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REAL LIFE GAMEBOOKS

SWORD AND FLAME

The English Civil War

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Illustrated by Bill Houston



DRAGON

GRAFTON BOOKS

A Division of the Collins Publishing Group

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To Pat, Patrick and Caroline

REAL LIFE GAMEBOOKS

Dragon
Grafton Books
A Division of the Collins Publishing Group
8 Grafton Street, London W1X 3LA

First published in paperback by Dragon Books 1986
First published in hardback by André Deutsch Limited 1986

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British Library Cataloguing in Publication Data
Farrell, Simon
Sword and flame. - (Real life gamebooks: 3)
I. Tide II. Sutherland, Jon
III. Series
823'.914[J] PZ7

ISBN 0-583-30917-8

Printed and bound in Great Britain by
Collins, Glasgow
Set in Plantin

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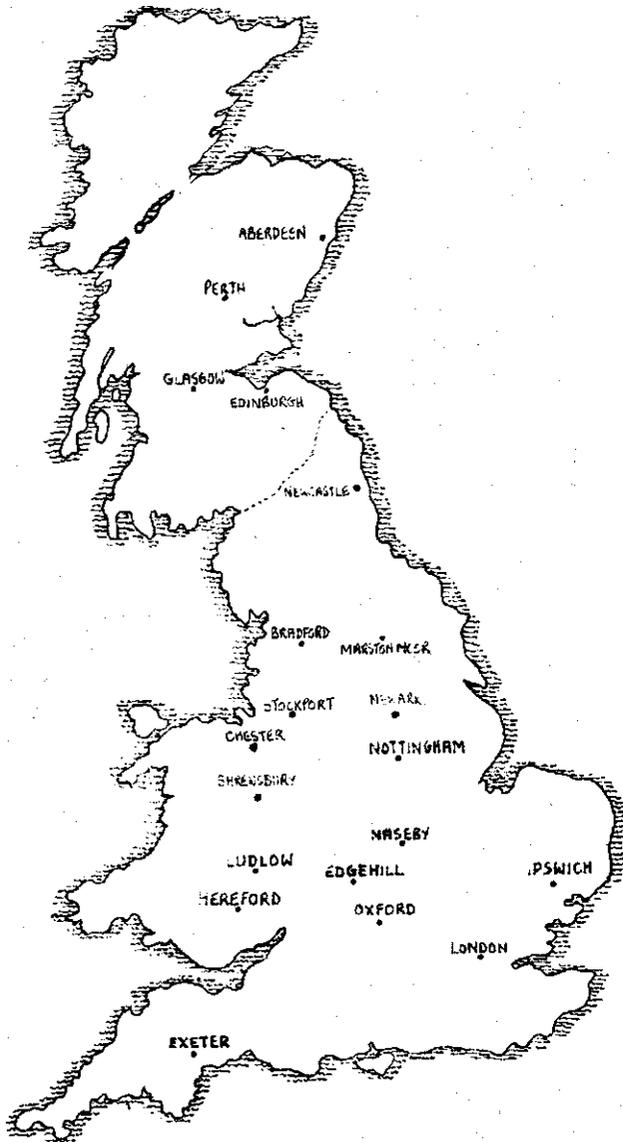
This is a new kind of role-playing gamebook. *Real Life Gamebooks* take you into the past and allow you to experience great moments in history for yourself. You become a character of the time, faced with a series of important decisions which plunge you deep into the events and life of the period. You 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 18), 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 in page 16 in pencil, and you can rub everything out when you want to have another try.

ENGLAND IN 1640



England has been at peace for over a century, at least on the surface, but there are far-reaching changes taking place beneath the calm exterior. Early in 1640, King Charles summoned a Parliament to London so that they could pass the necessary laws to raise money through taxes. The money was needed to fight against the Scots, who had invaded early in the year.

But Parliament, far from turning to the matters for which it had been summoned, tried instead to make the King aware of many grievances which the common people had against him. Annoyed that it would not do as he wished, Charles dismissed the Parliament, but was forced almost at once to recall it in order to pass new tax laws. Equally annoyed at being dismissed so easily, Parliament immediately set about making sure that the King would no longer be able to govern alone, but would first have to persuade Parliament, the representatives of the common people, that what he wished to do was right for the country.

The King, believing that what was going on amounted to treason, refused to cooperate with Parliament, and even went so far as trying to arrest the ringleaders of the movement against him, marching to Parliament and demanding that the men be handed over. But they had already escaped, and this invasion by the King of what was seen as the private grounds of the House of Commons seemed like the last straw. More demands were made, each designed to rob

Charles of some of his power. Most ordinary people were on the side of Parliament, and soon the King was forced to leave London for fear of being taken prisoner 'for his own good' by the supporters of Parliament.

Adding to the split between King and Parliament over power was the fact that most of the MPs were Puritans - Christians who believed in a simple style of life - and they were offended both by the fact that the King was a Catholic and also by the rich life which he led. Many were afraid that if the King kept the reins of power, then he might decide to ban Puritanism altogether and make Catholicism the only religion allowed in England. Each side was afraid of the other, and there was no party either trusted to act as a go-between to solve their differences. The King declared that Parliament was now disbanded and that it had no official power. He was ignored, and so the scene was set for civil war, with the King fighting to hold on to his power, and Parliament fighting to take it away from him.

This is the stage at which you begin your adventure. England is about to split in half and a bloody civil war will begin, with brother fighting brother, and both sides certain that God is on their side.

The English Civil War

1640

King Charles I summons the 'Short' Parliament. It is dismissed when it refuses to grant him money.

The Long Parliament of King Charles begins when he is forced to recall Parliament (it lasts until 1660).

1642

King Charles attempts to arrest five members of Parliament but fails. He rejects Parliament's Nineteen Propositions.

Civil War breaks out between the Parliamentarians (Roundheads) and Royalists (Cavaliers). The King flees London and raises his standard at Nottingham. The first battle of the war is at Edgehill.

1643

Many battles take place. King Charles appears to have the upper hand in the war.

1644

The Battle of Marston Moor- - Oliver Cromwell defeats Prince Rupert.

1645

Formation of Cromwell's New Model Army. King Charles is defeated by Parliamentary forces at the Battle of Naseby.

1646

King Charles surrenders to the Scots.

1647

The Scots sell King Charles back to the English Parliament, but he escapes and makes a secret treaty with the Scots.

1648

Scottish forces invade England and are defeated by Cromwell at the Battle of Preston.

1649

King Charles is tried and executed. Until 1660 England is ruled as a republic.

1653

Oliver Cromwell becomes Lord Protector of England.

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 *Sword and Flame* 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 16.

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, dodging 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, although this skill does allow your character to use a musket as well. Muskets and pistols were in common use in the 17th Century, and even cavalry used them to good effect.

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:

Roundhead 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 a sword, as that is the weapon which is most readily to hand), 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 18 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), but in some cases one shot from a pistol will be enough to dispatch your

opponent. If that is the case then the paragraph will make it clear.

Once you have rolled the dice for your own attack, you must do the same for your opponent(s). 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 the score immediately after a hit has been obtained.

In some cases you automatically 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 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 example, 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 18 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 an expert, 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 / 1/2, 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*

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.

RANDOM NUMBER TABLE

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

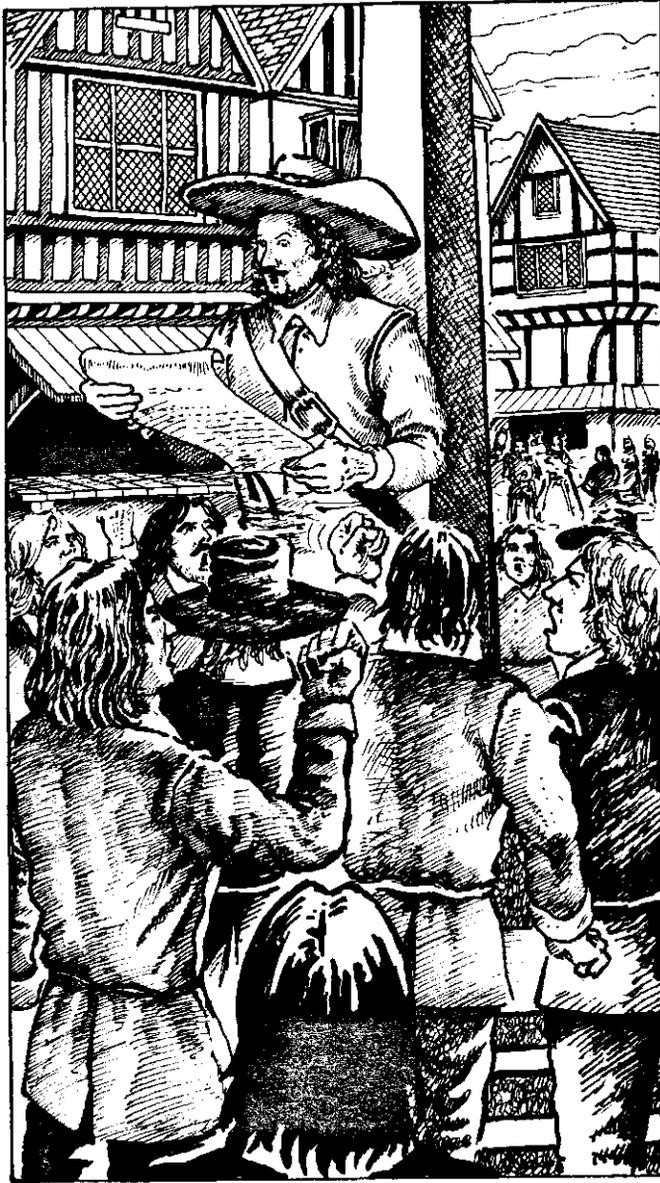
Your name is Simon Worden and you are a Puritan gentleman living peacefully in a small Somerset town. Your neighbours are all honest, God-fearing folk, and events outside your own immediate area have little influence on or importance to you. You are married to a wonderful woman called Mary and have two lovely daughters, aged five and seven years.

In the days before you married and settled down, you spent some time on the Continent, travelling, and you have had some experience of battle. But you are by no means a soldier. Warfare saddens and disgusts you, and this is reinforced by your religious beliefs, which are very strong.

You are well respected by your neighbours and most of your time is spent in overseeing the small farm which you own, just outside the town. Any trips which you make to other towns or villages only serve to confirm to you that you have chosen the best and most peaceful spot in England in which to lead your life.

All is peaceful and happy in your country home. But then, one day . . .

Turn to 1.



1

You are sitting at your desk in the front room of your Somerset house, looking over the household accounts for the past year when your wife, Mary, rushes in, obviously excited.

'The King has set up his standard!' she cries. Startled, you half-rise.

'Where did you get the news?' you ask.

There is a man in the square reading a proclamation,' she replies.

Pausing only to don your coat and hat, you hurry to the square just in time to hear a repetition of the news. It seems that the King has indeed raised his standard on top of Castle Hill in Nottingham. This means that any who now bear arms against him are self-declared traitors. It is something which has been building up for several months; something you have been dreading.

'Civil war,' you whisper to yourself, horrified.

'Furthermore,' continues the messenger, 'I am empowered by the King's representatives to raise a loyal company of men who reject the claims of this false Parliament and who will stand by their sovereign in this tragic hour.'

There are other townspeople gathered in the square, and their reaction to the news and to this man's request for people to join the standard of the King has them very angry. Murmurs begin to rise around you.

'King's messenger!' they say. 'What does he know of our loyalties? We should throw him out of the town.'

The crowd begins to move forward, and the messenger's face goes pale as he sees their expressions.

Will you stand back and watch the crowd deal with the King's messenger (go to **110**) or will you try to persuade them against any hasty action (go to **60**)?

2

Taking advantage of the level ground over which you ride, you soon outdistance the Roundhead cavalry. After you have ridden about a mile, you rest your horse for a while before turning northwards. Rupert is in Stockport, and so is Harcourt, your wife's murderer. Your honour pushes you in that direction. Now turn to **253**.

3

Riding fast, you soon put enough distance between yourselves and the road block to feel safer.

The remainder of the journey is uneventful, and you enter the outskirts of London with some curiosity about what your new role as a Member of Parliament will be like.

Lodgings have already been arranged for you, but there is an unsettling message waiting. Your first appearance in Parliament must be marked by a debut speech. Alone in your rooms the night before, you must decide on what subject you wish to speak.

If you decide to speak about the war and the affairs of King and Parliament, turn to **76**. If you decide to speak instead about the common people whom you

represent and what their feelings must be, then turn to **67**.

If you have taken any wounds recently, you will now have time to recover from them.

4

Slipping on a damp patch of straw, you fall backwards with a thud which leaves you temporarily stunned. With a pounce, Dell is atop you and his hand moves swiftly, the knife slashing your throat. He pins your pistol arm to the ground as your struggles grow weaker and consciousness slowly fades from your body.

Your adventure ends here, a failure because of your lack of swiftness. Now your family will never be fully avenged.

5

Musket fire ripples along the line of the hedge towards which you are charging, and one musket ball strikes you in the leg. Falling from your horse, you are unable to avoid being trampled by the mounts of your own men as they ride onwards.

Your adventure ends here, just at the beginning of the most influential battle of the entire war.

6

The Captain does not believe your story and asks for proof that you are a messenger from the King. But you have none.

Looking feverishly around for a way of escape, you can see none, and the strong hands of two guards seize you from behind.

Take this spy oar and shoot him,' says the Captain. Your adventure ends here.

7

Saddling your horse late at night, you prepare to head out of Stow in your search for Dell. Quietly, you ride to the North Gate, and here, although the gates stand open, you are challenged by the guards.

'No one is to leave,' says one of the three soldiers who stand there. 'The King has ordered this.'

They will not allow you to pass without a fight. Will you return to your quarters (go to **248**) or will you try to break through past the guards (go to **116**)?

8

You pause to listen for the sound of following footsteps, but all is quiet. Breathing a sigh of relief, you turn a corner . . . and walk straight into the muzzle of a musket. Your whole world is momentarily filled with a loud flash and a deafening report.

Your adventure ends here.

9

Stepping back a pace, you level the pistol at Harcourt's head.

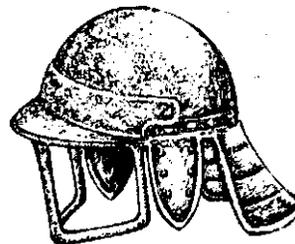
He falls to his knees, hands held out in front of him, begging you not to kill him. Looking at the miserable wretch, you cannot bring yourself to shoot him. Disgusted, you turn your back on the snivelling coward and open the door. A sudden movement behind you brings you swinging around again, just in time to dodge Harcourt's charge, but not quickly enough to prevent him knocking the pistol from your hand. As it hits the floor, it goes off.

Harcourt comes at you again, a knife in his hand. You must fight him with your own knife since you left your sword behind in order to move more easily in the dark.

When fighting with a knife, use your Swordsmanship skill minus one.

Harcourt Knifemanship 8 Wounds 4

If you win, turn to **233**. If you lose, turn to **153**.



10

Wheeling your horse, you manage to avoid your attacker and soon find yourself on the edge of the small battle involving your troop. Looking around, you can see that the Royalist forces are encountering only feeble resistance and that soon the town will be theirs. You join with some other riders and move in to take possession of the town. Now turn to **259**.

11

Dell draws back with the knife which he now holds,

then prepares to attack you again. As he lunges, you must make an Agility skill roll. If you succeed, then turn to **204**. If you fail, then turn to **4**.

12

The officer is not totally convinced, and he orders the guards to throw you outside the gates, with a warning not to return.

'I cannot prove that you are a cursed Roundhead spy,' he tells you, 'but if you return I will have no hesitation in hanging you.'

Outside the gates again, you realize that the only remaining way into the town is over the walls. Now turn to **77**.

13

Leaving Hereford is no problem, and you have ridden several miles before you realize that your horse's head is automatically turned towards London. Your original intention, after finding out who had given Dell his orders, was to confront that person and avenge your family by killing him. But Pym is dead, and any revenge you were owed died with him.

The thought strikes you that perhaps there were other members of Pym's group who helped him reach the decision to kill your family. But you are weary and depressed, and cannot muster the energy to track them down.

Now turn to **263**.

14

Out of the corner of your eye, you see a pitchfork, half-covered in straw, lying on the ground behind Dell. If you can reach it, you will be able to fight

back against the knife. Make an Agility skill roll to avoid Dell's next rush. If you succeed, then turn to **192**. If you fail, then turn to **4**.

15

Will you simply vote against the motion (turn to **255**), or will you speak against it in the House (turn to **120**)?

16

Your neighbours elect the miller, Master Sands, to lead them. He decides that you must all march on the county armoury the following morning, to obtain weapons - muskets and powder - with which to resist any of the King's men who should come near.

Retiring to your bed that night, your heart is pounding at the prospect of a fight tomorrow morning. Although you thought you had renounced violence, you cannot help but feel some excitement.

Now turn to **247**.

(illustration on following page)

17

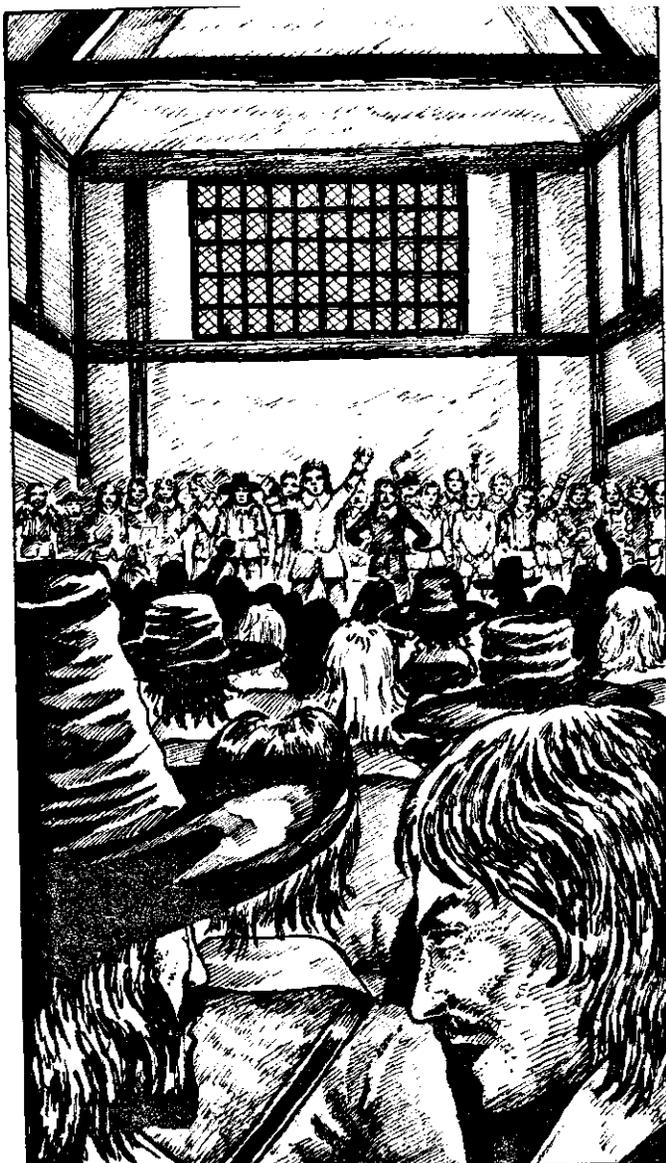
The officer is moved by your story and offers you a seat.

'Although we are at war, Master Worden,' he says, 'it is not a war which should include women and children. If any of these men are here in Shrewsbury, I will have them found and brought to trial.'

You thank him and wait in his office while he makes inquiries. A little later he returns.

'My news is mixed,' he tells you. 'The man Harcourt was indeed here, but he has left with Prince Rupert and is now halfway to Stockport.'

At least you know now where your quarry is.



Thanking the officer, you rise, but he holds out a hand to stop you.

'Master Worden,' he says. 'I can give you my word as an officer of the King that this man will be brought to justice. You need not pursue your search any longer.'

You shake your head.

'No, sir,' you say. 'Even if Harcourt is found, there are still two others. I will continue.'

