

The Unlikely Case of Lieutenant Boddy

Set-up:

Lieutenant Boddy, a generally disrespectful and disrespected, *betwattled*ⁱ, *bad bargain*ⁱⁱ of an officer was found shot dead on the parade, presumably on his way home after *carousing*ⁱⁱⁱ with his *left-handed wife*^{iv} (a real *Case Vrow*^v) shortly after *Taps*.^{vi} While no one, except perhaps his harem of *Lady Abbesses*^{vii} and his tavernkeeper, will mourn the loss of Lt. Boddy we cannot allow vigilante justice within our garrison. Your job is to identify our killer and inform the Provost Guard^{viii} so that they may be apprehended.



Characters (and potential suspects):

NOT ALL OF WHOM WILL BE NEEDED¹

- The Admiral of the Blue^{ix} (Tavernkeeper) -- A former army surveyor and cartographer who now runs a tavern within the fort. He has a sympathy for the hardships of the garrison but now lives a comfortable life. He would, and can, do anything necessary to protect his comfy role.
- Sergeant Grey (Sgt of the Guard) -- a no-nonsense, corrupt, unimaginative, and desperately greedy soldier whose approach to maintaining order is liberal use of his cudgel. Sergeant Grey is what passes for a Provost in our garrison.
- Members of the Garrison (multiple players) - frequently fleeced and degraded by Lt Boddy, everyone in the garrison has reason and means to kill him. Only honor keeps the lead from flying but at what point do they break.
- Madame Scarlet - a sassy yet cultured woman who runs a nearby brothel. She knows Lt Boddy, biblically, but whether she likes him is anyone's guess.
- The Blacksmith - constantly at his forge, he has little time anyone in the garrison but a nasty rumor has it that Lt Boddy saw him making and selling arms to the local Indians. If this is true, where does the money go?
- The Major (Major Payne²) -- a hero of the Seven Years War³ who has tired of military life and discipline. He has a "hard-won wisdom" but is likely hiding a sinister secret. He is accountable but hardly responsible for the misdeeds of Lt Boddy. On several occasions, it has been suggested that Maj Payne sent Lt Boddy on dangerous patrols hoping the British would solve his discipline problem.
- The Privateer (Captain Brown) - a lower class, often drunk, sailor who is sheltering in the fort and hiding from the Royal Navy. Captain Brown has visions of grandeur and fantasies of becoming a pirate. Lt Boddy HATES him for some unknown hurt. Everyone else in the garrison thinks he's just a harmless old man. Of course, a life at sea teaches a man all he needs to know to protect himself and those he loves...
- Monsieur de la Bastille^x - A French Revolutionary in America promoting *Jacobin*^{xi}, Antifederalist philosophies. Maj Payne and the Tavernkeeper encourage Mns de la Bastille to voice his politics and enjoy his reverence for *Liberté, Égalité, et Fraternité*^{xii}. In reality, however, both are keeping Mns de la Bastille at the fort so that he does assassinate *Edmond-Charles Genêt* who was granted political asylum by George Washington even though Washington demanded his recall to France after *Genêt* violated the American Neutrality Acts. On several occasions, Mns de la Bastille has attempted to recruit Cpt Brown who he believes may have been working as a privateer for *Genêt*. Lt Boddy cannot abide by anyone who actually respects Cpt Brown or any mention of *Liberté, Égalité, et Fraternité* and frequently threatens to silence Bastille. Good luck with that....

¹ I created multiple characters to accommodate all who are willing and able to participate. Minimum cast should be the Tavernkeeper, Sgt Grey, and two others.

² The author's SAR ancestor is Maj Richard Payne who served in the Culpepper Militia under Gen Lafayette at Yorktown.

