition of the Marquis de Serval is a constant worry to you. His strength fails, hour by hour, and you begin to suspect that he is afflicted by more than gout.

Late in the afternoon, you arrive at a small farmhouse somewhere between Paris and Calais. Your guides lead you to it and you fall into a restless sleep the moment your head touches a pillow. When you wake up, go to **171**.

## 167

Tramping the dirty streets of Paris, you happen upon a tavern. Thinking to obtain some information, you decide to enter it. Perhaps they will even give you a bed for the night, as it is late afternoon and you have nowhere to sleep.

Inside, you buy a glass of rough wine and settle at a table in one corner to listen to the other customers talk.

It seems that King Louis had attempted to flee from Paris, but was stopped close to the Austrian border. France is at war with Austria and Prussia, and the reaction of the people to Louis's actions is not good. Some of the more vocal of the tavern's occupants are calling for the death of all 'Traitorous Aristos'. Already the Guillotine has claimed the lives of several members of the Royal court.

One of the other customers, at a table near your own, stands and shouts support for the idea. Then his glance falls upon you, and he comes over to your table.

'I do not know you, Citizen,' he says drunkenly. 'Could it be that you are one of these filthy Aristos?'

Looking beyond him, you see that his friends are watching you too. Will you try to talk your way out of this situation (go to **182**) or will you fight (go to **28**)?

## 168

The mob far outnumbers you and you will have barely enough time to fire your pistol before they are upon you. The only way you can survive is by firing at the guard who confronts you. If you hit him, you may be able to spur your horse through the mob.

Test your Firearm skill. If you hit the man, go to **15**. If you miss, go to **64**.

## 169

The tracks lead through the trees and slightly downhill to a small, swiftly-flowing stream. Here they disappear, and you realize that the Aristos must have taken this route for exactly that reason.

You must decide which way to search. Will you go left (go to **77**) or right (go to **57**)?

## 170

Failing to keep your seat as you ride into the group of soldiers, you fall from your horse and are momentarily stunned. When you regain your senses you find yourself facing a ring of musket barrels. Although the coach has escaped, you have a very short future. The Guillotine awaits you. Your adventure ends here.

## 171

The following morning, the Marquis de Serval is feeling and looking worse. It seems that, besides gout, he also has arthritis and a weak heart. It is clearly impossible for him to ride any further today, but your hosts warn that there will be a ship waiting to pick you up from the coast near Calais this very night. You must make contact as soon as possible with the friend there who will help you.

Hearing this, the Marquis demands that you leave him.

'I will follow in a few days,' he says.

If you agree, go to **128**. If you disagree, and decide to stay with him, go to **35**.

## 172

Not long after resuming your interrupted patrol, you hear the sound of musket fire from one of the nearby gates. Hurrying towards the sound of battle, you draw your sword and cock your pistol. Now go to **253**.



## 173

You feel a numbing blow to the back of your head. Someone has crept up behind you while you were fighting. You fall unconscious to the floor. Now go to **81**.

## 174

Several weeks pass by, during which you rapidly rise to the rank of Sergeant in the National Guard. The hours are long, but the work is rewarding, making Paris safe for the ordinary citizens, tracking down groups of the hated Aristos who still hide from the revenge of the people.

One night, as you patrol your section of the city, you are accosted by a wizened old woman, who tugs your arm.

'Citizen soldier,' she whines. 'I wish to report the presence of many Aristos in the house next to mine.'

'What?' you say, hardly believing her.

'Yes,' she nods, 'it is true. They have been there for almost a week now, but I was not sure that they were Aristos until this evening, when I listened under the window. They were planning an escape from Paris.'

This story sounds too detailed to be made up, but you still have your suspicions. Will you report it to your superiors (go to **119**) or will you investigate on your own first (go to **39**)?

## 175

Ignoring your men, you run off into the crowd, only to hear a volley of musket fire from behind you. Instinctively, you turn and reply with a pistol shot, not looking to see, or indeed caring, whether you have hit anyone you know. There can be no turning back now. You

have resigned from the army in a very final way. Now go to **36**.

## 176

Even if you sent other men down the right hand fork, you have lost your chance of finding anyone here. It would be foolish, you decide, to pursue a small group of people through such a maze of streets and alleyways. Your best course is to report to your superiors and ensure that the guards at the gates are alerted. Go to **223**.

## 177

Your final vision is of the Baron standing over you. His evil smile follows you into darkness.

Your adventure ends here.

## 178

The streets are in chaos. Shops are being looted and the alleyways are littered with wounded bodies. The defenders of the Bastille gave a good account of themselves before they were overrun. You encounter some resistance from armed citizens as you lead your men back towards the Palais de Justice. But even your depleted force is more than a match for the undisciplined rabble which stand in your way. A few well-aimed volleys serve to disperse even the more foolhardy.

As you leave the scene of the battle further behind, the sounds of the victorious mob die away, but the screams of the unfortunate defenders still ring in your ears.

Through casualties and desertion, your forces have been reduced to less than half the number which left the

barracks only hours ago.

The approach road to the barracks is overlooked by several cannons which have been newly placed there. Someone in authority is taking this uprising very seriously, and gazing around at the tattered remnants of your force, you cannot help but agree - and hope that it is not too late for France and King Louis. Entering the parade ground, you dismiss your men and hurry to report to your Colonel. Now go to **277**.

## 179

Taking a room in a boarding house in the city and keeping to yourself is not difficult amid such turmoil. You send a cryptic note to your mother letting her know your address and begging her to give it to no one.

The next few weeks pass slowly. The days are marked by minor skirmishes between loyalist and revolutionary factions but both sides seem to be marking time, waiting for that unknown spark which will lead to the inevitable confrontation. The King is virtually a prisoner of the mob, although he is still officially the leader of the country. On the surface the city has returned to normal, but just below this calm exterior the frustrations and injustices remain. Paris is a tinderbox and all it needs is a spark . . .

In mid-August, a letter arrives addressed to you. You recognize your mother's handwriting and tear it open in eager anticipation of news from your family.

Dearest Phillipe,

I hope that this letter finds you well. You have asked me not to speak of you to anyone. Three days ago two men from the Army

visited me to ask whether I had heard from you. They said you were a deserter and a traitor to the King. I did not believe them. Phillipe, my son, what has become of you?

I wish that you could hear my grave news from my own lips, but I understand that you must remain hidden for a time. Phillipe, my dearest and only son, your father has passed away. I know that this must come as a shock to you. I promise you that he felt no pain. He passed on peacefully in his sleep, nearly a week ago.

I did not think it was safe for you to be at the funeral, which is why I have delayed writing. However, Phillipe, now that I am alone I need your help. I have no one else to turn to. Baron de Paton has made a claim upon your father's estate, something to do with a loan he made to your father many years ago which has not been repaid.

Dearest son, you must follow your own heart in this. You are the only one who knows what danger you may be in if you return home.

Always remember that you are closest to my heart.

Your loving mother,

Antoinette d'Auvergne

If you wish to risk returning home, go to **92**. If you decide that it is safer to remain in Paris, go to **29**.

## 180

One of the farmhands comes running into the room where you and the Marquis are sitting.

'Sirs! There are many riders approaching from the direction of Paris!' he says.

You peer through one of the dirty windows, and see that he is correct. Will you stay with the Marquis (go to **49**) or will you try to escape (go to **284**)?

## 181

Honour appears to be satisfied, and the Comte tells you that he will say no more about the incident. You wait in the darkness for your contacts to arrive. Now go to **166**.

## 182

You laugh at the question.

'You are drunk, Citizen,' you say. 'Let me buy you a drink. We all have something to celebrate.'

'What is that?' he asks suspiciously.

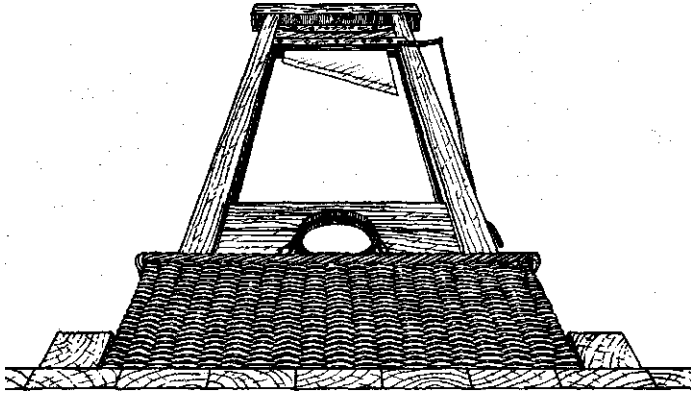
You laugh again. 'Why, the capture of that traitor King,' you say jovially. 'Soon France will be cleansed of all these filthy Aristos.'

He laughs too, until your soul burns within you at having to say such things.

'Indeed, Citizen, we do have something to celebrate,' he agrees as you signal to the barman for another round of drinks.

Finding yourself trapped, you enter into conversation with this drunken rabble, although you are careful not to drink too much. By the time your drinking companions leave, it is well past midnight.

Now go to **289**.



### 183

Begrudgingly, the two men retreat through a door to their rear. Catching a glimpse of the room beyond the closing door, you see that it appears to be a bedroom. Now go to **53**.

### 184

Kicking aside the pan, you check the body for identification. Finding nothing, you turn to the Aristocrat on the bed.

The man is still lying there, shaking slightly and staring at you in horror. Now go to **212**.

### 185

You tell the local Captain of the Guard where the others in your party can be found. He thanks you politely and orders a squad of soldiers to arrest them, then turns back to you.