Shrugging, he offers you his hand. 'I will escort you to the gates,' he says. 'Although I cannot wish you luck, I will wish you Godspeed.'

He escorts you to the gates, and once you are outside the town you turn your horse northward, to Stockport. Harcourt is your only link with the two others, and you wish to talk to him in person.

Now turn to **253**.

18

As the day draws to a close, you retreat once again to the alleyway where you slept last night. However, the night is colder than you had expected and you awake the following morning with stiff limbs and the beginnings of a chill. Make a Strength skill roll. If you fail, reduce your Wounds total by one before going to **221**.

19

With some trepidation, you enter the House to deliver your maiden speech. You call for the King to be brought before the House to explain his actions, and declare his behaviour in taking up arms against the elected representatives to be nothing short of treachery to his high station.

The speech is well received and you end to loud applause and favourable glances from the other Members.

As you leave the House, elated and pleased, turn to **272**.

20

Harcourt told you that he did not know where Dell was, but that Potter was fighting for the Royalists with Prince Maurice at Lyme in Dorset. He also said that he did not know who ordered the attack on your house. Perhaps Potter does, you think, or if not then maybe he can tell you where to find Dell. Either way, your next move seems to be southwards. You go at once to where your horse is tethered and, moving carefully, leave the camp of Prince Rupert. Dawn finds you many miles south, but it will be several days' ride before you reach Dorset.

If you have received any wounds recently they will have time to heal, so you may return your Wounds rating to its original value.

Now turn to **292**.

21

The ride north is a long one, taking you over a week because you must be careful to avoid the many military forces which now roam the countryside. If you have taken any wounds recently, you may now restore your Wounds score to its original full value.

After many days' exhausting and tiring riding, you arrive in Edinburgh, eager to hear news of Montrose.

The Scots, since their alliance with Parliament, are all strongly opposed to the King and to his generals like Montrose, and it is easy to discover that he is

now marching towards Perth. Unhappily, there are few soldiers remaining in the north because they have all been sent south to help Parliament. It seems likely that Montrose will be able to take Perth without too much trouble.

Will you decide to ride directly to Perth (go to **211**) or will you rest for a few days in Edinburgh (go to **81**)?

22

Twisting and turning down the narrow streets you pass unlit doorways and run under arches which echo with the sound of your pounding feet and those of your pursuers. Soon, you are completely lost. But more importantly, have your pursuers lost you? Make a Luck roll. If you succeed, then turn to **183**. If you fail, then turn to **8**.

23

Explaining that you have just arrived from the King's personal household forces in Oxford, you say that you have a message for Potter. Make a successful Persuasion skill roll to convince your listener. If you succeed, then turn to **96**. If you fail, then turn to **288**.

24

You are put under the command of Sir John Hopgood, an experienced cavalry officer, as part of a scavenging party in the countryside around Ludlow. Riding north under the shadow of the Long Mynd, you have almost reached the small town of Church Stretton when your scouts report a similar party of Roundhead cavalry half a mile down the road. Like any good commander,

Hopgood does not hesitate. He orders one man to report the encounter to Rupert while he moves forward with the rest of you. Now turn to **217**.



25

The soldier obviously suspects nothing, and tells you that Harcourt is no longer in Shrewsbury. He has ridden with Prince Rupert to Stockport.

Thanking him for information about your 'friend', you leave the inn and find your horse. Riding boldly to the gates, you pass through them without being challenged and turn north towards Stockport.

Now turn to **253**.

26

'I thank you for your kind advice,' you say, 'but I must represent the feelings of those who elected me. The war means nothing to them except heartache and sorrow. I will do all in my power to stop it.'

Sir Henry shakes his head.

'If that is your course of action,' he says, 'then you

will find that there are many who will oppose you - within the House and outside it.'

He turns and walks off, but you have the feeling that you have just been threatened. Now turn to **95**.

27

Potter is with Montrose in Scotland, hundreds of miles from Exeter, but your rage is still great enough to drive you to pursue him. Provisioning yourself, you manage to leave the town without any trouble and retrieve your horse from where it has been tethered outside the walls. Mounting, you turn its head northwards.

About twenty miles north of Exeter, you spot ahead of you a small party of Royalist cavalry, obviously an advance-guard of the King's army. Make a Luck roll. If you succeed, then turn to **296**, if you fail then turn to **212**.

28

Spring turns into summer, and Parliament's fortunes take a turn for the worse. Bristol has fallen and the Queen has returned to England from the continent where she has been raising support for King Charles. London is restless and Parliament is often in disfavour with the inhabitants of the city. You can see that many men are already weary of this war, but there seems no end yet in sight. Quarrels and jealousies divide Parliament and, early in August, Pym sets up a Council of War, staffed by men dedicated to the continuation of the fight. The Earl of Essex is blamed for many of Parliament's recent losses and the Members in favour of peace gain the upper hand. A treaty is proposed, but Pym and his followers manage to

squash it. Then, when all seems to be going against him, the Earl of Essex manages to force the King's army into retreat from its siege of Gloucester and Parliament is once again united behind him.

In late September, Parliament signs a Covenant with the Scots, bringing the official religions of both countries in line with one another and with the Puritan ideals. Spurred on by this alliance, Pym orders the expulsion of many men of doubtful religion from Cambridge and the tearing down of any 'graven images' from the churches. There is a debate on this in Parliament and once again you must decide which way to vote.

If you think that Pym is right and that there can be only one, Puritan, religion in the country, then turn to **289**. If you disagree, then turn to **164**.

29

Pausing only to check that your pistol is loaded and that you have all your possessions in your saddlebags, you take horse with the messenger and set out for London.

You have barely ridden more than ten miles, however, when you round a bend in the road and see a small party of Royalist foot soldiers blocking it, less than twenty yards away. Even as you spot them, they see you also and level their muskets. Several puffs of smoke tell you that they have fired, but before the sound of their shots reaches you, you must make a Luck roll. If you succeed, then turn to **142**. If not, turn to **92**.

30

You must make a Persuasion skill roll to talk your

men out of their intentions. If you succeed, turn to **280**. If you fail, turn to **246**.

31

As you ride boldly up to the gates of the town, you are challenged by a squad of Royalist soldiers. Recognizing your clothing, they take you prisoner and escort you to the officer of the guard, who receives you with a bemused expression.

'Why would a Puritan ride so openly up to the gates of this town?' he wonders aloud.

Carefully, you explain who you are and your purpose in coming to Shrewsbury.

To convince the officer of your sincerity, you must make a Persuasion skill roll. If you succeed, turn to **17**. If not, turn to **172**.

32

As you leave the House, a young supporter of Pym's bumps into you, knocking you to the ground.

'My apologies,' he mutters insincerely, before walking on.

Watching his retreating back, you realize that you may have made an enemy in voting the way you did. Now turn to **38**.

(illustration on following page)

33

At the first campfire you come to, you are met with some suspicion. Will you approach a different group of soldiers (go to **59**) or will you stay where you are and make up a lie about your reasons for wanting to find Potter (go to **23**)?



34

The Royalists have possession of the high ground - the ridge which tops Edgehill, and they are marshalling their troops. Essex orders the army to form up at the bottom of the steep slope, foot soldiers in the middle and cavalry on the flanks, the same arrangement as the Royalists.

The drawing up of the battle line takes much time, and it is afternoon before both armies are ready. Essex orders his artillery to begin firing, and the Royalist cannon answer in kind. Almost at once, the Royalist cavalry begin their charge. From where you sit atop your horse on the left whig of the infantry, it seems that the charge is directed almost straight at you.

To your disgust and panic, the Parliamentarian cavalry melt away before the ferocious charge of the Royalists, led by Prince Rupert, and the Cavaliers rush onwards, most pursuing the fleeing cavalry, but some heading towards you. Shouting to your men to stand firm, you prepare to meet their charge.

A Royalist cavalryman charges towards you and you cannot avoid his offer of combat. You must fight him.

Royalist cavalryman Swordsmanship 7 Wounds 3

If you defeat him, turn to **178**. If he defeats you, turn to **73**.

35

You explain that you did not attack the villagers because they are not the real enemy, and try to make the court understand that you felt compassion and understanding for their position.

The Prince nods solemnly.

'This officer has a point, gentlemen,' he tells the other members of the court. 'It is not the common people against whom we fight, but the forces of that deceitful Parliament in London. However,' he continues, turning to you, 'Master Worden, the next time you find yourself in such a situation you would do well to carry out your orders.'

You have been acquitted of the charges against you. Now turn to **128**.

36

The Cavalier is a better swordsman than you, and your short-lived adventure must end here.

37

You find a soldier in one of the taverns who admits to knowing Potter, and he gives you directions to the house which your quarry's troop has taken over. On arrival, you find yourself face-to-face with the man you have been searching for. Restraining your feeling of anger and hatred, you explain that you are a messenger from the King and that Potter is needed for a special mission further south.

Now go to **70**.

38

By now you have been at Parliament for almost a year and, apart from brief trips home to see your wife, you have been in London for the entire time. You have seen the city in many different moods: cheerful when the war goes well, resentful at the taxes imposed by Parliament, angry when the war seems to be going badly. Now, you are to see it in mourning. On

December 18th, 1643, John Pym dies after struggling in vain against a cancer in his bowel. After lying in state in Westminster Abbey, he is buried.

His position as the moral leader of the House of Commons is taken over by the Solicitor General, Oliver St John, a close friend of Oliver Cromwell, and by Sir Henry Vane. Like Pym, they are both staunch supporters of the war against the King.

Christmas comes and goes, and towards the end of January, King Charles succeeds in gathering enough loyal Members and sufficient numbers of Lords to be able to set up his own Parliament in Oxford. The Parliament in Westminster immediately votes against this, but soon afterwards a motion is debated which confuses and worries you. The motion is that, when the King has been captured, he should be brought to trial for his crimes against the people.

Will you support this motion (turn to **215**) or not (turn to **177**)?

39

Although you cast your vote against bringing the King to trial, it is of no avail. The motion is carried.

How many times have you opposed the majority? If you have done so only one or two times, then turn to **229**. If you have opposed the majority three times, turn to **88**. If you have opposed them four times, then turn to **112**.

40

In the middle of the night, the door of your room bursts open and a group of armed soldiers arrests you. It seems that the innkeeper has passed on his suspicions to the Cavaliers.

The soldiers take you to the officer of the watch. If you have been here before, then turn at once to 54. If this is your first encounter with the authorities in Exeter, then you must make a Persuasion skill roll to convince the hard-bitten officer of your cover story. If you succeed, then turn to **50**. If you fail, then turn to **230**.



41

The Cavalier officer lies dead at your feet and your neighbours have taken care of the other soldiers who were with him, although not without cost: three of your command have been struck down and another two badly wounded. But at least you now have control of the armoury.

As your neighbours congratulate one another and make preparations to remove the muskets and powder, you stare at the dead Cavaliers and think deeply. If the King has sent such men to secure the weapons from the county armouries then he is serious about war. It is all very well for you to fight his men

on such a small scale as this, but he will not be beaten without at least one major battle. It comes to you that the best thing to do, if you want to see this war ended quickly, is to form a band of all those of your neighbours who wish to join the army of Parliament.

Once back at home, you call another meeting and put your idea to your neighbours. Many of them agree with you, and you determine to ride for London in the hope of joining the Parliamentary army.

The next day, you kiss your wife and daughters, then ride out of the town at the head of a company of men.

Now turn to **143**.

42

Explaining carefully that you have only just arrived in London, you tell Pym that you would like some time to consider his offer.

'A wise decision by a careful man,' he says, but you notice a gleam of disappointment in his eye. He stares solemnly at you. 'Do not wait too long before deciding,' he tells you. 'If you are not with me, then you are against me.'

Then his mood changes and he smiles, turning the conversation to other subjects. Only as you are leaving, does he refer to it again.

'Make your decision soon, Worden,' he says as he bids you goodnight.

Now turn to **95**.

43

Your guess was correct. Although the soldiers fire after you, none of the shots come close, and soon you have escaped them. Resting your horse for a few

minutes, you think over what you must do next. Harcourt was not in Shrewsbury, but it is possible that he had already left with Prince Rupert's forces for Stockport. That seems to be your only hope.

Resolutely, you turn your horse northwards and begin the long ride towards Stockport. Now turn to **253**.

44

As you reach for a handhold, your fingers touch a crumbling piece of stone and it falls away from your grasp. Unbalanced, you fall backwards and have no time to get your feet underneath you. You land on your head, breaking your neck.

Your adventure ends here.

45

One of the pikemen manages to strike through your breastplate and impale you on his weapon. Blood pours down your chest and you feel the world receding as you sag forward on to the pike . . .

Your adventure ends here.

46

The men of Cromwell's regiment have seen hard fighting over the past few months and are happy to welcome a visitor from London. You move from campfire to campfire, exchanging news and asking questions. Finally, you encounter some soldiers who knew the three you are looking for. One comes from the same village as Harcourt, and he gives you directions to it.

'If you find them,' he tells you, 'settle some accounts for me too. Those deserters abandoned our

troop in the middle of a fight. One in which we lost many better men than them.'

You spend the night with Cromwell's soldiers, then set out at dawn the following day.

Now turn to **80**.

47

Catching the Speaker's eye, you are recognized and allowed to speak. You tell the other Members of the hardships already suffered by the common people in the course of this war, and urge that Parliament find a peaceful settlement.

The speech is not very well received, and when the vote comes you are easily defeated.

As you leave the House, Sir Henry Vane accosts you again.

'That was not a very popular speech,' he says. 'If I were you, I would be more careful of the way I vote. You have annoyed many people today.' Then he walks off, not allowing you to reply.

Now turn to **64**.

48

Arriving at the King's residence, you identify yourself in a clear voice and explain that you wish to enlist in the King's army. A very surprised officer conducts you under guard to the King and he greets you with a calm expression.

'Master Worden,' he says. 'I have heard your name before. Were you not a member of that false Parliament in London?'

You admit this, but tell him that you have had a change of heart and wish to fight for him now. Make



a Persuasion skill roll. If you succeed, then turn to **109**. If you fail, then turn to **239**.

49

Shaming the looters into stopping, you order them to find quarters and round up prisoners. Although the looting has not been stopped completely, you have at least managed to limit the damage they are doing. Now turn to **131**.

50

The Cavaliers have no evidence that you are not who you say you are - a merchant dealing in horses, and they have little option but to let you go. Deciding not to return to the inn, you find a deserted alleyway and settle down for the rest of the night. Now turn to **65**.

51

Turning your back on Dell, you consider what options are open to you now. It is obvious that you should leave Hereford - the King's army has been defeated and now the end of the war must surely be in sight - but where will you go?

Your thoughts are interrupted by a slight sound behind you. Turning back you see that Dell has somehow managed to free himself from his bonds and is moving quickly towards you with a small knife held in his outstretched hand.

Make an Agility skill roll. If you succeed, then turn to **196**. If you fail, then turn to **4**.

52

Despite all of your questions, no one you speak to has heard of Dell, and you leave the tavern disappointed



and depressed. Perhaps he is dead, killed in one of the many battles of this seemingly endless war.

Now go to **121**.

53

Hurriedly, you complete your descent. But the falling stone has attracted attention from the alert guards. Two soldiers round a corner as you make your final step down. Seeing you, they draw pistols and swords and begin to run towards you. You will have to run for it. But will you try to escape back over the wall (turn to **220**) or will you try to lose the pursuers in the narrow streets of Exeter (turn to **22**)?

54

When you are brought before the officer of the watch, you recognize him as the same Cavalier who ordered you ejected from the town. He recognizes you too, and there is little doubt of your fate. The scaffold awaits spies . . .

Your adventure ends here.

55

'Sir!' you protest.

'My apologies,' he says clearly, but the grin on his face tells you that it was no accident.

'Perhaps your mind was muddled,' he says kindly. 'You must not have seen me, and I was not expecting anyone to leave the House through that door.'

You realize that this is a strong hint. Many people are unhappy with your actions here today. Now turn to **64**.

56

Joining the line of Oxford citizens who are also enlisting, you are soon under the cynical eye of the recruiting sergeant. Make a Luck roll. If you succeed, then turn to **283**. If you fail, then turn to **84**.

57

Your story does not convince the guards and you are arrested and escorted into the presence of the officer of the watch. He is a middle-aged man, battle-weary and uncompromising. Instinctively, you know that telling him the true reason for your presence here will be a quick way of getting yourself shot. Sticking to your merchant story, you attempt to convince him. Make another Persuasion skill roll. If you succeed, then turn to **12**. If not, then turn to **230**.

58

Miraculously, you have managed to defeat the men who tried to ambush you in your room. You take care of your own wounds first, then awaken one of those who lie unconscious on the floor. Slapping him hard, you manage to get him talking but he knows nothing of the man who hired him and his companions. Your inquiries come to nothing.

Frustrated, you call the landlord and he helps you drag the men from your room before you fall into an exhausted sleep. If you have suffered any wounds, you may adjust your Wound total to its full level again. Now turn to **158**.

59

Your questions seem to arouse some suspicion. The

man you are talking to stares curiously at you, and his hand is hovering near his pistol. Will you run (turn to **288**) or will you lie about your reason for asking such questions (turn to **23**)?

60

In order to persuade the crowd not to take action against the King's messenger, you will need to make a successful Persuasion skill roll. If you throw a number greater than your skill level, then turn to **110**. If you throw a number equal to or less than your Persuasion skill, then turn to **137**.

Hopgood marshals the troop of cavalry together and you proceed with your mission. In Church Stretton there are several houses which are suspected of withholding supplies from the King's foraging parties, and a search soon confirms this. Hopgood orders that the offending villagers should be punished as an example to the others, and you are one of the men ordered to give them a whipping. Will you obey the order (turn to **275**) or will you disobey, protesting that the villagers are only protecting what is their own (turn to **276**)?

62

You spend the next few days getting to know those soldiers who are stationed permanently in London for the protection of Parliament. Try as you might, you cannot establish any direct links between them and Sir Henry Vane. If he has ordered any special missions personally, you cannot discover it.

Then, one evening, a cavalryman approaches you

in an inn where you are talking to some other soldiers. He tells you that he may have some information for you and asks you to come outside with him. Agreeing readily, you follow him outside.

Out in the street wait two other soldiers. Without speaking, they draw their swords and spring towards you. It is a trap!

Make an Agility skill roll. If you succeed, you may whip out your pistol and shoot at one of them first. Either way you have to draw your own sword and fight to the death.

First cavalryman	Swordsmanship 7	Wounds 3
Second cavalryman	Swordsmanship 6	Wounds 3
Third cavalryman	Swordsmanship 5	Wounds 4

If you win, turn to **278**. If you lose, turn to **240**.

63

An unexpected thrust by the Royalist penetrates your guard and you topple from your mount, to be crushed by the relentless hooves of battle-trained mounts. Your adventure ends here.

64

The weeks go by and turn into months. The King is well fortified in Oxford, Cirencester falls to the Royalists but Gloucester remains firm. York is another Cavalier stronghold, but Parliament holds Bristol and Manchester. In May of 1643 Sir Thomas Fairfax, Parliament's commander in Yorkshire makes a daring raid on Wakefield and captures it. This leads to great pleasure in the House of Commons and a motion is put to bestow rewards and honours, not only upon him but upon many other brave men. John Pym sees



this as his chance to reward those commanders whom he has appointed, and he prepares a list of men to be thanked.

As the debate begins, you must decide how you stand on this matter. Pym sees it as another chance for him to gain control of the House and to prolong the war. If you are in agreement with him, then turn to **182**. If you wish to disagree and suggest that the rewards be given to officers who merit them more, then turn to **15**.

65

The nights in late July are warm and your makeshift bed is not too uncomfortable. As dawn breaks the next day, turn to **173**.

66

Taking up your seat in the House of Commons once again, you find that your experiences in the war have made you a harder person, one with fewer illusions and principles.

In May of 1646, the King is finally captured by the Scots and taken to Newcastle, where the Covenanters try to persuade him to a Presbyterian point of view. Parliament is annoyed because they wish to bring him to London and persuade him to agree to their own views on how the country should be run.