³ Also known as the French and Indian War

The Unlikely Case of Lieutenant Boddy

- The Right Reverend Green - only in the Colonies can a woman become the army's vicar⁴. It's not a role fit for a lady Reverend Green but maybe Rev Green is not what polite society calls a lady. She has publicly scolded, damned, and threatened to excommunicate Lt Boddy on several occasions. Lt Boddy often jibes "*If it's wrong, then may God or God's messengers strike me dead!*" Could Rev Green be an actual messenger of God?
- The Cook (Mrs. Silver) - Truly beloved by the garrison, Mrs. Silver is the post cook, washerwoman, and all about housekeeper. She was hired by Maj Payne EXPLICITLY to take care of the troops of the garrison and NOT its officers, who have means to arrange for their own laundry and meals. That the soldiers have someone who cooks their meals absolutely galls Lt Boddy. That Mrs. Silver insists on following the letter of the orders given by Maj Payne infuriates him. He frequently threatens Mrs. Silver in hopes of intimidating her into cooking and cleaning for him but Mrs. Silver simply chase him off, sometimes with a hot poker. Because she has earned the respect of the Major and his men, Mrs. Silver is given afforded authority well beyond her station and the men will follow her directives before they will follow orders given by Lt Boddy (except when those orders originate from the Major). Lt Boddy wants her to go away but Mrs. Silver isn't going anywhere without a fight.
- The Nurse/Midwife (Frau Wiess) - Following the army you can learn lots of things. When the garrison's Loblolly was injured, Frau Wiess stepped in. In the years that followed, her skills as a nurse eventually surpassed those of the surgeon. She also serves as pharmacist and midwife to the fort and surrounding community and even as undertaker. The idea of an educated woman threatens Lt Boddy, a man who can barely read much less understand medical science. Even though she is technically not part of the garrison, Maj Payne treats Frau Wiess like a senior officer and consults with her on most matters pertaining to the health and wellbeing of the troops. Lt Boddy constantly objects but since when do Majors take direction from Lieutenants?
- Master of Ceremonies -- This is not a costumed role. Someone needs to keep the timing to the script and interact directly with the guests as a 21st Century moderator and story teller. The Master of Ceremonies will also be the person who nudges guests toward clues when they are stuck.
- (Gold is reserved for absolute last character addition)

The Agenda:

- Before the event, our cast of characters will meet and decide who is the real murder.
- Each of our characters is to *ad lib* their own stories during this program.
- As the program begins, our guest will assemble in the barracks and enjoy libations.
- At some point, each character will come into the "tavern" and discuss their complaints against Lt Boddy with the Tavernkeeper (preferably over a beer).
- While the focus is on the activities in the tavern, someone from the garrison needs to place all the key props (flask, garter, money, the encoded message, and of course, the body of Lt Boddy).
- Eventually all of our characters will exit the barracks and then **MULTIPLE SHOTS**⁵ WILL BE FIRED - Lt Boddy will be found dead on the parade.
- Sergeant Grey will then reenter the room and beg the guest to help claiming to be overwhelmed by the recent demise of Lt Boddy and concerned that someone might try to pin the murder on him...
- Our guest will then wander the fort⁶ looking for clues, interviewing suspects, and attempting to ascertain who killed Lt Boddy and why.

⁴ In 1992, the General Synod of the Church of England passed a vote to ordain women. Prior to this only men could be Anglican priests.

⁵ AT LEAST 5 shots need to be fired.

⁶ Barracks, Parade, hospital room, Powder Magazine, Arsenal, Blacksmith Shop, Bake-oven, and Casemate 1.

The Unlikely Case of Lieutenant Boddy

- The characters will tell tales, offer many “red herring” stories to confuse the guest and attempt to implicate other characters as the killer while claiming they, themselves, are innocent.
- At a predetermined hour, the cannon will be fired indicating that our guests and all characters must return to the barracks to deliberate on who should be accused.
- In the end, Sgt Grey or Maj Payne (if the killer was Grey) will place the real killer in irons.

