



Introduction

Why PC En-Guarde?

- ◆ En-Garde the game is a simple roleplaying game (RPG) based in 17th century Paris, based loosely on the Three Musketeers theme and usually played in the spirit of the British film of the same name.
- ◆ PEG is a collection of PC based utilities that take care of the boring number crunching aspects involved in running an En-Garde game. This gives you, the games referee more time to concentrate on the fun bits i.e. attending to your players plotting & machinations and writing the turn newsletter. PC En-Guarde (or PEG) development commenced in ~1990 and continued upto ~1993, when my personal circumstances changed somewhat, I became a Dad! Up until then I was running a small postal (PBM) En-Garde game for a few friends.
- ◆ The program was originally used as a learning exercise in 'C' programming for myself.
- ◆ En-Garde, the game was published by Game Designer Workshop of the USA. At its simplest it is a simple paper & die duelling system with a very simple role-playing framework wrapped around the duelling mechanics. It became more popular as the realisation that the role-playing aspect was in fact much more fun than just duelling. The aim of the game is to gain status and wealth, hopefully at the expense of your companion player characters if at all possible. The game as I know. The version of the rules I have being the 2nd revised edition published in 1977 (yes I am that old!). The rules are currently available from Small Furry Creatures Press (<http://www.sfcpc.co.uk>), who also run several PBM/PbeM games of En-Garde. One of which is unfortunate enough to have me, foisted upon it as a player.

Who Needs PEG

As previously stated, PEG is a simple suite of programs for a PC to look after all the mundane number crunching involved in a game turn. Plus a few other utilities to manage a backdrop of computer controlled non-player characters (NPC's) and generate an unbiased turn for those players whose turn orders arrive either late or not at all. So, if you are an En-Garde referee or are considering becoming one then read on!

What Do I Need To Run PEG?

1) A set of the En-Garde rules! I have attached a nobby's guide to En-Garde suitable for novice player character induction etc. But as the games referee (GM/DM in RPG speak) you really need a copy of the actual rulebook. The rules are currently available from the Small Furry Creatures Press (<http://www.sfcpc.co.uk>).

2) A PC running Windows, I know it looks like a DOS program but it is in fact a windows console application.

What do I get?

Well hopefully 3 executable files plus several *.ngd files;

PEG54.EXE	The main program file
LATE_PC.EXE	A utility to produce unbiased game turns for late player character game turn orders.
NPC.EXE	A program to produce a hopefully convincing backdrop of non-player characters for characters to interact with i.e. duel & double-cross.

Plus lots of control files including;

CTRL.NGD

LADIES.NGD

CHAR1.NGD

CHAR2.NGD

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CHAR20.NGD

GUIDE.RTF i.e. what you are reading.

What Does PEG54.EXE Do?

This is the main program file that does all the mundane number crunching associated with a game turn.

- 1) It reads in the plain text (ASCII) files i.e. CTRL.NGD, LADIES. NGD & the CHAR*.NGD.
- 2) Checks and validates the data input.
- 3) If and only if everything appears OK the program then goes on to produce the game turn results (CHAR*.RES) and the updated character files CHAR*.NGD ready for next turn.
- 4) The CHAR*.NGD files are renamed to CHAR*.MONTH ie for game turn April 1642 they become CHAR*.APR

The .RES files are the results that are sent to the players, and can be edited in any text editor such as edit.com, notepad or wordpad and modified by the GM to reflect the results of any special actions etc. I strongly suggest archiving all of the resultant files via say winzip etc. (*I personally keep an archive for each and every month so if required I can go back to any turn.*)

PEG54.EXE requires two support plain text files to be in the same directory, namely CTRL.NGD & LADIES.NGD, examples of these files are contained in the distribution.

CTRL.NGD contains the details of your campaign and game turn that all the programs need to access. If this file is not found or the information contained is incorrect then the programs refuse to proceed.

LADIES.NGD contains the details of all the campaign mistresses and their current suitor.

All player characters (PC's) and non player characters (NPC's) must have their own unique CHAR*.NGD file containing the characters campaign details. Each CHAR*.NGD file is plain text (ASCII) and has a similar format, here is an example;

JOHN_SMITH	:Players name
PERRIER_EAU_NATURALMENT	:Characters name
0	:Conspicuous consumption [1/0]
CAR	: week#1 actions
COU_LOUISE	: week#2 actions
PRA	: week#3 actions
PRA	: week#4 actions
0	: Purchase .. out of pocket etc
4	:Initial SL
23	:Current SL
4A	:Regiment
GENERAL	:Rank
9	:Strength [3 => 18]
9	:Constitution [3 => 18]
81	:Current endurance <= strength x constitution
9	:M A [1 => 10]
13	:Initial expertise
24.5	:Current expertise
0	:Allowance
2674	:Current wealth
NONE	:Mistress
0	:House level
ARM_COMMANDER	:Post #1 Military
MOS	:Post #2 Civil
15	:Mention in despatches
0	:MiD's last month
0	:MiD's 2 months ago
5	:MiD's 3 months ago
BOTHWELLS	:club
MARQUIS	:title

Below the title field any notes can be manually entered from your editor.