'Any man who betrays his comrades deserves the Guillotine,' he says. 'I will have pleasure in sending you back to Paris.'

You realize that you have betrayed your companions to no purpose, and the guilt haunts you all the way to the Guillotine. Your adventure ends here.

### 186

You ride towards the squad of guards in an attempt to bowl them over and buy time for the coach to pass through the gate. You must make a successful Horsemanship skill roll to succeed. If you succeed, go to **52**. If you fail, go to **170**.

### 187

Walking ahead of the group of soldiers, you look at the locals suspiciously. The soldiers are preparing themselves as they march. Instinct tells you that something is about to happen.

Suddenly the Colonel shouts, 'Kill him!'

Instantly four soldiers, with bayonets fixed, charge you. Will you stand and fight (go to **241**) or will you run (go to **6**)?

### 188

Your opponent lies dead. Wiping your sword on his cloak, you remount and follow after the wagon. Now go to **127**.

### 189

The rear of the wagon is a stiff canvas flap and it is closed from within. Rather than force your way into the interior, your first priority is to stop the wagon before it

gets much farther from the gates. You begin the risky process of climbing over the top.

Again, to succeed in this manoeuvre, you must make a successful Agility skill roll. If you fail, go to **234**. If you succeed, go to **145**.

### 190

Whipping out your pistol, you fire at Sergeant Valmy as he reloads his musket. Subtract one from your skill because of the speed and motion of the wagon. If you hit him, go to **61**. If you miss, go to **224**.

### 191

Deciding that discretion is the better part of valour, you wheel your horse around and return to the city.

Reporting back to the Captain of the Guard, you wait while he consults with others. Then he returns with orders for you to pursue the fleeing noblemen.

'Take at least ten men with you,' he says. 'Make sure they are all good riders. It is your mission to bring back all of those accursed Aristos, dead or alive. You start at first light tomorrow.'

Now go to **146**.

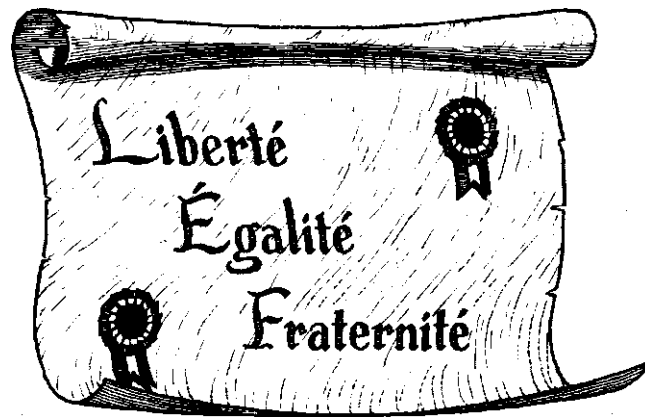
### 192

You see the flash, and almost immediately feel the pain as the ball finds its target. The impact topples you from your mount and you crash into oblivion.

Your adventure ends here.

### 193

Moving at a fast pace away from the city, you soon reach the forest which Madeleine told you hides the rendez-



vous point. In the dark, you pull off the road and everyone dismounts from the wagon. You wait in the night for your contacts to appear. Now go to **166**.

### 194

As you load your pistol, he begins to shake violently and begs you to spare him.

'I have gold, much gold, in the saddle-bag of my horse. It's yours. Take it, but spare me!'

Will you take his gold and spare him (go to **296**) or will you kill him (go to **285**)?

### 195

You raise your pistol and fire. But the shot goes wide and he turns like a cat, jerking one of the pistols from



his belt. Drawing your sword, you leap towards him, but before you can get within range he fires.

The shot hits you in the chest and you sink to the ground, feeling the strength ebb from your body. Your last sight is of him bending over you with the other pig-tol. He pulls the trigger . . .

Your adventure ends here.

## 196

Two burly sailors come running up the beach and into the firelight. Both brandish cutlasses and each waves a pistol. Your opponents turn and run, and you drop your sword to the sand, incredibly weary and amazed that you are still alive.

If both the Comte and the Marquis are dead, go to **300**. If one or both survive go to **159**.

## 197

Keeping quite still, you hold your breath as you watch him think. He looks at all of the doorways on both sides of the street, but the shadows hide you from his gaze. Coming to a decision, he begins to run further up the street. You wait until he has disappeared from view, then retrace your steps hurriedly. Now go to **266**.

## 198

Breathing heavily, you wipe your sword on the body of your opponent. Then, as you sheath it, your attention is drawn by the cries of the mob deeper inside the building. A great cheer goes up as the prisoners are released.

Looking down at the body of your ex-comrade, you feel a pang of remorse. Is all of this really worth the death of an old friend? You feel you must get away from



this place and think about your future. If you wish to find somewhere to lie low for a while go to **179**. If, disgusted with the conduct of the revolutionaries, you have a complete change of heart and wish to return to the army, go to **244**.

## 199

You tell him that you come from Ermenonville, 20 kilometres outside Paris.

'Oh yes?' he says. 'How did you get into the city? The gates have been closed for the past twenty-four hours. Grab him, Citizens!'

You dash desperately between grasping hands and spring away down the street, zig-zagging to avoid being shot. As soon as you know you are out of range, you slacken your pace and try to blend in with the crowd. Now go to **93**.

## 200

Having succeeded in reasserting your control over your troops, you lead them in hot pursuit of the deserters. The jeering crowd hurl parting insults at your back. Several minutes of fruitless searching convince you that it is pointless to go on. Every minute you waste puts the armoury in jeopardy.

Frustrated and annoyed you call off the search and hurry back to the armoury. Now go to **246**.

## 201

Resolutely, you march on through the gates and walk steadily across the open space towards the doors. Hidden eyes, you know, are watching you and your scalp itches. Every moment, you expect to hear the sound of

a musket and feel the searing pain of the ball in your flesh.

Surprised to find yourself still alive, you walk up the steps to the armoury doors. From within, a voice commands you to halt.

'No further! What is your business here?'

'We have come for the muskets,' you say in a clear and steady voice. 'I know how few of you there are within the building. We outnumber you by hundreds to one. Will you allow us to take possession of the weapons without bloodshed? I can guarantee your safety if you bow to the will of the people. If you refuse . . . ' You trail off, leaving those inside to guess at their fate if they are stubborn.

From within, you hear muffled voices, apparently arguing, and you decide to increase the pressure.

'Hurry with your decision,' you say. 'The citizens of Paris grow impatient.'

Perhaps you have played your hand too far. To see whether you have succeeded in convincing the guards to surrender, make a Persuasion skill roll. If you succeed, go to **74**, if not go to **280**.

## 202

Laying the Baron's body on the floor, you slip back to your lodgings unseen and retire. But the rays of sunlight have barely penetrated your room when you hear the sound of many feet climbing the staircase to your room. Desperately, you struggle into your clothing and look around for an escape. Peering out of the window you immediately discount the four-storey jump as suicidal.

Your senses are jarred by the pounding upon your



door, seconds later it bursts inwards. In the shattered doorway stand three of the Baron's men.

Will you surrender (go to **19**) or will you fight (go to **272**).

## 203

During the next day, Paris takes on more the look of a city under siege than the capital of France. Barricades are thrown up by the citizens, gunshops are looted and nowhere is there any sign of resistance on the part of the army. Throughout the day the alarm bells ring, and rumours fly that foreign troops have been ordered to attack the city. False alarms abound as the citizens rush to defend their streets against an enemy who fails to appear. You keep close to Bonneville's shop, afraid to wander too far in case you are recognized.

On the morning of the second day, Bonneville awakens you. He is wearing unfamiliar garb, with two crossed pistols in his belt and a sabre hanging from his right hip. He hands you a red, white and blue armband and the distinctive cocked hat of the revolution.

'Now, my friend, it is time for the people to strike. Will you lead us?'

Donning your clothes and weapons, you hasten down the narrow stairs and into his shop. Awaiting you are several similarly armed citizens, all with the same determined look upon their faces.

Outside, a large crowd has gathered, but few are armed. As you emerge, the cry goes up.

'Vive la Revolution!'

As you hear these words, the full enormity of what you are about to do strikes you. But there can be no turning back now. You set off in the direction of the

Hotel des Invalides, the crowd at your back, the armed citizens around you. As you pass each street, more and more people join your ranks. By the time the gates of the armoury come into sight, many hundreds press closely behind you.

Gesturing to Bonneville to stop, you stride forward alone to the gate. Now go to **30**.

## 204

The oarsmen land, and scramble out of the boat. As they rush towards you, you see that they are carrying muskets. Shouting to the Aristos to get out of the way, they stop, raise their weapons and fire.

You are hit and you drop like a stone.

Your adventure ends here.

## 205

Walking up to the corpse of the fallen escapee, you see that he was a young man in his middle twenties. Searching his body, you discover a wad of forged papers in his pocket, together with a note. Unfolding the note in the light from a window, you read these words:

*'The guard's name is Valmy. He will allow you to pass if you give him five gold sovereigns.'*

Horried, you realize what this means. One of the guards at the gates which lead out of Paris has been bribed. It is still possible for the Aristos to make good their escape unless you act fast.

You must make a difficult decision. Will you report to your superiors and discover which gate is guarded by this Valmy (go to **94**) or will you make a personal search of all the gates (go to **25**)?

## 206

The last of the routed cavalry disappear down the street and the cells accept new prisoners, this time members of the King's army. Gathering together the mounts, you ride back in style to the city. If you have suffered any wounds, there will be time for them to heal, so restore your Wounds total to its original level before you go to **113**.