Props:

- Copy of *Dictionary of the Vulgar Tongue*⁷ - for guest to understand our colorful language (in tavern)
- Encoded messages⁸ and decoding key - indicating that Lt Boddy is in communication with the British Privateers and sharing secrets about the garrison’s strength and armaments. The message is to be found on Lt Boddy’s person by Srgt Grey (the revealed to all). The decoder will be found in the guard room on a table.
- A Cast-off Lace Garter and white glove from Mdm Scarlet’s bordello
- Several muskets or other guns - all recently fired
- Shackles, irons, and a saber - for the provost to use to capture our killer
- Small leather bag of coins -- could be the bribe given to Srgt Grey or a payment for Lt Boddy’s spying. This is a LOT of money for a typical soldier! To be found on the porch of the barracks.
- Whiskey flask laced with Laudanum⁹ - Purportedly the flask is used by Captain Brown but who would want to knock out (or poison) our favorite would be pirate? Fortunately, Cpt Brown has a high drug and alcohol tolerance so he has suffered no ill effects. This much laudanum would, however, kill Lt Boddy. To be found discarded on the parade -- EMPTIED.
- The body of Lt Boddy - We should use Conner’s target dummy.
- Desk and pens for Maj Payne -- We can use my field desk
- Books (ideally a bible) and papers for Rev Greene
- Military kit^{xiii} for all the members of the garrison (including Maj Payne and Srgt Grey)
- Poster reading “*Mort aux Tyrans!*” This is normally hung in the Tavern by Monsieur de la Bastille
- MANY MUGS OF BEER - Courtesy of the Reg Brewmeister (AKA the *Admiral of the Blue*)

Backstory:

SHARED WITH GUEST by the Master of Ceremonies

Lieutenant Boddy is a sadistic person who abuses the soldiers in his platoon. He is also a frequent patron of the local brothel where he berates and beats the girls. He spends his wages rapidly and then extorts money from his troops threatening them with additional details and privation should they not comply. He demands credit but rarely pays his debts.

Short on cash and unable to reign in his appetites, Lt Boddy is in debt to nearly everyone at the fort, most notably the Tavernkeeper and Madame Scarlet (who has forbidden him to return to her bordello). He has bodily threatened nearly everyone in the garrison, except Maj Payne who outranks him and the blacksmith who refuses to be intimidated. High on his list of victims is Captain Brown who never seems to fight back though it is rumored that Captain Brown’s favorite makeshift latrine is outside the landward window of Lt. Boddy’s billet¹⁰.

⁷ Francis Grose, *A Classical Dictionary of the Vulgar Tongue* (LONDON, 1796)

⁸ Using Pigpen Cypher

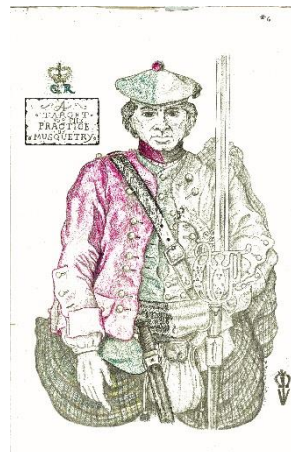
⁹ Laudanum is a tincture of opium.

¹⁰ At night the prevailing winds will be from the land out to sea as the land cools faster than the water creating a local high.

The Unlikely Case of Lieutenant Boddy

Lt Boddy has individually threatened to kill nearly everyone in the garrison, including Maj Payne, but everyone knows him to be a true coward. On the evening of his demise, however, he was challenged to multiple duels, all of which he has avoided. Also, on the evening of his demise, the entire platoon refused to fall out for drill, instead making petition for transfer, outside Lt Boddy's command.

Major Payne spent over an hour on the pistol range today shooting at a paper target¹¹ that looked remarkably like Lt Boddy. When asked why, he remarked that everyone in the garrison needed to be proficient with their firearms. When they saw the stack of targets, several of the garrison soldiers decided the Major was leading by example and joined him in target practice. While it would be unseemly, and a courts marshal offense¹², for soldiers to challenge each other to duels, it is not unprecedented.