Finally, the King is brought to London, but the intrigues go on. Parliament continues to interfere with the lives of the common people, and Charles continues to plot and scheme. In 1648 he persuades the Scots to break with Parliament and to invade England, but they are defeated by Cromwell at the Battle of Preston.

In December of 1648, the King is brought to trial

for 'crimes against the Commonwealth'. The verdict is never in doubt, although Charles stands up bravely to the ordeal, and on 30th January 1649 he is executed. It is the end of an era.

Your adventure ends here, at the creation of a new Commonwealth in England and the vision of a future very different from the country's past.

67

With some trepidation, you enter the House to make your debut speech. Drawing on your experiences with Essex's army, you try to explain to the assembled Members of Parliament just how horrifying and useless this war is, and how little it means to the ordinary people. You urge them to reconsider their actions and try to find a peaceful way of settling their differences with the King.

The speech is not very well received. Many of the Members try to interrupt, not even granting you the courtesy of allowing you to finish. There are cries of 'Traitor!' and 'Sit down!' and your attempts to complete the speech are foiled by the Speaker, who moves quickly on to the next order of business.

As you leave the House, disgusted and frustrated, turn to **251**.

68

You ask the soldier where Harcourt is now, but you must have said something to arouse his suspicions, because he refuses to say any more to you. Disappointed, you leave the inn, but you have walked only a few yards before a squad of soldiers comes out after you and calls upon you to halt. There is no escape in this Royalist-controlled town, so you must surrender.

They take you prisoner and escort you to the officer of the guard, who receives you with a bemused expression.

'Who are you and why are you asking so many questions?' he wonders aloud.

Carefully you explain who you are and your purpose in coming to Shrewsbury.

To convince the officer of your sincerity, you must make a Persuasion skill roll. If you succeed, turn to **17**. If not, turn to **172**.

69

The band of determined men is waiting for you the following morning as dawn is breaking. You carry two pistols and a sword, but few of the others are as adequately armed. Most carry cudgels or pitchforks and you try not to think about what would happen to them if they encountered a group of well-armed men.

The county armoury is a solid building in the next town, some five or six miles away, and in the hour and a half it takes you to march the distance, you have time to brief your small command on what to do.

As you enter the town, you notice a group of five horses tied up together to one side of the building which houses the weapons. Reaching the doors, you see that they stand open. Gesturing to your neighbours, you wave them in after you.

The interior of the building is dark, but there is enough light for you to recognize an officer and four troopers who wear the King's uniform. They are busily collecting together all the muskets and barrels of powder which are stored here. Stepping forward boldly, you challenge them.

These weapons belong to the people of this county,' you say. 'They cannot be removed without their permission.'

The officer smiles. 'I am under the King's orders,' he says. 'These weapons are being requisitioned. Stand aside.'

Drawing your sword, you confront him.

'I will not,' you say.

Without further words, he draws his own sword and lunges at you. You must fight him.

Cavalier officer Swordsmanship 7 Wounds 3

If you defeat him, turn to **41**. If he defeats you, turn to **36**.

70

Overcome by thoughts of the loot he may gain by taking part in this 'project', Potter asks no questions but instead is willing to ride south with you immediately. You ride for several miles through the night before you are sure that no one is following. Then you turn your horse aside towards a small barn which stands in the middle of a field beside the road.

'Where are you going?' asks Potter in a puzzled voice.

'We are to meet a third man here,' you explain casually. 'It will not take long.'

Dismounting outside the barn, you gesture for Potter to follow you inside.

Now turn to **102**.

71

The shot takes Dell in the chest and he is flung backwards on to the straw-littered ground. Shaking,

you kick the knife away from his outstretched hand and make sure that he is dead.

Your mission of vengeance is finally at an end, but it does not leave you with the satisfaction you had hoped to find. Leaving the stable, you collect your horse and ride out of Hereford without a backward glance.

Have you ever visited Oliver Cromwell in East Anglia? If so, then turn to **13**. If not, then turn to **263**.

72

As you leave the House you begin to worry about the effects of your vote on your health. To disagree with John Pym is not always a safe decision, for he is a very powerful man. His reaction is sure to be unpleasant.

Turning towards the city and your lodgings, you take your usual short cut down a narrow lane, your mind still on the events of the day. Then, as you look up, you see that the path ahead is blocked by two burly men, carrying clubs. Turning your head, you see another blocking your way back. You have been neatly ambushed.

Will you resign yourself to a fight (turn to **199**) or will you try to make a run for it, back the way you have come (turn to **250**)?

73

In the madness of mass combat which surrounds you, your attention is momentarily distracted and that is all the time your opponent needs. His thrust finds your heart and you topple from your horse.

Your adventure ends here.

74

Arriving at the quarters of the army's commander, you are quickly admitted and the Earl of Essex offers you a seat.

'I have heard of your actions earlier today,' he tells you. 'And I wish to congratulate you. Unfortunately, other commanders have not been so upright. I am forced to declare martial law. From now onwards, any soldier caught ill-treating one of the townspeople will be subject to swift military justice. Please inform your men. And once again, well done.'

Glowing with pride at Essex's commendation, you leave to give the news to your men. Now turn to **254**.

75

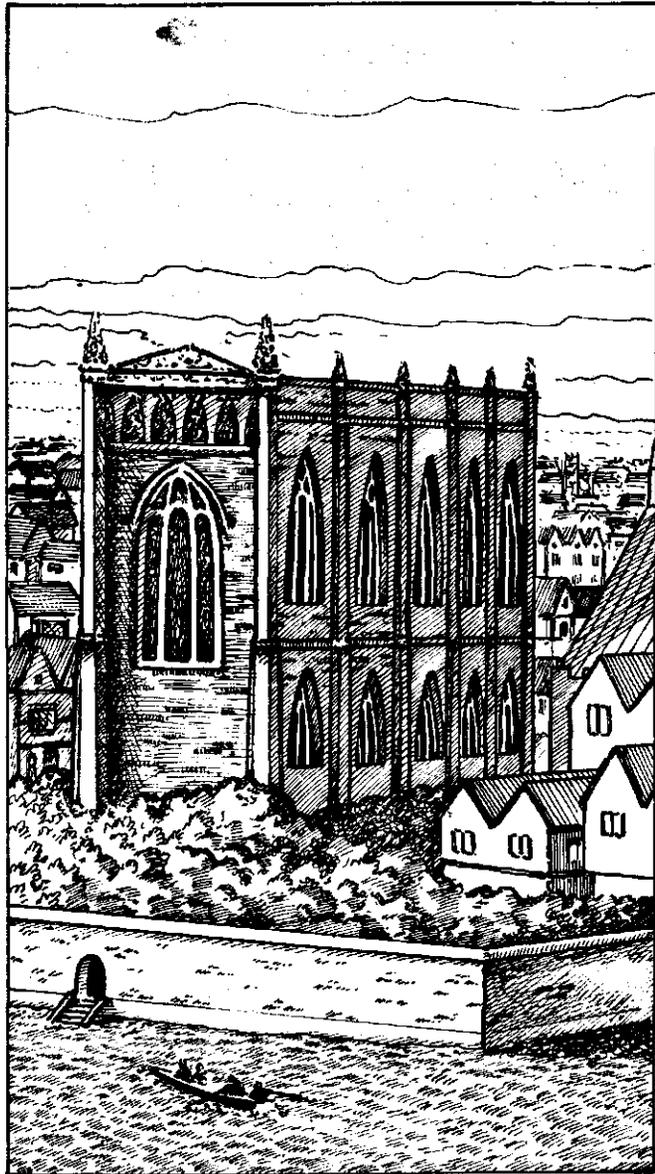
One of a group of soldiers admits to knowing Potter. Trying to disguise your excitement, you buy him a drink and ask careful questions.

To your disappointment, it appears that Potter left Prince Maurice's army when they were forced to abandon the siege of Lyme. Together with several other soldiers, he was detached and sent northwards to provide help for the Earl of Montrose in training the Irish volunteers who have arrived to fight against the Scots.

Disappointed, you thank the man and leave the tavern. Now turn to **27**.

76

Having made up your mind to base your debut speech on the matter of the war, you find you have a further decision to make. Will your speech strongly condemn the King (turn to **19**) or will you urge a peaceful



solution, involving talking to the King and calling an end to the war (turn to **202**)?

77

Waiting for darkness, you make your preparations and tether your horse a safe distance from the town. When night comes, you are in position by the west wall. For several hours you wait, until only a few hours before dawn - the best time to make your attempt because the guards will be at their least alert. The stonework here is old and it is easy to find footholds and handholds as you begin your climb. But the holds are harder to find the closer you get to the top. Make an Agility skill roll. If you succeed, then turn to **227**. If you fail, then turn to **44**.

78

Afraid of being discovered, you keep yourself to yourself and spend most of your time in a search throughout the town for the man you want to find - Harcourt. On May 28th, Prince Rupert orders his men to form up for a march on Bolton. You have no choice but to go with them and hope that you find Harcourt before the battle for the town begins.

But search as you may, you can find no trace of him. The army approaches Bolton and in pouring rain advances to the attack.

The Roundheads are doing their best to defend the town, but it has no real fortifications and they are vastly outnumbered by Prince Rupert's forces.

Your troop of cavalry is in the front line of the assault and you have no opportunity to back out as the advance is ordered. You ride towards the town and the Roundhead cavalry come out to meet you.

Soon there is fighting all around you, and a Round-head soldier is riding directly towards you, sword out.

Will you fight him (turn to **252**) or will you attempt to retreat (turn to **10**)?

79

Upon entering Worcester, you discover that the King has withdrawn to Shrewsbury in the hope of raising some support from Wales and the Border country. Parliament's army takes possession of Worcester and here for the first time you see the fury which some of your fellow Puritans can bring to bear against what they call Papist idolatry - statues and religious paintings and all the trappings of the Catholic religion which they hate. Some of the soldiers arrest the Mayor of Worcester and imprison him for no reason other than that he is a Catholic, while others sack the Cathedral and tear down the intricately-carved organ which had pride of place in the church. As you are quickly coming to realize, this war is not just between King and Parliament but also between Puritans and Papists.

You manage to commandeer an inn for the comfort of your men and that night you go to sleep to the sounds of burning and looting. Now turn to **213**.

80

It takes you two days to ride to the village, and when you arrive you are at first disappointed. The man you are looking for - Harcourt - is not here. But he has a brother who is willing to talk to you. The man is an honest Puritan who cannot believe the story you tell him.



'My brother may not be an honest Christian,' he tells you sadly, 'but I cannot think he is a murderer.'

You ask if he has heard from his brother recently, and he tells you that he has. Harcourt sent a message to him via a travelling pedlar two weeks ago. It seems that the deserter is also a turncoat, for he has now joined the Royalist army. Perhaps he thinks he will find better loot there. He was last stationed in Shrewsbury, with Prince Rupert's cavalry.

Thanking the man for this information, you prepare to ride once again. As you are about to leave, he stands at the head of your horse and pleads with you.

'Please Sir,' he says, 'I beg you not to be hasty. There is good in all men - even, God willing, my brother.'

Without replying, you spur your horse onward. The anger is still as strong within you as the day you first heard the news. Someone must pay for the deaths of your family.

Now turn to **176**.

81

It is hard to find somewhere to stay in the strongly Puritan town of Edinburgh. Despite your assurances, there are few who will believe that you are as staunch a Puritan as they are. You are met with suspicion in many quarters and you gradually realize what this quest for vengeance is doing to you, turning you into a hard-bitten man of violence instead of the God-fearing Christian citizen who left his home determined to fight for the rights of all free men.

But that matters little when set beside your determination to avenge your wife and children. Cursing, you turn away from the tavern which has refused you

lodging. As you lead your horse down a narrow cobbled street, you notice that you are being followed by a group of Scots Covenanters - the fanatically Puritan section who are determined to make their religion the only acceptable one throughout the length of the land. They are carrying clubs and shout insults after you.

Will you fight these fanatics (turn to **291**) or will you decide to leave Edinburgh at once (turn to **100**)?

82

You rise and make your way to the exit. A neighbour stops you and asks why you are not joining them.

'To take arms against the King is a serious step,' you tell him. 'I am not willing to take such a step yet. Maybe the King will see the error of his ways and bloodshed can be avoided.'

Returning home, you go to bed, but your heart is troubled and you find it difficult to sleep.

The next morning, you discover that the other townfolk do not share your doubts and they have determined to obtain weapons from the county armoury. Throughout the morning, you try not to think about what is going on, but at midday there is a commotion outside and your youngest daughter comes in with the news that there has been fighting at the armoury and several of your neighbours have been killed, although the townfolk were victorious in the end and the armoury is now *in* their hands.

Now turn to **203**.

83

The King's camp is pitched for the night of June 12th at Market Harborough. There is a constant

stream of comings and goings as preparations for a battle with the Parliamentary army are made. Late in the evening a messenger from the north arrives with urgent news for the King.

As you have done many times before, you wander towards the King's quarters, intent on finding out the identity of this new messenger. But there is a tight guard on the King and you can only get close enough to see the messenger's horse, which looks hard-ridden and weary. Disappointed and frustrated, you return to your own quarters and try to sleep. Something tells you that the end of your search is close at hand.

Now turn to **262**.

84

'Haven't I seen your face somewhere before?' asks the sergeant. 'Yes! You were at Stockport with Rupert! And here you are, enlisting again. Well, well, well! Guards! I have a deserter here!'

Unluckily for you, your face has been recognized and now the penalty for desertion awaits you: death by firing squad.

Your adventure ends here.

85

Soon, Prince Rupert appears out of the chaos of the battle at the head of several hundred horsemen. The battle is going badly for the Royalists and he is determined to protect the King and cover his retreat.

Now turn to **117**.

86

Valiantly fought, but to no avail. Your opponent's

savage grin is the last sight which reaches your eyes as you sink into oblivion.

Your adventure ends here.

87

You have decided to vote against the motion to tax the people for the war effort. Before the vote actually takes place, will you decide to speak in an attempt to persuade others (go to **47**) or will you remain silent, showing your opinion with your vote alone (go to **168**)?

As you leave the house, you still have your doubts about the decision. Should Parliament really have the power to bring the King to trial? You go to bed, mulling it over, but in the morning all thought of politics is driven from your mind. A messenger arrives from your home with dreadful news. It seems that a group of Roundhead soldiers invaded your small town in Somerset and sacked the houses of all those they thought were supporters of the King. Your own house was one of them.

But that is not all. With tears of rage in his eyes, the messenger describes how three Roundhead soldiers entered your house and dragged out your wife and children. Before they left the town, they burnt your home to the ground and dragged your wife, Mary, the length of the street behind their horses before killing both her and your two daughters.

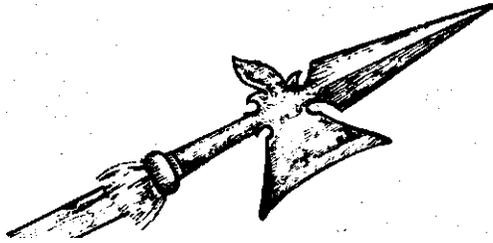
It is beyond understanding. Surely your wife or the neighbours would have told the soldiers who you are? And your house had none of the trappings of Royalist

homes. It was plain and clean, in the honest Puritan way.

The messenger, too, is at a loss to understand. He describes how several of the local people complained to the soldiers, shouting that there were no Papists in the town and that they must be mistaken, but the soldiers replied that they were under orders.

Something is very wrong, and you decide to return to your home at once to find out more. Desperate with grief, you know that you must also bury your wife and children.

Now turn to **219**.



89

As the army passes through Nottinghamshire, you are placed in command of a foraging party. In a little village near Ashby, you encounter something which has been rumoured, but which you have never seen before. The villagers have banded together to prevent soldiers from either side taking food or possessions from them. As the war goes on, these 'clubmen' are increasing in number.

Will you fight the villagers (go to **271**) or, feeling that their stand is just, will you simply ride back to the camp empty-handed (go to **166**)?

90

The two groups are quickly involved in serious fighting. You ride a little way off and watch as the Cavaliers, greatly outnumbered, are cut down or captured. A small number of the Roundhead cavalry approach you and you throw down your sword, surrendering to them. They escort you to Tewkesbury. Now turn to **125**.

91

In one tavern you find a man who admits to knowing Potter, but there must be something about your manner which makes him suspicious. He questions you directly about your reasons for looking for the man. Make a Persuasion skill roll. If you succeed, then turn to **37**. If you fail, then turn to **141**.

92

Unhappily, the aim of at least one of the Royalist soldiers is good, and a musket ball strikes you in the chest. As you fall to the hard ground below, you cannot help wondering who will be elected to replace you ...

Your adventure ends here.

93

Amazingly, you have defeated all of your opponents! Stooping over one of them, you slap his face until he has regained consciousness.

'Why did you attack me?' you demand.

He groans painfully, and mumbles his answer through bruised lips.

'A gentleman paid us to do it,' he says.

'What gentleman? What was his name?'

He shakes his head and groans again.

'I don't know,' he says. 'He didn't tell us his name.'

'What did he look like?' you ask.

The footpad tries to shrug, and winces. 'Like a gentleman. He wasn't short, or tall, or fat. Just normal. He paid us to attack you and told us where to set up the ambush. That's all I know, I swear!'

He seems to be telling the truth. Realizing that you will not get any more information from your attackers, you leave them and return to your lodgings. If you have taken any wounds, they will have time to heal, so you may restore your Wounds total to its full value.

Back in your lodgings, you realize that the attack must have been intended to show you how some people are reacting to your opposition in the House. Voting against the majority is dangerous.

Now turn to **38**.

94

You shake your head and refuse to have anything to do with the King's parliament in Oxford.

At this, the officer scowls.

'Then I must take you for what you appear to be,' he says. 'A fool and a traitor to His Majesty. Guards!'

The guards enter and pull you roughly from the room. They take you out to the yard at the back of the house where the officer has his post, and put you against the wall. Despite any protests you may make, a firing squad lines up and takes aim.

The last word you hear is: 'Fire!'

Your adventure ends here.

95

The following days are busy ones. You decide that your present lodgings are not what you would like and spend some time locating better ones. You attend many more sessions of the House, listening to the various speakers and discovering their prejudices. The House seems to be split into two main parts: the supporters of John Pym, who will be satisfied only when the King is brought to justice before them, and the more moderate Members, who are already beginning to have their doubts about the Civil War which they have helped to bring into existence.

Now turn to **206**.

96

'If you're looking for Potter,' says the man you are speaking to, 'then you've come to the right place. There he is, over there.' He points with his pistol, then shouts: 'Potter! There's a messenger here to speak to you!'

Quivering with anger and anticipation, you watch as your quarry approaches you, reining in beside your horse. Absently, you recognize the earring which he wears and which has been described to you.

'I have come from the King,' you say. 'I am ordered to bring you south with me. There is a job which needs doing, and I am told you have experience of these matters.' You wink heavily.

Potter grins. 'I understand,' he says, then laughs. 'Very well, let us be off. There is little in this town to loot now.'



Surprised at the ease with which you have persuaded him, you turn to **70**.

97

Most of the inns in the town have been taken over by the Cavaliers. With difficulty, you manage to find one tavern which has vacant rooms. The innkeeper greets you with a lack of enthusiasm and a suspicious look, when you explain that you are a merchant looking for horses to sell, but he gives you a room anyway.

On the basis of his suspicious look, will you decide to stay in the inn (go to **40**) or will you spend the night in a deserted alleyway instead (go to **65**)?

98

While the Cavaliers' attention is on the approaching Roundhead cavalry, you spur your horse away from your escort. Make a Horsemanship skill roll. If you succeed, turn to **234**. If you fail, turn to **138**.

99

Making Potter face the wall, you club him unconscious with your pistol and then tie him up efficiently. Somehow you cannot bring yourself to care whether anyone will find him before he dies of thirst.

Turning from the unconscious man, you open the barn door. In the near distance you can hear the sound of approaching horses. Will you wait in the barn until they have - hopefully - passed by (go to **273**) or will you mount up and ride away, hoping that they will not follow (go to **242**)?