## 207

Raising your pistol, you fire and see him fall to the ground. Not pausing to search him, you retrace your steps around the corner and concentrate on putting as much distance between him and you as possible. Now go to **266**.

## 208

Having finished your wine, you retire to a boarding house for some well-earned rest. You sleep fitfully, but nevertheless feel refreshed in the morning. After a leisurely breakfast you report to the Colonel's office for an up-to-date report, and to find out how many Aristos they have captured.

He seems rather nervous as he greets you.

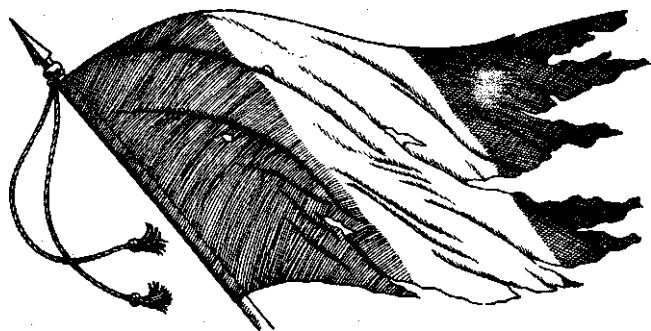
'Your information was acted upon, Lieutenant, but I regret to say that we did not find any fugitives,' he stammers.

'Impossible! I followed all the leads myself. You bungling idiot. I will report you to my superiors. You have not heard the last of this!'

Ignoring his salute you storm out of the room. You vaguely hear a pistol being cocked, and then a sharp pain between your shoulders. The coward has shot you.

Staggering to the door, you fumble for your pistol. Raising it in your trembling hand, you fire. The ball strikes him in the chest and he falls forward over his desk. Oblivion sweeps over you and you fall to the floor.

Your adventure ends here. At least your last action was to remove a traitor from power.



## 209

The two Aristos lie dead on the beach. The long boat turns back and leaves the five remaining Aristos to surrender. A good catch!

You take them back to Calais and arrange for their transfer to Paris and judgement. Your actions will further both your career and the cause of the revolution.

Your adventure ends here. Congratulations!

## 210

The boat continues to head for the beach, slower now, but the remaining oarsman is determined still. The two able-bodied Aristos rush you. You must fight them off.

Young Aristo	Swordsmanship 7	Wounds 5
Old Aristo	Swordsmanship 5	Wounds 3

You have six rounds of combat to finish them off before the oarsman arrives. If you kill them before then, the oarsman will turn back (go to **209**). If you do not kill them in time, go to **66**. If you lose go to **68**.

## 211

The farm is small but well-kept. The farmhouse lies ahead to the right, on the left there are two outbuildings and a stable. Moving from cover to cover you reach the stables. Peering inside you see that three mounts stand tethered together, already saddled. Smiling you walk over to the best of the three and take his reins. Now go to **59**.

## 212

'Where are the others?' you demand.

'There are no others!' he replies.

Taking out your knife, you hold it to the man's throat and repeat the question. Believing that you would not hesitate to kill him, he answers:

'They have fled to Calais, the Pecheront Inn, close to the wharf.'

You think that he is telling the truth. Will you decide to kill him and leave no witnesses (go to **194**) or let him live while you ride for Calais (go to **100**)?

## 213

Chasing after the deserters is a risk. You may lose more men and the streets are not safe. Would those remaining be willing to fire upon those who have fled?

If you wish to continue pursuing them, you must make a Persuasion roll in order to bolster your men's loyalty. If you succeed they will follow you (go to **200**). If you fail, go to **247**.

## 214

You fail to see anything, but another of your men is more successful. From deeper into the forest, he calls back.

'Here! Tracks!'

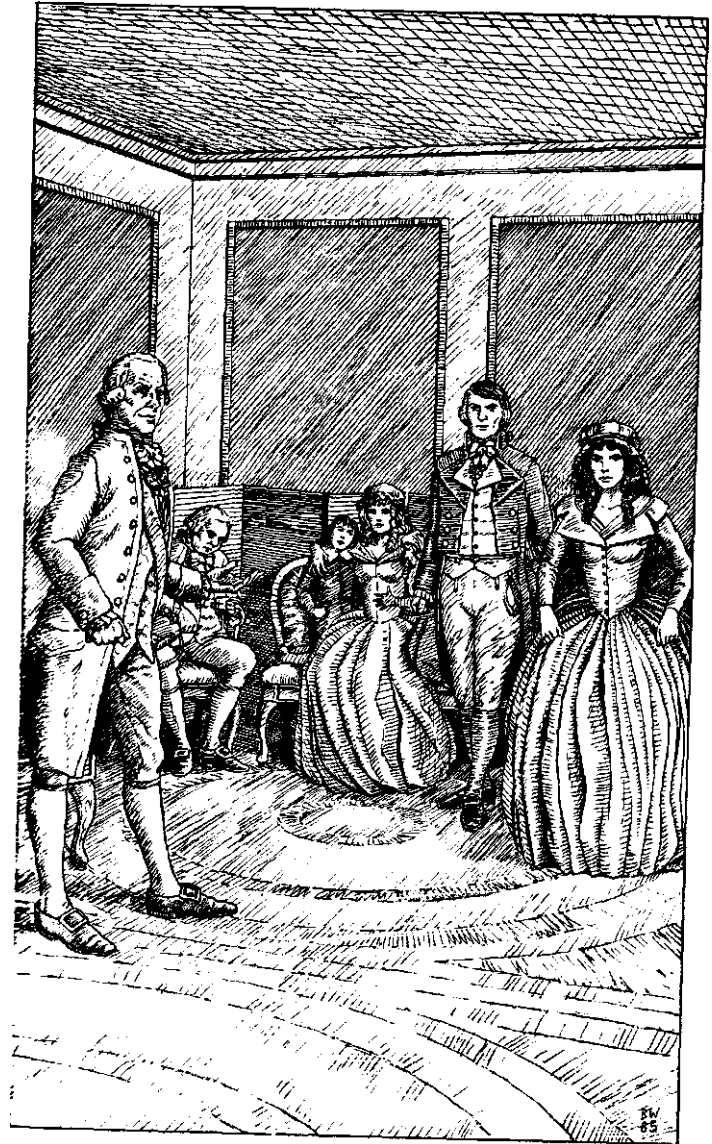
Rushing over, you see that he is right. Following the tracks into the forest, go to **169**.

## 215

Within a spacious, candle-lit room sits a large group of people. As you enter, an elderly white-haired man rises and greets you.

'Good day, Monsieur,' he says. 'Allow me to introduce myself and these others. I am the Marquis de Candelle, once one of King Louis's closest advisers, but now alas nothing but a fugitive. This is my daughter, Margueritte.' He gestures towards a willowy, mature woman who rises from her seat and curtsies to you. You bow deeply in return.

'We were forced to flee from our homes with nothing but the clothes we stand up in,' says the Marquis. 'It is our intention to go as quickly as possible to Scotland, where other supporters of our brave King are already gathering.'



'Also in our party are the Marquis de Serval - ' he gestures towards another elderly man who sits in one corner of the room, bent over a wine glass. He looks up and nods briefly in return to your bow. ' - and the Comte de la Valliere, together with his wife, Madame de la Valliere, and their children, Raoul and Josette.'

The Comte, a youngish man with a hint of military bearing, rises and greets you with a firm handshake and a bow.

'Honoured to meet you, M'sieu . . . ?'

Hastily you introduce yourself, and are saved any further embarrassment by the return of the young girl, Madeleine, who sets down a glass of wine in front of you. As you drink gratefully from it, you notice that the other Aristocrats in the room are studying you carefully.

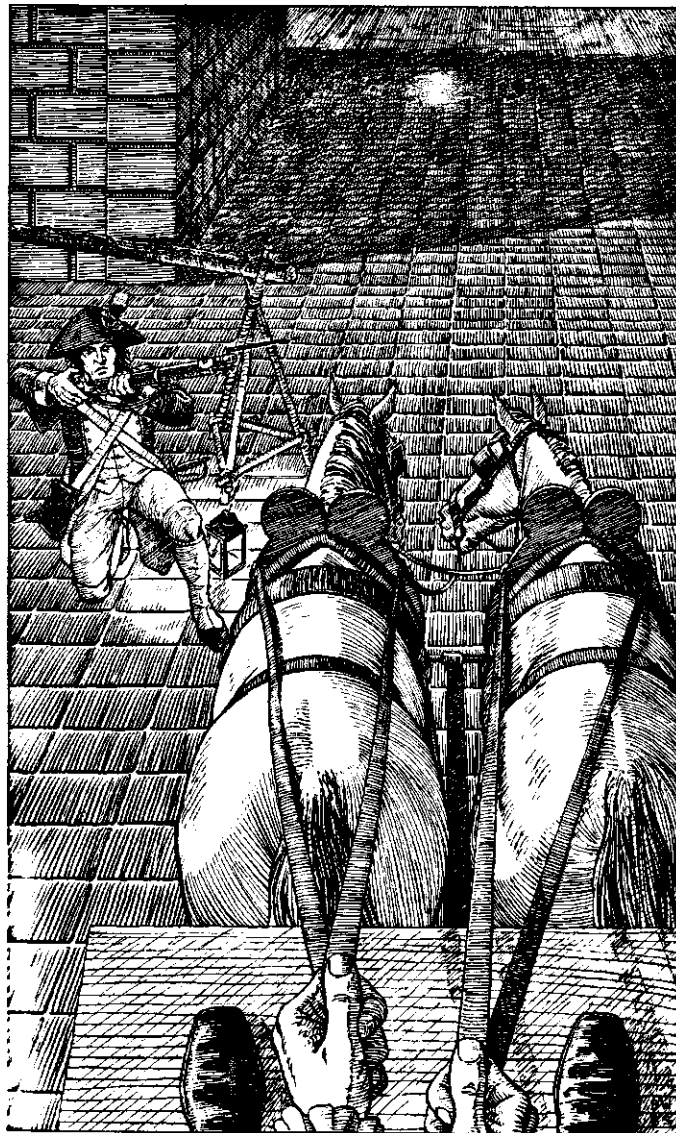
At last the Marquis de Candeille speaks.