Earlier in the day, the Admiral of the Blue was seen wearing his sword. The Tavernkeeper militantly NEVER puts on military airs, even though he retired as a full Colonel. He refuses to participate in garrison drill and has never before been seen carrying any sort of weapon, even though he happily teaches the younger soldiers the nuances of how to handle all sorts of weapons. When questioned, he pointed to Lt Boddy and muttered something unintelligible in Dutch (*"Dat verdomde stuk stront komt er niet uit. Hij is een lafaard"*^{xiv}). Clearly, the Tavernkeeper was one of the men who had challenged Lt Boddy to the field of honor only to be stood up by a coward. He later agreed to surrender his sword to Srgt Grey for safekeeping in the garrison's arsenal.

Also earlier in the day, the blacksmith was seen practicing tomahawk throwing into some old boards he leaned against his shop. Curious about how it was done so accurately, several soldiers watched for a time, then one asked where he learned to throw so well. The blacksmith replied that he had learned from a Lenape warrior who was the most honorable man he knew but he needed throw this hawk for him because no one will understand him demanding honor of that *"pìos shìt agus leisgeul duilich airson fear"*^{xv} (Scottish Gaelic) needs to be taught a lesson. Clearly, the Blacksmith was also one of the men who challenged Boddy to the field of honor only to be stood up by a coward. No one dared ask for the Blacksmith's tomahawk.

When one of the soldiers in the garrison succumbed to Yellow Fever, Madame Scarlet convinced Maj Payne that he should lend her the soldier's weapon in order for her to have some measure of protection against pirates. Everyone knows that by "pirates" she means Lt Boddy and weary of all the complaints against Lt Boddy, Maj Payne made sure everyone knew he was not only making the loan but ensuring that all the "ladies" in Mdm Scarlet's employ were well trained in the handling of this gun and her bayonet. Lt Boddy was the only man in the garrison to object and most of the soldiers gleefully assisted in the training.

When she learned that Mdm Scarlet was being issued a musket, Rev Greene asked if she could participate in the training. While male chaplains frequently participated in military training (mostly for self-defense) no one had even thought to offer this training to OUR chaplain since she was a lady. Rev Greene turned out to be a crack shot never missing the target, although her hits were strangely clustered low on the target (midline just below the belt on the man shaped targets). When asked why she thought she needed training, she remarked that *"When we can't convince men to find God, you*

¹¹ See <https://michaelcarver6048518.files.wordpress.com/2021/07/musket-target.jpg?resize=219%2C219>

¹² Journals of the Continental Congress, 1774-1789, Volume 5, September 20, 1776, 793

The Unlikely Case of Lieutenant Boddy

sometimes need to arrange for them to meet God.” No one asked which man she was referring to, we all knew.

Major Payne reluctantly reprimanded Sargent Grey on Sunday for drawing his sword against Lt Boddy. It was a half-hearted reprimand because, according to Grey, Lt Boddy was accosting one of the ladies from Mdm Scarlet’s bordello as they were returning from church services. When Lt Boddy refused to leave the girl alone and grabbed her forcefully, Srgt Grey placed the tip of his sword on Lt Boddy’s throat. Lt Boddy demanded that the sergeant be whipped but Maj Payne opted instead for a fine of two farthings¹³, paid to the church. Lt Boddy then publicly challenged Srgt Grey to a duel but never showed up, even though the entire garrison (except for Maj Payne who arranged to be off base) as a cheering squad for the sergeant.

After the incident with Srgt Grey, the men of the garrison felt embolden to point out the cowardice of Lt Boddy. This, of course, enraged him and since were clearly no longer afraid of him, Lt Boddy began taking out his frustrations on Cpt Brown. When Cpt Brown had a few too many drinks, a common occurrence, Lt Boddy would thrash him. When Cpt Brown was sober, Lt Boddy would bring him adulterated wine to make him sick. Sunday, however, Cpt Brown had had enough. Lt Boddy went to thrash him with a cat-o-nine-tails only to have the whip jerked from his hands and turned back on himself. To the delight of the men of the garrison, Cpt Brown chased Lt Boddy out of the fort and told him if he ever saw him again, he would beat Lt Boddy to a pulp. Despite being present on the parade with the troops during the incident, Srgt Grey and Maj Payne both claim to have seen and heard nothing.

