Gloire

Swashbuckling Adventure in the Age of Kings

Tabletop Miniatures Game

Gloire
Swashbuckling Adventure in the Age of Kings

Written by
Pete Murray

Cover & Original Illustrations by
Kim Allman

Edited by
Patrick Connor

Based on rules by
Richard A. Johnson

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Special Thanks

A CLASH OF SWORDS

In the courtyard of the auberge, nervous men with swords drawn kept watch as a heavily cloaked man struggled to force a woman into his coach.

"You must come," said the Marquis Fairbourne, "Or your sister and father will suffer terribly for your reluctance."

"No!" gasped the woman, "I will never consent to your schemes, villain. Armando will save me, you will see. Armando!" she cried, only to have the Marquis clamp his gloved hand over her mouth.

At that moment, there was the sound of striding boots on the cobblestones, the jingle of spurs, and the hiss of a sword being drawn.

"I come as I am bidden, my lady," came the laconic response as the famed swordsman strode confidently into the courtyard. "And now Marquis, I demand you release Yvette, her father, and her sister."

"Don Armando!" replied the Marquis, half in amazement and half in fear, "but you are --"

"Dead? No, my dear Marquis, it will take more than rope and fire to bring about my end," said Don Armando, giving his moustache a wry twirl.

"Rope and fire may not kill you," said the Marquis, "But cold steel and sinew will." He pointed his stiletto at Don Armando and bellowed to his men: "Have at him!"

The four lackeys charged Don Armando, who laughed as he saluted them with his rapier. The first man lunged wildly and fell, pierced through the armpit. The second slashed with abandon before he too fell to a single, well-placed riposte. The third came on, but hesitated for a split second, time enough for Don Armando to deliver two quick slashes to either cheek, which made the man drop to his knees with a cry of pain. The last man charged. Don Armando parried three blows as if they had been delivered with a willow switch then spitted the lackey like a capon.

Yet even as the last man fell, the Marquis' coach, with Yvette inside, thundered out of the courtyard and into the night. Don Armando cursed the retreating coach then cocked his head at the sound of horses coming on at a gallop. Benedicto rode up on a magnificent post-horse, leading a second by the reins.

"Master," said Don Armando's best pupil, "Why do you stand there? See, I have found these horses standing idle in the post-stable, and have borrowed them."

Don Armando laughed. "I hope you left a few pistoles to pay for the rental," he said, "For the owners may take exception otherwise."

Benedicto looked sorrowful. "I would have, master, but for the fact I haven't got two brass pistoles to rub together."

"Well," said Don Armando as he sprung into the saddle, "We shall have to make amends at the post-house later; in the meantime, after that coach!" The two men galloped after the coach, leaving the auberge courtyard as silent as a graveyard.

INTRODUCTION

The high romance of the swashbuckling genre is hard to resist. Heroes clash swords with sinister enemies of the state, grim villains in dark cloaks and deadly ladies seek to ensnare the proud and the powerful. Heroes are swaggering and vain, even when penniless. They possess touchy honor and sharp swords, capable of forming undying loyalty and unending animosity in the same afternoon. The French refer to this genre as cape et epeé stories for the mix of intrigue and high action.

These rules are an adaptation of the *.45 Adventure* pulp game. The swashbuckling genre and the pulp genre have much in common. The heroes of both can survive circumstances that ordinary men cannot, possessed of flashes of sudden (and perfect) insight and more than a dollop of luck, sharp swords, honor, and loyalty. At the end of the story, they have the the affection of the woman (or women) they woo, lost honors are redeemed, and the villain is thwarted with cunning and panache. Like the original *.45 Adventure*, these rules can be used to recreate games set in these stories, but hopefully players will want to create new stories of their own.

With *Gloire: Swashbuckling Adventure in the Age of Kings*, the small numbers of figures required and the small space needed to play will, I hope, be attractive to miniature gamers who want to try something new without the substantial investments required for a new army of hundreds of figures, or the roleplayer who would like to try out a miniatures game.

Gloire is designed to capture the gallantry of title characters without excessively concerning the players about the fate of the supporting cast. As with *.45 Adventure*, the intention is not to be a meticulous simulation of the period, but rather a framework in which to have an enjoyable game. Here we can learn from Sabatini and Dumas, who took liberties with history and fact in favor of a telling good story.

BASICS OF THE GAME

DICE AND MECHANICS

This game uses only the 10-sided die (d10) for game mechanics. A roll is either an 'opposed roll' where players try to out-score each other, or a 'stat test' where a d10 roll plus an attribute value along with any bonuses or penalties are added together in an attempt to roll equal to or more than 10.

STAT LINE

Each of a model's stats is tied to a hit location. As a model takes wounds, the stats associated with that location are reduced; for example a model with wounds to the arms will suffer a reduction to both its Blade and Musket stats. The current stat is the one showing in the first unmarked box. When the last box is crossed off, the effects described at the end of the row are applied.

Brains (BR): This is a measure of mental fortitude. It is used in skill tests and some additional tests.
Brawn (BW): This represents a model's physical strength. The stronger the model the more damage it can cause.
Guts (GT): Guts is a measure of the bravery of a model. It is used to determine whether a model panics at the first sign of trouble or stands their ground against overwhelming odds.
Blade (BD): This measures the model's ability in hand-to-hand combat.
Musket (MK): This measures the model's ability with thrown or fired weapons.
Dodge (DG): This represents how quickly a model reacts to a situation. In ranged combat it represents a negative modifier, as models with faster reflexes are going to be harder to hit.
Speed (SP): This represents the distance which a model can move in one action.
Defensive Rating (DR): Defense value is the ability of a body location to resist damage. The higher this number, the tougher it is to damage that location.
Weapon Strength (WS): This is the damage that a weapon causes. The greater it is compared to the DR, the more damage done.

STAT TEST

In the course of a game a model might have to determine whether or not an action is successful; this is called a stat test. The player rolls a d10 and adds the appropriate stat, together with any bonuses or penalties that apply. The test is successful if the total is equal to or more than 10. If it is less than 10, the test is failed.

Example: Eric's model is attempting to leap onto a moving coach, and so needs to pass a stats test. Dodge is the most appropriate stat to use so the model's DG of 3 is added to the roll of a d10. Eric rolls a 5, for a total of 8. Since the result is lower than a 10, Eric's model fails the test. Had Eric rolled a 7 or more, the model would have passed.

INITIATIVE AND TURN SEQUENCE

The turn begins with each player rolling a d10 for initiative. The player who rolls highest has the initiative. Ties are rolled off until there is an order of initiative among all the players.

Then, starting with the model with the highest Dodge (DG) stat, the players take turns moving their models in the order of initiative. The player with initiative will always have one of their models act first at each DG level.

For example, if Player A wins initiative and has two models–one with a DG of 3 and the other with a DG of 2–and Player B has the same, then Player A will move his DG 3 model, followed by Player B moving his DG 3 model. When both have performed their actions, then the DG 2 models will go, starting with Player A. When a model is activated, it can perform any one of the actions listed below.

Example: Markus has two models: The Viscomte D'Lessep and his servant Claude, both of whom have DG 3. Tom has two models: Don Armando (DG 4) and Benedicto (DG 3). Markus wins the initiative roll, but Tom's model with DG 4 (Don Armando) would act first this turn. Then one of Markus' two models (D'Lessep or Claude) would act before Tom's other model (Benedicto).