'We were hoping, M'sieu d'Auvergne, that you would join our party in a bid for freedom. I will be frank. We are badly in need of someone with military experience and a young body which holds a good mind. And there is always safety in numbers.'

Still weary from the day's events, you think it over only briefly before accepting. This is the best chance you have come across so far, and it seems that there is some kind of organization behind it. You resolve to ask Madeleine in the morning, but for now you are too tired to do anything but stumble into bed. Now go to **37**.

## 216

You fail to dislodge Valmy and a feeling of desperation grows in you. If you halt the wagon, the soldiers from



the gate will be upon you within seconds. But you have already fired your pistol. What can you do? Then you see that the Comte de la Valliere, who preceded you through the gate, has wheeled his horse and is coming back towards you. Drawing up beside the wagon, he fires at the Sergeant. You must roll his Firearm skill. If he succeeds and hits Valmy, the revolutionary will fall off the wagon and you may go to **193**. If he misses, go to **275**.

Comte de la Valliere      Firearm 7

### 217

Arriving at the gate in the Rue des Clefs, you espy Sergeant Valmy up ahead of you. Perhaps the shooting has frightened him, or perhaps he has rediscovered his sense of duty. For whatever reason, you see him drop to one knee and fire his musket at the wagon. The shot misses. If you have fired your pistol since you left the house, you have not had time to reload it and must go to **228**. If you have not fired, you may go to **190** and shoot at him.

*(illustration on previous page)*

### 218

Walking swiftly away from the square, you turn east into a quiet side street. As you pass a small parade of dingy shops, your guide turns into a narrow alleyway and opens the back door of his shop.

'Quickly, come inside,' he says. 'There will be patrols on the streets within minutes.'

You step into the dark interior of the butcher's home

and gaze around as he closes the shutters and lights a candle. Then he turns towards you.

'My name is Bonneville,' he says, and you, in turn, introduce yourself to him.

'I saw what you did in the square,' he continues. 'You are a brave man, Monsieur. You may sleep here tonight if you wish, for tomorrow we go to find arms with which to protect ourselves against the threat of the King's men.'

You see the sense in what he says. The people must be able to protect themselves against such aggression as took place during the afternoon. Your soldier's mind begins to work on the problem and you remember that the Hotel des Invalides houses a vast store of muskets, powder and ammunition.

At this news, Bonneville's face lights up.

'You are doubly welcome to our ranks, Monsieur,' he says. 'It will take a day to organize such a daring raid. Please accept my hospitality until then. When we are organized, perhaps you will lead our band of citizens. We desperately need a man of your calibre.'

Nodding, you accept that there can be no holding back. You have thrown in your lot with the revolutionaries by revealing State secrets to Bonneville. You accept his offer of food and agree to lie low in his home until all preparations are made. Now go to **203**.

### 219

Starting across the street, away from the house, you see the same old woman who warned you about this place hurrying towards you. Before you can say anything, she points down the street and shouts in a shrill voice.

'There! See, they are getting away!'





Looking in the direction of her pointed finger, you see that she is right. A group of hooded figures is just turning the corner, moving quickly.

Immediately you set out in pursuit. Go to **58**.

## 220

You realize that disarming yourself might not be the safest thing to do. The farmhands have murder in their eyes. When you draw your sword with a flourish, they seem to understand that you do not carry it merely for decoration and step back a pace. Sensing their unwillingness to tangle with you, you feel a little safer.

From behind you the farmer says commandingly, 'Stay your sword, sir. They mean you no harm.'

Now go to **183**.

## 221

The peasants lie dead; the last man's body still twitching on the ground. Make a Luck roll. If you succeed, go to **75**; if you fail, go to **173**.

## 222

Taking quick aim, you fire your pistol. The ball strikes him squarely in the chest and he falls to the ground. Now go to **123**.

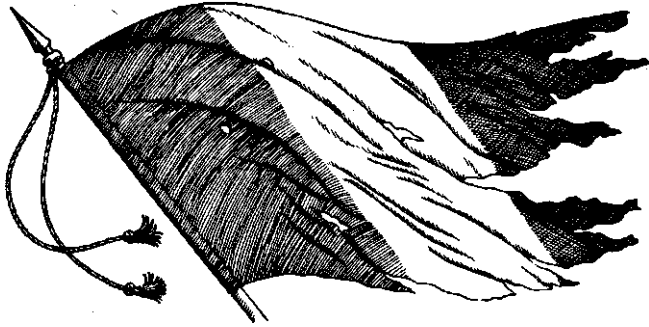
## 223

You report back to your superiors and your description of the situation is carefully noted. You are commended. Then the Captain tells you to return to your patrol and you are shown out of his office. Still angry at yourself for allowing the Aristos to get away, you step into the street and resume your rounds.

Now go to **172**.

## 224

Valmy is still in your way and you feel sure he will jump aside as the wagon crashes through the gate. But as you whip up the horses once again, you feel a jolt and glancing over your shoulder, you see that he has managed to jump on to the wagon. In an attempt to dislodge him, you must drive the wagon in a side-to-side path. To accomplish this, make a Horsemanship roll. If you succeed, go to **276**. If you fail, go to **216**.



## 225

Returning to the farm, you hand the Marquis his weapon.

'Thank you, d'Auvergne,' he says. 'You took a grave risk coming back.'

Just as you are about to reply, you are disturbed. Go to **180**.

## 226

Day by day, your mother's strength ebbs. There is little you can do other than make her last days comfortable. Your restlessness is bridled by your devotion to her. As her strength slips away your despair grows. Now go to **104**.

## 227

Striding towards the door, you sense that you are being watched. Taking little notice, and outwardly trying to appear as if you are unaware of the inquisitive eyes, you continue. Two raps on the knocker are sufficient for the occupant to answer.

The door opens inwards, and a frail old man faces you with a quizzical expression on his face.

'This is private property . . . ' he starts.

Will you engage in conversation with him (go to **53**) or will you thrust him aside and search his home (go to **155**)?

## 228

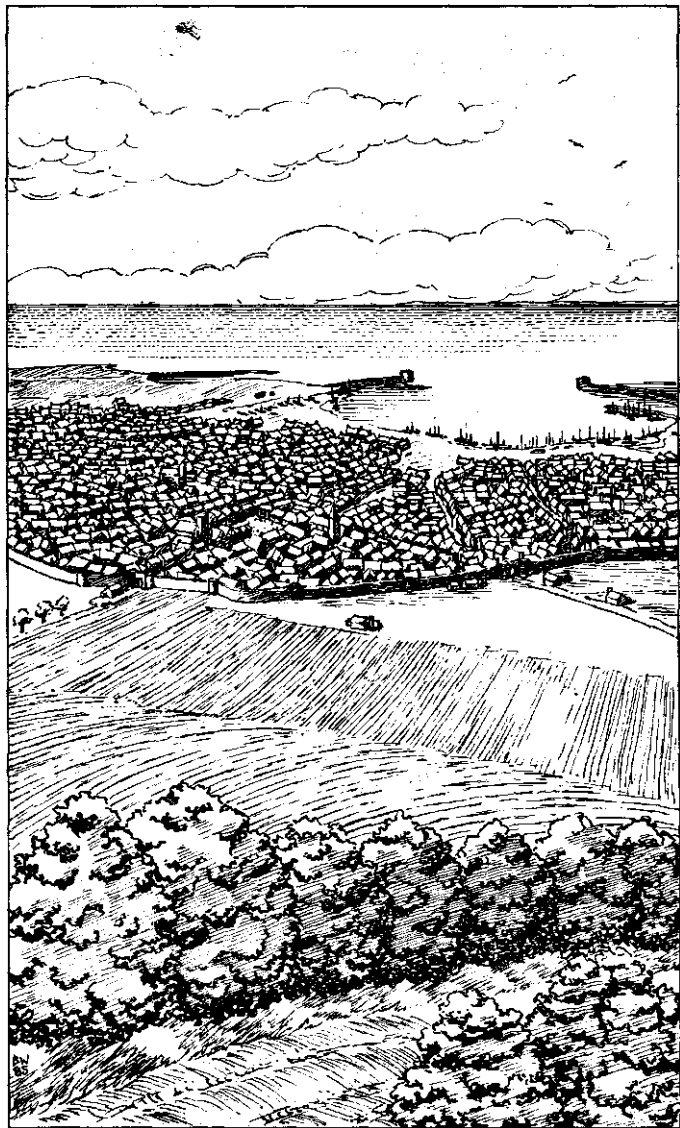
From off to one side of the gate you see a squad of soldiers, alerted by the shots, converging on you. Whipping up the horses, you crash through the partially-open barricade. As you do so, go to **224**.

## 229

You walk up to the front door and pound upon it. After a short wait, it is opened by a young woman in a night-dress, carrying a lantern.

'Sorry to trouble you, Citoyenne,' you say, 'but I have reports that this house harbours some Aristos.'

She looks shocked for a moment, then laughs sharply.