100

Mounting your horse, you ride towards the gates of

the city. You can no longer stay here, with such a weight of opinion against you. Turning north once again, you ride for Perth.

But when you arrive, it is to discover that Montrose has already been and gone. The city stands in ruins, taken and sacked by Montrose and his Irish mercenaries. Rumour has it that he is now marching on Aberdeen.

Pausing only for a brief night's sleep, you head for Aberdeen. Now turn to **152**.

101

The shot goes wide and Dell is upon you once again. Make a Luck roll. If you succeed, then turn to 14. If you fail, then turn to **4**.

102

As you step inside the barn ahead of Potter, you look quickly around to reassure yourself that the building is empty. It is, and you step swiftly to one side, drawing your pistol. When Potter follows you inside, he stops short at the sight of your weapon.

'What is going on?' he asks in confusion.

Waving him towards one wall of the stone barn, you explain in a low voice, heavily accented by anger and hatred. As your tale unfolds, he turns pale; by the time you have finished he is sweating and shivering with fear.

'It wasn't my idea!' he pleads. 'Dell gave the orders. I didn't want to do it!'

'Where is Dell now?' you ask, ignoring his pleas.

'With the King,' he says hurriedly, eager to give you any information you want. 'He is one of the King's messengers, but he is based with the King.'

Potter's terror is almost too strong to ignore, but you continue with your questioning until you are sure he can tell you nothing else.

Now you must make your decision. Will you kill Potter in cold blood (go to **209**) or will you take pity on him (go to **99**)?

103

Taking careful aim, you fire and have the reward of seeing Dell topple from his horse before the other soldiers, members of the King's bodyguard, fire in a concentrated volley.

You fall from your horse and breathe out your life on the grass of this hilltop near Naseby, but at least you have the satisfaction of having completely avenged your wife and children.

Your adventure ends here.

104

One of the soldiers manages to grab your bridle as you ride past him, and the sudden jerk unseats you. You crash to the ground in the middle of the group of Royalists, and as one leans forward to run you through with his pike, your last sight is of your companion fleeing down the road towards safety.

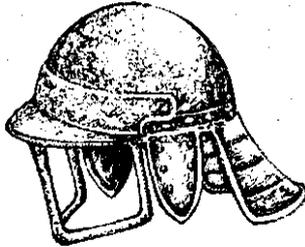
Your adventure ends here.

105

'I am glad that we see eye to eye,' says Pym. 'When the next motion comes, I will tell you which way to cast your vote. Only by acting together can we ensure victory for the people.'

Although you wonder how victory in war can be obtained through voting the right way in Parliament,

you agree and the rest of the evening passes pleasantly. Now turn to **95**.



106

Harcourt told you that he did not know where Dell was, and that it was Dell who was the leader of the attack against your village. Your only link to him is through Potter, the thin man with the earring who was described to you by the witnesses of your wife's death. According to Harcourt, he is fighting with Prince Maurice's Royalists in the siege of Lyme in Dorset. It seems that your next move is southwards.

You return to where your horse is tethered and, moving carefully, leave the camp of Prince Rupert. Dawn finds you many miles south, but it will be several days' ride before you reach Dorset.

If you have received any wounds recently they will have time to heal, so you may return your Wounds rating to its original value.

Now turn to **292**.

107

The cavalry of Ireton are in flight, and many of

Rupert's men are following them, but in the centre and on the right things are not going as well for the Royalists. Cromwell's cavalry have driven back the Royalist left wing and the King's infantry in the centre are heavily threatened.

In a lull in the fighting, you have time to think. The messenger who arrived the previous night will be with the King, and if you wish to discover his identity you should head in that direction (go to **249**). On the other hand, Rupert is ordering a counter-attack against the Parliamentary infantry in the centre and if you wish to obey this order, then turn to **294**.

108

Riding onwards towards the King's position, you manage to avoid any further fighting. Once you are close to the King you begin to scan the faces of those near him. Suddenly, you see him! Dell, sitting astride a horse a few feet from the King.

Will you reload your pistol and shoot him (go to **103**) or will you bide your time until you can separate him from the other soldiers and interrogate him (go to **85**)?

109

The King is impressed by the forcefulness of your explanations, and he decides to grant you a commission in the cavalry, under Prince Rupert. Now turn to **258**.

110

Realizing that your fellow townsfolk's mood will not be denied, you stand silently as they haul down the messenger from the steps on which he stands. Several

have lengths of wood or pieces of rope, and they beat him mercilessly, dragging him all the time towards the bridge which forms the town boundary. At length, he is pushed, staggering, down the road and the jeers of the mob follow him.

'Tell your King we will never take up arms with him!' cries one man.

'Aye, he has defied the Parliament for too long!' cries another.

'Tell your lies to the Irish,' shouts another. 'Not to honest, God-fearing citizens!'

The messenger stumbles away down the road, very much the worse for wear, and the crowd disperses. Now turn to **222**.

111

Rupert, assessing the state of the battle, decides that the King is in danger, and that the battle cannot be won. He rallies you and others around him and carves a way through to the King to cover his retreat from the field.

Arriving at the King's side, you realize with a shock that one of the horsemen already there is Dell!

Will you reload your pistol and shoot Dell (go to **103**) or will you bide your time until you can separate him from the other soldiers and interrogate him (go to **117**)?

112

As you leave the House, you still have your doubts about the decision. Does Parliament really have the right to bring the King to trial? Who is the ruler of the country, then?

With these thoughts occupying your mind, you



automatically trace your path back to your lodgings, keeping a wary eye out for any ambushes along the way.

Nothing happens, and you climb the stairs of the lodging house to your room. Opening the door, you step inside, only to have the door snatched away from you and slammed behind you. Inside the room, waiting for you, are three men. The man who closed the door pushes you further into the room and all three close in.

You must fight them. Only one has a weapon - the other two will fight you using their Strength skills.

First intruder	Club 7	Wounds 3
Second intruder	Strength 7	Wounds 4
Third intruder	Strength 6	Wounds 3

The intruders are not trying to kill you, merely attempting to teach you a lesson. Therefore, if you manage to reduce the wounds total of any one of your opponents to 0, he will be knocked unconscious, as you will be *if* your wounds total is reduced to 0. However, if you roll a double-one, you will automatically kill one of your opponents; *if* one of your opponents rolls a double-one, he will kill you.

If you manage to defeat them all, then turn to **58**. If they knock you unconscious, turn to **147**. If they accidentally deal you a mortal blow by rolling double-one, turn to **274**.

113

Pym is pleased that you have supported his motion, which passed by a comfortable majority. Now turn to **64**.

114

The village looks deserted in the dim light of evening, and you dismount with several others to inspect the interior of one of the houses. You have barely opened the door when you hear a shout of alarm from those still mounted. Swinging your head in the direction of a pointing finger, you see a party of Royalist cavalry which has entered the village from the other end. You rush to your horse and mount, the blood beginning to pound in your veins.

The Royalists have also seen you, and they charge down the narrow street towards you. Drawing your pistol, you fire it into their closely packed ranks, then have just enough time to draw your sword before they are upon you.

In the instant confusion, you single out a target and aim a blow at him. He parries it and returns the thrust, which you parry. You must now continue the fight.

Cavalier Swordsmanship 6 Wounds 3

If you win, turn to **231**. If you lose, turn to **63**.

115

In your great hurry to escape from the Cavaliers, you pay little attention to your horse's path and it puts a foot in a pothole in the road. You are thrown from your mount and crash to the ground. Your neck has been broken and for you the war is over.

Your adventure ends here.

116

Drawing your pistols, you charge the guards, but



they are too many and although you manage to drop two of them, the third fires his musket at you from point-blank range. He cannot miss, and the ball takes you in the head.

Your adventure ends here.

117

Falling in with the other cavalry, you wheel and prepare to delay the advance of the Roundhead forces long enough for the King - and Dell! - to escape.

Two Roundhead cavalymen ride towards you and you must fight them. Your pistol has been reloaded and you may use it once before fighting sword against sword.

First cavalryman	Swordsmanship 7	Wounds 3
Second cavalryman	Swordsmanship 8	Wounds 4

If you win, then turn to **154**. If you lose, turn to **266**.

118

Crouching low in the saddle, you spur your horse onwards. From behind comes a volley of shots, followed almost immediately by a searing pain in your back. You topple from your mount and it gallops on without you. As your life's blood drains away, your last thoughts are of your wife and children, still unavenged.

Your adventure ends here.

119

Riding up to the encampment, you mix with the soldiers of Oliver Cromwell's regiment. They are

happy to see a visitor and eager to learn the news from London and Parliament.

Moving from campfire to campfire, you exchange news, all the while asking if anyone knows the three men you describe. Finally, at one fire, you get a response.

'Indeed I know them,' says one young cavalryman. 'They were in my troop.'

'Were?' you ask.

'Yes. Harcourt, Potter and Dell. Dell is the one with the damaged hand. They deserted from the regiment over a month ago. If I had time I would track them down myself - they rode off just before a battle with some Royalist skirmishers. We lost many good men that day.'

With your heart beating faster, you ask your next question:

'Do you know where any of them come from?' you ask.

'Aye, Master, I do. Well, one anyhow. Harcourt comes from the same village as I do, and when this war is over I have a few scores to settle with him myself.'

The soldier gives you the name of his village and directions to it. Thanking him, you rest with the soldiers for the night before setting out at dawn the following day.

Now turn to **80**.

120

Rising in the House you make your views plain and suggest that rewards would better be given to men like Oliver Cromwell, a very able cavalry commander. There is much support for your views and the vote

goes against Pym. Have you voted against him before? If so, turn to **167**. If this is the first time, then turn to **264**.

121

When Rupert emerges from the Council, he rides immediately for Ludlow and you accompany him.

Back in Ludlow, several days of preparations pass before news reaches the town that Cromwell is on the march, trying to cut off the King at Oxford from Rupert. Marching orders come hard on the heels of this news and on May 1st you leave Ludlow for Oxford once more.

Now turn to **281**.

122

You ride back to London and enter the city with mixed feelings. The many months you have been away have given you a new way of looking at the war. You have finally come to see it as a wasteful, pointless dung which the leaders on both sides are using for their own advantage, to force their ideas of how the country should be run on everyone else. And the common people, the peasants and merchants and crofters in the Highlands see it in the same way as you. To them it doesn't matter who is fighting or why - all they want to do is to live their lives as they have always done, without interference from the busy-bodies in Parliament or royalty.

Will you decide to stay in the House (go to **66**) or will you give up in disgust (go to **300**)?

123

Later that evening, there is a polite knock at your

door. Opening it, you see one of the townsfolk who was in the square earlier.

'Good evening, Master Worden,' he says politely. 'There is a town meeting in the Corn Exchange, and we would like you to attend.'

Wondering what can be going on, you get your hat and coat and follow him to the building, just off the square. Inside, you find almost all the men of the town gathered together. As you enter, you can tell that tension is high and tempers are boiling. Taking a seat, you listen to the speaker, the town's miller.

'Neighbours,' he is saying, 'Civil war is coming. None of us can deny that now. Even as we gather here, the King's forces are massing and soon no God-fearing town will be safe from his marauders. We must band together to protect our homes and our families. Who is with me?'

The assembled townsfolk send up a cheer and many are on their feet shouting to be heard. War fever has reached your small town, and this is the result.

But the speaker has not finished. 'We need a leader,' he says. 'Someone who is willing to speak his mind, an honest, God-fearing man who has some experience of war. I propose Master Simon Worden.'

Others join in the call, and heads are turned towards you. It is time for you to decide: will you join your fellow townspeople and lead them in defence of their homes (turn to **175**), will you refuse to have anything to do with this war-mongering (turn to **82**) or will you join them, but refuse the position of leader (turn to **16**)?

124

Waiting until the outcome of the battle has been



decided and Montrose's troops have set up camp outside the city, you ride down and mix with the soldiers. Moving from campfire to campfire, you repeat the process you have perfected and used so often already, asking for news of Potter.

Make a Luck roll. If you succeed, then turn to **257**. If you fail, then turn to **33**.

125

Your captors take you to their commanding officer in Tewkesbury castle. He listens carefully as you reveal your identity and recount the events of the past few weeks. Make a Persuasion skill roll. If you succeed, turn to **299**. If you fail, turn to **150**.

126

Holding your pistol at Dell's head, you bind him and begin to question him. When he learns who you are, he swallows hard, but betrays no other emotion. Under questioning, he tells you who ordered him to attack your home town and kill your wife and children. It was Pym.

With mixed emotions you turn away from your prisoner for a moment. On the one hand, you are glad that you have discovered who ordered the deaths of your family, but on the other you feel cheated because Pym is already dead. You would have liked to confront him and bring him to justice. Instead, he has been buried with all the honours of his position in Parliament.

Your quest for vengeance is almost at an end now. But you still have a decision to make. Will you execute Dell for the murder of your family (turn to **129**) or,

sick of killing, will you leave him alive and depart from Hereford (turn to **51**)?

127

The next few weeks in Ludlow pass with agonizing slowness. Every messenger who arrives at Prince Rupert's headquarters brings you to full alert and sets your heart pounding, but every one is a false alarm.

The peace negotiations at Uxbridge break down without any agreements being reached. Rumours of the reorganization of Parliament's armies reach you - it seems that Oliver Cromwell has been promoted and that there is a new Major General - Sir Phillip Skippon - under the leadership of Sir Thomas Fairfax, and that the Roundheads have found a new purpose and discipline.

On April 8th, Prince Rupert returns to Oxford and you are ordered to accompany him as escort. This is an opportunity to search for Dell and so you obey with pleasure.

Now go to **165**.

128

The army marches northwards again, and although there are many messengers arriving every day, none of them is Dell. On May 30th the army reaches Leicester, which is still held by the Roundheads and when the town refuses to surrender, the assault begins.

The cavalry, of which you are a part, is not ordered forward until the walls have been breached and the gates opened. Then you ride into the town, putting all the defenders to the sword.

Caught up in the flow of the battle, you fight



alongside your men. As the battle comes to a close, you dismount and check the houses which still hold stubborn defenders. As you make your way into one house, you come face to face with a Roundhead officer who springs to meet you, sword out. You must fight him.

Roundhead officer Swordsmanship 8 Wounds 4

If you win, then turn to **284**. If you lose, then turn to **180**.

129

You cock your pistol and hold it to Dell's head. The sound of the shot brings an end to one part of your quest for vengeance, but it leaves you strangely unsatisfied.

Leaving the stable, you collect your horse and ride slowly out of Hereford, but your task is not completely over. Or is it?

Now turn to **13**.

130

Your attackers club you unconscious. About an hour later, you awaken, bruised and bloody, to discover that they have gone, taking with them all your valuables.

Weakly, you manage to stagger back to your lodgings and bathe your wounds. There is no permanent damage (restore your Wounds to the full value), but the pain and the shame are great. Although your attackers robbed you, you have no doubt that that was not the reason behind the attack. You have just been taught a lesson and have discovered how

dangerous it is to vote against the majority in these troubled times.

Now turn to **38**.

131

From Leicester, the King decides to march to Daventry to rest the army. This does not please Prince Rupert, who wants to march northwards as fast as possible in order to give help to Montrose.

Although several messengers have arrived with dispatches for the King and other commanders, none is Dell. But surely your patience must be rewarded soon.

In Daventry, news arrives that Fairfax, commanding the army of Parliament, is close behind and the King decides to make a hasty retreat to Market Harborough.

Now turn to **83**.

132

With a heavy heart, you turn your horse homewards, although you know your house will have no feeling of home. You are welcomed back by the townspeople who witnessed the death of your family over a year ago, and you try to rebuild a life for yourself.

But life will never be the same again. Not only are your wife and children dead, but there are changes in the kingdom. In 1649 you hear that Charles has been executed by Parliament and that the country is now a 'Commonwealth', led by Oliver Cromwell. Religious persecution continues, and it seems to you that much of the innocence of the old way of life has disappeared.

Your adventure ends here, in a newer, wider but

also less comfortable kind of world than the one in which it began.

133

You are ordered to command a scavenging party of cavalry in the countryside around Ludlow. Riding north under the shadow of the Long Mynd, you have almost reached the small town of Church Stretton when your scouts report a similar party of Roundhead cavalry half a mile down the road.

Will you order your men to attack (go to **217**) or will you retreat to Ludlow (go to **188**)?

134

Back at the camp, Hopgood summons you to his quarters. He intends to recommend you for a promotion, because of your gallantry on the road to Church Stretton. Realizing that this will give you more freedom of action in your search for Dell, you accept gratefully. You are given command of a cavalry troop of your own.

Now turn to **127**.

135

By skilful ducking and weaving, you manage to evade the footpad's club and gain the freedom of the street behind him. Running as fast as you can, you finally reach the safety of your lodgings. Later, after a meal and several stiff drinks, you think about the attack. It seems obvious that someone was trying to teach you a lesson, and you can guess who it was. Voting against the majority in Parliament can be a dangerous idea in these troubled times.

Now turn to **38**.

136

You hide your pistol and sword in your saddlebags, and set out with the messenger to ride back to London.

Barely have you ridden ten miles, however, when you encounter a Royalist road block, manned by foot soldiers. It would arouse suspicion if you turned back, so you ride slowly forward towards their waiting guns.

The sergeant in charge of the small party holds up his hand to stop you and walks up to your horse.

'Where are you going?' he asks.

It is time to make a Persuasion skill roll. If you succeed, turn to **286**. If you do not, turn to **235**.



137

'My friends!' you cry in a loud voice. 'Do not direct your anger against this man. He is merely a messenger. Keep your anger for those who sent him to disturb our God-fearing town!'

Several heads nod in the crowd.

'True,' calls one man. 'It is to the King we should present our protests.'

'Aye,' shouts another. 'If we can find him!' The crowd laughs at this, and you step quietly up to the messenger.

'Sir,' you say, 'I would ask you to leave our town without delay. As you can see, you will find no recruits here.'

His face pale, the messenger nods and leaves the square rapidly.

Now turn to **123**.

138

Make a Luck roll. If you succeed, turn to 189. If you fail, turn to **115**.

139

Potter does not believe you. Jumping to his feet, he shouts:

'You are not a messenger from the King!'

Time seems to slow for you as you see his hand move towards his pistol, and many thoughts pass through your mind as you mirror his gesture; anger, hatred and perhaps even a little sadness as you realize what the consequences of your action will be. Your hands seem to have a life of their own as you draw your own pistols and fire from point-blank range.

You barely have the time to see Potter's mortally wounded body topple out of the circle of firelight before you yourself are the target of several other pistol shots from the other soldiers at the fire.

Your adventure ends here.

140

Giving up the idea of rallying your frightened men, you join with the group of cavalry who are preparing

to rejoin the battle. With them, you ride back to the battle lines and, under the command of Sir John Balfour, make an outflanking manoeuvre on the Royalist infantry, now abandoned by their cavalry.

The battle continues until dusk, and as darkness falls neither side can claim a true victory. Your outflanking manoeuvre helped to take the pressure off the Parliamentarian infantry, but Prince Rupert, returning with his cavalry, managed to drive you back down the hill again. Now turn to **245**.

141

Your reply makes the soldier even more suspicious and he produces a pistol from beneath the table at which you are sitting.

'I think you are a filthy Roundhead spy,' he says. 'Are you going to come quietly?'

Looking around, you see the open door of the tavern nearby and realize that it represents your only chance. You make a dive for the door, overturning the table as you go, but your opponent is faster than you and manages to get off a pistol shot.

The pain is agonizing and the wound is mortal. Your adventure ends here.

142

As the sound of the volley reaches your ears, you realize that your best course of action is to ride through them. The road is enclosed here by high hedges and if you turn back, you take the risk of running into more Royalist troops. Spurring your horse forward, you shout to your companion to do the same. The distance separating you from the soldiers diminishes rapidly and soon you are among them,

riding hard. Now make a Horsemanship skill roll. If you succeed, turn to **3**. If you fail, turn to **104**.

143

The march to London takes several days, for only a few of your men have horses. Entering the city, you find it in a state of organized chaos. Parliament is raising an army as quickly as possible and there are men from all over the south collected together here, all under the command of the Earl of Essex, waiting impatiently for the order to march.

