

Les Trois Mousquetaires

By Bryan Stroup

It's a time of daring-do, romance and wickedness. Sword fighting solves all matters of honor. There were nobles, who made war against each other; there was the Cardinal, who plotted against the King; there was Spain, which made war against the king. Then, in addition to these concealed or public, secret or open wars, there were robbers, mendicants, Huguenots, wolves, and scoundrels, who made war upon everybody. And then there were the Musketeers: heroes, rascallions and gigolos.

What is needed to play?

A number of figures (Redoubt's Three Musketeers Line is highly recommended), 6 six-sided dice¹ (modified), a tape measure, player sheets and a few pencils.

Note¹: The six-side dice must have 2 blank sides, 2 sides with swords and 2 sides with Fleur de Lis. The easiest way to make them is to put labels on each side of the dice. A little bit of a hassle initially, but you'll appreciate it later as it makes it easy to calculate successes at a glance.

Turn Sequence

An Initiative Deck controls the Turn Sequence. The Initiative Deck contains a card for each player's figures plus one card for all NPCs (civilians, bartender, innkeeper, etc...). Just flip over a card to see who goes next. When you reach the end of the deck, pull out any figures who have died or are no longer in the game, reshuffle and start again.

Health

Health is the number of wounds each figure has. Once the figure reaches 0 wounds, it is considered to be "dead" or "incapacitated". Remove the figure from the game.

Actions

Each player gets 2 actions during the player's turn. The actions can be any combination of the following:

1. Move
2. Stand Up
3. Mount/Dismount
4. Attack
5. Attempt a Feat

Movement

Each figure may move 4" per action on foot or 8" per action mounted. Standing Up if knocked to the ground requires 1 action. Mounting and Dismounting requires 1 action.

Combat

Combat results are determined by Attacks vs. Defenses. The Attack scores are the number of dice to be rolled. The Defense is the number of successes needed to wound. The symbols on the dice determine successes:

- 1) **Blanks** – Success for anyone who's not a Musketeer or Cardinalist (or allies thereof)
- 2) **Crossed Swords** – Success for Musketeers
- 3) **Fleur de Lis** – Success for Cardinalists

Attacks

There are three main attack types and a few Special Attacks depending on the weapons you use. Sword-fighting has three main types which are:

- 1) **Slash** – does 1 wound
- 2) **Thrust** – does 2 wounds
- 3) **Lunge** – does 3 wounds and combatants move 1 inch in the defenders direction. If the defender can't move without hitting an obstacle, the defender must make an Agility Test (Feat: Target 2) or be knocked to the ground

Each attack can be made 1 time max during the player's turn. Obviously, since you have 2 actions per turn, you may attempt 2 of the 3 attacks max each turn. This includes the Riposte option on Defense. If you use up all your attacks when riposting, you are done until the next reshuffle. You, of course, may use other actions instead of an Attack. This limitation is designed to maintain an artificial time element. We can't have a Captain Cuisinart operating in fast forward ahead of everyone else.

Special Attacks

- 1) **Fire Pistol or Musket** – see Weapon stats for effect and limitations
- 2) **Sweep Attack (Halberd Only)** – if successful, the attacker knocks his opponent to the ground².
- 3) **Chop Attack (Halberd Only)** – a successful attack does 2 wounds
- 4) **Thrust (2" away) (Halberd Only)** – Halberdier may attack from 2" away; successful attack does 2 wounds
- 5) **Punch (Planchat Only)** – a successful attack does 1 wound. The defender must make a Strength Test (Feat: Target 2) or be knocked to the ground¹.
- 6) **Wine Gourd (Planchat Only)** – a successful attack knocks the defender to the ground and senseless for the defender's next 2 actions. 1 time only.
- 7) **Ham (Planchat Only)** – Planchat swings the ham he was saving for his master's dinner at the defender. A successful attack takes 1 action away from the defender's next turn as the defender will be busy wiping muck & stink from his face. 2 times only.
- 8) **MiLady's Hair Pin** – She may use this against Constance only. It would require a feat to attack anyone else.
- 9) **Constance's Knife** – She may use this against MiLady only. It would require a feat to attack anyone else.

Note²: If a figure is knocked to the ground, the figure's defenses are reduced by 1 until they stand. It requires 1 action to stand up during their next turn.