'I suppose that old woman who lives next door reported this to you,' she says. 'You must be new to this part of the city not to recognize her. Every house on this street has been reported by her at one time or another. She sees Aristos under every bed! I know she means well, but this is too much! I am sorry that you have been troubled, Sergeant.'

Do you believe her? If so, go to **147**. If not, go to **88**.

### 230

After about half an hour of searching, you reach a point where the stream becomes too narrow to hide any movement along it. There are still no signs, and you come to the conclusion that the Aristos must have gone the other way. Retracing your steps, go to **77**.

### 231

With your men close behind, you reach the Place de la Bastille. The mob already has the prison under siege, and more people are arriving every minute. Your choice is simple: will you attempt to break through the massing crowd (go to **73**) or will you take cover in one of the buildings overlooking the square and give supporting fire to the besieged troops (go to **34**)?

### 232

After you have ridden for a long time the walls of Calais finally appear in the distance before you. As you approach, you decide that it would be foolhardy for your whole party to enter the town in order to make contact with the friend who waits there for you. Looking about as you near the gates, you see an old barn

standing off to one side of the road, and make up your mind to leave the others there while you enter the town to make contact.

After ensuring that they are well hidden, you walk towards the gates and are allowed through without any trouble. Now go to **262**.

### **233**

Peering inside the wagon, you see that it has been abandoned. There is no sign of what has happened to the occupants.

You call your men together as you think. Will you decide to search the forest again for tracks (go to **20**) or will you ride on down the road in the hope that you will catch up with the Aristos before too long (go to **2**)?

### **234**

The wagon is swaying violently from side to side as its driver whips up the horses. You lose your precarious grip and fall to the cobbled street. The fall knocks all the wind out of you and you collect enough bruises and cuts to add up to one wound. Rising shakily to your feet, go to **90**.

### **235**

The document signed by your father is hard evidence of the Baron's claim. A feeling of despair washes over you as you realize that there is nothing you can do to help your mother. The Baron's claim is solid and unbeatable.

The very day after the brief hearing which gives the Baron title to your father's estate, you awake to discover your mother in tears. A letter has arrived from the

court, evicting her from the house and grounds. Immediately, you demand a further hearing, but in the meantime there is nothing for it but to find lodgings for both of you in the village.

At last the day of the second hearing arrives. If you are still in the army, go to **136**. If you are a deserter, go to **3**.

### **236**

As you move stealthily closer to the stationary group, one of them turns and sees you. He whips a pistol from beneath his cloak and fires at you. Others of the group are also drawing pistols.

Will you fire back (go to **149**) or will you take cover (go to **240**)?

### **237**

Following the right hand street, you round another corner and see the group of hooded figures about one hundred metres ahead. Will you fire upon them (go to **293**) or will you attempt to move closer (go to **236**)?

### **238**

Despite your mother's letter, you decide that matters in Paris demand your presence more than family business. However, another week goes by without any change in the situation. The King and his family remain safely in Versailles, and guard duty begins to settle into a monotonous routine.

A week after the first letter from your mother, a second arrives. Once again she pleads for your help. The tone of this letter is more desperate than the last. You can see no good reason to remain in Paris at this time. A

visit to your commanding officer easily gets you permission for compassionate leave.

Travel documents are arranged for you, and the ride through the countryside is uneventful, apart from the need to keep a continual watch for the bandit groups which have become more and more widespread.

Now go to **92**.

### **239**

Your shot hits him in the upper body and he topples from his mount. Whipping up the horses, you follow the Comte at speed towards the gate. Now go to **217**.

### **240**

Prudently, you decide to take cover. If you have any other soldiers with you, go to **278**. If you are alone, go to **260**.

### **241**

Pulling out a pistol, and drawing your sword, you prepare to face them. Your first shot drops the leading man. The others do not even slacken their pace.

A shot echoes along the street, and you are flung against a wall. You have been hit in the stomach. Staggering, you attempt to stand up, but the soldiers have reached you. A series of cruel blows to the head render you unconscious. Quickly and silently they dispatch you.

Your adventure ends here.

### **242**

Having fired at you and missed, the rider seems disin-

clined to follow. You ride on and he falls behind out of sight. Now go to **127**.

### **243**

The two men in the long boat plunge over the side. Accepting that there can be no escape now, the Aristos drop their weapons and surrender.

There are three men, two women and two children. A good catch! Triumphant, you take them to Calais and make arrangements for them to be transported back to Paris, and to the Guillotine.

Your success will further both your career and the cause of the Revolution.

Your adventure ends here. Congratulations!

### **244**

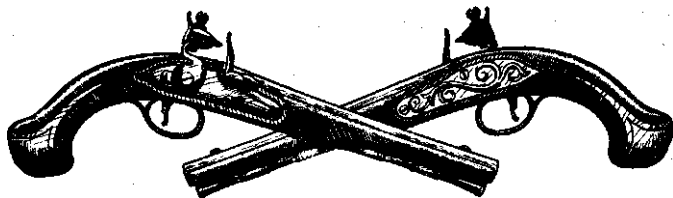
In the space of a few seconds, the thought flashes across your mind: if you were to go to the Colonel of your regiment and identify the ringleaders of the mob, you could pass off your brief desertion as a brilliant plan by which you infiltrated the revolutionaries' organisation.

If you think this is a good plan, go to **256**. If you decide that you cannot return to the life you have abandoned, go to **114**.

### **245**

The Baron has had the nerve to take your mother's house as his own. This makes it all the easier to approach him in secrecy, knowing as you do the layout of the grounds.

The Baron's bedchamber is in darkness. Climbing the trellis, you clamber through the window. The



Baron lies asleep in your father's bed. To approach without awakening him, you must use your Agility skill. If you succeed, go to **76**. If you fail, go to **286**.

### 246

Dead bodies litter the plaza in front of the Hotel des Invalides. The doors of the armoury hang shattered from their hinges, and smoke begins to rise from the buildings even as you watch. You are too late.

You signal to your men to look for survivors. Riding up to the gate you notice a slight movement from a uniformed body. Dismounting, you walk over. Moans come from the unfortunate wretch. You stoop down and offer him a swig from your hip flask. Eagerly he gulps several mouthfuls.

'Bravely fought, mon ami,' you say. 'How long ago did this happen? And which way did they go?'

Faintly he manages to tell you in a pain-filled voice that the mob is now headed for the Bastille, and left only minutes before.

One of your men runs up to you and reports that the armoury has been looted. Realizing that the mob, now armed, must intend to storm the prison and free the inmates, you quickly call your men around you.

'You two stay with this man and do what you can for him. The rest of you follow me.'

Leaping on to your horse, you lead your troops away from the armoury. Now go to **231**.

### 247

Even straining your persuasive talents to the limit, you see that your men are still unsteady. It would be too risky to attempt to lead them through Paris in pursuit of the deserters. Reluctantly you decide that the only safe course is to make haste for the armoury. Now go to **246**.

### 248

Valmy falls back and the wagon clatters through the gate with you close behind. Now go to **193**.

### 249

He gives you the address and clasps your shoulder as you leave.

'Good luck, M'sieu,' he says.

Leaving the tavern, you follow the winding streets of Calais to your destination - a small house just within the outer wall of the town, set apart from its neighbours.

Before walking up to the front door, you spend some time watching the house and its surroundings. Only when you are sure that no one is watching either it or yourself do you approach. Now go to **108**.

## 250

Feverishly gazing around, you see a half-open door on your right. The smell of rancid meat wafts through it. Without stopping to think, you dart inside.

You find yourself in the kitchen of a run-down tavern. You see a maid, painstakingly scraping congealed fat off wooden plates into a slop bucket. As you burst in, she screams in a high, piercing voice. Instinctively, you run for the door at the other end of the room. Behind you, you can hear a commotion in the alleyway.

The door leads directly into the main room of the inn. A few people look up in amazement as you dash through, knocking over a stool on your way to the exit. You burst out of the front door on to the street again, this time behind the armed mob. Running as fast as you can, go to **93**.

## 251

Within the gates of Paris, you discover that the mob has grown both in strength and in boldness. Your uniform marks you as a supporter of the hated Aristos and insults and missiles are thrown your way. Keeping a firm rein on your temper, you manage to negotiate the streets successfully and gallop towards the Palais de Justice.

At the gates, instead of the customary salute, you are confronted by an unshaven soldier. Several others wait not too far off, watching you.

'What is your business here?' demands the guard.

As you hand over your travel orders, you notice that his epaulettes mark him as a member of the National Guard, the regiment which has deserted the King and

now supports the feared Committee of Public Safety.

'Do you not salute a superior officer?' you challenge him, unperturbed.

He spits on the ground before your horse and ignores the question. Insultingly, he paws through your orders, although it is doubtful whether he can read. Finally he deigns to speak.

'The Palais de Justice has been taken over by the People's Assembly,' he tells you. 'You must join the other Aristo lovers at the Tuileries.'

Disturbed by this news, you turn your horse and proceed in the indicated direction. On arrival at the Tuileries, you are again challenged by a member of the National Guard, but are allowed through without any questions being asked. As you enter, you notice a crowd of common people beginning to drift towards the gates. Now go to **67**.

## 252

A hastily-swung club catches you off-balance. The force of the blow sends you sprawling on to the cobbled street. Mercifully, the next blow renders you unconscious while you are beaten to death.

Your adventure ends here.

## 253

Arriving at the gate, you take in the situation with a swift glance. Around the open barricade lie several soldiers, all dead. Driving at an increasing pace through the barrier is an enclosed wagon, driven by one man. Behind the wagon is another man, on horseback and carrying a pistol.