LIST OF ACTIONS

Models can perform one action upon their activation unless a special ability allows them additional.

Move: This is the normal movement of the model, which is represented by SP in the model's stat line. The model moves its SP stat in inches.

Jump: This is assumed to be a running jump. All models can jump up to 1" for every 2 points (round up) of BW. A model can attempt to gain an additional 1" by taking a BW stat test. If the total of the model's BW plus the roll of a d10 is equal to or more than 10, it is successful. If it is less than 10, the model misses the jump and falls.

Climb: Models climb at 1" per action. For each climb action, the model must add its BW and DG stats to the roll of a d10. If the combined total is equal to or more than 10, it is successful. If not, then the model falls.

Move/Jump & Shoot: This action combines a Move/Jump with shooting. Models doing this have a -5 modifier in ranged combat. The shot can be taken at any point during the Move/Jump action. Models with ranged weapons that require the use of both hands can Move only half their SP and shoot.

Shoot: This is the normal aimed shot taken by models. There is no modifier to hit.

Charge: This is a combined Move and Close Combat attack action. The charging model receives a +2 modifier in close combat for that action only.

Close Combat: This is the normal close combat attack. There is no modifier to hit.

Reload: The model may reload a weapon as per the rules in the Reloading section.

Use Ability: This action refers to anything unrelated to the actions already listed, such as using a special ability, untying a horse, lighting a fuse, etc.

Wait: Models that wait are holding their action in reserve until a later part of the turn in an attempt to counter the actions of opposing models. The waiting model can perform an action at any time before

the end of the turn. A model cannot, with one exception, use Wait to interrupt an opposing model's action; you can stop an opposing model at any point during its movement to use the Wait action. If two or more players activate models on Wait at the same time, the player with the higher initiative goes first, followed by the next highest initiative and so forth, until all players with models on Wait have gone. Models on Wait must take an action before the end of the turn.

Prone: Models that are prone are crouching or lying down in an attempt to make the smallest target possible for an opponent's ranged combat attack. This makes them -2 to be hit. Prone models have their BD stat halved (rounding up). Models can combine going prone with a shoot action (the same -5 modifier as move and shoot applies) or a move action.

Stand: This is the action used by models to get up after being knocked down or after being prone.

HERO POINTS

At the beginning of the game each player receives a number of 'Hero Points'. Players can use their Hero Points during the course of the game to change their die rolls. A player can move any die roll up or down by as many points as they have remaining (the one exception being the location of a shot; hits cannot normally be moved from one part of the body to another using hero points). Players can only change their own die rolls; they cannot change an opponent's die roll. For 2 points a player can re-roll a die, but the player must abide by the results of the second roll.

If more than one player wishes to use hero points on the same action, each player announces their intention and secretly notes how many they wish to use (on paper, with a d6, etc.). Both then add their points to their scores as normal.

Hero Points and Measurement

Hero points can be used to affect a measurement. For example, for each Hero Point expended, a player can add 1" to the range of their weapon, or add 1" to a Jump or Move action (the addition of this 1" or more does not require the model to take a Brawn (BW) stat test if using a Jump action).

Hero Points and Combat

For each Hero Point expended, a player can increase the Weapon Strength (WS) or damage of a weapon or the Defensive Rating (DR) for a specific location. If Hero Points are used to increase a weapon strength or defensive rating, the points must be added before location is rolled. If both players wish to add points during the same action, then both should note secretly how many they wish to use (on paper, with a d6, etc.) and reveal them at the same time.

Starting Hero Points

The number of Hero Points each side receives is tied to the Grades of the models they use. Players receive 5 Hero Points for each Grade 3 and Grade 2 model in their group. Grade 1 models receive no Hero Points. These Hero Points can be used by any model in the player's group, not just the Grades 2 and 3 models. For example, if a player has models with Grades of 3, 2, 2, 1, and 1, they will get 15 Hero Points, and these points may be used by any Grade.

COMBAT

OVERVIEW

Combat is either Ranged (in the case of musketry, pistol shot, bows and crossbows, or the occasional thrown spear or knife), or Close (in the case fencing, knife fighting, brawling, and bludgeoning with heavy objects).

THE WEAPON CHART

The Weapon Chart below is broken down into four major columns (separated by a dark rule line). Each column represents a range band: Close Combat, Short, Medium, and Long. Each of these columns is in turn split into three statistics for each weapon: Range, TH, and WS. If a weapon has a dash in any of the columns, it means it cannot be used at that range.

For example, the Bullwhip has dashes under the Close Combat heading. This means that when a model gets into base contact with a model using a bullwhip, the whip can no longer be used.

Range is the distance, from the previous range band up to an including the shown number for that range band. A pistol has a short range of 6". That means any target outside of close combat and up to and including 6" would be at Short Range.

The second column is TH. This is your "To Hit" bonus. You add or subtract the shown number to your chance to hit. If the number is a +, then it is easier to hit at that range, if it is a -, then it is harder. A Bow at Short Range is +1 to hit, and at Long Range is -1.

Finally, WS is Weapon Strength. This is the strength of the weapon and is compared to a model's Defensive Rating (DR) to determine wounds. The higher the WS the easier it is to wound and the greater chance for multiple wounds.
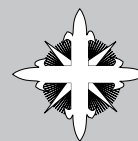
Kings of Interest

• Louis XIV—The Sun King, arguably the best example of the Absolute Monarch. As a result of the governance of Richelieu during his father's reign, Louis XIV was probably the most absolute ruler of his kingdom of any European king during this period. His court was the most opulent and formal of the period.

• Charles II of England—Restored to the throne after the death of Cromwell, he was famous for his many mistresses and illegitimate children, his patronage of the arts and sciences, and his ties to France, which often left him at odds with Parliament and popular opinion.

• Peter I the Great of Russia—Before he was king, Russia was a European backwater, but at his death, a major European power. Peter carried out extensive Westernization of Russia, toured Europe, and possessed a polymath's interest in the trades, medicine, and war.

• William III of England—The Protestant Prince of Orange, he deposed his father-in-law, James II, in the Glorious Revolution to take the English throne. Under his reign, the government of England transferred largely to Parliament. William was a skilled politician and long-time enemy of Louis XIV, and responsible for forming many of the military and political coalitions against France.

Table I: Weapon Chart

Weapon	Close Combat			Short			Medium			Long		
	Range	TH	WS	Range	TH	WS	Range	TH	WS	Range	TH	WS
Fist	0"	0	BW	--	--	--	--	--	--	--	--	--
Short Blade	0"	+1	BW+1	BW+2	0	BW+1	--	--	--	--	--	--
Long Blade	1"	+2	BW+1	--	--	--	--	--	--	--	--	--
2-Handed Blade[3]	1"	-1	BW+2	--	--	--	--	--	--	--	--	--
Club	1"	+1	BW+1	--	--	--	--	--	--	--	--	--
Improvised[2]	1"	0	BW+1	3"	-2	BW	--	--	--	--	--	--
Spear/Polearm[4]	2"	-1	BW+1	BW+4	-1	BW+1	--	--	--	--	--	--
Pike[5]	3-4"	-1	BW	--	--	--	--	--	--	--	--	--
Bullwhip[6]	--	--	--	2"	0	3	--	--	--	--	--	--
Bow	--	--	--	10"	+1	4	16"	+1	4	24"	-1	3
Crossbow	--	--	--	12"	+1	4	20"	+1	4	26"	-1	4
Pistol	0	-2	4	6"	+1	3	12"	0	2	--	--	--
Fowling piece[1]	--	--	--	8"	+3	4	16"	+1	3	32"	-1	2
Musket[1]	--	--	--	8"	+1	6	16"	0	5	24"	-2	3
Blunderbuss[1]	2"	+4	6	4"	-2	3	8"	-3	2	--	--	--

1 A fowling piece, musket, or blunderbuss may be used as a club in close combat.

2 An improvised weapon is anything heavy that can be used in close combat. This includes heavy logs, chair legs, fireplace pokers, and pistols. These can also be thrown for a short distance.