Spies.
#1: LB 16% MOS Offices5 Cr/month
#2: LB 24% MOS Offices5 Cr/month
Made Baron Sept 41
Rembrandt finish portrait Oct 41. 500 Cr.
Bought Loire Palace Sept41 HL5 cost 17000Cr
Joined Club Sportif Sept41
Kidnap Henri sanc Monteloup Oct 41 !!!!!!!!
Rembrandt has not yet quite completed Giselles portrait
Nov 1641 extort 5000Cr from le Puy, results in civil unrest
Nov 1641 purchase engagement ring for Giselle cost 1000Cr. Giselle is courted away from Perrier by sanc Monteloup in week 3 Nov 1641 !
Loire Palace put up for sale Dec 1641, de Fer acting as agent. No buyer found in Dec.
Resign as Military Governor of le Puy, le Puy left in civil disorder.
Awarded the Croix du Combatants Jan 1641 and promoted to General, and sells Seine Palace for 16200Cr
Arrested tried and found guilty of treason in absence Feb 1641. Fined 3000Cr and

placed under arrest for 1 month.

March 1641 3000 Cr fine still unpaid as at front. Receives OdC Silver and made a Marquis !

No orders April 1642

Earl -1 July 1642

Note that to simplify data input many of the details are entered as abbreviations as in the case of Rank, Regt., Weekly Action, Post's etc. However the entries in each of these fields must conform to one of the legal responses. Below the legal abbreviations for each field is listed, the plain text files must be in capitals and have no spaces in between names etc. any spaces can be replaced with the underscore character "_". So for example Jarre de Nescafe must be entered as;

JARRE_DE_NESCAFE

Valid Abbreviations

Regimental Abbreviations

Regiment	Abbreviation
Cardinals Guard	CG
Kings Musketeers	KM
Royal Foot Guards	RFG
Dragoon Guards	DG
Queens Own Carbiniers	QOC
Archduke Leopolds Cuirassiers	ALC
Crown Prince Cuirassiers	CPC
Royal Marines	RM
Grand Duke Max Dragoons	GDMD
Picardy Musketeers	PM
13th Fusiliers	13F
Prince Louise Lt. Dragoons	PLLD
53rd Fusiliers	53F
27th Musketeers	27M
4th Arquebusiers	4A
69th Arquebusieres	69A
Gascon Regt.	GR
Royal Nth Highland Brigade	RNHBR
Frontier Regt.	FR
None	NONE

Legal weekly actions and definitions

Weekly Action	ABBREVIATION
duties	DUT
war duty	WAR
carouse at club	CAR
carouse with mistress at club	CAM
toady	TDY
toady with mistress in tow	TDM
duel	DUL
court	COU
gamble 50 Cr	GAM50
bawdy	BWD
practice	PRA

If more than one weekly action is to entered then the “;” delimits the entries ie

CAM;GAM100;GAM50;GAM;50

Or in other words, carouse at club with mistress and place 3 bets of 100Cr, 50Cr & 50Cr.

Legal entries for club field

BOTHWELLS
HUNTERS
HORSE_GUARDS
BLUE_GABLES
FROG_&_PEACH
RED_PHILLIPS
NONE

Legal entries for honours field

NONE
SIR
BARON
MARQUIS
EARL
VISCOUNT
COUNT

Legal abbreviations for Civil posts

Commissioner of Public Safety	COP
Chancellor of Exchequer	COE
Minister Without Portfolio	MWOP
Minister of Justice	MOJ
Minister of War	MOW
Minister of State	MOS

Legal month abbreviation in CTRL.NGD

JAN	FEB	MAR
APR	MAY	JUN
JUL	AUG	SEP
OCT	NOV	DEC

Legal entries for Military Posts

TROOPER_KINGS_ESCORT
TROOPER_CARDINALS_GUARD
ENSIGN_KINGS_ESCORT
ENSIGN_CARDINALS_GUARD
AIDE_TO_BRIGADIER
REGIMENTAL_ADJ
AIDE_TO_LT_GENERAL
CAPTAIN_KINGS_ESCORT
CAPTAIN_CARDINALS_ESCORT
AIDE_TO_CROWN_PRINCE
BRIGADE_MAJOR
AIDE_TO_GENERAL
DIVISION_ADJUTANT
AIDE_TO_FIELD_MARSHAL
ARM_ADJUTANT
BRIGADIER
QM_GENERAL
PROVINCE_MIL._GOV.
DIVISION_COMMANDER
CITY_MIL._GOV.
INSPECTOR_GEN._CAV.
INSPECTOR_GEN._INF.
ADJUTANT_GENERAL
ARM_COMMANDER
NONE

Here are some weekly actions as specified in the CHAR*.ngd files and their meanings,

BWD	Visit bawdyhouse to satisfy ones need for female companionship
CAM	Carouse at club with mistress
CAR	Carouse at club without mistress
COU_BERNICE	Court Bernice
COU_CATHERINE+3	Court Catherine, purchase present to gain +3 die modifier
COU_EDITH+5	Court Edith, purchase present to gain +5 die modifier
DUL12	Duel CHAR12.NGD
DUL6	Duel CHAR6.NGD
DUT	Perform regimental duties
PRA	Practice with regimental weapon
TDM10	Toady with mistress with CHAR10.NGD
TDM16	Toady with mistress with CHAR16.NGD
TDY1	Toady w/o mistress with CHAR1.NGD

WAR	At War
WAR+1	At War, recklessly brave by +1 to death roll