Will you run towards the scene in the hopes of catch-



ing the wagon (go to **138**), or will you attempt to shoot the driver (go to **98**)?

## 254

Rushing through the streets, the mob gains support as it goes. Wagonners distribute muskets and powder to the newcomers. As the pace of the crowd quickens you are carried along in the rush. Small groups of French soldiers are swept away by the irresistible force of the mob. Passing the Palais de Justice, you see a troop of cavalry drawn up in a side street. They seem unwilling to prevent the crowd from continuing. Bonneville signals several armed men to cover the mob's route in case of attack. Crossing the river, you see the spire of Notre Dame on your left; the Bastille is not far now. The front of the crowd must have reached the prison as you can hear the crackle of musket fire close by.

Will you continue with the mob (go to **63**) or unwilling to continue, will you slink away in the confusion (go to **114**)?

## 255

There seems no harm in listening to just one man.

'God save the King,' you reply, meaning every word of it.

'Quickly sir,' he says. 'Follow me.'

He leads you off the main street and into a narrow alleyway. Checking windows and doors, you see no sign that this is an ambush.

'I saw the crowd try to stop you at the gates,' he says quickly. Tell me now, are you truly a supporter of His Majesty?'

Gripping your pistol butt more firmly, you admit it.



'Thank God!' he says, then tells you his story.

He is the servant of an Aristocrat, one of many who have gone into hiding within Paris itself. There is a party of them who want to flee the city. He asks if you are willing to join them and help them in their escape?

If you are not interested, go immediately to **264**.

If you are interested, he will give you an address and a password, and suggest that you leave your horse with him to avoid attention. Only Aristos and servants of the Assembly ride horses in Paris, and it would be easy for anyone to penetrate your disguise.

After he has given you the password and address, he tells you to lie low overnight and to go to the house in the morning.

The next morning, after spending the night in cramped and very unpleasant lodgings, you set off to look for the house the old man told you of. Go to **32**.

## 256

The mood of the mob is jubilant. The streets around the Bastille are full of shouting, laughing people. There is not a soldier in sight. Today the people have scored a great victory over the forces of Louis. Everyone in the streets around the Place de la Bastille claims to have been the first into the prison, everyone claims to have had a friend among those released. Wild stories fly, happy faces are everywhere.

Making your way through these crowded streets, you walk towards the Palais de Justice. The crowds thin out as you get nearer, and several streets away from your destination you catch your first glimpse of soldiers.

The immediate vicinity of the Palais de Justice has been sealed off. Grim-faced privates stand guard at the

barricades. They too can hear the sounds of celebration, but their interpretation of the day's events is wildly different from that of the mob.

Walking up to a barricade, you are challenged by a young soldier.

'Halt!' he shouts. 'What is your business here?'

'I am Lieutenant Phillipe d'Auvergne of the Twenty-First Regiment of Foot,' you reply. 'I have urgent news for Colonel Pliny.'

The guard calls over a corporal and you are escorted by an armed squad to the office of the Colonel, deep within the Palais de Justice. Now go to **140**.

## 257

The house is quite a distance from the centre of Calais, and you reach it just as darkness begins to descend upon the countryside.

A child sits on a wall by the roadside, and you decide to ask for directions.

'M'sieu Plisinier? That is his house over, there.' He gestures to a small cottage nestled within a wood. 'I believe that he left with some guests only a quarter of an hour ago. He likes to show his visitors the town at night from outside the walls,' he continues innocently.

Nodding a thankyou, you make for the nearest gate. Hopefully you will not be too late. Now go to **70**.

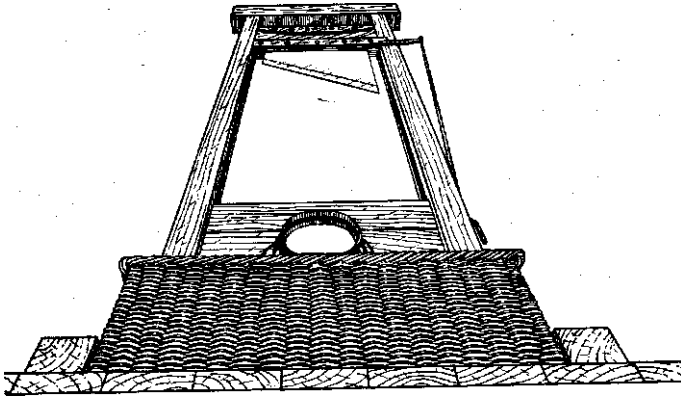
## 258

Completely by accident, the Comte has managed to kill you! His regrets will be of no use to you now. Your last sensation is one of shock.

Your adventure ends here.

## 259

Swiftly, you gain on the retreating wagon. The other horseman has waited for it and they are moving together now. As you get closer, you notice that the rear canvas flap on the enclosed wagon has been raised and that one or two heads are poking out of it, watching you. You see the flashes of several pistol shots and realize that you are outnumbered. Will you continue to follow them at a safe distance (go to **150**) or will you return to the city to report (go to **191**)?



## 260

You wait for several moments in the safety of a deep doorway as four or five shots glance from the stone walls around you. When the shooting has stopped, you risk a glance down the street. It is deserted and you decide that pursuit would be both futile and foolhardy. Instead, you determine to report the incident to your

superiors and ensure that the guards at the gates are warned. You vow that the Aristos will never leave Paris alive.

Now go to **223**.

## 261

The next few weeks pass slowly. On the surface, the city has returned to normal, but just below this calm exterior, the frustrations and injustices remain. Paris is a tinderbox, and all it requires is one spark . . .

Guard duties at Versailles are not arduous, and you have time to reflect upon your situation. There is no doubt that soon the spectre of death will appear once more above the streets of Paris.

In mid-August, a letter arrives addressed to you. You recognize your mother's handwriting and tear it open in eager anticipation of news from your family.

Dearest Phillippe,

I hope that this letter finds you well.

I wish that you could hear my grave news from my own lips, but I understand that your duty keeps you close to the King. Phillippe, my dearest and only son, your father has passed away. I know that this must come as a shock to you. I promise you that he felt no pain. He passed on peacefully in his sleep, nearly a week ago.

I did not think you could arrive in time for the funeral, which is why I have delayed writing to you. However, Phillippe, now that I am alone I need your help. I have no one else to turn to. Baron de Paton has made a claim upon your

father's estate, something to do with a loan he made to your father many years ago that was never repaid.

Dearest son, you must follow your own heart in this, you are the only one who knows where your duties lie.

Always remember that you are closest to my heart.

Your loving mother,

Antoinette d'Auvergne

If you decide to return home, go to **92**. If you feel that you must stay in Paris, go to **238**.

## 262

Your contact in Calais, so the farmer told you, is the owner of a small tavern by the waterfront. You find it without difficulty and go in.

As you order a drink, you say the contact phrase. To your horror, the barman does not respond! Fighting back an urge to run, you take your drink to a table near the bar and listen to the talk. One customer is talking to the barman, and from their conversation you realize that this man is a new owner. You must discover what has happened to the old one, and the only way to discover that is to talk to the present owner.

Rising from the table, you walk up to the bar.

Will you simply ask what has happened to the old owner (go to **5**) or will you pretend to be a relative of the previous owner and get the information that way (go to **156**)?

## 263

Across the circle of light cast by the fire, several men charge towards you. You fire both your pistols and see one fall to the sand. Then they are upon you and you have only just enough time to draw your sword before they attack. From the corner of your eye you see the old man dropping his pistols to the ground and retreating hastily beyond the fire. He knows that, old and weak as he is, he would be more of a hindrance than a help in a swordfight.

Both you and the Comte have two opponents each, and it will be at least six rounds of combat before help can arrive from the boat. You must hold off your opponents until then, or die trying. The two revolutionaries who confront you look like this:

First attacker	Swordsmanship 6	Wounds 3
Second attacker	Swordsmanship 6	Wounds 4

You must also roll the Comte's skill rolls for him. If he is killed, his attackers will turn on you.

Comte	Swordsmanship 10	Wounds 4
Third attacker	Swordsmanship 4	Wounds 2
Fourth attacker	Swordsmanship 9	Wounds 4

If you manage to survive for six rounds of combat, go to **196**. If you fail before then, go to **4**.

## 264

Riding away from the man, you are soon lost in a maze of backstreets. You and your horse are attracting many suspicious glances, and you realize that you should abandon your mount as quickly as possible.



Dismounting in a narrow alleyway and removing your possessions from your saddlebags, you walk resolutely away, not knowing what the future holds in store for you.

Now go to **167**.

## 265

Riding out of the city with your men, you follow the road to the north-west and soon come in sight of the forest which straddles the road. Riding cautiously under the trees, you catch sight of the wagon from the night before, drawn up off the road. There is no sign of the horseman.

If you wish to ride up to the wagon, go to **233**. If you wish to dismount and approach with caution, go to **158**.

## 266

Returning through the winding streets of Calais, you take every precaution to be sure that no one is following you. When you reach the spot where you left your companions, you bring them up to date with events in the town.

You wait until it is completely dark, then mount your horses and set off up the coast towards the rendezvous spot.

Now go to **279**.

## 267

As you bring your tale to an end, you can tell that the Colonel believes every word you have spoken. Your estimation of him goes down even while you feel relief in every bone of your body.

'Well done, Lieutenant,' he says. 'I will give instruc-

tions that those ringleaders you have named be hunted down at once. I fear that we underestimated the strength of the mob. And now, we have had an urgent request for troops to strengthen the garrison at Versailles. You have had experience in dealing with the mob, so I am sending you and your men.'

'What additional reinforcements can you give me?' you ask.