Learning of the multiple instances of cowardice by Lt Boddy, Monsieur de la Bastille began teaching the garrison, and literally anyone who would join in, songs of the Révolution¹⁴. One of these particularly offended Lt Boddy so the garrison began a constant repetition in both French and English -- *Ca Ira*^{xvi} (sung to the tune of *Que Será, Será*^{xvii}). Lt Boddy, of course, also challenged Mns de la Bastille to a duel. When asked what he thought about the challenge, Mns de la Bastille’s only response was *ceva n’a pas d’importance*^{xviii}. Mns de la Bastille did, however, inform Lt Boddy that his chosen weapon will be the pitchfork and that he expected him on the Parade at dawn. Lt. Boddy, of course, never showed up.

¹³ 1/48th of a pound sterling or about 3¢

¹⁴ The FRENCH Revolution, 1792

The Unlikely Case of Lieutenant Boddy

Ca ira

French Version

Refrain

Ah! ça ira, ça ira, ça ira,
Les aristocrates à la lanterne!
Ah! ça ira, ça ira, ça ira,
Les aristocrates on les pendra!

Le despotisme expirera,
La liberté triomphera,
Ah! ça ira, ça ira, ça ira,
Nous n'avons plus ni nobles, ni prêtres,

Ah! ça ira, ça ira, ça ira,
L'égalité partout régnera.
L'esclave autrichien le suivra,
Au diable s'envolera.
Ah! ça ira, Ah! ça ira,
Au diable s'envolera.

Refrain

English Version

Refrain

Oh. It'll be okay, be okay, be okay,
Hang the aristocrats from on high!
Oh. It'll be okay, be okay, be okay,
The aristocrats, we'll hang 'em all.

Despotism will breathe its last,
Liberty will take the day,
Oh. It'll be okay, be okay, be okay,
We don't have any more nobles or
priests,

Oh. It'll be okay, be okay, be okay,
Equality will reign everywhere,
The Austrian slave will follow him,
To the Devil will they fly.
Oh. It'll be okay, be okay, be okay,
To the Devil will they fly.

Refrain

Mrs. Silver has a lovely teenaged daughter (not appearing in this play) who is very much in love with one of the gunnery corporals of the fort. Mrs. Silver does not object to the union but the couple cannot make a living on the corporal's salary so they are waiting for him to get his sergeant's stripes. All the garrison are enchanted by the couple and are hoping the wedding will be soon. The Major really admires the corporal and sees him as a model soldier, all that stands between him and his promotion is Lt Boddy.

Most of Frau Wiess's patients are not treated in secret but recently, she has had the uncomfortable experience of treating the lovely daughter of Mrs. Silver and SHE CANNOT TELL ANYONE. The young lady in question was violently attacked and raped outside the West Sallyport about three months ago. She is now with child and claims the father is Lt Boddy. If she lets anyone know, EVERYONE will brutally murder Lt Boddy! How long can this secret be kept?

Immediately before Lt Boddy was found shot dead, there was a general alarm in the garrison. Captain Brown, ever vigilant for approaching ships alerted the troops of an approaching sloop with no ensign (typical of pirate behavior). Shots were fired and the sloop retreated. When the incident ended, Lt Boddy lay dead on the field.