3 These weapons require two hands to use. A model equipped with these may not use an additional weapon in combat. This includes muskets with a bayonet mounted (see bayonet rules).

4 Only spears may be thrown. Polearms and muskets with bayonets cannot be thrown.

5 A pike can only be used if the target is between 3-4 inches away. If the target is closer than 3", the pike cannot be used. This weapon requires two hands to use. A model equipped with these may not use an additional weapon in combat.

6 The player using the whip must declare entangle, disarm, or wound. The attacking player must score a hit on the legs to entangle. If successful, the model is considered prone. An attacking model that has declared disarm must hit the arm location to be successful.

RANGED COMBAT

Ranged combat is resolved on an opposed roll. The attacker rolls a d10 and adds his Musket (MK) stat, along with any bonuses or penalties he might have (such as weapon bonuses, cover or movement penalties, etc.). The defender rolls a d10 and adds his Dodge (DG) stat. If the attacker rolls higher, a hit is scored. If the defender rolls higher, then the shot is a miss. If the result is a tie, the defender is not hit, but must make a Guts (GT) check as if he were.

> (Attacker's MK stat +/- any bonuses + d10 result) against (Defender's DG stat + d10 result).

If a hit is scored the attacker rolls a d10 to determine the location. The DR of that location is compared to the WS of the attack. If the WS is the same or higher than the DR, one box is crossed off in that location on the defender's model sheet. If the DR is higher than the WS, the defender rolls a d10 and

adds the difference between DR and WS to the roll. If the result is equal to or more than 10, then the damage is prevented. If the WS is twice the DR, then two boxes are crossed off. If the WS of the attack is three or more times the DR, then three boxes are crossed off.

Cover

If the defending model is obscured by terrain, it is considered to be in the shadow of terrain and is –2 to be hit both in close combat and by ranged attacks. If the model is in base contact with the terrain, then it also receives a DR bonus, for ranged attacks only, of +2 to all body locations, except the head.

Height Differences

Models more than 2 levels above their opponent are considered obscured by terrain (as long as such terrain can obscure the shot—a model standing on a flag pole would not get the bonus since the pole would provide no real cover). Models more than 4 levels higher receive an additional –1 to be hit. A level is the height of the model on the ground. For example, a normal 25mm scale human model is about 1.5" tall. So, any model more than 3" above the board would be considered obscured and be at –2 to be hit. If the model is more than 6" higher than the model on the ground, it would be at –3 to be hit.

Target Movement Modifiers

Models that move more than 3" in a turn are harder to hit in ranged combat. A model that moves more than 3" but less than 6" is at –1 to be hit. If a model moves more than 6" they are –2 to be hit. If a model moves more than 9" it is –3 to be hit. A Wait action that interrupts a Move action always measures the distance covered, not the intended distance.

Suppressing Fire

Sometimes it may prove useful to keep an enemy from moving so that your models can reach an objective first. For this the attacker shoots at the defending model in order to attempt to suppress. Firing models get +2 to their MK score for this shot, but if a hit is scored, no damage is done; instead the target model must take a Guts (GT) stats test or suffer the effects of suppression.

Suppressed models in open ground must move toward cover (the model cannot move toward an opposing model). Suppressed models in cover cannot end a movement in open ground. If the suppressed model cannot reach cover with a single move, then it must end the turn prone. All suppressed models suffer a -2 penalty to their DG stat until they recover from suppression. Suppressed models cannot shoot or charge. Suppressed models must take a GT stat test at the beginning of their activation in the next turn to be able to act freely again. Suppressed models on Wait lose their Wait action. If a model on Wait uses suppression fire on a moving model, the moving model must move back, from the point at which it was shot, in the direction it just came from.

Multiple Shots

Models with a firearm in each hand can shoot at multiple targets. The player declares the target of the first shot, then can shoot again at the same target or any other model within 6" of the first target. However, each shot is at an additional -1 to hit.

Ammo Tracking

The model record sheets have boxes for tracking ammo. In addition to the reloading rules, Gloire uses the following rule for ammo tracking: a roll of 1 on any ranged attack with a firearm means that the weapon is jammed or fouled. If the shot was successful, even with the roll of a 1, it still counts, but the model must spend an action to clear the fouled weapon before the weapon can be reloaded again.

Each model is allowed three reloads before their ammunition is exhausted. Some models can take extra ammo. If a model purchases the 'extra ammo' option for a weapon, they gain ten rounds for each purchase of extra ammo, up to their allotment.

Reloading

A firearm must be reloaded after each shot. It may be handy to indicate which models need to reload by placing a cotton ball or smoke marker next to them. Reloading a firearm takes one action, and the player marks off one ammo box on their model's sheet. If the reloading model is distracted during this turn (either by being forced to make a Dodge (DG) stat test, an involuntary movement, or some other reason), the model must take a Brains (BR) stat test in order to successfully complete the reload. If the model fails the test, the reloading goes awry and the reload is wasted. The weapon must be reloaded successfully before it can be fired again.

Brace of Pistols

A character armed with a Brace of Pistols is assumed to have a number of them about his person, allowing him to fire without having to reload quite as frequently. For each pistol attack he makes, the player rolls a d10 and keeps track of the result. If the roll after the first shot (or on the first shot after reloading) is a 10 it is ignored.

Each time the d10 is rolled after a pistol attack, that result is added to previous results, until the sum is more than or equal to 10, at which point the model has exhausted all of his loaded pistols. If the result is not 10 or more, the character still has a loaded weapon available and he will roll again after making his next pistol attack. Reloading the Brace takes 3 rounds of ammo and 2 successful reloading actions.

Any model with a Brace of Pistols ignores a roll of 1 to hit, but still rolls to see if the Brace is exhausted. A model with a Brace of Pistols and the Ambidextrous ability may fire one in each hand at -3 To Hit, and then makes two rolls to see if the Brace is exhausted.

Bayonets

Bayonets were not practical or widespread until the beginning of the 18th century, but the following rules are included for players who wish to set their games in that period. A musket may have a bayonet attached to it. It takes one action to attach or remove a bayonet. A musket with a bayonet mounted may not fire. The musket is treated as a spear for close combat while the bayonet is attached.

CLOSE COMBAT

Close combat is resolved by an opposed roll. The Attacker rolls a d10, and adds his Blade (BD) stat, together with any bonuses or penalties that apply. This is compared to the Defender's d10 roll, plus the Defender's Blade (BD) stat, together with any bonuses or penalties he might have.

> (Attacker's BD stat +/- any bonuses + d10 result) against (Defender's BD stat +/- any bonuses + d10 result)

If the attacker's total is higher, then a hit has been scored and a d10 is rolled to determine the location of the hit.