'None,' he replies. 'I need every man who can fire a musket just to protect the streets around this headquarters. Rejoin your men, then proceed to the Palace.'

Now go to **261**, feeling very relieved!

## 268

The farmer shrugs and says, 'These are hard times. People are willing to accept what they can when they need food.'

'Who did you buy them from, and which way were they heading?' you ask.

Before the farmer can answer the room echoes with a scream, and then a long, sighing moan. You look sharply at the farmer, he shrugs again and explains. 'My brother, he suffers greatly from his afflictions.'

Not satisfied, you push the old man aside, and go to **97**.

## 269

Taking a last farewell of Madeleine, you set out. The Comte de la Valliere rides ahead of you and you follow him through the deserted streets, looking behind you every few minutes. After you have driven for about twenty minutes, a glance to the rear shows that you are

being followed by a single horseman. Will you ignore him and drive on (go to **287**) or will you stop (go to **48**)?

## 270

Back at headquarters, you take stock of your prisoners. There are three women and four men, all pale and shaken, but with their heads held high despite the rough treatment. The Captain congratulates you on your actions and promises a promotion. The three women are led away to the cells and the men are brought forward.

'Now,' says the Captain grimly, 'we must interrogate these prisoners. D'Auvergne, see what you can get out of them.' He smiles evilly at the captives before departing.

Now you are alone with the four bound men. Looking at them, still proud even in defeat, you realize that your conscience will not allow you to ill-treat them physically. If you are to get any information from them, it will be by persuasion rather than torture.

You must make a successful Persuasion skill roll to get any information from the captives. If you succeed, go to **299**. If you fail, go to **43**.

## 271

The Comte lies dead at your feet, victim of a too-skilful lunge by you. As you gaze down at his body with a feeling of remorse, you hear the sound of a pistol being cocked close by. Spinning around, you see that the Marquis de Candaille is pointing his gun at you. Your last thought as he fires is that it has all been a horrible mistake.

Your adventure ends here.



## 272

First man	Swordsmanship 8	Wounds 3
Second man	Swordsmanship 5	Wounds 4
Third man	Swordsmanship 6	Wounds 2

If you win, go to **42**. If at any time you wish to surrender, go to **19**. If you lose the fight, go to **68**.

## 273

The oarsman leaps ashore. You must fight both him and the Aristo.

Old Aristo	Swordsmanship 5	Wounds 3
Sailor	Swordsmanship 7	Wounds 5

If you win, go to **14**. If you lose, go to **68**.

## 274

The house you seek is not immediately obvious, although the discreetly daubed mark on the left door post indicates that this is your goal. You knock in the code you have been given, five quick raps followed by two slower ones. The door swings open, revealing a young girl.

'I've been sent by Monsieur Gascon,' you say.

'From Chevreuse?' she asks.

'No, from Orsay,' you reply.

'Come in quickly,' she urges, looking anxiously up and down the street. You step inside.

Now go to **215**.

## 275

The Comte misses and before he has time to reload,

Valmy has clambered over the top of the wagon and is upon you. You must struggle with him on the wagon seat. This combat is simply a matter of strength against strength. Every time you roll under your Strength skill, Valmy will take one wound, and every time he rolls under his Strength skill you will also take one wound. You must roll for both combatants. If anyone has his wounds reduced to zero, he will be pushed off the wagon. If you win, go to **193**. If you lose, go to **134**.

Sergeant Valmy      Strength 8      Wounds 4

### 276

The wagon sways from one side of the road to the other and back again, protesting this ill-treatment in every part of its construction. Unable to maintain his grip, Valmy slips off and crashes to the cobbled street. Whipping the horses once more, you head out of the city on to the north-east road. Now go to **193**.

### 277

Your grave news brings no outward response from your Colonel. His face is grim and set as he listens to your report.

'It is as I feared,' he says. The mob has taken the initiative. We no longer control the streets.'

He gestures at the map of the city which hangs on the wall behind his desk and asks which streets are clear.

You continue your report and his expression grows stonier. When you have finished, he nods.

'There was little you could have done, Captain. We underestimated the strength of the mob. And now, we

have had an urgent request for troops to strengthen the garrison at Versailles. You have had experience in dealing with the mob, so I am sending you and your men.'

'What replacements are available for those of my men who were killed?' you ask.

'None,' he replies. 'I need every man who can fire a musket just to protect the streets around this headquarters. Give your men an hour's rest, then proceed to the Palace.'

Now go to **261**.

### 278

Even though you have decided to take cover, there are others with you who are more foolhardy. They open fire on the group as you watch from the safety of a deep doorway. Now go to **293**.

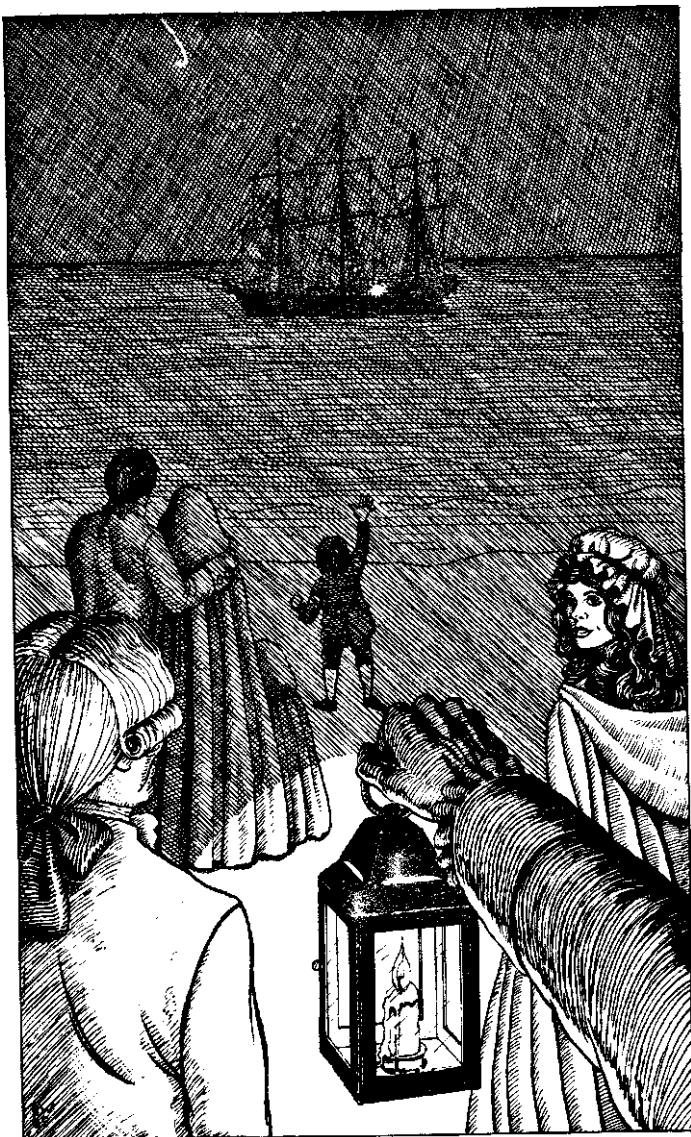
### 279

Although it is dark, the map which your contact showed you stands out clearly in your head and you manage to lead the party to the correct place without much wasted time.

Reaching the spot on the cliffs above the beach where a narrow path leads downwards, you dismount and tell the others to wait while you reconnoitre.

The beach is deserted and you signal to the others to follow you down. There is plenty of driftwood on the sand and you begin to gather together the necessary requirements for a small fire.

When your timepiece tells you that it is an hour after midnight, you set a spark to the fire and soon it is blazing away. Shielding your eyes from its light, you look



out to sea. For several minutes, you see nothing. Then the Comte grabs your arm.

There!' he says, pointing. 'I can see a light.'

Following his gesture, you look out into the darkness. There it is - a lantern. It flashes once, twice, four times - one long flash followed by three short ones.

Moving quickly, you light your own lantern and make the return signal. The light from the ship winks out, and you know that they have seen you.

Now make a dice roll against your Luck skill. If you succeed, go to **297**. If you fail, go to **51**.

## 280

Deciding that persuasion is useless you draw your pistol and fire it into the air. With a roar the mob bursts through the gates and surges up to the doors. Those at the front begin pounding with clubs and axes.

The doors, not built to withstand such an onslaught, splinter and cave in. The onward rush carries you into the building. Any sign of organized resistance crumbles instantly.

Horried, you watch as the mob falls upon the defenceless guards and tears them apart.

'Smash the padlocks! Bring out the muskets!' shouts Bonneville.

'Onward to the Bastille!' is the cry. Will you follow the mob to the Bastille (go to **254**) or, sickened by the violence, will you slip away in the confusion (go to **114**)?

## 281

Believing that the wagon and its occupants are doomed, you turn your horse and ride on to the rendezvous



point. Dismounting, you lead your horse off the road and into the trees.

About ten minutes later, you hear the sound of an approaching wagon. Hardly daring to believe that your companions have managed to escape, you peer out from cover towards the road. Yes, it is them! Joyfully, you run towards the wagon.

The Comte pulls the wagon off the road and into cover before turning to look at you.

'Coward!' he growls. 'You abandoned us at the gate. You are no gentleman, M'sieu. Honour must be satisfied. I challenge you.' He jumps down from the wagon and slaps your face.

He has challenged you to a duel. Will you accept (go directly to **89**) or will you try to talk him out of it. To do so, you must make a successful Persuasion skill roll. If you succeed, go to **181**. If you fail, you must fight him anyway. Go to **89**.