The waiting is hard, and you see things which bring doubts to your mind. Parliament's army is not made up completely of honest, God-fearing men like yourself and your neighbours. Although there are many Puritans, as they call you, there are also many others, hardly different from the ruffians you have heard make up the King's army. There are troops of young apprentices whose main purpose, it seems, is to loot and pillage from anyone and anywhere they can. The horror of war is once again on the move.

Soon, the orders come, and the army marches north from London, hoping to engage the army of the King. The date is September 9th, 1642. As your company prepares to join the march, you receive a letter from the MP for your area, Sir William Malbon, who wishes you Godspeed and a successful campaign.

The army marches first to Northampton, where it camps for several days while Essex waits for news of the King's army. When the news comes, it appears that the King is retreating, fleeing westwards towards Worcester. Essex determines to pursue him.

The army marches again, this time westwards, and on September 23rd is approaching Worcester. There,



it suffers a setback when a group of cavalry is repulsed by the Cavalier cavalry of Prince Rupert at Powicke Bridge on the River Teme. But Essex manages to rally his troops and you march on to Worcester. Now turn to **79**.

144

Your ride into the Fen country is long but not dangerous. Parliament controls this area of the country and there is little threat from Cavalier forces. Inquiries in Ipswich point you in the direction of Oliver Cromwell's encampment, and you reach it as night is falling. Will you decide to speak directly to Cromwell (go to **205**) or will you talk to some of the soldiers first (go to **119**)?

145

Ride as you will, the Roundhead cavalry have fresher horses and they soon catch up with you. Seeing this, you rein your horse to a halt and surrender - you have no wish to be shot in the back. They take you prisoner and escort you to Tewkesbury. Now turn to **125**.

146

Stepping back a pace, you level the pistol at his head.

'This is for my wife and daughters,' you say, just before you pull the trigger.

The sound of the pistol is loud inside the room.

Turning your back on the murderer's corpse, you leave the room. Now go to **233**.

147

Awakening is slow and painful. As your eyes gradually

focus, the outlines of your room come into view. From your position on the floor you can see that the room has been wrecked. Clambering stiffly to your feet, you decide that you have no broken bones, but that your collection of bruises will be with you for quite a while. Restore your wounds to half of their original total (round up).

Clearing up as much of the chaos as you can, you stagger to your bed and fall into a deep sleep. Now turn to **158**.

148

You rise from your seat and tell the other Members that you do not believe what they are doing is right. Each man should be allowed to worship in the way he sees fit.

Your arguments are not welcomed. Parliament is looking for aid from the Scots and the doctrines of strict Puritanism must be followed if that aid is to be given. The vote goes against you. Have you voted against Pym before? If you have done so once, then turn to **161**. If you have done so twice, then turn to **72**. If this is your first disagreement with Pym, then turn to **32**.

149

'If your investigation finds nothing, I will have to take the matter into my own hands,' you tell Vane, glaring at him.

He does not seem very impressed with this, and shows you to the door. It seems obvious that, if he had anything to do with the deaths, any investigation he starts will discover nothing. It seems you must indeed take the matter into your own hands. Will you

decide to write to Oliver Cromwell, from whose cavalry the men seem to have come (turn to **260**) or will you start with those soldiers who are stationed here in London, looking for evidence that Sir Henry Vane has ordered any 'special' missions (turn to **62**)?

150

The Parliamentarian officer at Tewkesbury Castle does not believe your story, and says he intends to send you back to London so that his superiors may question you more closely.

You cannot afford the time for this, but you realize that you must go along with him until you have a chance to escape.

The chance comes sooner than you expect. As you ride out of Tewkesbury with your escort, a messenger overtakes your party, recalling the soldiers to the town. The Royalists are about to make an attempt to recapture the castle and every man is needed to defend it.

The soldiers obediently wheel their horses, but you do not. Instead, you spur ahead, counting on the fact that they must return quickly to Tewkesbury to prevent them chasing you.

Make a Luck roll. If you succeed, turn to **43**. If you do not, then turn to **118**.

151

Stopping the nearest soldier, you ask to be taken to an officer. After sizing you up he agrees and you are soon escorted into the presence of a Royalist Captain.

'I am on a mission from Oxford,' you tell him. 'I have been sent to find a man who is needed for a special task in the South.'

Make a Persuasion skill roll. If you succeed, then turn to **243**. If you do not, then turn to **6**.

152

As you arrive in Aberdeen, it is obvious that Montrose's forces have already captured the city. Riding through the ruined city gates you are not challenged.

There are many soldiers here and it could take you quite a while to find Potter among them. The Irish have a reputation for being very suspicious and asking at campfires as you have done in the past may not be very wise. The idea of posing as a messenger from the King comes to you. Will you attempt this (go to **151**) or will you make inquiries as usual (go to **210**)?



153

Harcourt is more experienced than you at this kind of close-quarters fighting, and he gradually wears you down. As his knife makes its final thrust for your heart, your anger is directed at yourself for turning your back on a proven killer.

Your adventure ends here, with a murderer's knife through your heart.

154

Your cavalry force forms a protective screen behind the King as he retreats to Ashby de la Zouch. The ride is a weary nightmare of continual cavalry skirmishes and a constant fight to maintain your position and not become cut off from the other troops.

Arriving safely at Ashby, you are so weary that you can hardly stay in the saddle. All through the evening and night, stragglers arrive and more news of the battle reaches you. Fairfax and Cromwell have soundly defeated the Cavaliers, and the King's army is in tatters.

In the midst of the gloom which surrounds you, there is one bright spot. Dell is still alive.

Now turn to **207**.

155

As you relate your story, you watch his face harden in disbelief. When you have finished, he answers you.

'I have never heard such incredible tales in my entire career,' he says. 'I do not believe a word of it. Instead, Master Worden, I believe you to be a Roundhead spy. And we have only one way of dealing with spies. Guards!'

Struggle as you may, the guards take you into custody and the very next morning you find your fate at the end of a hangman's rope.

Your adventure ends here.

156

Breaking through the hedge, you position yourself at

the head of your men, and are at once involved in the battle.

A Roundhead cavalryman stands in your way, waving his sword. You fire your pistol at him and he falls away, but another takes his place almost at once, and you must whip out your sword and fight him.

Roundhead Swordsmanship 7 Wounds 4

If you win, then turn to **107**. If you lose, then turn to **185**.

157

Through patient and careful questioning, you try to discover where Harcourt can be found in Rupert's large army. You pose as a friend of his and casually inquire of every cavalryman you meet. Eventually, your patience is rewarded, because you meet a cavalryman who knows him.

You caution your informant not to mention to Harcourt that you are looking for him, saying that you want it to be a surprise. He agrees, and you wait for night to descend.

Rupert plans to march on Bolton in the morning, so you have little time to waste if you do not want to be caught up in the fighting for that town. At about midnight, you wander over towards the fire where Harcourt's troop is camped, and from outside the pool of light you watch your prey, taking careful note of where his bedroll is.

Later, when all the men have gone to sleep, you creep carefully towards Harcourt's sleeping form . . .

Have you been to East Anglia in the past few weeks? If so, turn to **191**. If not, then turn to **265**.

158

The next morning, you are feeling slightly better and have some time to think. It is obvious that if you continue to vote against the policies of the majority in the House, you can expect more and perhaps worse rough treatment. You resolve to find out who is behind these attacks and bring them to justice.

Before your thoughts get much further, however, they are interrupted by the arrival of a messenger with some grave news. It seems that a group of Roundhead soldiers invaded your small town in Somerset and sacked the houses of all those they think are supporters of the King. Your own house was one of them.

But that is not all. With tears of rage in his eyes, the messenger describes how three Roundhead soldiers entered your house and dragged out your wife and children. Before they left the town, they burnt your home to the ground and dragged your wife, Mary, the length of the street behind their horses before killing both her and your two daughters.

It is beyond understanding. Surely your wife or the neighbours would have told the soldiers who you are? And your house had none of the trappings of Royalist homes. It was plain and clean, in the honest Puritan way.

The messenger, too, is at a loss to understand. He describes how several of the townsmen complained to the soldiers, shouting that there were no Papists in the town and that they must be mistaken, but the soldiers replied that they were under orders.

Something is very wrong, and you decide to return to your home at once to find out more and, with sorrow in your heart, to bury your wife and children.

Now turn to **219**.

159

You twist the knife from Dell's grasp, and plunge it without hesitation into his chest. He sags forward on to the blade and you step back, allowing his limp body to crash to the ground.

Walking on legs made unsteady by the close escape from death, you walk out of the stables without a backward glance.

Your mission of vengeance is completed here in Hereford. Collecting your horse, you ride out of the town, deep in thought.

Have you ever been to visit Oliver Cromwell in East Anglia? If so, then turn to **13**. If not, then turn to **263**.

160

Calming your fearful troops, you manage to rally them and form them up again. Then, riding at their head, you turn back towards the battle.

Rejoining the main body of the Parliamentary army, you are soon engaged in combat. The Royalist guns have been silenced, and for a while it seems that the battle is going your way. But then the Royalist cavalry return from pursuing the fugitives. With their added strength, the King's army succeeds in forcing you back down the hill. As darkness begins to fall, it is difficult to say which side is the victor.

Now turn to **245**.

161

As you leave the House after the debate, you are accosted by one of Pym's supporters, Sir Henry Vane.

'I notice that you were one of the few who voted

against the motion,' he says pleasantly enough, and you agree warily.

'I hope that it was from a matter of principle and not from any religious beliefs,' he tells you. 'After all, I doubt if many Members would be happy to discover that you are a Papist.'

Hotly, you deny that you are a Catholic, and insist you spoke only out of principle. You have no wish to make yourself vulnerable to an entirely false charge of being a Royalist.

'I, Sir,' you say, 'am a Puritan, a God-fearing man.'

Then act like one,' he snaps. 'Or many will begin to doubt it.'

He stalks off hurriedly, and you realize that you are on shaky ground with the supporters of the war.

Now turn to **38**.

162

Taking a brimmed hat and a lace collar from your saddlebag, you put them on and discard your grey Puritan clothes. Soon you are dressed like a prosperous merchant. You ride up to the gates and are allowed into the town by the guards. Stopping at an inn you ask for a room and then decide to ask questions of some of the soldiers.

There are not as many soldiers in the town as you had expected from the news which had reached London. Your casual questions quickly reveal that Prince Rupert has left only a holding force here while he marches to Stockport with most of his army.

Most of the town's inns are packed with off-duty soldiers and it is easy to get into conversation with them, but the first day's attempt bears no fruit.

On the second day, however, you find a soldier

who admits to knowing Harcourt. To get any more information out of him, however, you must make a successful Persuasion skill roll. If you succeed, turn to **25**. If not, turn to **68**.

163

On the ride back to London, your thoughts are all focussed on one thing: revenge. You are determined to find the men responsible for the deaths of your wife and children.

When you arrive in the city, what will you do?

If you decide to go directly to the House of Commons and tell the other Members about what has happened, then turn to **236**. If you decide instead to call privately on Sir Henry Vane, then turn to **293**.

164

Will you decide to make a speech about this? If so, turn to **148**. If not, turn to **32**.

165

The journey to Oxford is uneventful and upon arrival Rupert enters into a Council of War with the King and other advisors, leaving you with some free time.

The atmosphere in Oxford is one of anticipation. Everyone expects the King to begin his campaign soon.

Will you spend the time available in a search for Dell (go to **186**) or will you simply wait for Rupert to come out of the Council (go to **121**)?

166

You return to the camp and report on the events at the village. To your surprise, you are immediately



placed before a court martial for failing to carry out your orders. Prince Rupert himself is presiding, and you are horrified to learn that the penalty for being found guilty of disobeying orders is death by firing squad.

You must make a successful Persuasion skill roll to avoid this fate. If you succeed, then turn to **35**; if you fail, then turn to **171**.

167

Leaving the House, you are accosted by Sir Henry Vane.

'You have voted wrongly yet again, Master Worden,' he says.

'I have voted with my conscience,' you reply haughtily.

'Take very good care that your conscience does not lead you astray,' he tells you. 'London is a dangerous place, and there are many in the House who should realize this.'

Then he walks away, leaving you to consider his thinly-disguised threat.

Now turn to **28**.

168

Parliament votes by each Member leaving the House through one of two doors - the Ayes and the Noes. As you walk out of the House through the No door - one of the few to do so - and prepare to re-enter the chamber to hear the result of the vote, you are jostled by a young M.P. whom you recognize as being one of Pym's supporters. He bumps into you and as you step to one side, extends a foot over which you trip.

As you rise from the ground, will you protest (turn to **55**) or will you ignore the incident (turn to **64**)?

169

Riding boldly up to the gates, you attempt to bluff your way through, against suspicion from the guards. Make a Persuasion skill roll. If you succeed, they let you through (turn to **183**). If you fail, then turn to **57**.

170

You are in luck. One of the officers is in charge of stabling for the horses of the King's messengers, and he knows Dell by name. It seems that he has been sent with a message to Montrose in Scotland, and is not expected back for at least another week.

Now go to **121**.

171

Despite your explanations, the court martial finds you guilty of failing to carry out your orders and you are condemned to death by firing squad. You are marched out under escort and halted before a pock-marked wall where others before you have met a similar fate. The penalties for disobeying an order are severe in the King's army.

The final words you hear are the orders to fire.

Your adventure ends here.

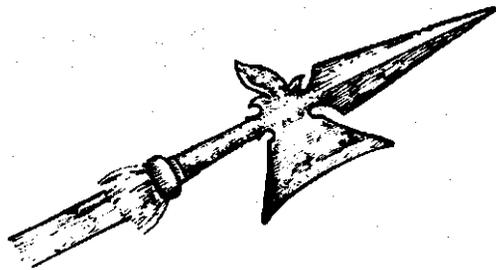
172

When you finish, the officer stares coldly at you.

'I have never heard such rubbish in my life,' he tells you. 'Did you expect to walk in here, accuse one or more of our soldiers of war crimes and get us to

hand them over? No, Master Worden. I have an alternative suggestion. You must have heard of the King's Parliament in Oxford. It is the only parliament His Majesty recognizes. Now that you have escaped from the clutches of the false Parliament in Westminster, you are free to join the true one at Oxford. What do you say to that?

He obviously refuses to allow you access to the town. Will you agree to his proposal with the hope of escaping later (go to **223**) or will you refuse point-blank (go to **94**)?



173

You pause to eat in a small tavern, and then spend the rest of the day searching for Potter. You repeat your casual questioning of the many soldiers who now occupy Exeter. Make a Luck roll. If you succeed, then turn to **75**. If you do not, then turn to **18**.

174

Standing, you tell the House of Commons that it

has no powers to bring the King to trial. Despite Parliament's differences with the monarch, you stress, the House is still supposed to recognize him as a sovereign, not a subject. The law does not apply to him.

Your speech is badly received. The war has gone on so long and tensions have become so high that no one here can conceive of Charles returning to power even when the war is over.

The motion to bring the King to justice before Parliament is passed and your speech is ignored.

How many times have you opposed the majority? If you have done so only one or two times, then turn to **229**. If you have opposed the majority three or more times, then turn to **88**.

175

You rise to your feet and acknowledge the people's request to take your place on the platform. Thinking quickly, you realize that the most important thing to do is to arm yourselves. You tell them this and they agree.

The only store of weapons near here is the county armoury,' you say. 'It is important that we secure this before the forces of the King can deprive us of these weapons. Let everyone who is willing assemble in the square at dawn tomorrow. We will march to the armoury to claim the weapons which our taxes have paid for.'

With a roar, the crowd agrees, and the meeting soon breaks up as everyone returns home for some sleep. Tomorrow will be a momentous day. The decision to march on the armoury means there can be

no turning back for the people of this once peaceful town.

Now turn to **69**.

176

Prince Rupert's cavalry are based in Shrewsbury, and you must take great care in your approach. Riding along narrow country roads and taking cover at the slightest hint of approaching soldiers, you make your way slowly but undiscovered, north and west. Finally, you approach the town.

Will you ride into the town dressed as the Puritan gentleman you are (go to **31**) or will you decide to enter the town in disguise (go to **162**)?

177

Will you decide to speak against the motion in the House? If so, turn to **174**. If not, turn to **39**.

178

Looking wildly around as your opponent falls from his horse, you see that your men are in disarray and fleeing towards Kineton. Will you ride after them (go to **244**) or stay to continue the fight (go to **277**)?

179

The following morning, messengers arrive from London. They are shown in to Essex, and a little later, one searches you out.

'Master Worden,' he says, 'I have some news for you. Sir William Malbon, the Member of Parliament from your county was taken ill and died from apoplexy some three weeks ago. Since then, the honest people of your county have elected you as his replacement.

You must come back to London with me and take your place in the Parliament.'

Completely stunned, you do not know what to say. How can you leave the army at a time like this, when it needs every man who can carry a weapon? But the messenger is insistent, and he has already obtained the permission of the Earl of Essex.

After a while, you come to realize that you really have no say in the matter. The people of your county have elected you and you must bow to their will. After all, the right of Parliament to exist is exactly what this war is about. Finally, you agree to the messenger's request. Now turn to **238**.

180

The officer's sword takes you in the chest, and you sag forward on to it, breathing your last gasp as you slide to the floor.

Your adventure ends here.

181

The battle is soon over, and the surviving villagers watch sullenly as you take what is needed for the army. Riding back to camp, you wonder what would happen to this whole insane war if every village reacted in the same way as the one you have just left. But there will always be wars and soldiers to fight them. The thought depresses you. Now turn to **128**.

182

The motion does not pass, despite your vote. John Pym catches you after the debate as you are leaving the House and commiserates with you.



'But it was only a small battle,' he smiles. There is still a war to be won.'

Now turn to **28**.

183

Feeling as safe as you can in an enemy-occupied town, you begin the task of searching the town for Potter. Your first stop is, of course, a tavern. Circulating amongst the off-duty soldiers, you ask casual questions. Make a Luck roll. If you succeed, then turn to **75**. If you fail, then turn to **268**.

184

Most of the heavy fighting has died down by the time you reach the town, and you attach yourself to a group of Royalist horsemen who are advancing up the main street. One of them looks curiously at you as you ride beside him, and in an attempt to allay his suspicions, you fire your pistol past him into a building.

'Got him!' you announce.

The rider twists his head around to look for your target.

'Who was it?' he asks.

'Someone was pointing a musket at you out of that window,' you say, gesturing vaguely.

He thanks you, and you talk as you ride on into the town. Casually, you inquire about Potter. Now make a Luck roll. If you succeed, then turn to **96**. If you fail, then turn to **59**.

185

The Roundhead swings a blow which penetrates your guard and hits you at the base of the neck. It is a

mortal wound and your adventure ends here, in the thick of the Battle of Naseby.

186

Joining several other officers in a tavern, you make discreet inquiries about the King's messengers. Make a Luck roll. If you succeed, then turn to **170**. If not, then turn to **52**.

187

The pain of your wound increases as you spur your horse to a flat-out gallop. Twisting and turning, taking advantage of every gully or fold in the land, you continue until you are sure you have lost your pursuers. Only then do you allow yourself to feel the full effect of the wound, and you barely have time to rein your horse to a halt in a small copse before you half-topple from the saddle and fall unconscious on the damp ground.

Now turn to **241**.

188

You decide that news of a Roundhead scouting party so far south is more important than attacking them, so you order a quiet retreat. But your men have barely ridden a mile southwards towards Ludlow when you hear the sound of hooves behind you. The Roundheads are pursuing you. There is little to do now but turn and fight. Now go to **217**.

189

In your great hurry to escape from the Cavaliers, you pay little attention to your horse's path and it puts a foot in a pothole in the road. You are thrown from

your mount and although you land on your feet, it is an easy matter for the Cavalier officer to ride up and catch you. He holds a pistol in his hand and it is pointed at you.

'My orders are to see you to Oxford safely or to kill you,' he says. 'I do not think we will reach Oxford.' With that, he cocks his pistol and takes aim . . .