The Unlikely Case of Lieutenant Boddy

Key facts:

- Lt Boddy was not on the wall with the soldiers firing at the so-called pirates, so it is impossible that his wounds were inflicted by the enemy.
- Lt Boddy was shot in the belly (admittedly the biggest target) with a large caliber bullet (likely a 75 cal Brown Bess round)
- Lt Boddy was clearly shot from some distance away as there are no powder wounds and no wounds inflicted by the buckshot following the main ball.
- No one saw Lt Boddy get shot except, of course, the killer who simply lies.
- The body of Lt Boddy was discovered by Srgt Grey. All the characters have access and training in firearms.
- All the characters have free access to the fort in times of peace.
- Lt Boddy owes all the Characters large sums of money.
- Lt Boddy has threatened all of the characters with "Boddily" harm.

Alibis:

At the time of Lt Boddy's demise, our characters are in the following locations doing the following activities (unless, of course they were really killing Lt Boddy).

- *Reverend Green* - in the back room of the Tavern (our kitchen) writing a sermon on Temperance - while enjoying a pint or two of the tavern's ale. Rev Green's story should be supported by both the Tavernkeeper and Major Payne. (Note there is a door to the courtyard from the vestibule to the kitchen that would be unobserved for much of the evening)
- *Admiral of the Blue* - running the tavern and helping our guest. This will include going back and forth between the tavern room and the kitchen and perhaps the fort storeroom (magazine). The Tavernkeeper should have been seen by Rev Green, Maj Payne, and Srgt. Grey at various points during the evening.
- *Sergeant Grey* - Making his evening rounds to ensure that the fort is in proper order. This will involve going to ALL the locations within the fort and entering all the rooms. Sergeant Grey may or may not have had a clandestine meeting with Madame Scarlet.
- *Major Payne* - writing his memoirs from his time with General Stanwick in New York fighting the Seneca during the Seven Years War. He is comparing notes with Captain Brown and the Tavernkeeper so he is moving from his office (the hospital room) to the Tavern (barracks) and even goes to the kitchen for liquid inspiration. During his rounds, Maj Payne will encounter the Tavernkeeper, Rev Green, Srgt. Grey, several members of the garrison, and Cpt Brown.
- *Captain Brown* - DEAD DRUNK and comfortably repose on the porches of the officers' quarters. He is quite inebriated so he frequents the necessary (beyond the fort walls) many times and sometimes wanders about. On a couple of occasions, he brings his empty mug to the Tavernkeeper who, out of pity, refills it. During this time, he is seen by most of our fort's company although he cannot quite remember where or when.
- *Members of the Garrison* (multiple players) - engaged in various military matters including watch (on the walls), kitchen patrol (KP), assisting the blacksmith in repairs to some guncarriages, and drill. Everyone sees the garrison but they are essentially invisible as they are all dressed the same and, well, just soldiers going about their business. Maj Payne, Srgt Grey, and the late Lt Boddy know exactly what these men are doing but sadly no one else (not even the members of the garrison) knows what everyone is doing at the time of the murder.

The Unlikely Case of Lieutenant Boddy

- *Madame Scarlet* - Mdm Scarlet has a business to run and that has been her focus tonight. During the evening, she has procured food and ale at the tavern (for herself, her staff, and a few "special" patrons), visited the fort's storeroom to purchase various items, and may have offered Srgt Grey his regular "hush money" to that he does not interfere with the comings and goings to her establishment. During the evening, she has interacted with the Admiral of the Blue, the Major (we don't know how), Srgt Grey, and even the blacksmith (to repair a broken hinge). At one point in the evening, she attempted (and failed) to recover a whiskey flask from the recumbent Captain Brown, and was scolded for her sinful behavior by Rev Green.
- *Monsieur de la Bastille* - As is his normal custom, Mns de la Bastille spent most of the evening attempting to recruit the various people living at Fort Mifflin to adopt his views on social democracy. He spent some time in the tavern, attempted to encourage Rev Green to add an antifederalist, anti-aristocracy point of view to her sermon and continues to teach the garrison Revolutionary songs. He has been seen by, spoken to, and sung with everyone in the fort.
- *Frau Wiess* - Earlier in the evening, Frau Wiess was reading in the kitchen of the tavern when one of the soldiers attempted to open a Dutch Oven which he did not know had recently had its embers removed and the hot lid replaced. This soldier's injury was not severe but did require immediate treatment and lancing of blisters. Frau Wiess went about the fort, the kitchen, the tavern, and the fort's storerooms to procure the items she needed to treat this burn. In her rounds, she encounters most of the garrison and actively recruits many of them to quickly get the materials she needs.
- *Mrs. Silver* - Mrs. Silver was busy preparing meals for both the tavern and the mess hall. When the soldier burned himself, she assisted Frau Wiess. Except when she ran out to see the commotion on the walls when the "pirates" attacked, she was at the hearth.
- *The Blacksmith* - Working late in the forge to repair a broken *cascable^{xix}* and *capsquare^{xx}*. This is a wickedly complex job and has consumed his full attention. Some of the garrison have attempted to help (or at least pester him while he works) but have been run off with red hot irons. Maj Payne has checked in, carefully, but not stayed long as has Srgt Grey.