The Defensive Rating (DR) of the location is compared to the Weapon Strength (WS) of the attack. If the WS is the same or higher than the DR, one box is crossed off in that location on the defender's model sheet. If the DR is higher than the WS, the defender rolls a d10 and adds the difference between DR and WS to the roll. If the result is equal to or more than 10, then the damage is prevented.

If the WS is twice the DR, then two boxes are crossed off. If the WS of the attack is three or more times the DR, then three boxes are crossed off.

Charging

A charging model receives a +2 bonus to hit when it charges. A model must move at least 2" in order to receive the +2 charge bonus. Waiting models must withdraw from combat, stand and fire, or counter-charge. A withdrawing model moves its full SP directly away from the enemy model. This movement is done after the charge has been declared but before the charging model has moved. Move a counter-charging model 2" towards the attacker, and then the charging model is moved into base contact. The counter-charging model receives the charge bonus. If the attacker did not move 2" before being counter-charged, then it does not receive the charge bonus.

Figure 1

Pushback

Close Combat Outcomes—Attacker wins by 5+

The attacking player can choose one from the following outcomes (Pushback, Draw Back, or Turnabout) when he wins the opposed close combat roll by 5 or more.

-Pushback (Figure 1)

The attacker pushes the defender back. The attacking player can move the defending model 1" in any direction in the attacking model's 180° front facing. If he wants to, the attacker can then move the attacking model back into base-to-base contact. This can lead to models being forced into dangerous areas, over ledges, or into bodies of water.
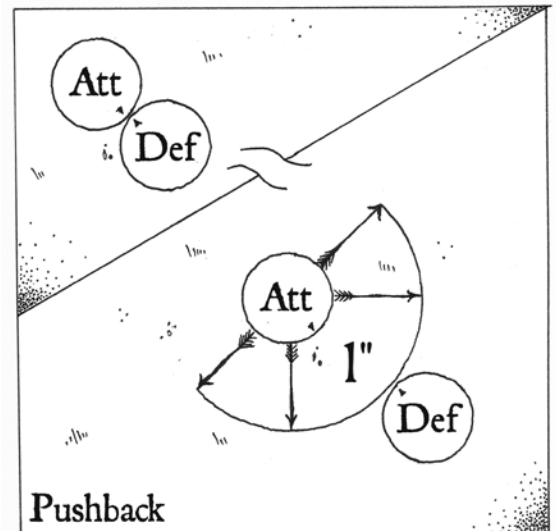
-Draw Back (Figure 2)

The attacker tricks the defender into following up. The attacking player moves his model 1" in any direction in that model's 180° rear facing. The defending model is then moved back into close combat. This is useful for drawing enemies away from support or objectives, or into a choke point where the attacker can avoid being mobbed.

-Turnabout (Figure 3)

The attacker and defender trade places. This can be useful if the attacker is in danger of being forced into a bad situation, or the defender is standing in the way of an objective.

Figure 2

Drawing Back & Fighting Withdrawal

Figure 3

Turnabout
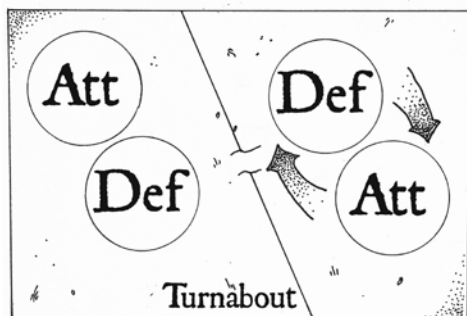
Close Combat Outcomes— Neither wins by 5 or more and ties

-Mutual Disengagement (Figure 4)

There is no clear advantage to be gained by pressing the attack, and both models leap back to prepare for a new bout. Both the attacking and defending player move their models 1/2" away from each other, in any direction in their model's 180° rear facing, and are no longer considered in close combat.

Close Combat Outcome—Defender wins by 5+

-Repulse (Figure 5 - next page)

The attacker is beaten back by the defender, who stands his ground. The defending player moves the attacking model 1" in any direction in the attacking model's 180° rear facing. The models are no longer considered in close combat.

Fighting Withdrawal

To make a Fighting Withdrawal, the model moves half its SP (minimum of 1") in any direction that does not take it through an enemy model's base, and the opponent is moved back into base-to-base contact. No close combat roll is made. This is different from Drawing Back in that the attacker never gets an opportunity to wound his opponent. *See Figure 2 above.*

Figure 4

Mutual Disenagagement
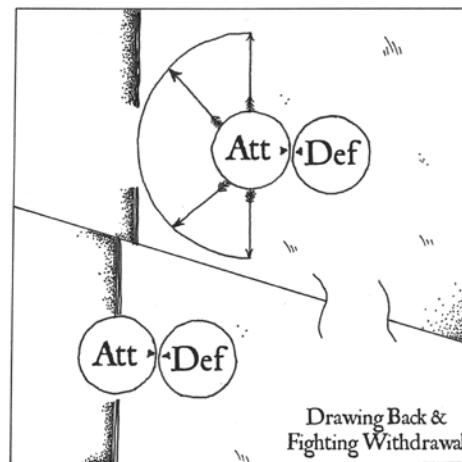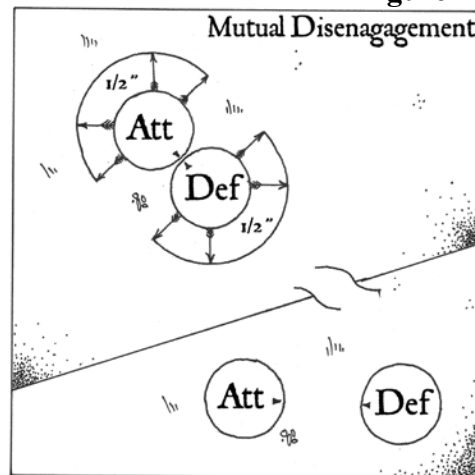
Figure 5
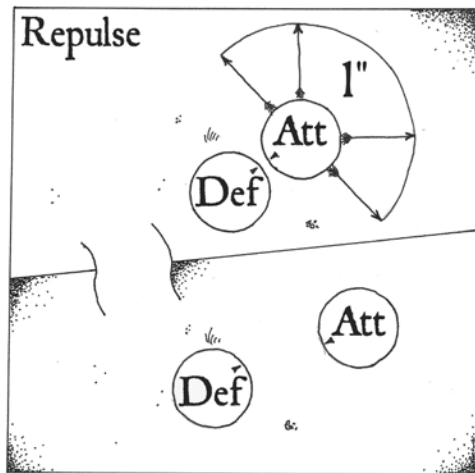
Breaking off from Close Combat

Models in base-to-base contact with an enemy can attempt to break away from their opponent. To do this, the two players make an opposed Brawn (BW) roll. If the model attempting to leave close combat scores higher, then it shoves off its opponent and can move its full SP. If the model loses the roll, then the two remain locked in close combat and the opponent may make an attack as if it were his turn. Ties are rerolled.

A model that breaks off from close combat may not use its movement to charge into a new combat.

Fleeing

A player can choose to simply move from close combat without making an opposed Brawn (BW) roll. If a player chooses this option, the opposing model can make a single close combat attack at an additional +2 to hit.

A model that flees from close combat may not use its movement to charge into a new combat.