Before he can fire, however, he is cut down by a Roundhead cavalryman, who rides by without stopping. Shaking, you retrieve your horse. Now turn to **90**.

190

The skirmish is over, and the Roundheads are either dead or in retreat. Are you an officer? If so, turn to **224**. If not, then turn to **61**.

191

You place your pistol up against the bridge of Harcourt's nose and put your free hand over his mouth. He wakes. Silently, you press the pistol a little harder, making sure that he is aware of it. Then you motion to him to crawl ahead of you out of the firelight. He does so, silently, and you remind him of your presence all the way with the constant pressure of the pistol barrel against his side.

Once out of the firelight, you allow him to rise and hurry him well away from the fires of the sleeping troops, into the doorway of an abandoned house. You try the door and it opens. Pushing Harcourt ahead of you, you enter.

'Who are you?' asks the frightened man.

Without answering, you place the gun against the

lid of his right eye and cock it. He moves backwards, but you follow until he is pressed up against a wall.

'Where are Potter and Dell?' you ask in a low voice.

He tries to shrug, but it turns into a frightened shudder.

'I don't know,' he tells you.

'Yes, you do.' You pull your knife from your belt with your free hand and place it against his throat. 'Where are they?'

Terrified, he tries to speak, but his mouth is too dry. He tries again:

'P . . . Potter is with Prince Maurice in Devon. I don't know where Dell is, I swear it!'

At least you now have some more information to go on. You turn your attention to the next question.

'Who told you to attack my house and kill my wife and children?' you ask furiously.

As he realizes who you are, his face goes white.

'I... I don't know,' he says. 'It was Dell who was the leader. I swear it! I didn't want to do it! Don't kill me!'

Ignoring his pleas, you question him some more, but he knows nothing beyond what he has already told you. Finally, you must make your decision: Will you kill Harcourt (go to **146**) or will you release him (go to **9**)?

192

Twisting desperately, you avoid his attack and have just enough time to reach the pitchfork before he turns on you again. As you turn to face him with it, you grunt in shock as he fails to check his rush and impales himself upon the sharp prongs. The knife



falls to the ground, and Dell staggers back against a wall before slumping down against it, clutching the shaft of the pitchfork.

You have won the fight and your mission of vengeance is over, but you cannot as yet find the inner satisfaction which you hoped would be the result. Leaving the stable, you collect your horse and ride slowly out of Hereford without a backward glance.

Have you ever visited Oliver Cromwell in East Anglia? If so, then turn to **13**. If not, then turn to **263**.

193

Despite the fact that you are better armed than the peasant who faces you, a lucky blow penetrates your guard and you fall from your horse to your death.

Your adventure ends here, in an insignificant village in Nottinghamshire.

194

Your opponent's sword enters your body and you fall, your mission less than half completed. Now who will avenge your wife and children?

Your adventure ends here.

195

Manoeuvring your horse close to Dell, you take careful aim with your pistol and have the satisfaction of firing and seeing him fall. But the satisfaction is short lived as the other troops nearby respond to your action and fire their own weapons at you.

Bullet-riddled, you fall to the dusty ground below.

Your adventure ends here, but at least you have avenged your wife and children.

196

Ducking quickly inside Dell's reach, you grasp the hand which holds the knife and struggle with him.

To wrest the knife from his hand, you must pit your strength against his. First roll two six-sided dice and if the number you roll is under your strength then you will take the knife. If not, then you must make a similar roll for Dell. Continue rolling until one or the other of you has possession of the knife.

Dell Strength 8

If Dell has possession of the knife, turn to **11**. If you have it, turn to **159**.

197

Arriving in Hereford, you pay careful attention to Dell's movements and discover where he has been quartered for the night. After dark, you go to the house and rouse him.

'The King needs your services,' you tell him in a low whisper and he follows you obediently. Taking him to an empty stable building, you manage to snatch his sword and capture him.

Have you ever visited Oliver Cromwell in East Anglia? If yes, then turn to **126**. If no, then turn to **279**.

198

A brave decision, but a foolhardy one. The press of Royalist cavalry around you grows thicker, and you are hard put to defend yourself. Then one Cavalier rides to within feet of you and as you turn your head

towards him, you find yourself staring into the barrel of his pistol. It is the last sight you will ever see.

Your adventure ends here.

199

The lone footpad who was behind you closes quickly, blocking off all attempt at escape that way. His two comrades march steadily towards you also. You will have to fight them hand-to-hand, since you do not make a habit of taking your sword with you to Parliament.

Fighting hand-to-hand means that you must use your -Strength. Your opponents, however, are equipped with clubs, so you cannot halve your strength in an attempt to lessen their chances of hitting you. When fighting, if you roll a number equal to or less than your Strength, you will inflict one wound on your opponent. But don't forget that each opponent gets a chance to hit you every round!

First footpad	Club 6	Wounds 3
Second footpad	Club 7	Wounds 3
Third footpad	Club 5	Wounds 4

The footpads are not trying to kill you, so if you reduce an opponent's wounds to 0, he will become unconscious. If you roll a double-one in your attack, you will kill him. The same applies to you: if your wounds reach 0 you have been knocked unconscious, and if one of your opponents rolls a double-one he will kill you.

If you defeat all the footpads, turn to **93**. If they defeat you, turn to **130**. If they accidentally deal you a mortal blow by rolling double-one, turn to **274**.



200

You call together the men under your command and lecture them coldly.

'This is not the work of God-fearing Puritans,' you tell them savagely, 'but akin to the actions of the soldiers of the King, a way of life we are fighting to destroy. Carry yourselves as honest Christians or face the consequences.'

Chastised, they listen to your words and hang their heads in shame.

'As punishment, we will sleep in the fields tonight,' you tell them. 'We will stay there until we can conduct ourselves properly.'

Now turn to **254**.

(illustration on previous page)

201

You enter the quarters of the army's commander and he greets you with a stern face.

'Captain Worden,' he says, 'I have just heard tidings of your men's actions in burning an inn. I will not tolerate such practices in this army and from today I am instituting martial law in this town. Any soldier found looting or behaving with anything other than courtesy to the town's inhabitants will be subject to military penalties. Please convey this message to your men and endeavour to control them in the future.'

He dismisses you and you find yourself back on the street, filled with a cold rage. You know that Essex's words are reasonable and that you should have controlled your men. Are you a commander or an unreasoning looter? You ride back to your men, preparing your words.

Now turn to **200**.

202

With some trepidation, you enter the House to make your debut speech. Drawing on your experiences with Essex's army, you try to explain to the assembled Members of Parliament just how horrifying and useless this war is. You urge them to send messages of peace to the King.

The speech is not very well received. Many of the Members try to interrupt, not even granting you the courtesy of finishing. There are cries of 'Traitor!' and 'Sit down!' and your attempts to complete the speech are foiled by the Speaker, who moves quickly on to the next order of business.

As you leave the House, disgusted and frustrated, turn to **251**.

203

In the afternoon, a deputation of the townsfolk comes to you. They talk seriously and honestly, telling you that you are the only surviving man in the town whom they will all follow into battle. It seems that your neighbours have determined to send a company of men to join the army of Parliament and take the field against the oppressive forces of the King. Only in this way, they have decided, can they remove the threat to their homes and families.

Moved by their words, and seeing the wisdom in what they say, you can do nothing but agree, and the next day you take leave of your wife and daughters before riding out of town towards London at the head of a company of determined men.

Now turn to **143**.

204

Sidestepping Dell's rush, you have time to draw your

pistol, but barely enough time to point it at him. Make a Firearms skill roll. If you succeed, then turn to **71**. If you fail, then turn to **101**.

205

Riding directly to the small farmhouse where Cromwell has set up his headquarters, you announce yourself to the guard and are soon admitted to see the Colonel.

When you have given him the description of the men who attacked your home and detailed the events of your last few days in London, he nods grimly.

'Master Worden,' he says, 'although I do not agree with your policies, I am even less happy with the events which have befallen you. If, as you suspect, someone in Parliament is behind these actions, I will do all in my power to help you. But I do not believe that to be the case. From the descriptions you have given me, I can tell you that I do recognize these men, but they have not been with me for over a month. They are deserters, and I wish to find them as much as you. The penalty for desertion is a strong one.'

'Can you tell me their names?' you ask him.

'Certainly. They are Harcourt, Potter and Dell. Dell is the one missing two fingers and Potter is the thin man with an earring. I cannot tell you where they have gone, or where they come from. My regiment and my need for troops have grown so large that I no longer find time to concern myself with a man's origins - I only wish to know if he can fight.'

You thank Cromwell for this information, and he wishes you luck in your search.

Leaving the farmhouse, you see the campfires of

Cromwell's men nearby and decide to question some of the soldiers. Now go to **46**.

206

Several weeks pass, and the progress of the war is slow. As a delaying tactic to allow Essex's army time to recover, Parliament votes to send the offer of a treaty to the King. Although you know the offer is a false one, you cannot help but vote for it, if only because the principle is a good one.

On November 7th, Essex re-enters London, and the inhabitants breathe a sigh of relief. A few days later, a weak attack by the King's forces is thrown back.

Seeing how close the fighting has already come to London, John Pym puts before Parliament a motion to assess the goods of each man in the country and tax him accordingly in an effort to gain more money for the war effort.

The vote will be a close one. Which way will you decide?

If you vote for the motion, turn to **113**. If you vote against it, turn to **87**.

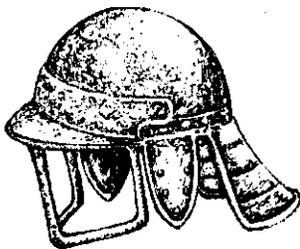
207

The following morning, the King's advisers urge him to retreat to Hereford, and the march begins just before noon. Will you decide to get close to Dell on the way and kill him (turn to **195**) or will you bide your time and hope for a chance to separate him from the other soldiers (turn to **197**)?

208

The wound makes you black out, and so you do not

feel the sickening crack as your neck is broken when you fall from your horse. Your adventure ends here, on a cold, windswept Scottish moor.



209

Taking careful aim at the quaking man, you snarl, 'I wish you could feel the pain that they felt. This is too short a death for you.' Then you pull the trigger and the pistol shot echoes from the walls of the cold stone barn.

Turning from the dead man, you open the barn door. In the near distance you can hear the sound of approaching horses. Will you wait in the barn until they - you hope - pass by (go to **273**) or will you mount up and ride away, trusting to luck that they will not follow (go to **242**)?

210

Taking extra care in your questioning, you begin to make the rounds of the inns and taverns which have been taken over by the invading Royalists. Make a

Luck roll. If you succeed, then turn to **37**. If you fail, then turn to **91**.

211

As you approach Perth, you see that Montrose's forces are even now attacking the city. It is poorly defended, and they seem certain to win. Will you wait until the battle is over before beginning your search for Potter (go to **124**) or will you ride on and join in the fight, hoping to find him amidst the chaos of the battle {go to **184**}?

212

The cavalry have spotted you and, to your surprise, begin to gallop in your direction. As they get closer, you realize that they intend to attack. You must fight them.

First Cavalier	Swordsmanship 7	Wounds 3
Second Cavalier	Swordsmanship 8	Wounds 4
Third Cavalier	Swordsmanship 6	Wounds 3

Luckily, you have two pistols and your opponents do not, so you may attempt to shoot at two of them before they come within sword range. Pick your targets and roll your Pistol skill twice. If you succeed, your targets will not be involved in the fight.

If you win, go to **285**. If you do not, then turn to **194**.

213

The next morning, you hear a commotion downstairs. Buckling on your sword belt and checking your pistol, you hurry down to see what is going on.

Your men have captured the owner of the inn,

accusing him of being a Papist and a Royalist. It seems they have discovered a letter written by one of the officers from Charles's army, who was quartered here when the Royalists occupied the town. They want to make an example of the innkeeper.

Will you stand aside and allow them to take out their anger on this supporter of the King (go to **246**) or will you attempt to stop them (go to **30**)?

214

Exeter is a walled town and Prince Maurice's forces have taken refuge within it. Rumour has it that there are arguments in Parliament between the Earl of Essex and Sir William Waller, another Roundhead commander whose job it has been to keep the King penned up in Oxford. It seems that the King has broken out of Oxford and is now heading towards your part of the country in an attempt to relieve Prince Maurice from Essex's attack.

Because there is a real danger of Roundhead troops marching upon Exeter at any time, the town is under heavy guard and it will not be easy to get inside. If you decide to disguise yourself as a merchant again, turn to **169**. If you decide to try climbing the walls at night, then turn to **77**.

215

You vote in favour of the motion, although with some doubts. Does Parliament really have the right to put the King on trial? And what will happen to Charles after he has been found guilty?

You go to bed, worried, and rise the following morning still doubtful. But all thoughts of Parliament are put from your mind by the arrival of a messenger



from your home. He has grave news. It seems that a group of Cavaliers has attacked your small town in Somerset and sacked the houses of all those they think are supporters of Parliament. Your own house was one of them.

But that is not all. With tears of rage in his eyes, the messenger describes how three Royalist soldiers entered your house and dragged out your wife and children. Before they left the town, they burnt your home to the ground and dragged your wife, Mary, the length of the street behind their horses before killing both her and your two daughters.

On hearing the news, your mind is filled with anger and misery. The anger is the strongest, and you vow to find these men who have ruined your life and taken from you the three people you loved most in the world.

You take horse for home immediately. Now turn to **282**.

216

'Sir,' you say quietly, 'I must still refuse. It is a matter of principle.'

Hopgood shakes his head.

'While I admire your principles,' he tells you, 'I do not admire your foolishness. You have had your chance.'

He draws his pistol and points it at you. It is the last sight you will ever see.

Your adventure ends here, dying for your principles.

217

As the two forces meet, you see that each is about

equal in numbers. Two of the Roundheads come in to attack you at once. You have time to shoot at one or both of them before they reach you, but the distractions are great, so you should (temporarily) reduce your Pistol skill by 2.

One of the approaching riders also has a pistol and you must make an Agility skill roll to avoid his shot. If you succeed, you may draw your sword and continue with the fight. If not, turn to **228**.

First Roundhead	Sword 8	Wounds 3
Second Roundhead	Sword 7	Wounds 4

If you defeat both attackers, then turn to **190**. If you are defeated, then turn to **228**.

218

Looking up from the fallen body of your opponent, you see that the Cavaliers are all dead, but you have paid a heavy price: three of your neighbours also lie motionless on the steps of the armoury. A silence falls as the townspeople look with horror at the chaos they have created. Then one, grimly determined, turns to you.

'You must lead us now, Master Worden,' he says, and you can see no alternative but to agree.

As your neighbours make preparations to remove the muskets and powder, you stare at the dead Cavaliers and think deeply. If the King is sending such men to secure the weapons from county armouries, then he is serious about war. It is all very well for you to fight his men on such a small scale as this, but he will not be beaten without at least one major battle. It conies to you that the best thing to do, if you want to see this war ended quickly, is to take all those of your

neighbours who wish to go, and join the army of Parliament.

Once back at home, you call another meeting and tell your neighbours of your decision. Many of them agree with you, and you determine to ride for London the next day in the hope of joining the Parliamentary army.

Early next morning, you kiss your wife and daughters, then ride out of the town at the head of a company of men.

Now turn to **143**.

219

The ride back to your home town takes two days.

Arriving at your home, you see that the house has indeed been burned down, and neighbours confirm that your wife and children are dead. Arrangements have already been made to bury them, but before the ceremony you ask for all witnesses of this horror to meet you in the Corn Exchange. When they have all gathered, you speak.

'I will track down the men responsible for this,' you vow. 'And when I find them, I will make their final hours full of more terrors than all the fiends of hell could devise. But I need information. Can any of you tell me something about these men? Descriptions, names, anything.'

One old man steps forward and tells you that he thought he heard one of the three soldiers call another 'Master Harcourt'. Another witness describes the other two soldiers: one was very thin and had a gold earring in his left ear. Unlike the others, he carried three pistols in his belt. The third man had a wound - two fingers were missing from his left hand. All

three men wore the colours of Oliver Cromwell's cavalry, which you know is now operating in East Anglia.

With sad eyes you watch as the coffins bearing your wife and children are lowered into the ground. Then, as the first clod of earth is shovelled in after them, you mount your horse and set off.

Will you decide to ride to East Anglia and attempt to find the men responsible (go to **144**) or will you decide to return to London and attempt to find the men responsible for ordering this attack (go to **163**)?

220

Scrabbling frantically at the stones, you try to claw your way back over the wall. But your panic slows you down and you have barely reached the top when the pursuing soldiers are within pistol range. You hear the report, then feel the terrible pain as the ball enters your back. Losing your grip, you topple backwards ...

Your adventure ends here.

221

The following day, you resume your search. Rumours abound that both Essex and the King are very close and there is some tension in the town as people wonder who will arrive first. In this atmosphere of doubt, you find few soldiers willing to talk to you, but late in the afternoon you enter yet another tavern and find a group who have been drinking quite heavily and are more willing to talk. Now turn to **75**.

222

Later that evening, there is a polite knock at your

door. Opening it, you see one of the townsfolk who was in the square earlier.

'Good evening, Master Worden,' he says politely. 'There is a town meeting in the Corn Exchange, and we would like you to attend.'

Wondering what could be going on, you get your hat and coat and follow him to the building, just off the square. Inside, you find almost all the men of the town gathered together. As you enter, you can tell that tensions are high here and that tempers are boiling. Taking a seat, you listen to the speaker, the town's miller.

'Neighbours,' he is saying, 'Civil War is coming. None of us can deny that now. Even as we gather here, the King's forces are gathering and soon no God-fearing town will be safe from his marauders. We must band together to protect our homes and our families. Who is with me?'

The assembled townsfolk send up a cheer, and many are already on their feet shouting to be heard. War fever has reached your small town, and this is the result.

Will you decide to join your fellow townspeople (go to **16**) or will you leave the building, unconvinced (go to **82**)?

223

Agreement seems the best policy. The officer makes arrangements to send you to Oxford and later that day you set out under escort.

There are five Royalist troops with you, and they set a close watch. It takes almost a week to get to Oxford, but at no time in the first few days of the journey do you have a chance to escape.

On the third afternoon, your party is approaching Tewkesbury, where you expect to spend the night. But as your six horses approach the Royalist-controlled town, you are suddenly aware of another party of horsemen coming towards you. Reining in their horses, your escort quickly recognize Roundhead cavalry and prepare to fight, despite the fact that they are outnumbered.

Will you wait for the outcome of the fight (turn to **90**) or will you attempt to make a break for it (turn to **98**)?



224

You ride on into Church Stretton and obtain supplies without any further trouble, then lead the successful foraging party back to Ludlow. Now turn to **127**.

225

You must make a Persuasion skill roll. If you succeed, then turn to **49**. If you fail, then turn to **232**.

226

That night, you dine with John Pym, leader of the House of Commons, and the prime mover in causing Parliament to declare itself opposed to the King's will. It was he who forced the Grand Remonstrance through Parliament against heavy opposition - the document condemning the King's policies and demonstrating him to be unfit to rule, which planted the seeds of Charles's downfall.

A small man with a powerful personality, he greets you warmly.

'Although you are new to the House, Worden,' he says, 'I can see that you are a man whose principles are close to mine. If you are willing, we will work together in the House against those of fainter heart and clouded judgement. What say you?'

He is asking you to join the group of M.P.s who regard him as their leader and take his suggestions on how to vote in the motions put before the House. If you decide to agree and join this group, then turn to **105**. If you refuse, then turn to **42**.

227

Reaching the top, you clamber over it and begin your descent inside the town. As your foot scrabbles for a hold, it dislodges a block of stone which clatters and rattles to the cobbled street below you. Make a Luck roll. If you succeed, then turn to **183**. If you fail, then turn to **53**.

228

Although the other members of your cavalry troop have won their individual battles, you have lost. Your adventure ends here, uncompleted.

229

As you leave the house, you still have your doubts about the decision. Should Parliament really have the power to bring the King to trial? You go to bed, mulling it over, but in the morning all thought of politics is driven from your mind. A messenger arrives from your home with some grave news. It seems that a group of Cavaliers has attacked your small town in Somerset and sacked the houses of all those they think are supporters of Parliament. Your own house was one of them.

