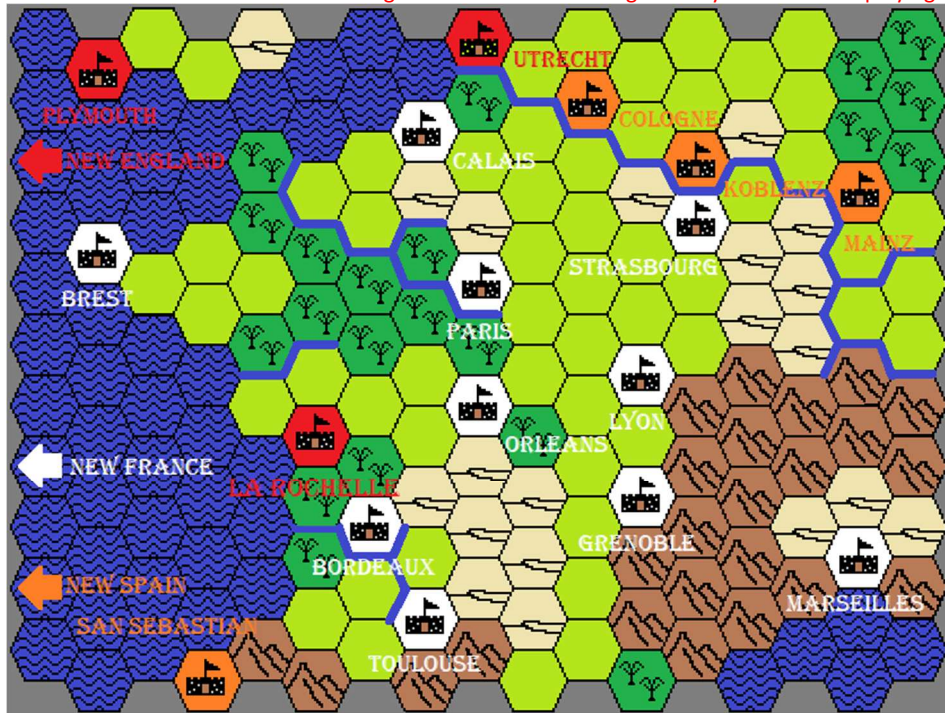


Cardinal Richelieu was certainly ruthless, but also brilliant and devoted to seeing France become preeminent. As a member of his elite guards, you serve him in all matters necessary for the security of France. The King's Musketeers are brave idiots who will get in your way as often as not. Vive la France.

CAMPAIGN SET UP: France begins the war unprepared because of the Queen Mother's fiscal mismanagement. Place three markers (armies) of their color, on each Spanish/Imperial (ochre) and English/Huguenot (red) city, but none on French (white) cities. Arrow symbols (colonies) count as cities.

CAMPAIGN SEASON (GAME TURN) ORDER 1. At the beginning of each season, roll for a random city, and place 1d3 friendly armies on it. The GM moves (in any order he chooses) all the armies in that city (only) and all armies outside of cities, 1d6 hexes toward the nearest enemy city or army (dice if 2+ are equally close). *Note: Red and ochre are not enemies, but cannot stack with each other, nor enter each other's cities.* **2.** After army movement is complete, the PCs can move as many hexes as desired, and must roll for encounters (see below) in each. **3.** After PC movement is complete, enemy armies in the same hex battle. Each side rolls 1d6, +1d6 if it has the most armies, +1d6 if defending a city, and the French (only), +1d6 if one or more PCs fought a successful battlefield encounter (one bonus only per campaign battle) in that hex in the same turn. The side rolling the highest single die wins. The loser immediately retreats 1d6 hexes toward the nearest friendly city, and loses half of his armies present (round up). If the highest dice are tied, both armies lose one third of their forces (round up) and are locked in position, to fight again next campaign turn. Opposing armies in the same hex cannot otherwise move. A city occupied only by conquering armies changes to their color. **4.** The season ends when the pcs stop at an inn (anywhere except at sea) and heal all wounds. *No other method of healing is available. A PC surgeon may be able to keep dying characters alive by a skill test after each encounter roll.*



RANDOM CITIES (1D20)

- 1 PLYMOUTH
- 2 UTRECHT
- 3 COLOGNE
- 4 NEW ENGLAND
- 5 KOBLENZ
- 6 MAINZ
- 7 SAN SEBASTIAN
- 8 NEW SPAIN
- 9 CALAIS
- 10 STRASBOURG
- 11 BREST
- 12 PARIS
- 13 LYON
- 14 ORLEANS
- 15 LA ROCHELLE
- 16 GRENOBLE
- 17 BORDEAUX
- 18 MARSEILLES
- 19 NEW FRANCE
- 20 TOULOUSE

NEW WORLD WILDERNESS (OPTIONAL):
Encounters in America include enough foes (roll d6: 1-4=gators or grizzlies, 5-6=natives) to ensure a good fight. The d20 Encounter roll is 1=Medicine Man: For 1d4 x 1,000 crowns, he sells you a totem so that natives won't attack you, but will attack comrades with no magical protection, 2=Pirate Treasure: 4d6 x 1,000 crowns, 3=Quicksand: Save or die, 4=Lost (keep rolling encounters until slain, or you roll Lost again, meaning you found a colony). Note that the New World colonies count as cities for random location generation, such as placement of armies, or locations for His Eminence's various schemes, but encounters there are rolled on the New World table only.