Close Combat with Multiple Opponents (Figure 6)

A model can be engaged in close combat by more than one opponent. On his activation, a model facing multiple opponents can attack only one of them at a time, unless the model is capable of making multiple attacks. If the model is able to make multiple close combat attacks, each attack and its subsequent close combat outcome is resolved before the next attack is made. *See Figure 6.*

Example: Don Armando is in close combat with two Guardists. Our hero has the Cappelli's School (+1) ability, which means he can make two close combat attacks. Don Armando's player announces that he is attacking Guardist 1 first. Don Armando wins that close combat roll by 6, declaring that he is pushing back Guardist 1. Then, for his second attack, Don Armando attacks Guardist 2. Winning that combat by 5, the player announces Turnabout, and so Don Armando and Guardist 2 trade places. Don Armando could have chosen to attack Guardist 1 again, instead of attacking Guardist 2.

At the end of his turn, Don Armando is now only in close combat with Guardist 2.
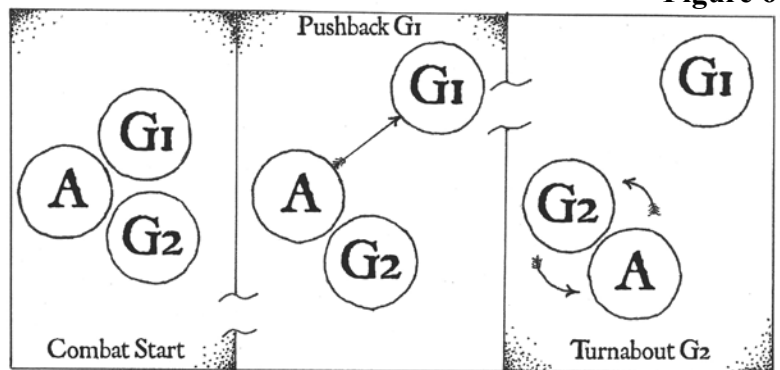
Figure 6

Withdrawal and Multiple Friendly Combatants

If multiple models are in close combat with the same opponent, then a model may break off from combat without penalties or checks provided at least one friendly model remains in the close combat. The last model attempting to break off from combat must test as normal.

Example: Claude and Benedicto are in close combat with the Baron von Graudorf. Benedicto's player declares that his model is breaking off combat. Benedicto may leave the close combat and move normally. If Claude wanted to break off combat later, he would have to make a Brawn (BW) check or Flee.

Disarm

Rather than simply wounding their opponent, a model can declare that they are attempting to Disarm the opposing model. Combat proceeds as normal, but if the defending model is hit in the arms and does not pass an armor save (if it is allowed one), then the defender takes a Blade (BD) stat test. If the defender fails this test, it is disarmed. If the defender passes, it is assumed to have recovered his weapon, by snatching it from the air or off the ground. The defending model does not suffer any damage regardless of outcome.

COMBAT OUTCOMES

Damage from Combat

When a model is hit in combat, the attacker rolls a d10 to determine the location. The Defensive Rating (DR) of that location is compared to theWeapon Strength (WS) of the attack. If the WS equals or exceeds the DR, one box is crossed off in that location on the defender's model sheet. If the DR is higher than the WS, the defender rolls a d10 and adds the difference between DR and WS to the roll. If the result is equal to or more than 10, then the damage is prevented.

If the WS is twice the DR, then two boxes are crossed off. If the WS of the attack is three or more times the DR, then three boxes are crossed off.

Unconscious

Some models that lose their last box in either the Head or Torso region, or suffer the effects of a poison are rendered unconscious. Models can try to regain consciousness by rolling a d10 and adding their last unmarked Brains (BR) stat -1. If the total is equal to or more than 10 the model has regained consciousness. Models that do not have an unmarked BR score, or whose BR stat -1 would equal 0 are considered to have a BR of 1.

Models that regain consciousness must take an immediate Guts (GT) stat test. If the model fails, then they suffer the effects of panic described below. The final marked box that rendered the model unconscious is used as the current stat on regaining consciousness. Further hits to that location will again render the model unconscious.

Panic

Each time a model is wounded in combat it must take a Guts (GT) stat test. Models that fail a GT test due to wounds will flee from combat. This means that for its next available action the model must move towards its entry zone (or a predetermined exit point). It must use its full SP in the direction of the entry zone, but can take advantage of cover to cower or avoid being shot at. At the beginning of the following turn, the model must pass a GT stat test or continue fleeing for the remainder of that turn also. This is repeated each turn until the model either leaves the board or rallies itself.

IMPROVISED ACTIONS

No game can model every possible action that a player may want to take with one of his models. But because of the nature of the swashbuckling game, some rules need to be laid out for the "improvised action."

Improvising an Attack

There might be times in the game when a model wants to throw a tankard or kick a bench at an opponent, pull the rug out from under his feet, or simply confuse him by shouting "look behind you!" A model can do any or all of these by making an improvised attack.

First declare what the attack is going to be. The Gamemaster will then tell you what stat you and your opponent will use in an opposed roll. If there is no Gamemaster, work out with the other player which stat seems the most appropriate. For instance, if you want to pull the rug out from under an enemy, you would use the Brawn (BW) stat while your opponent would use his Dodge (DG) stat, but to confuse an enemy by yelling "What's that?" you would both use the Brains (BR) stat.

Each player then rolls a d10 and adds the appropriate stat. If the attacker's total is higher, the defender misses his next activation as a result. If the defender's roll is higher, the improvised attack is unsuccessful and nothing happens.

A player can combine an improvised attack with a half-Speed (SP) movement, or rise from prone.

Improvising Movement

Sometimes a player may want to move a model in some way other than on foot, such as by sliding down a banister, swinging on a chandelier or rope, or rolling under the tables. These are all examples of improvised movements.

Improvised movement requires a Brawn (BW) or Dodge (DG) stat test, depending on whether it relies primarily on the model's arms or legs. Swinging on a chandelier, for instance, should require a BW test. Running across a clothesline would require a DG test instead. The player takes a stat

test by rolling a d10 and adding the appropriate stat to the result. If the result is equal to or more than 10, then the test is passed and the character can move up to 6". If the model fails the test, it moves its Speed (SP) stat in the direction it would have traveled, but is considered Prone at the end of this movement. If this would result in a fall, the model takes falling damage.
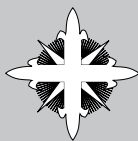
**How to Insult Someone
to the Point of a Duel**

• Bite your tongue at them.

• Give them figs—put your thumb between your index and middle fingers, make a fist, and shake it at your opponent. In this debased age, we use the middle finger en solo to make the same point.

• Insult their mother. "Your sentiments betray the indiscretion of which madame your mother must have been guilty," as uttered by M. de La Tour Azyr is among the better examples of this method.

• "Accidentally" bump into them. This is better when the bump forces the person into the rain or something vile, hits them in an old wound, or causes them to lose composure. Traditionally, you then accuse the person of getting in your way.

• Woo his mistress. All is fair in love and war, and clearly if your opponent had shown the appropriate level of regard for the object of his affection, she would have rejected your advances at once.

• You will know your measures are successful if your opponent slaps you, draws his sword, or bows and says: "Sir, I am at your disposal."

• The challenged party always has choice of weapons, and the challenger may set terms under which his honor may be satisfied.

Particularly challenging or acrobatic feats require an additional Dodge stat test to see if the model lands on its feet. If the model fails this Dodge test, it moves the full distance, but ends the movement Prone. The need for this additional test is determined by the Gamemaster if there is one, or can be agreed by the players.