Defense

The Defender in the combat declares which defense the figure will use. There are 2 main sword-fighting defenses:

- 1) **Parry** – Score equals the number of success the attacker needs on their dice
- 2) **Riposte** – Score equals the number of success the attacker needs on their dice. If the attack is unsuccessful, the defender may make an immediate Slash or Thrust attack immediately. Work out as in normal combat. It is possible for Ripostes to allow successive back and forth actions before the players next action or the next players turn. Remember: You only have 3 Attacks available in a turn (one of each type). If you use one or two while riposting, you only have the remainder during your turn to attack. Likewise, if you already have used some attacks, then you have the remainder to riposte.

Special Defenses

Planchat also has a couple Special Defenses when attacked:

- 1) **Block** – Planchat uses his satchel to block the attack. Use like a Parry
- 2) **Duck** – Planchat ducks out of the way. Use like a Riposte. If Planchat succeeds, he may attempt any of his 3 Special Attacks, subject to those attacks limitations.

Weapons

Each weapon has it's own special attributes:

- 1) **Club** – Make-shirt weapon; does 1 damage; may Parry only on defense
- 2) **Sword** – does damage as listed under Slash, Thrust or Lunge; may Parry or Riposte on defense
- 3) **Halberd** – Special Attacks: does 2 damage per each successful Chop; may Sweep; may Parry or Riposte on defense
- 4) **Pistol** – 12" range; 4 attack dice up to 6"; 3 attack dice over 6"; does 2 wounds if successful

- 5) **Musket** – 24" range; 4 attack dice up to 12"; 3 attack dice over 12"; does 2 wounds if successful

Feats

Feats are what give the game that special flare we read about in Dumas' books or saw while watching the various movies. A Feat is whatever the player can dream up using good common sense.

Feats fall into two categories:

- 1) **Strength** – Any feat requiring sheer brawn to complete
- 2) **Agility** – Any feat requiring the figure to be nimble of foot or highly coordinated in some other way

Feats are resolved by rolling the appropriate number of dice listed under the figures Feat abilities. The GM using this general methodology and good common sense calculates a Target Score:

- 1) Each action attempted increases the target score by 1
- 2) Each opponent the attempting player's figure is in contact with increases the score by 1

Yes, that means that some feats may be impossible to attempt given your ability scores.

Example: Porthos is in combat with a guardsman. Porthos wishes to pick-up one guardsman and toss him onto another. This is right up Porthos' alley, as he's very strong with a Feat Strength score of 5. The GM calculates his target score:

- 1) 1 for picking up the guardsman
- 2) 1 for tossing him on the other
- 3) 1 because he's in combat with the guardsman he wants to throw.

Totalling Porthos Target Score we get a 3. Porthos must roll his 5 dice looking for 3 successes to succeed. A good GM might workout some interesting results. For Example:

Porthos succeeds, tossing the Guardsman onto the other. The Guardsman who was tossed is definitely knocked down. The other Guardsman can attempt an Agility Test (Target Score: 2) to avoid being knocked down as well. The 2nd Guardsman fails his test and is knocked to the ground with the 1st Guardsman on top of him. Bad news!

If some one does a less-than-gentlemanly feat, be sure to punish them accordingly! Take some of their pistols, cause a problem for the character or just not allow the action.

Morale

Not everyone will fight to the death. Some may run, others may Yield.

Take the players Total Health then subtract the damage taken once the player is over half damage. That gives you a target score. Roll an amount of dice equal to the players Total Health. If the target score is reached, the player can keep on fighting. If not, the player either yields or retires from battle, as the GM deems appropriate. Check each turn once a player is over half their wounds. Self-preservation SHOULD matter.

Who wins?