But that is not all. With tears of rage in his eyes, the messenger describes how three Royalist soldiers entered your house and dragged out your wife and children. Before they left the town, they burnt your home to the ground and dragged your wife, Mary, the length of the street behind their horses before killing both her and your two daughters.

On hearing the news, your mind is filled with anger and misery. The anger is the strongest, and you vow to find these men who have ruined your life and taken from you the three people you loved most in the world.

You take horse for home immediately. Now turn to **282**.

230

The officer is not convinced.

'If you are a merchant,' he says, 'then where are your wares? Where is your home? Why would you try to do business in a town which will soon be under siege? No, I do not believe you.'

Will you stick to your story (go to **12**) or will you tell him the truth about your visit (go to **155**)?



231

As your opponent falls from his mount to be trampled beneath the hooves of the milling horses, you can see that the two sides are separating, breaking off the engagement. Riding with the others, you carefully disengage and return to report to Essex. You are thrilled at the result of your first clash with the Royalists. These were the cavalry of Prince Rupert, and you defeated them. You go to sleep with a feeling of confidence.

The next morning, as you prepare to go to church, scouts ride in with the report that the King's army has been sighted three miles to the south, on the ridge of Edgehill which dominates the road to Oxford and London. Essex decides to give battle as soon as possible and orders fly as he gives commands to his officers. Soon, the army is on the march again. But this time, the walk will be short and battle awaits at its end. It is Sunday October 23rd. Now turn to **34**.

232

The looters pay no attention to your commands, and finally you give up, realizing that the tensions of battle must be relieved in one way or another. Now go to **131**.

233

Have you been to East Anglia during the past few weeks? If so, then turn to **20**. If not, then turn to **106**.

234

Riding like the wind, you concentrate on putting

distance between yourself and your escort. But a party of Roundhead cavalry is trying to intercept you. If you allow them to capture you, there is no telling whether they will believe your story or not, so you spur your horse to an even faster gallop. Make a Horsemanship skill roll. If you succeed, turn to **2**. If you fail, turn to **145**.

235

'We ride to Banbury,' you say. 'My father lives there and he is ill.'

The Royalist foot soldier does not seem convinced. He walks around behind you and examines your saddlebags, then those of your companion. All at once, he cries out.

'This man carries a letter addressed to the Parliament!' he cries, stepping back and fumbling for the pistol at his belt.

Realizing that the only thing to do is ride on as fast as you can, you spur your horse into motion. Now make a Luck roll. If you succeed, turn to **3**. If you fail, turn to **92**.

236

Entering the House, you see that there are not as many Members present as you had hoped, but you resolve to go ahead with the speech anyway. Gaining the Speaker's attention, you tell him that you have something urgent to say and he allows you to stand and begin talking.

You tell those present of the events which have befallen you over the past few days, concluding with what you have learnt in your visit to your home town.

When you have finished, you sit down and await a reaction.

When it comes, the reaction is not what you would like. Although many members of the House express their concern for you and for the events that have taken place, none of them seem to take seriously your belief that someone in the government was behind these actions. There is much head-shaking and fine speech-making, but the general reaction seems to be that they think you are crazy to imagine such things.

Frustrated and disappointed, you leave the House. Having drawn a blank there, it would be pointless to try to talk to any of those you suspect privately, because they are all safe in the knowledge that Parliament will believe them before you. Your only course of action now is to track down your wife's killers alone, and the obvious starting point is with Cromwell.

Now turn to **237**.

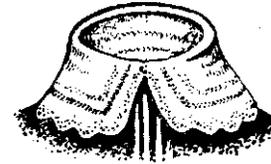
237

The ride from London to East Anglia is not a short one, but you feel quite secure in the knowledge that the country through which you are passing is under the control of Parliament. If you have received any wounds recently, there will be time for them to heal on the trip.

Having received directions in London before you set out, you have little trouble in finding the large encampment of Oliver Cromwell and his soldiers. Will you decide to speak directly to Cromwell (go to **205**) or will you talk to some of the soldiers first (go to **119**)?

238

You decide to set out at once. There is only one problem, however: the army of King Charles almost certainly now controls the road to London along which you must travel. Will you decide to ride as you are and risk being stopped (turn to **29**) or will you decide to travel incognito, as an ordinary local inhabitant, without weapons (turn to **136**)?



239

The King hears you out, then shakes his head sadly.

'I cannot take your word, Master Worden,' he says. 'Your loyalties are uncertain, and I would be a fool to allow you to join my army, or indeed to let you leave here having seen our preparations. Who knows what plans you have discovered? No. I must make you a prisoner. My apologies if your words were honest, but if that was the case then I hope you will regard this imprisonment as the best way of serving me.'

You are taken from the King's presence and locked securely in the town jail. Here you will spend the rest of the war.

Your adventure ends here.

240

The cavalymen are too experienced for you to defeat all three of them. Inevitably, one manages to penetrate your guard and you feel his sword enter your chest. As you fall to the ground, mortally wounded, you hear him mutter:

'This one won't trouble Sir Henry any more.'

Your adventure ends here.

241

Awakening is a slow and painful process. Every muscle in your body protests as you try to sit up, so you soon abandon the attempt. Looking around, you see that you are in a small room with stone walls and a small window. You lie upon a soft bed between clean linen sheets and your wound seems to have been dressed carefully.

The door opens and you reach automatically for a weapon, but grunt with pain as the wound in your shoulder stops you.

A short woman in clean but threadbare clothing enters the room and helps you to lie back.

'Do not worry,' she says in a broad Scottish accent. 'You are safe here.'

In her voice is sincerity, and with a sigh of relief you sink back into unconsciousness.

Now turn to **269**.

242

Rushing to the horses, you mount your own and turn Potter's loose. Then you gallop away across the fields.

Looking back, it is hard to tell what is happening in the darkness, but the land here is flat and open and you can just make out the shapes of several horsemen who are pursuing - and gaining on - you. The flat crack of a pistol shot echoes in the night, and you feel a sharp pain high up in your right shoulder. Reduce your Wounds by 3 and make a Horsemanship skill roll.

If you fail the Horsemanship skill roll or if your Wounds have now been reduced to 0 then turn to **208**. If you succeed in the Horsemanship skill roll and your Wounds are still 1 or more, then turn to **187**.

243

The Captain must be forgiven for believing you - he has been fighting hard for the past week or more and your manner has him convinced. He gives orders that you should be taken to Potter and wishes you luck on your secret mission. Now turn to **70**.

244

Spurring your horse, you leave the battlefield in an attempt to catch up with your men. You give a wide berth to the Royalist cavalry, who are still riding down the fleeing soldiers, and catch up with the survivors of your company near to Kinton. They are in a state of unreasoning panic. Will you try to rally them (turn to **256**) or will you give up on the idea and join instead with a group of Parliamentarian cavalry who are regrouping nearby (go to **140**)?

245

As the dusk turns into night, Essex orders the army

to make camp where it is, at the foot of Edgehill. Battle-weary and numb, the men obey, each going to his bedroll wondering what the next day will bring.

As you lie amongst the men of your company who have returned to the army, your thoughts turn towards those who have not come back. Some, alas, are dead, but there are others who ran from the battle in fear and dismay. You cannot find it in your heart to blame them, indeed something deep inside you wonders if perhaps they may have made the only sensible choice.

As you turn the thought over in your mind, you become aware that two possibilities exist for you: will you stay with the army and see what tomorrow's uncertain future will bring (turn to **267**) or will you decide to flee this senseless battle and return home to your wife and family, a deserter but at least a live one (turn to **261**)?

246

Shaking your head at the anti-papist feelings which have come to the fore even in your own men, you walk outside into the morning air. From the inn behind you, you hear the innkeeper's cries as your men sack and loot the interior of the building, smashing the paintings on the walls and breaking the bottles and barrels which are the innkeeper's livelihood.

For a long moment, there is silence, then your men's shouts redouble in enthusiasm. Smelling something burning, you turn to look at the inn. Smoke has begun to pour from the upper windows, and men are streaming outside, laughing and cheering. Other soldiers are coming to join them and they form a crowd to watch the inn burn. Anti-papist feeling is running strong within Parliament's army.



Saddened and disappointed at the actions of men you once thought peaceful, you supervise the rescue of the few horses belonging to your company as the inn burns steadily.

As you lead your horse away from the scene of destruction, a messenger from the Earl of Essex finds you and summons you to his quarters. Now turn to **201**.

247

When you and your neighbours have gathered the next morning, Master Sands leads you to the county armoury, which is situated about five miles away. On arrival, you discover that five Royalist soldiers have already taken possession of the building and are busy collecting all the weapons together for transport to the King. Seeing this, Master Sands is incensed and, without pausing for speech, gives a shout and charges them.

Cooly, the officer who leads the group draws his pistol and shoots Master Sands in the chest. He falls back on to the steps of the armoury.

Seeing this, you cannot stand idly by, and drawing your sword you leap up the steps to confront the murderer. At your back, your neighbours move with you to attack the soldiers. But you have little attention to spare them. You must fight the Cavalier officer.

Cavalier officer Swordsmanship 7 Wounds 3

If you defeat him, turn to **218**. If he defeats you, turn to **36**.

248

When the Council of War breaks up the following

day, the orders are to march north, away from Cromwell and his troops. Many soldiers think this shows that the King is not confident about a battle against 'Old Ironsides', as people are now calling Cromwell, but to you it seems the best course of action, both personally and tactically. If the King marches north, he will be able to bring help to Montrose in Scotland, and this also means that your chances of meeting Dell are improved.

As the vast collection of men march north, news comes that a Royalist army, led by Colonel Robert Blake, has captured Taunton, and that the Roundheads besieging Chester have retreated in the face of the King's advance. At Ashby de la Zouch, you are joined by more cavalry under the command of Sir Marmaduke Langdale, but news also reaches you that Cromwell and Fairfax are besieging Oxford.

Now turn to **89**.

249

Cutting across the battlefield, you head towards where the King's retinue is drawn up. But before you can reach it, you must fight your way through a small knot of infantry who stand in your way. You have had time to reload your pistol, so you may shoot at one of them before fighting with your sword.

First infantryman	Pike 5	Wounds 3
Second infantryman	Pike 6	Wounds 3
Third infantryman	Pike 7	Wounds 3

If you win, then turn to **108**. If you lose, then turn to **45**.

250

Spinning on your heel, you begin to run back down

the alleyway, heading directly towards the one footpad who blocks your way. As you reach him, he raises his club and you try to duck to one side. You must make an Agility skill roll to succeed. If you do so, turn to **135**. If you fail, then turn to **199**.

251

As you leave the House after your disastrous first speech, a Member who was present stops you in the corridor. You recognize him as Sir Henry Vane, one of the strongest supporters of the war and a close friend of John Pym, the Leader of the House of Commons.

'Your speech was not well received,' he says, a comment to which you cannot think of an adequate reply. 'You should remember that this House supports the Earl of Essex fully and that we are committed to the return of the King to London, where he can answer our complaints.'

Will you thank him for his advice and walk on (go to **95**) or will you argue with him, repeating that you think the war is a stupid one (go to **26**)?

252

The Parliamentarian looks like this:

Roundhead Swordsmanship 8 Wounds 3

If you defeat him, then turn to **298**. If you lose, then turn to **270**.

253

In your disguise as a prosperous merchant, you have an uneventful ride north. At every village you pass through, you get news of Prince Rupert's forces. It

appears that he has captured the town of Stockport and is now resting his men before moving against Bolton, another Puritan stronghold. You ride into Stockport on May 26th.

On arrival, you are immediately impressed into the army. The Prince needs all the men he can get, and by your dress and manner, you are obviously good material. You allow yourself to be made part of the Royalist cavalry as a good means of getting closer to Harcourt. There are only two things which worry you: has Harcourt been killed in the recent fighting and, if you are ordered to fight yourself, can you bring yourself to kill a Parliamentarian?

The organization of the army is quite confused and you are not challenged or questioned too closely during your conscription into the cavalry. Will you decide to wait and try to find Harcourt on your own (go to **78**) or will you ask around and risk arousing the suspicions of the soldiers (go to **157**)?

254

Many days pass, and the Parliamentarian army remains in Worcester as Essex tries to obtain information about King Charles' movements. It is the middle of October before news comes that the King has left his stronghold in Shrewsbury and has begun his march on London. His army is said to number over thirteen thousand, slightly larger than your own. The Earl of Essex is determined to intercept him on the way and orders to march are given.

The army sets out and begins its march towards Warwick. News is continually reaching you: the King has been cheered in Bridgenorth, has arrived at Kenilworth, has drawn up a charge of treason against your commander, the Earl of Essex.

As the army steadily approaches Warwick, it stops for the night in the village of Kineton. A request is made for all with horses who are not part of the cavalry to assemble. Listening with many others, you learn that you are to be part of a foraging party, looking for fresh supplies. The regular cavalry will not take part as they have been scouting for contact with the King's army all day.

Riding out with a large group of other Parliamentarians, you approach the village of Wormleighton. Now turn to **114**.

255

The vote goes against Pym. Have you voted against one of John Pym's motions before? If so, turn to **167**. If not, turn to **264**.

256

In order to rally your men, you must make a successful Persuasion skill roll. If you succeed, turn to **160**. If not, turn to **140**.

257

You move from fire to fire, casually asking questions of the battle-weary soldiers, Irish and English. At the fourth attempt you find a man who knows Potter. He calls into the darkness and a figure looms at the edge of the pool of light cast by the fire. A gold earring gleams in the reflected light and with a leap of your heart you recognize the man you have been searching for.

Potter comes closer and squats beside you.

'Looking for me?' he asks with some puzzlement. 'Why? Who are you?'

Mentally crossing your fingers, you tell him that you have been sent by Prince Rupert to request his assistance in a 'little project' further south. As you speak, his eyes gleam, but is it with suspicion or greed? Make a Persuasion skill roll. If you succeed, then turn to **70**. If not, then turn to **139**.

258

Even as the King's forces are preparing for the spring campaign, bad news reaches Oxford. Shrewsbury has fallen to the Roundheads and Prince Rupert immediately decides to march west in order to keep a line of communication open with the Welsh border country, from where many recruits to the King's forces are being obtained.

You have been in Oxford barely a day and have had no luck in searching out Dell. Now you have been ordered west with Rupert. During the ride, you comfort yourself with the thought that if Dell is a messenger then you will have just as much chance of finding him in Ludlow as Oxford.

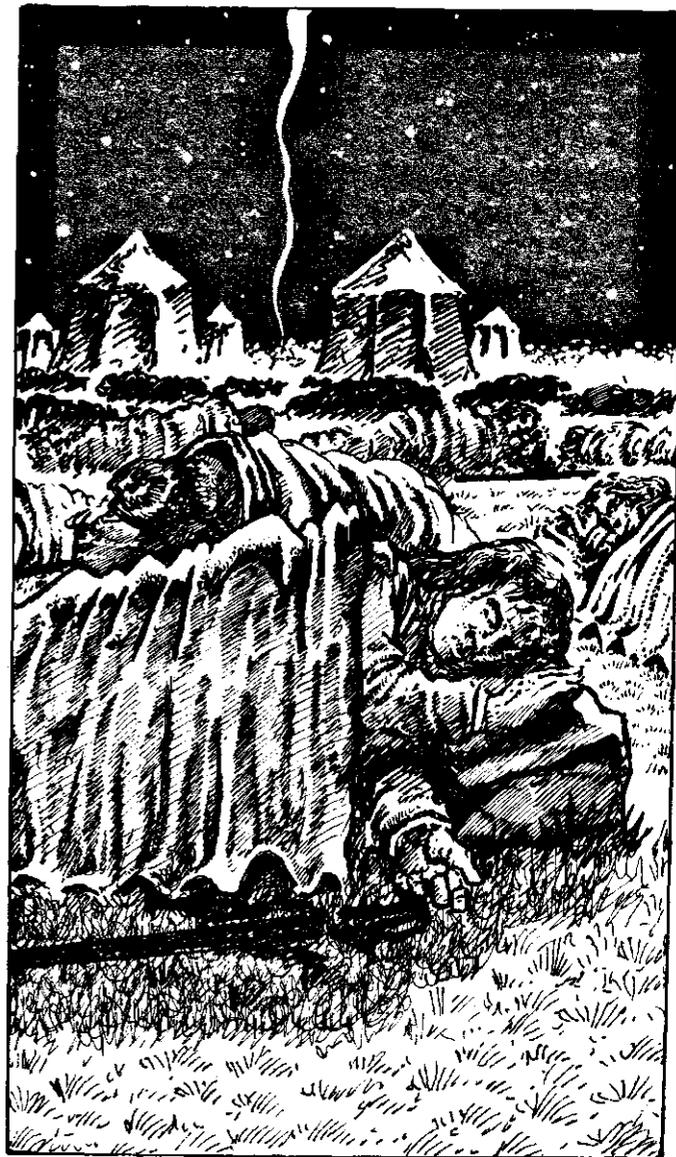
Once in Ludlow, Rupert orders scavenging parties to be sent out. Are you an officer? If yes, then turn to **133**. If no, then turn to **24**.

259

As you ride into the town, you listen absently to the talk between the other riders around you. They are pleased and elated at the ease of their victory. Then suddenly your attention is caught by the words of one man.

'Better than the battle for Stockport, eh, Harcourt?' he says.

You snap your head around to see to whom he is



talking. The man who replies is a medium-sized man with a slightly shifty look.

Your heart misses a beat. At last you have found him!

You spend the rest of the day sticking as close to Harcourt as you can, biding your time until nightfall. At about midnight, you wander over towards the fire where Harcourt's troop is camped, and from outside the pool of light you watch your prey, taking careful note where his bedroll is.

Later, when all the men have gone to sleep, you creep carefully towards Harcourt's sleeping form . . .

Have you been to East Anglia in the past few weeks? If so, turn to **191**. If not, then turn to **265**.

260

Your letter to Cromwell, telling him of the events of the past few days receives a prompt reply. He invites you to visit him with his soldiers in East Anglia, so that he may help identify the men who attacked your home, if they did indeed come from his regiment.

Taking horse the following morning, you turn your back on London and ride for East Anglia. Now turn to **237**.

261

Making your way from the camp in the dead of night, you evade the sentries and, pausing only to mount your horse, you ride southwards.

When dawn breaks, you are several miles from the camp and headed towards London. What you will do when you reach it is unclear, but at least you will not have to fight again.

But your thoughts of celebration come too soon.

From behind a tree to your right comes the crack of a musket and your horse stumbles, then falls to the ground, throwing you off it.

Rising dazedly, you stare around only to see a small force of Royalist footsoldiers, obviously stationed here to ambush stragglers from the battle. They close in, cocking their muskets . . .

Your adventure ends here.

262

The following morning, scouting parties return from a survey of the ground between Market Harborough and Fairfax's army. Before dawn, both armies are on the move, marching to positions near the village of Naseby. As the sun rises, you can see that the army of Parliament outnumbered that of the King by about 3,000, and that the two opposing forces are drawn up on ridges opposite one another with a shallow grassy dip in between. You sit on your horse among many other cavalymen, all under the command of Prince Rupert, and as the forces move into their final positions, Rupert orders a charge against the horsemen of Henry Ireton on the Parliamentary left.

As you charge towards a hedge behind which the enemy waits, make a Luck roll. If you succeed, then turn to **156**. If you fail, then turn to **5**.

263

Having left Hereford and the King's army, will you decide to return to Parliament (go to **122**) or will you go elsewhere (go to **132**)?

264

As you leave the House, a young supporter of Pym's bumps into you, knocking you to the ground.

'My apologies,' he murmurs insincerely, before walking on.

Watching his retreating back, you realize that you may have made an enemy by voting the way you did. Now turn to **28**.

265

You place your pistol up against the bridge of Harcourt's nose and put your free hand over his mouth. He wakes. Silently, you press the pistol a little harder, making sure that he is aware of it. Then you motion to him to crawl ahead of you out of the firelight. He does so, silently, and you remind him of your presence all the way with the constant pressure of the pistol barrel against his side.