DUELING

Any model may use its action to challenge another model to a duel — this is termed "calling out" your opponent. The challenged model does not have to be in sight of the challenger.

The models must be no more than one grade different in rank; a Grade 3 model cannot challenge a Grade 1 model, and vice-versa. The challenged player can decline a legal duel by paying 1 Hero Point; if he cannot pay this, he must duel. If a model declines a duel, that model may not be challenged to another duel until at least one full turn has elapsed.

The two models must have the same kind of weapon for the duel to take place. The challenged player has the choice of weapon for the duel. However, the player can not choose a weapon that his opponent does not possess (for example, if the challenger is armed only with a sword, and the challenged model has both a sword and a pistol, the challenged player may not declare pistols as the dueling weapon). Only that weapon may be used while the duel is taking place. In addition, a model immediately loses the duel if it takes cover or voluntarily runs away (though the model can be driven back).

Neither model may be the target of attacks by another model once the duel has been accepted. Models involved in the challenge can only combat each other. Models not involved in the challenge may assist in a non-combat capacity (by rendering medical treatment, for example). Disguised models immediately shed their disguise as per the rules.

Example: The Azure Chevalier (Grade 3 Courtier) is challenged by Sergeant Hernandez (Grade 2 Veteran) to a duel 'To The Blood'. The Azure Chevalier accepts the duel, and declares pistols as his weapon of choice. Private Sanchez cannot now shoot at the Azure Chevalier, even though he can see the Chevalier, and he is in range.

The duel takes place outside of the normal sequence of events. The two models involved in a duel do not take their turn as part of the regular initiative and action sequence. Instead, at the end of the turn, and after all other actions have occurred, the two duelists make a comparative Dodge (DG) test. The winner gets to act first in the duel for that turn.

Duels are 'To The Blood' or 'To The Death'. The challenger has the choice of which outcome will end the duel.

> 'To The Blood' challenges end when one of the two models is wounded. The first model to wound his opponent is the winner and receives 2 Hero Points. In addition, the loser's model now counts as Prone, and must pass a Guts (GT) stat test on its next activation to re-enter the game.

> 'To The Death' challenges can only be issued by one Grade 3 character to another Grade 3 character. These are the dramatic, climactic fights between mortal enemies, and a GM may feel free to restrict these duels, if he feels it would adversely affect the course of a planned campaign. These duels continue until one model is mortally wounded (unconscious). The winner receives 5 Hero Points. In addition, all of the losing player's remaining models are now at -1 for all GT stat tests for the rest of the game.

When dueling with a close combat weapon (such as a short or long blade), the close combat is worked out as normal with the exception that the attacker must win the close combat roll by 3+ in order to wound an opponent. This is so duels between two mismatched combatants are handicapped somewhat, so as to avoid spadassination.

MOUNTS AND COACHES

MOUNTS

A model that is mounted uses the Dodge (DG) and Speed (SP) stats of the mount. A mounted model can not hide, but it can still claim the advantage of intervening terrain for cover. A mounted model gets an additional +1 charge bonus in close combat (for a total charge bonus of +3). The mounted model must still move 2" to count the charge bonus.

A horse may cross an obstacle 1 inch high or 2 inches wide without penalty. This is assumed to be a small wall or hedge, or a ditch. Combination obstacles (for example: leaping over a sunken road bounded by farm fences) requires expending 1 Hero Point. Note that in this case, both obstacles must still be legal. For example, a 2-inch-wide ditch bounded by a 2-inch-high hedge cannot be crossed. Donkeys and mules do not jump. A player may spend 1 Hero Point to increase the length his mount can jump.

All mounted models are +2 to hit in both close and ranged combat. If a mounted model is hit, there is a 1-5 chance the attack hits the mount, instead of the model. If a mount is hit it will rear or flinch and try to throw the rider (even if it beats the WS of the attack with its DR).

The model riding the mount must take a Brawn (BW) stat test to avoid being thrown. If the model passes, then there is no further effect. If the model fails, he takes one WS=2 hit to a random location and now counts as Prone. The mount of a fallen rider bolts; it takes no further part in the game and is removed from play. A rider whose mount dies under him automatically takes a WS=2 hit to a random location and now counts as Prone. Furthermore, the model must pass a BW check before it can act again as he tries to free himself from being pinned by the mount.

When a mount is hit in combat, the Defensive Rating (DR) of the mount is compared to the Weapon Strength (WS) of the attack. If the WS equals or exceeds the DR, one box is crossed off in that location on the mount's stat line. If the DR is higher than the WS, the defender rolls a d10 and adds the difference between DR and WS to the roll. If the result is equal to or more than 10, then the damage is prevented.

Like normal wounding, if the WS is twice the DR, then two boxes are crossed off, etc.

Horse

Mount (1-5)	DG=5 SP=10	DR=5	DG=5 SP=10	DG=4 SP=8	DG=3 SP=6	DG=2 SP=4	Mount Killed

Mule/Donkey

Mount (1-5)	DG=4 SP=8	DR=5	DG=4 SP=8	DG=3 SP=6	DG=2 SP=4	Mount Killed

COACHES

Vehicles drawn by teams of animals are not normally part of a player's force unless they are specified in scenario. A scenario may require a horse-drawn coach to be escorted or intercepted, or players may need to escort a model to the safety of the coach. These rules are included to assist players in developing scenarios. If a scenario uses a coach, it may require a larger playing space so that the coach does not enter and leave the board too quickly.

Acceleration and Braking

A coach uses its current movement rate as its Dodge (DG) stat in order to determine when it activates during a turn. For example: A coach that moved at 6" in its previous turn would have a DG of 6 for determining when it activates during the turn. For all other tests, the coach uses its driver's DG score. The coach always moves the full movement of its current speed. If a player wishes to brake or accelerate, the change in speed is applied at the end of the turn, with the exception of the turn the coach first starts moving.

A coach can accelerate by 2" per turn until the coach reaches its maximum speed of 8". A coach brakes by 2" per turn as well. A player may attempt to halt the coach faster than this by reining in the team hard. In this case, the driving model makes a DG check at -2; if successful, then the coach brakes by 4" this turn. If the check fails, the coach goes out of control.

Turning

If a player wishes to turn a coach, he moves it half its movement for the turn, then turns it 45º, then moves it the remaining distance. A second turn of up to 45º may be made at the end of the movement. A coach has a safe turning speed of 4". If it is moving faster than this speed, then the driver must make a Dodge (DG) test at -1 for each 2" (or part thereof) above this 4" limit. If this check fails, the coach goes out of control.

Coaches Out of Control

A coach out of control will continue moving at its last speed until it is brought back under control or hits an obstacle. At the beginning of each turn, the driver may attempt to bring the coach under control by making a Dodge (DG) test. If the driver fails, then roll a d10. On 1-4, the coach continues in a straight line. On 5-7, the coach moves half its movement, turns 45º to the left, and then completes its movement. On 8-10, the coach moves half its movement, turns 45º to the right, and then completes its movement.

If the coach is traveling over its safe turning speed of 4" and it makes a turn while 'Out of Control', then roll d10. On 1-5, the coach remains upright. On 6-10, the coach flips over. A flipped coach travels d10 inches in the direction it was last traveling. All models inside and on top of the coach must pass a Dodge (DG) test with a +2 modifier, or take one Weapon Strength (WS)=4 hit for every 2" of movement, each to separate random locations. Models riding on top are placed 2" from the final resting location of the coach, and count as Prone.