Winning the game can be determined in a number of different ways. These are the ways I use win running my games:

- 1) **Scenario bases Objectives** – If one side or the other achieves their objective, they have one. This requires some GM common sense rulings in cases of ties for both sides achieving their objectives
- 2) **Rewards** – When coming up with a quick game for the game group, no real scenario required, I choose this method. Each figure a player controls earns a gold pistoli (coinage during the period) for a number of reasons:
 - 1 pistoli for each wound caused from the player wounded. If they player can't pay, the GM will.
 - A Feats Target Score in pistolis for each successful Feat

- Lose a Feats Target Score in pistols for each unsuccessful Feat
 - Lose a pistol for each transgression in Gentlemanly conduct (For shame!)
 - If you defeat a combatant or force them to surrender (scenario idea!), you gain their pistols
 - REPEAT: If some one does a less-than-gentlemanly feat, be sure to punish them accordingly! Take some of their pistols, cause a problem for the character or just not allow the action.
- 3) **Combination of 1 & 2** – This is the way I run all of my games now. Assign an amount of pistols for completing various parts of each scenario. Include that amount in the end with the Rewards earned during game play. In addition, give each character in the game a personal mission (ie one of the guardsman aspires to be Sergeant. Perhaps he'll be a tad slow aiding the Sgt if he comes to dire straits...)

Ability Scores for Characters

At the end of these rules is a sheet listing the Ability Scores as I see them for pretty much everyone in the books and movies. Note that there are 2 Optional Effects that I use when I run my games:

- 1) **Constance effects D'Artagnon** – If Constance is within 6" of D'Artagnon, he must perform at least one Feat during his turns as he's trying to impress his love
- 2) **MiLady de Winter effects Athos** – If Athos can see MiLady de Winter (12" range), he must spend at least one action during his turn moving towards her as his desire for her death is so strong.

Well, that's it in a nutshell. Easy on the GM; Easy on the Player; Fun for all. Hope you enjoy them!

Three Musketeers Ability Scores

by Bryan Stroup

Musketeers

Name	Health	Attack			Defense		Feat		Armament & Notes
		Slash	Thrust	Lunge	Parry	Riposte	Strength	Agility	
D'Artagnon	9	4	4	5	3	2	3	5	Sword; If Constance is within 6", he must perform at least one feat during his turn as he tries to impress her
Porthos	11	5	4	3	3	2	5	4	Sword
Athos	9	4	5	4	3	2	4	4	Sword & Pistol; If he sees MiLady de Winter (12" or less), he must spend at least one action moving towards her per turn as his desire for her death is so strong
Aramis	10	4	4	4	3	3	4	4	Sword & Pistol
Constance	4	2	2	2	1	1	1	1	Knife; Effects D'Artagnon
Planchat	4	Punch: 2	Wine Gourd: 3	Ham: 2	Block: 3	Duck: 2	3	1	Special Attacks

Cardinalists

Name	Health	Attack			Defense		Feat		Armament & Notes
		Slash	Thrust	Lunge	Parry	Riposte	Strength	Agility	
Rochefort	9	4	4	5	3	2	3	3	Sword
MiLady de Winter	4	2	2	2	1	1	1	1	Hair Pin; Effects Athos
Guardsmen Sgt	7	4	4	4	3	2	3	3	Sword & Pistol
Guardsmen #1	4	4	3	3	3	2	3	2	Sword
Guardsmen #2	4	3	4	3	3	2	3	2	Sword
Guardsmen #3	5	3	3	4	3	2	3	4	Sword
Guardsmen #4	5	3	3	4	3	2	3	3	Sword
Guardsmen #5	4	Leg Sweep: 3	4 (up to 2" away)	Chop: 3	2	1	3	2	Halberd
Guardsmen #6	4	Leg Sweep: 3	4 (up to 2" away)	Chop: 3	2	1	3	2	Halberd

Everyone Else

Name	Health	Attack			Defense		Feat		Armament & Notes
		Slash	Thrust	Lunge	Parry	Riposte	Strength	Agility	
Musketeer	6	3	3	3	2	2	2	2	Sword & Musket
Buckingham	8	4	4	3	3	2	3	3	Sword
Dandy #1	4	4	3	3	3	2	3	3	Sword
Dandy #2	4	3	3	4	3	2	3	4	Sword
Dandy #3	5	4	4	3	2	1	4	3	Sword
Swordsman #1	5	4	4	4	3	2	3	3	Sword
Swordsman #2	4	3	3	4	3	3	3	3	Sword
Swordsman #3	4	3	4	3	3	2	3	3	Sword
Assassin #1	5	3	4	3	3	2	3	3	Sword & 2 Pistols
Assassin #2	5	3	3	4	3	2	3	4	Sword & Pistol
Assassin #3	6	4	4	3	3	2	4	3	Sword
NPCs	3	2	2	2	2	2	2	2	Make-shift Club; Generally civilians