OCEAN TRAVEL AND NAVAL BATTLES:
Movement by sea is the same as by land, but both PCs and armies are assumed to be traveling by ship. Encounters are with sharks (or similar) and pirates rather than wolves and cuirassiers. **OPTIONAL RULE:** For those historical accuracy nuts out there red (English and Dutch) fleets can be given an extra die when fighting battles on the seas, but not while shelling armies on land.

RANDOM ELEMENTS (OPTIONAL): Roll 1d100 at the beginning of each encounter: 1=Horoscope 2=Map 3=Fanatic 4=Witch Burning 5=Invisible Ink 6=Iron Maiden 7=Suicide Note 8=Loaded Dice 9=Poisoned Wine 10=Talking Raven 11=Severed Head 12=Orphan (peasant, gentry, nobility, royalty?) 13=VIP's Mistress 14=Hand of Glory 15=Grimoire 16=Saint's Relic 17=Unconscious Soldier 18=Crucifix or Bible 19=Musician 20=Roll 1d6 more times 21=Nothing. When 3+ Elements are accumulated, the PC's present must tell a story that fits them into the present state of the campaign. The GM decides if their story fits well/badly and adds it to the present encounter in some way as a reward/punishment. *By default, magic is not real, but most people believed in it, so it is powerful.*

ENCOUNTER TABLES: Roll 1d20 each time the party enters (or continues to explore) a map hex. A roll of 1-4 is an encounter, based on the tables below (i.e., a roll of 3 on the battlefield is an Artillery Barrage) 5-20 is always no encounter. **Pistols:** As heavy crossbow, one shot per 2 turns; ignores armor.

CITY ENCOUNTERS: 1d12-2 civilians will run, join in, or scream. Roll 1 on 1d6 each turn, for the Watch to appear. They ignore encounter #1. **Plus:**

- 1 **Primary Agent of His Eminence:** Roll 1d6. 1-3=A Black Widow (assassin) with a poisoned dagger. She flees if beaten, but carries a carte blanche which states "For the good of France, the bearer has done what has been done. /s/Richelieu." (this note can get you out of any scrape, once). 4-6=A Living Blade (extremely skilled swordsman). If you meet either, roll 1d6: 1=His Eminence wants you killed (for now, if you survive, he goes on to other concerns) or 2-6=The Widow/Blade sends you to a random city to kill someone who knows too much. These tasks bring no reward, but keep track of them. Each time you roll for an encounter in a city, you then roll 1d20. If you roll less than your total outstanding "assignments", your life is ended by a glass of poisoned sherry.
- 2 **King's Musketeer:** If met in a French city he will duel, if possible. In an enemy city, he becomes a loyal ally, until he sees you do something dastardly.
- 3 **Footpads:** 1d8 ruffians armed with clubs and daggers. Poor fighters, but twice as likely as normal to attack from surprise.
- 4 **Double Agent of His Eminence:** Deliver his message to a random enemy city, then immediately place 1d3 surprise French armies in any unoccupied hex.

WILDERNESS ENCOUNTERS: All of these are with a pack of 1d8 brigands or starving wolves (pirates or sharks at sea; use a map of ships in a boarding action, a dinghy, etc.). Defeating or foiling them has a chance (roll 5-6 on d6) to yield one of the following treasures:

- 1 **Masterwork Blade or Pistol (50% chance of either):** Half buried or otherwise concealed. Roll twice when attacking with either and take the best result.
- 2 **Faithful Hound:** Starving. If nursed back to health, equals a maximum strength wolf; loyal to the death.
- 3 **Embarrassing Diary:** Take it to Paris to get (1d12 + any number, your choice) x 1,000 crowns. If you roll 13+, the target panics and has you killed, no save.
- 4 **Dead Secret Agent of His Eminence:** Information carried, if returned to Paris, guarantees France victory in the next battle (only).

BATTLEFIELD ENCOUNTERS: Where opposing armies are in the same hex. You encounter 1d8 Reiters, pikemen, fantassins, etc., **plus:**

- 1 **Dying Officer:** His father is a wealthy noble from a random French city. Deliver his son's unmailed letter to him for 1d6 x 1,000 crowns.
- 2 **Soldier of Fortune:** A "loyal sellsword", he joins you, but save or he demands half every time you get money. This can be a Native Ally in the New World.
- 3 **Artillery Barrage:** Each turn a cannon ball drops in a random direction 1d20' from a random PC. All characters within 5', save or take heavy damage.
- 4 **Marshal:** Roll 1d6: 1-4=A French Marshal under attack; he commissions you an ensign if rescued. If already commissioned, he promotes you (ranks are ensign, captain, major, lieutenant colonel, colonel, and general). A PC general can hire mercenary armies (black 5mm dice) for 10,000 crowns, each, in any city. Mercenaries travel with their general and fight enemy armies but only fight one battle each turn. If they enter a hex containing enemy armies, they must stop moving for the turn. They can stack with/fight alongside French armies. Mercenaries allow their general to avoid most encounters (if desired), **but NONE OF THE Cardinal's agents.** 5-6=An Enemy Marshal and his army's colors. Capture them, and France wins the battle automatically, (no battle result roll). The Enemy Marshal also makes the campaign **WAR WEARY:** All troops, mercenaries, agents, etc., encountered in the future are raised by one level (whatever that means in your system), as the troops get nastier, and all treasure gained is devalued by 10% cumulative, as the economy crashes further.