Collisions

If a coach hits another coach, building, tree, or falls from one height level or more, then its movement ends. All models inside or on top of the coach must pass a Dodge (DG) test with a +2 modifier, or take one Weapon Strength (WS)=4 hit for every 2" of movement, each to separate random locations. Models riding on top are placed 2" from the final resting location of the coach, and count as Prone.

Combat and Coaches

Models shooting from a moving coach suffer a -1 penalty for every 2" of the coach's movement. Passengers riding on or in the coach use the coach speed as their Dodge (DG) score when avoiding ranged attacks. The driver may not attack.

Particularly unscrupulous players may wish to attack the team pulling the coach rather than the passengers. Rather than attacking a specific animal, the team as a whole is targeted. The team uses the coach's speed as its DG score when avoiding ranged attacks. The team has a Blade (BD) score of 5 only for the purposes of defending in close combat. If the team is injured, then the driver must immediately make a DG test or the coach goes 'Out of Control.' The team can take 3 wounds before the team is incapacitated. If this happens while the coach is moving, then the coach goes 'Out of Control' immediately and brakes at 2" per turn until it stops, collides with something, or flips over.

FALLING

Models that are unable to maintain their grip while climbing may take falling damage if they drop more than one level without climbing down. The falling model takes a hit to a single location, with Weapon Strength (WS)=(2 x # levels fallen). For example, if a model falls from a height of 2 levels, it would take a WS=4 hit. See *Height Differences* on Page 11 for a discussion of levels.
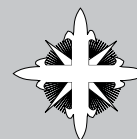
Some Assorted Fencing Terminology

- Escotade: The death-blow

- Coup de Jarnac: A blow delivered by whipping the tip of the weapon so as to hit the opponent in the back or back of a leg. So named for the master fencer who was killed in this fashion.

- Appel: A quick stomping motion made with the leading foot, which throws off the opponent's rhythm. A ballestra is similar, in that it is a hopping step where the rear leg leaves the ground while the front step is in the air, both feet landing at the same time.

- Riposte: The counterattack made after a parry, following quickly from the parry itself.

- Flèche: An attack made from a long cross-stepping and leap from the front leg. This is in contrast to the lunge, which is made by thrusting from the rear leg.

ANIMALS

Heroes and villains may encounter different kinds of animals in the course of their adventures. In addition to horses and donkeys, stats for guard dogs, hunting hawks, and vipers are included here.

Guard Dog

Location (Die Roll)	Base	DR	Wound Level				
Head (1)	Brains=1	4	BR=1	Killed			
Torso (2-4)	Brawn=4 Guts=7	4	BW=4 GT=7	BW=3 GT=5	BW=1 GT=3	Killed	
Front Legs (5-7)	Blade=5	4	BD=5	BD=4	BD=3	BD=4	No attacks
Back Legs (8-10)	Dodge=4 Speed=7	4	DG=4 SP=7	DG=3 SP=5	DG=2 SP=3	DG=1 SP=1	Crawl only

Attack: Bite WS=(BW)
Special Abilities: Ferocious (+1)

Falcon/Hawk

Location (Die Roll)	Base	DR	Wound Level				
Head (1)	Brains=1	3	BR=1	Killed			
Torso (2-4)	Brawn=2 Guts=6	3	BW=2 GT=6	BW=1 GT=3		Killed	
Talons (5-7)	Blade=3	3	BD=5	BD=3	BD=2	No attacks	
Wings (8-10)	Dodge=5 Speed=8	3	DG=5 SP=8	DG=3 SP=5	DG=1 SP=3	No attacks Walk Only	

Attack: Bite WS=(BW)
Special Abilities: Flying: This model may pass over terrain, and may break off from close combat without penalty.

Viper

Location (Die Roll)	Base	DR	Wound Level			
Head (1-2)	Brains=1 Blade=5	2	BR=1 BD=5	Killed		
Torso (3-10)	Brawn=2 Guts=6 Dodge=6 Move=4	2	BW=2 GT=6 DG=6 MV=4	BW=1 GT=5 DG=5 MV=3	BW=1 GT=4 DG=1 MV=2	Killed

Attack: Bite WS=(BW)
Special Abilities: Venomous Bite (model's hit in close combat by the viper must make an immediate BW test or fall Unconscious).

CREATING CHARACTERS

Gloire is driven by the interplay between characters and the scenarios that engage them. Stories set in this period are more than transcripts of swordfights—characters scheme and negotiate, solve riddles and conduct secret liaisons. Players can model fictional characters and historical personalities using these rules, or (best of all) they can create their own characters. The most successful games revolve around the recurring characters created by multiple players in pursuit of different goals.

MODEL GRADES

A model's grade is an indicator of how powerful it is relative to other models. Grade 3 models are the most powerful, representing important heroes and villains. Grade 2 models represent the main supporting characters, either less important figures or servants to Grade 3s. Grade 1 models are the anonymous extras employed to round out scenes or who fall quickly to the flashing sword of the main character.

Players may want to create a small band of characters, usually led by a Grade 3 character, with a supporting cast of Grade 2 and Grade 1 characters. However, it is not long before the question of balance arises. How do you ensure that two bands of characters are approximately equal in terms of game-play? The difficulty is that a Grade 3 character isn't necessarily the equivalent of three Grade 1 characters. All Grade 3 characters are approximately equivalent to each other—where one character type is strong in a particular area, it is correspondingly weak in another. Likewise, Grade 2s and Grade 1s are equivalent within their grades.

It is not necessary for every game to have balanced forces. A scenario can give one side a strong advantage in characters, and still be well-designed. Players should keep in mind that the primary goal when designing scenarios and bands of characters is a good time for everyone, and not simply winning the game. When creating bands, particularly at the start of a campaign, each player should use the same number of grades per team. For example, each player may bring a Grade 3, a Grade 2, and three Grade 1 models. For players unfamiliar with the rules, a single Grade 3 and Grade 2 will probably be sufficient to learn the rules and keep the game moving quickly.

CHARACTER STAT CHART

Location

There are four areas of the body where a model can be hit: Head, Torso, Arms, and Legs. When a model is hit in close or ranged combat, the attacking player rolls a die to determine the location of the hit. The Die Roll (in parentheses after the location) shows the number needed on a d10 to hit that part of the body. Gloire does not specify right or left arms or legs when it comes to wounding.

Base

This is the starting value for each of the model's stats. This number is never changed on the chart and reflects the model's attribute level before skills are added. Stats are tied to specific locations, and the stats decline as damage is taken to those locations. For example, the Blade (BD) stat is tied to the Arms location. The more wounds a model takes to the Arms, the worse the BD stat becomes.

DR

This is the Defensive Rating for a particular location. Some models can improve the values for different locations by adding armor, usually in the form of a helmet, cuirass, or padded jacket.

Wound Level

As each location takes a wound, the player crosses off one or more boxes under the Wound Level for that location, starting with the first box to the left. When the final box with a stat in it is crossed off, the model suffers the effects shown in the last box. A location with all stat boxes crossed off can still take hits, though there are no additional effects.

Grade 3 and Grade 2 models that lose their last head or torso wound are knocked unconscious. Grade 1 models are killed if they take a wound to the head or torso. Models that lose all their Arms boxes cannot carry anything, or attack in close or ranged combat (players are advised to plead for mercy at that point). Models that lose their last Legs box can only crawl at the rate of 1" every other turn, and may not engage in close or ranged combat during any turn in which they move.