## 282

'Citizens of France,' begins Danton. 'Today you have won a great victory against the forces of the traitor, Louis. Many innocents have been released from this prison behind you, sent there for crimes which they did not commit. Now, a new day is dawning for Paris and for its people. A day when no man is better than another. A day when all are equal. Liberty, Equality, Fraternity!'

The crowd echoes him in delight.

'Liberte, Egalite, Fraternite!' they cry.

Danton hold up a hand for silence, then continues.

'But that day is threatened. Already France is at war.

The Royalists of other countries wish to aid the Royalists who remain here in France. We must all be on our guard, all must help to rid our country of these traitors. I have sworn to make it my life's work to eradicate these filthy Aristos. Who will follow me?'

The crowd roars its support, and hundreds push forward to get closer to this amazing man. In the confusion, you are jostled and almost stumble, weak from hunger and the indignities of prison life.

Seeing this, a soldier dressed in the uniform of the National Guard, the regiment which supports the People's Assembly, reaches out his hand to steady you.

'Come with me, Citizen,' he tells you. 'I will take you to the barracks, where you can eat and rest.'

Gratefully, you accept, and over a meal of bread and cheese you relate your story.

'It seems that there should be a place for you in the Army of France, with your experience and background, Citizen,' says another soldier. 'If you like, I will speak to our Captain about you.'

Seeing that there is nothing else waiting for you in Paris, you accept his offer and soon have been enrolled as a sergeant into the National Guard.

Now go to **174**.

## 283

You have waited too long. He draws his own pistol and shoots at you. To avoid being hit, you must make an Agility roll. If you fail, go immediately to **192**. If you succeed, you may shoot at him. Make a Firearm roll. If you shoot and miss, go to **133**. If you hit him, you may ride on towards the gate and should go to **127**.

Sneaking out through the back door of the farmhouse, you retrieve your horse from where it was tied to a tree and fade into the woods. There is nothing you can do for the Marquis or the farmer, and you ride after the others with a heavy heart. Now go to **232**.

Deliberately, you slowly cock the pistol. Pushing it forward into his temple, you fire. A short, sharp retort is followed by the soundless drop of the man's head to the pillow. Turning around you leave the room, casually glancing at the corpses that now lie dotted about. Emerging from the building you find the farm deserted. Your men have fled, taking the horses with them. Cursing, you begin to walk along the Calais road. Now go to **100**.

As you get halfway across the room, the Baron wakes with a start. He fumbles desperately for the pistol which lies on the table beside him.

'Hold!' you cry commandingly. 'I have come for satisfaction. We must settle our quarrel like gentlemen.'

Fully awake, the Baron recognizes you and agrees to your request. Will you choose sword or pistol?

Baron    Swordsmanship 7    Pistol 8    Wounds 4

It is a duel to the death. If you win go to **202**, if you lose go to **177**.

Hoping that he is just a chance passerby, you drive on, but continual observation shows that he is closing on you. You take out your pistol and cock it, just as he shouts from behind.

'You in the wagon! Stop in the name of the Republic!'

Turning in the seat, you fire your pistol at him. Make a Firearm skill roll. If you hit, go to **239**. If you miss, go to **84**.

The blacksmith's last swing was his undoing. Expertly you twist around his desperate parry and skewer him. He slumps to his knees, and you finish him with a thrust to his throat.

You mount the horse, spur him off in the direction of the main road and on to Calais. Now go to **96**.

As the tavern is closing, you approach the barman and ask if he has lodging for the night.

'Indeed I do, Citizen,' he says. Then, glancing around to be sur\_ - that no one can overhear him, he asks, 'Tell me, are you looking for a way out of Paris?'

Sizing up the situation, you know that if he is trying to trap you, you have a good chance of escape. It seems worth the risk to agree cautiously.

He nods in satisfaction.

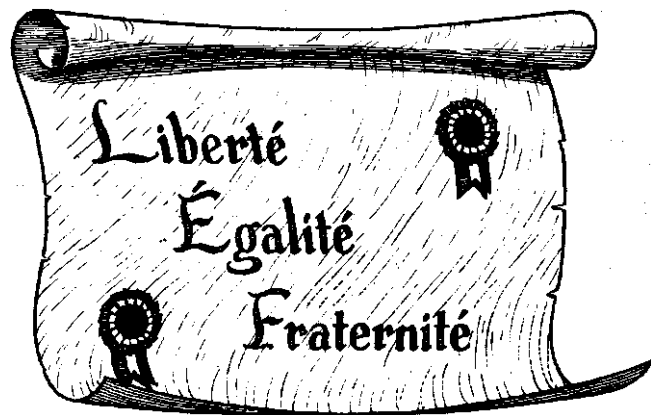
'I thought so,' he says. 'I will not ask if you are one of these "Filthy Aristos", but I have an address which may be of use to you. There are many others who have the same thoughts as yourself and who also wish to leave the city.'

He gives you an address in the west of the city and a password which he says you will need once you reach the house. Then he shows you to a room for the night, refusing payment.

'We all do what we can, M'sieu,' he says with a wink. 'Good night. And may God smile upon your efforts.'

Exhausted, you sleep deeply and the following morning set out to walk to the address he has given you.

Now go to **32**.



## 290

As you stand behind back door, you sense that you are being watched. Taking little notice, and outwardly trying to appear unaware of the inquisitive eyes, you raise your hand. Two raps on the knocker are sufficient for the occupant to answer.

The door opens inwards, and a frail old man faces you with a quizzical expression on his face.

'This is private property,' he starts.

Will you engage in conversation with him (go to **53**) or will you thrust him aside and search his home (go to **155**)?

## 291

Moving carefully around to the back of the building, you cast a quick glance at the rest of the farmyard. There is a stable near the back door and, peering inside, you can see several horses of better quality than you would expect a country farmer to own. You move up to the door and tug on it gently. It is locked. Will you pound upon the door (go to **290**) or will you go around to the front again (go to **227**)?

## 292

The blacksmith brings the hammer crashing down on your shoulder. Intense pain wracks your body. Before you can move, the second blow blots out your life.

Your adventure ends here.

## 293

A bullet hits one of the hooded group and he falls to the ground. The others turn tail and scatter, each running in a different direction. Even if you have men with you, there is little chance of successful pursuit. Now go to **205**.

## 294

Deciding upon the direct approach, you draw your sword and march straight for the door to your right.

Jerking it open, you see a startled man in the uniform of the National Guard. He holds a pistol to the head of a young girl who is pale with fright.

You lunge for him with your sword and he jerks back, startled. His finger tightens upon the trigger and the pistol goes off. In his arms, the young girl stiffens as the shot enters her brain, then slumps - a dead weight in his arms.

Even as you complete the lunge, running him through, you realize what an error of judgement you have made. Now go to **111**.

## 295

Drawing your sword you step forward, giving Sergeant Sourdeval no time in which to reload. With an oath he steps back, dropping the musket, and draws his own blade.

Sergeant Sourdeval is an old and seasoned campaigner and more than competent with a sword, but you have time to strike the first blow.

Sergeant Sourdeval    Swordsmanship 8    Wounds 4  
If you win, go to **198**. If you lose, go to **71**.

## 296

Contemptuously you stare at him, and then leave the room. You leave the farmhouse by the back door, and stride off towards the woods where the aristocrat's horse is tethered.

You check the saddle-bags to see if he told you the truth. Satisfied with the size of the bags of gold, you mount the horse and head back to the front of the farmhouse to collect your men. Now go to **21**.

## 297

Faintly, above the crackle from the fire, you hear the clink of metal against rock. There are no rocks on the beach; the nearest ones are on the path leading down from the cliffs above, and all your party is here. It can mean only one thing. You have been followed!

Acting quickly, you gather the other men with you and, talking in a low voice, you tell them what you have heard. From out to sea, you can hear the sound of oars rising and falling in the water. The boat is approaching.

Ordering the women and children to go down to the water line, you array your pitiful command in a line behind the fire and prepare to meet your opponents. Now go to **13**.

## 298

Looking wildly around, you notice a loose horse standing patiently in the shadows off to one side. Its unfortunate Aristo rider lies dead beside it. Swiftly, you gather up the reins and mount. Then you set off in rapid pursuit of the wagon. Now go to **259**.

## 299

Under your threats and the grim faces of your men, one of the Aristos breaks down.

It seems that this group was not the first to pass through the gate watched over by the same traitorous guard, Sergeant Valmy. Another group of fleeing nobles followed the same route only the night before.

Under questioning, the Aristo admits that the only instructions they had been given were to pass through the gate and then ride to a spot just off the main road in



the forest, about ten kilometres outside the city. There they were to wait to be contacted.

When you are sure that there is nothing more the prisoners can tell you, you report to the Captain. His face becomes thunderous as you give him the bad news.

'That Aristo-loving guard!' he exclaims. 'Lucky for him that he died before I got there. I would have had him sliced up, piece by piece, and fed to the dogs.'

'Very well, d'Auvergne. It is clear that we must pursue this other group. Tomorrow you will take some men and follow the trail. For now, get some rest while I report to the Executive Committee. You have done a good job and I am promoting you to Lieutenant.'

With anticipation of the following day, you retire to your barracks. Now go to **153**.

### 300

Reaching the ship, you are welcomed aboard by the Captain, who immediately orders his men to set sail. As the coastline of your country fades into the darkness, your emotions are mixed. Too many people have given their lives so that you might live, and you wonder if it was all worthwhile. The brave men who died for you on the beach leave grieving families, and you hope that their souls will find peace. The future is uncertain but you will fight the Revolution and someday return to France.

Your adventure ends here. Well done and a safe voyage!