Once out of the firelight, you allow him to rise and hurry him well away from the fires of the sleeping troops, into the doorway of an abandoned house. You try the door and it opens. Pushing Harcourt ahead of you, you enter.

'Who are you?' asks the frightened man.

Without answering, you place the gun against the lid of his right eye and cock it. He moves backwards, but you follow until he is pressed up against a wall.

'Where are Potter and Dell?' you ask in a low voice.

He tries to shrug, but it turns into a frightened shudder.

'I don't know,' he tells you.

'Yes you do.' You pull your knife from your belt with your free hand and place it against his throat. 'Where are they?'

Terrified, he tries to speak, but his mouth is too dry. He tries again:

'P . . . Potter is with Prince Maurice in Devon. I don't know where Dell is, I swear it!'

At least you now have some more information to go on. You turn your attention to the next question.

'Why did you do it?' you ask. 'Why did you kill my wife and children?'

As he realizes who you are, his face goes white.

'I . . . I don't know,' he says. 'It was Dell who was the leader. I swear it! I didn't want to do it! Don't kill me!'

Ignoring his pleas, you question him some more, but he knows nothing beyond what he has already told you. Finally, you must make your decision: Will you kill Harcourt (go to **146**) or will you release him (go to **9**)?

266

The cavalryman's weapon strikes you on the leg, cutting through all protection and leaving your leg useless with blood pouring from the artery. The wound is a mortal one, and you will not live to settle your account with Dell.

Your adventure ends here.

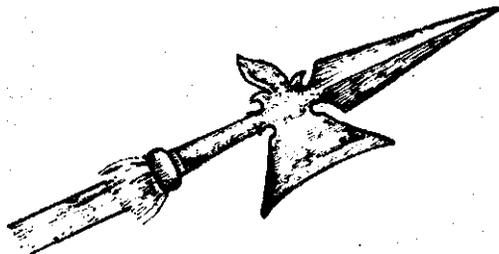
267

As the sun rises, Essex orders the weary army back towards Warwick. All through the day, you are harassed by Prince Rupert's cavalry, but your own mounted forces are successful in forming a screen behind which the foot soldiers may retreat.

Upon reaching Warwick, your first concern is to find quarters for your men. Then you find a bed for yourself and lie down, but your mind is too troubled to let you sleep. In retreating, Essex has left the road

to London open, and with a dreadful certainty you know that the King will take advantage of it. If no one stops him, he could be in London within a few days. And Parliament's main force is here, recuperating in Warwick.

When sleep does finally overtake you, your dreams are troubled. Now turn to **179**.



268

Your first day's inquiries have come to nothing, and now you are faced with the problem of finding somewhere to sleep. Will you decide to chance spending the night in a deserted alleyway (turn to **65**) or will you try to find a room in an inn (turn to **97**)?

269

The second awakening is much easier, and you are able to carry out a conversation with the crofters who have taken you in. Poor people, but with a greater respect for human life than anyone else you have met over the past few months, they do not care on which

side you have been fighting. They care even less about the goings on 'down South'. The war has not disturbed them here in their little cottage and they carry on their lives as normal.

You stay with the Scotsman and his wife for several weeks, recuperating and regaining your strength as your wound heals. Luckily the musket ball passed right through your shoulder, leaving a clean wound. Rest is all you need to regain your full strength. (You may increase your Wounds value to its original level). Winter passes and when the snows have melted you begin to feel it is time to head south once again. Potter told you that Dell is a messenger with the King, and so Oxford is your natural choice. The emotions and convictions which you felt at the news of your wife's death are still strong within you and you feel that only when you have found Dell will you be able to rest.

Early in February 1646, you saddle your horse and once more set off southwards. Now turn to **287**.

270

As you fall from your horse to the unyielding ground below, you cannot help but think about the irony of the situation. You have been killed by a soldier who is fighting for your own side.

Your adventure ends here.

271

Your cavalry troop is slightly outnumbered, but much better armed. Riding forward, you attack the villagers who stand between you and the desperately needed supplies.

Only one villager stands in your way, and you must

fight him with your sword, as your pistols are in your saddlebags.

Villager Club 6 Wounds 4

If you win, turn to **181**. If he defeats you, then turn to **193**.

272

As you walk out of the House with a group of other M.P.s, all of whom are congratulating you on your speech, you are approached by Sir Henry Vane, one of the strongest supporters of the war. He invites you to dine that night with John Pym, leader of the House and the implacable enemy of the King.

If you wish to go with Sir Henry and ally yourself with Pym, then go to **226**. If you decide to be more wary and try to gain a clearer picture of what is going on in Parliament, then go to **95**.

273

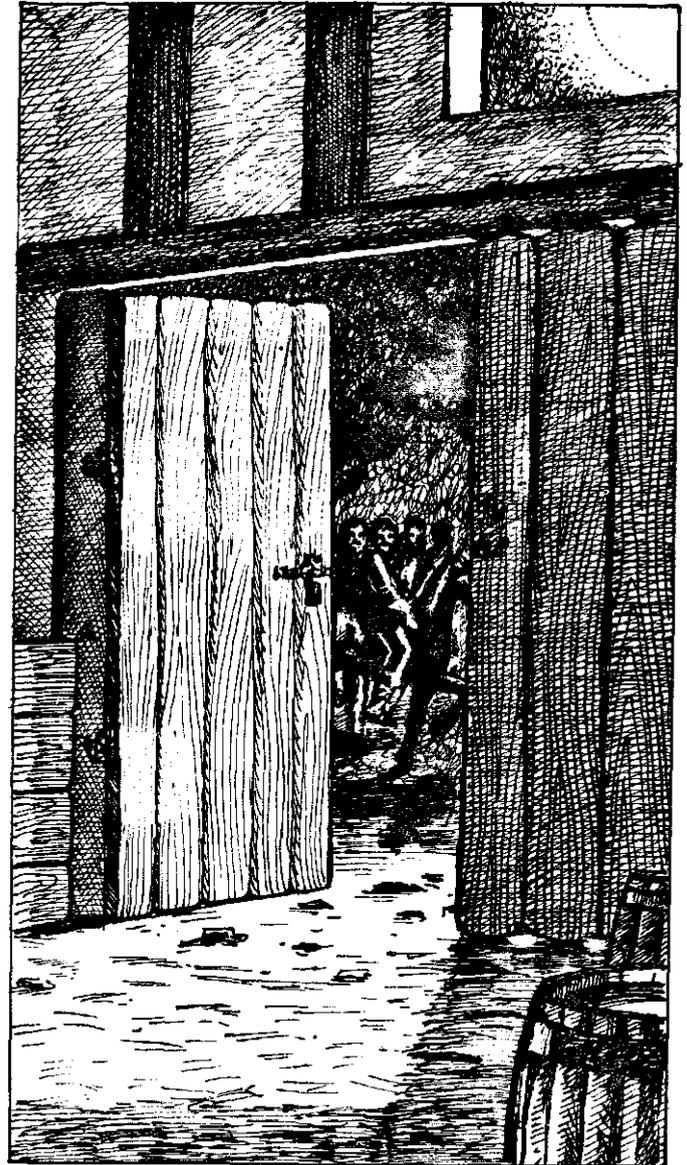
You step back into the barn and close the door, listening intently. Far from passing by on the road, the horsemen seem to be approaching your hiding place. They rein up outside and you hear a voice say,

'Here are their horses, sir!'

Cursing silently, you check your pistols and loosen your sword in its scabbard. You cannot tell how many there are, but you resolve to sell your life dearly.

The chance soon comes. The barn door is kicked open, and several men burst in, pistols and swords at the ready. Although you manage to drop the first two as they enter, there are many more - too many for you to defeat them all.

When the inevitable final blow comes, your last



thought is of your dead wife and children. Who will avenge them now?

Your adventure ends here.

274

One of the footpads aims a clever blow at your head and you are not quick enough to dodge it. The club strikes you on the temple, crushing your skull, and you drop to the ground, dead almost before you reach it.

Your adventure ends here.

275

Feeling soiled by the actions that you must perform, you join with several other soldiers in 'teaching a lesson' to the villagers. When you have finished, you ride back to Ludlow. Now turn to **134**.

276

'Sir!' you protest to Hopgood, 'I cannot do this to people whose only crime is to protect what is their own!'

Hopgood marches over and speaks privately to you.

'Because you fought so well,' he says, 'I will give you a warning. I have given an order,' he goes on. 'The penalty for disobeying an order in action is death. I give you one more chance. No matter how distasteful to you this may be, I order you to teach these people a lesson.'

Will you give in to the order (go to **275**) or will you still refuse and risk being shot (go to **216**)?

277

Your wavering mind is distracted by the appearance

of two more Royalist horsemen. They ride directly towards you, knee to knee, and you know that you must fight them.

If you wish to fire your pistol at one of them, you may do so. You will have only one chance as they are almost upon you and you must then meet their challenge with your sword. If you hit with your pistol, your target will no longer be able to fight.

First Royalist	Swordsmanship 6	Wounds 4
Second Royalist	Swordsmanship 8	Wounds 3

Remember that when fighting with a sword, you may halve your skill and use the resulting advantage to halve the skill of one of your opponents.

If you defeat them both, turn to **295**. If they defeat you, turn to **86**.

278

Breathing heavily, you look up from the bodies of your assailants at the small crowd which has gathered. Some of them are soldiers, and you realize that you had better leave in a hurry. You walk briskly to the end of the street and turn a corner, then break into a run. Behind you there are shouts, but any pursuers are quickly lost as you make one turning after another to throw them off your trail.

After this encounter, you decide that it would not be prudent to stay in London much longer, and anyway it only goes to confirm your suspicions about the reasons for the attack on your home. Someone in Parliament wants you dead or out of the way.

But your wife and children are dead, and someone must pay for their deaths. You resolve to ride to East

Anglia the next morning. Maybe Cromwell will be able to help identify the attackers.

Now turn to **237**.

279

Holding your pistol at Dell's head, you bind him and begin to question him. When he learns who you are, he swallows hard, but betrays no other emotion. Under questioning, he tells you that the deaths of your wife and children were merely a by-product of his orders to terrorize the people of your home town. He tells you that he regrets it, but that he was just a soldier, carrying out his orders.

That horrifies you, and makes you think back over your own actions of the past months. 'Just a soldier obeying orders', you have killed and destroyed. The fact that it was for your own purposes means nothing. Any soldier in either army could say the same thing. You feel disgust and loathing at your actions. How can war make ordinary people like yourself do such things?

Your quest for vengeance is almost at an end now. But you still have a decision to make. Will you execute Dell for the murder of your family (turn to **297**) or, sick of killing, will you leave him alive and depart from Hereford (turn to **51**)?

280

'Do we make war on civilians now?' you ask in disgust. 'Is this man a soldier of the King that you should ill-treat him like this? Are your actions those of true Christians?'

Some look uneasy as you continue.

'Are we honest, God-fearing men or no better than

Cavaliers?' you ask them. 'Why turn your wrath against this man when the King has thousands more guilty than him? Release him,' you command, and they do so. You turn a stern face on the man. 'It would be best for you to leave as quickly as possible,' you tell him. 'Those men have no reason to look kindly upon supporters of the King and his Papist followers.'

The man leaves the room quickly, and the crowd which has gathered to watch disperses quickly.

A little later, a soldier arrives, summoning you to meet with the Earl of Essex, the commander of the army. Now turn to **74**.

281

The ride to Oxford is heavy with expectation of a fight with Cromwell, but it never materializes. After joining with the King, the two combined armies march again, this time to Stow-on-the-Wold, to rendezvous with all the other outlying forces. When the muster is taken, the King has more than 11,000 troops available. He and Rupert and Prince Maurice enter into another Council of War.

Will you decide to stay with the King's army in the hope that Dell will join it soon (go to **248**) or will you decide to head north and seek Dell on your own (go to **7**)?

282

On arriving at your home, you discover that the messenger's words were true. Your wife and children are dead and your house is destroyed. Arrangements have already been made to bury them, but before the ceremony you ask for all the witnesses of this horror

to meet you in the Corn Exchange. When they have all gathered, you speak.

'I will track down the men responsible for this,' you vow. 'And when I find them, their final hours will be filled with more terrors than all the fiends of hell could devise. But I need information. Can any of you tell me something about these men? Descriptions, names, anything.'

One old man steps forward and tells you that he thought he heard one of the three soldiers call another 'Master Harcourt'. Another witness describes the other two soldiers: one was very thin and had a gold earring in his left ear. Unlike the others, he carried three pistols in his belt. The third man had a wound - two fingers were missing from his left hand.

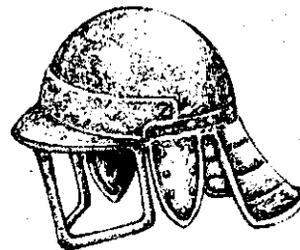
Now at least you have something to go on. You have already heard that the soldiers were members of Prince Rupert's cavalry and you know that they were last heard of based in Shrewsbury.

With sad eyes you watch as the coffins bearing your wife and children are lowered into the ground. Then, as the first clod of earth is shovelled in after them, you mount your horse and set off.

Now turn to **176**.

283

The sergeant pauses for a moment, as if he has recognized you from somewhere else, but then he passes you on and you are soon a member of Prince Rupert's cavalry regiment, a coveted position which probably has something to do with the fact that you have your own horse. Mounts are hard to find, and any soldier with a horse is automatically made a cavalryman. Now turn to **258**.



284

The officer lies dead at your feet. Turning away from his corpse, you cannot bring yourself to feel guilt at his death. Despite the fact that he was on the side of Parliament - the side which you used to feel was your own - this duel was a matter of life and death. You had no option.

As you leave the house and walk down the street, you see that the town has been captured and that many Cavalier soldiers, among them members of your own troop of cavalry, have begun looting and destroying the buildings nearby.

Will you try to stop the looting (turn to **225**) or will you simply ignore it (turn to **131**)?

285

As the last of your attackers falls to the ground, you wheel your horse and ride quickly for cover. Several more hours of careful riding enable you to evade the forces of King Charles and you are free again to continue your journey. Now turn to **21**.

'We are fleeing the ravages of the Roundhead army,' you say, using the Cavalier's term for Parliamentarians. They have burned my house and that of my neighbour here. We are both going to Banbury, where I have relatives.'

The sergeant nods his head in understanding. 'We won a great victory over the Roundheads yesterday,' he said. They are taking their defeat badly. Ride on, and pray that this war will soon be over.'

Taking his advice, you ride through the roadblock and continue along the road.

The remainder of the journey is uneventful, and you enter the outskirts of London with some curiosity about what your new role as a Member of Parliament will be like.

Lodgings have already been arranged for you, but there is an unsettling message waiting. Your first appearance in Parliament must be marked by a debut speech. Alone in your room at night, you must decide on what subject you wish to speak.

If you decide to speak about the war and the affairs of King and Parliament, turn to **76**. If you decide to speak instead about the common people whom you represent and what their feelings must be, then turn to **67**.

If you have taken any wounds recently, you will now have time to recover from them.

287

Several weeks of riding bring you to Oxford. As you travelled southward you heard of Montrose's victory at Inverlochy in the Highlands, where he defeated the

Scots army commanded by Argyll, and also that the King has consented to peace negotiations with Parliament at Uxbridge near London, although no one seems to expect much from the meetings. There is much reorganization going on in the armies of both sides and it seems that the King is only stalling until the winter is over. Then he can once again take the field against the forces of Parliament.

Arriving at Oxford, you find the town well guarded, but are allowed in without much trouble. Once inside the town, you discover that the King is recruiting all able-bodied men to his standard. You will not be able to escape this recruitment and remain in Oxford, so it seems you have little choice. Will you decide to enlist in the King's army as a common soldier (go to **56**) or will you present yourself to one of the King's officers in your real identity and try to enlist as an officer (go to **48**)?

288

Realizing that you cannot convince your listener, you wheel your horse and attempt to flee, but a pistol shot brings you down. As the last light you will ever see fades from your eyes, your killer leans over you and spits.

'Filthy spy!' he curses.

Your adventure ends here.

289

With the possibility of support from the Scots, Parliament is quite willing to agree with their idea of a 'proper' religion, and the motion is passed. Pym thanks you warmly for voting with him. Now turn to **38**.

290

Perhaps the Covenanters did not mean to kill you, but a lucky blow has caught you unawares and you fall to the cobbled street with your head caved in. Your adventure ends here, killed by the people who are supposed to be your allies.

291

There are five Covenanters, armed with clubs. Their purpose is to beat you unconscious, or perhaps to kill you. They quickly surround you and begin to move in. Your pistols are both loaded, so if you wish to use them you may. During the course of the fight, if you reduce any Covenanter's wounds to 1, then he will run from the fight.

First Covenanter	Cudgel 6	Wounds 3
Second Covenanter	Cudgel 7	Wounds 3
Third Covenanter	Cudgel 7	Wounds 4
Fourth Covenanter	Cudgel 8	Wounds 3
Fifth Covenanter	Cudgel 8	Wounds 3

If you win, go to **100**. If you lose, then go to **290**.

292

As you ride south, news comes to you of a great battle at Marston Moor near York, where Cromwell's cavalry have helped to defeat Prince Rupert's command soundly. The details come from a messenger who overtakes you on the road, on his way to London.

Arriving at Lyme, you discover that Prince Maurice's forces have been forced to retreat to Exeter by the advance of the Earl of Essex. If Potter is still alive, he will be there. Warily, you change your course and ride towards Exeter.

On the way, another piece of news reaches you: Irish soldiers have landed in the north, come to aid the King. They have joined up with the Earl of Montrose, Charles's general in that area. It seems that, despite the defeat at Marston Moor, the war is nowhere near being over yet.

With this thought uppermost in your mind, you arrive at Exeter. Now turn to **214**.

293

You make an appointment to see Sir Henry Vane, and the next day you are ushered into his apartments in the Palace of Westminster. He listens carefully to your story, and commiserates with you over your loss. He promises an immediate investigation, and then rises, seeming to think that that settles the matter.

Vane is the one who has made several veiled threats against you in the past. Will you decide to threaten him in return (go to **149**) or will you give up on his 'investigation' and try to track down the men responsible yourself, by going to East Anglia (go to **237**)?

(illustration on following page)

294

You ride with the other cavalry under the command of Rupert, and smash into the lines of infantry who are engaged in deadly combat barely two hundred yards from where the King sits.

There are three infantrymen who seem determined to kill you. You have reloaded your pistol and so may shoot at one of them before drawing your sword and fighting.



First infantryman	Pike 5	Wounds 3
Second infantryman	Pike 6	Wounds 3
Third infantryman	Pike 7	Wounds 4

If you win, go to **111**. If you lose, turn to **45**.

295

Pausing to take stock of the situation, you see that you are almost cut off from the Parliamentary forces. Royalist cavalry press around you and although most ride on to pursue your fleeing men, several pause to do battle with you. You have little time in which to decide. Will you follow your men (go to **244**) or will you stay to fight (go to **198**)?

296

The cavalry have not yet spotted you and by carefully following a path which hides you from them you manage to bypass the scouting party. Now go to **21**.

297

Cocking your pistol, you hold it to Dell's **head**. The sound of the shot brings an end to your quest for vengeance, but it leaves you strangely unsatisfied.

Leaving the stable, you collect your horse and ride slowly out of Hereford.

Now turn to **263**.

298

Looking quickly away from the sight of the Parliamentary soldier you have killed, you see that the battle is almost over. The Royalists have encountered only feeble opposition and the town is almost in their hands. You ride on with the rest of your troop and

some other cavalry to take possession of the town. Now turn to **259**.

299

The officer in command of Tewkesbury castle hears your story with sympathy and when you are finished, he offers to allow you to question the men who were escorting you.

Under pressure, one of them tells you that a great number of cavalry have accompanied Prince Rupert on his march northwards from Shrewsbury to Stockport. It is possible that Harcourt is among them.

At least it is another destination. Your rage drives you on, and the officer allows you to leave without hindrance, wishing you luck as you depart. Now turn to **253**.

300

Disgusted with the political intrigue in Parliament, you resign your seat. Now turn to **132**.