The Unlikely Case of Lieutenant Boddy

Prize: To make this program more interesting, we should offer a prize to the team (or teams) who find the correct solution. I recommend a bottle of wine or a discount certificate to future events (something worth about \$25).

How the guest will determine the killer:

The weapon scenario above is not a going to be obvious for many of our sleuths so we will adapt the gameplay of "Clue" to help them ascertain the killer. Each of the players has a color and we will print a deck of cards with multiple copies of each of cards with the respected colors printed on one side. After discussing the case with any player, our sleuths may ask for a particular color card and our players may give them that color, or any other color they choose to. The only color missing will be the color of our true killer.

Motive will be left to the judgement of the team. In the event that multiple teams arrive at the correct solution for who killed Lt Boddy, we will ask either the players or the guests who did not win to judge which motive is most believable by simple vote.

Color	Character	Color	Character
RED	Madame Scarlet	GREEN	Reverend Green
YELLOW	Major Payne	BLUE	Tavernkeeper
GREY	Sargent Grey	BROWN	Captain Brown
BLACK	Blacksmith	WHITE	Frau Wiess
SILVER	Mrs. Silver	ORANGE	Monsieur sur la Bastille
PURPLE	The Garrison	GOLD	TBD

ⁱ Surprised, confounded, out of one's senses (A Classical Dictionary of the Vulgar Tongue)

ⁱⁱ A worthless soldier, a malingerer (A Classical Dictionary of the Vulgar Tongue)

ⁱⁱⁱ To drink freely or deep (A Classical Dictionary of the Vulgar Tongue)

^{iv} A concubine, traditionally the wedding ring is worn on the right hand but for the concubine, it is the left. (A Classical Dictionary of the Vulgar Tongue)

^v A prostitute attached to a particularly bawdy house. (A Classical Dictionary of the Vulgar Tongue)

^{vi} Taps is the last bugle call of the day played on military installations and signals lights out or quiet time.

^{vii} The mistress of a brothel (A Classical Dictionary of the Vulgar Tongue)

^{viii} a police detail of soldiers

^{ix} A landlord or publican who wears a blue apron (A Classical Dictionary of the Vulgar Tongue)

^x Not so much a name as a description. Mns de la Bastille is literally - "*the man from the Bastille*"

^{xi} A radical extreme republican leftist during the French Revolution.

^{xii} Moto of the French Revolution -- first used in a speech from Robespierre on 5 December 1790 when dealing with the organization of the National Guard in France.

^{xiii} Musket and other military uniform and equipment

^{xiv} That damned piece of shit won't be coming out. He is a coward! -- Dutch

^{xv} piece of shit and sorry excuse for a man - Scots Gaelic

^{xvi} It'll be okay -- French

^{xvii} What will be, will be -- Spanish

^{xviii} Okay, it's of no importance -- French

^{xix} elevating screw

^{xx} affixes the cannon's trunnion to the carriage