Base: This is the beginning stat number for each attribute before abilities are factored in.

DR: This is the Defensive Rating for each location. If the model has body armor or naturally tougher skin, these numbers will increase.

Location: When a model is wounded, the first roll made is for location. The "Die Roll" is the number needed on a d10 to effect that location.

Wound Level: As a model takes wounds, their stats will go down. The first unmarked white box on the left represents the starting point.

Location (Die Roll)	Base	DR	Wound Level					
Head (1)	Brains=4	4	BR=4	BR=3	Unconscious			
Torso (2-4)	Brawn=3 Guts=7	4	BW=3 GT=7	BW=2 GT=7	BW=1 GT=6	BW=1 GT=6	Unconscious	
Arms (5-7)	Musket=4 Blade=4	4	MK=4 BD=4	MK=4 BD=3	MK=3 BD=2	MK=2 BD=2	MK=1 BD=1	No attacks Cannot carry
Legs (8-10)	Dodge=3 Speed=5	4	DG=3 SP=5	DG=3 SP=4	DG=2 SP=3	DG=2 SP=2	DG=1 SP=1	Crawl only

Character Abilities

A character archetype has a number of available attribute points, which are used to purchase weapons, armor, skills, and abilities.

There are three classes of skills: Combat, Knowledge, and Other. A model has a limited number of points to spend in each category. Example: even though the Grade 3 Courtier starts with 10 Attribute points, the player can spend no more than 3 of those points on Combat skills.

Some abilities, typically those which raise an archetype's stats, are listed with (+N) after them, such as Fencing (+2). For these abilities, one or more attribute points may be spent to raise the ability up to the

corresponding number. For example, a player whose character can take Fencing (+2) may spend 1 point to raise that model's Blade (BD) stat by 1, or 2 points to raise that model's BD stat by 2. The maximum number of ability points that can be spent in this way is the number shown after the particular skill. A model with Sharpshooter (+1), for instance, can not spend 2 points to get a +2 to their Musket (MK) stat. If no number is indicated (the skill shows +X), then the player may spend any number of attribute points, up to the limit for that skill class.

HERO OR VILLAIN?

Most of these character archetypes are neither exclusively good nor evil. A criminal of the age may still act with a strong code of ethics and for good, and a person born noble may act with selfish depravity. If a player wants to play a character that is not immediately identifiable with one of the archetypes, then they should consider the background of the character they have in mind, and which archetype's set of skills most closely matches it.

Example: William Phipps, the Lord Templeton (Grade 3 Courtier), is a favorite at court. He has been seen recently in the finest salons playing whist with the Duke of Buckingham, for whom he acts as a sometimes agent. Templeton is most often accompanied abroad by his valet Tom (Grade 2 Servant), his cousin Mortimer Parkening (Grade 2 Fop), and two soldiers of Buckingham's Regiment of Foote (Grade 1 Fusiliers).

HORDES OF MINIONS

A scenario might rely on a large number of Grade 1 characters (the Tavern Brawl scenario in this book is one example) who are essentially identical. In this case, record keeping for that many figures is both cumbersome and unnecessary. Here is a suggestion on how to handle large numbers of identical Grade 1 models. You will need a number of tokens marked with an "A" on one side and an "L" on the other, or some other way of marking arms and legs.

All Grade 1 models have a 40% chance of being killed by a wound, as a single wound to the head or torso kills them. The only time a wound needs to be recorded is when it is on the arms or legs. When a Grade 1 model is wounded in the head or torso, it is simply removed from play. When it is wounded in the arms, place the "A" side token next to it to show you where it is wounded—likewise put the "L" side up if the model is wounded in the legs. The next time you need to refer to this model, you can simply refer to the master character sheet for all models of this type, and you are reminded that this one has a wound in the arms or legs.

CHARACTER ARCHETYPES

COURTIER (GRADE 3)

The Royal Court abounds with nobles, grand and minor, who on occasion take it upon themselves to have an adventure. Their wealth gives them access to a variety of useful skills and goods, moreso than any other archetype. The Courtier is a flexible character, who may have a number of talents.

Location (Die Roll)	Base	DR	Wound Level					
Head (1)	Brain=4	4	BR=4	BR=3	Unconscious			
Torso (2-4)	Brawn=3 Guts=7	4	BW=3 GT=7	BW=2 GT=7	BW=1 GT=6	BW=1 GT=6	Unconscious	
Arms (5-7)	Musket=4 Blade=4	4	MK=4 BD=4	MK=4 BD=3	MK=3 BD=2	MK=2 BD=2	MK=1 BD=1	No attacks Cannot carry
Legs (8-10)	Dodge=3 Speed=5	4	DG=3 SP=5	DG=3 SP=4	DG=2 SP=3	DG=2 SP=2	DG=1 SP=1	Crawl Only

Available Attributes: 10

Weapon Max. >>> 4
Short Blade (1)
Long Blade (1)
  +1 TH for Long Blade (+1)
  -1 TH for Long Blade (-1)
  +1 WS for Long Blade (+1)
  -1 WS for Long Blade (-1)
Pistol (1)
  +1 TH for Pistol (+1)
  Extra Ammo for Pistol (+1)

Armor Max. >>> 3
Head +2 DR (1 per +1)
Torso +3 DR (1 per +1)
Arms +1 DR (1)
Legs +1 DR (1)

Combat Skill Max. >>> 3
Ambidextrous (1)
Cappelli's School (+2) (1 per +1)
Fencing (+2) (1 per +1)
Gentleman's Miss (1)
High Strength (+2) (1 per +1)
Pugilist (+2) (1 per +1)
Quick (+2) (1 per +1)
Sang-froid (1)
Sharpshooter (+1) (1)

Knowledge Skill Max. >>> 3
Genius (+2) (1 per +1)
Hunter (1)
Iron Will (1)
Language (1)
Tactics (+2) (1 per +1)

Other Skills Max. >>> 3
Fearless (1)
Hide (1)
Horsemanship (1)
Ignore Pain (1)
Lucky (1)
Majestic (1)
Mounted (1)
Nerves of Steel (+2) (1 per +1)
Sprint (+2) (1 per +1)

EVIL COURTIER (GRADE 3)

Every good hero is plagued by an evil Baron or Marquis who seeks his undoing. Like his good counterpart, the Evil Courtier is well balanced, but his skills incline towards trickery and deception.

Location (Die Roll)	Base	DR	Wound Level					
Head (1)	Brain=4	4	BR=4	BR=3	Unconscious			
Torso (2-4)	Brawn=3 Guts=7	4	BW=3 GT=7	BW=2 GT=7	BW=1 GT=6	BW=1 GT=6	Unconscious	
Arms (5-7)	Musket=4 Blade=4	4	MK=4 BD=4	MK=4 BD=3	MK=3 BD=2	MK=2 BD=2	MK=1 BD=1	No attacks Cannot carry
Legs (8-10)	Dodge=3 Speed=5	4	DG=3 SP=5	DG=3 SP=4	DG=2 SP=3	DG=2 SP=2	DG=1 SP=1	Crawl Only

Available Attributes: 10

Weapon Max. >>> 4
Short Blade (1)
Long Blade (1)
  +1 TH for Long Blade (+1)
  -1 TH for Long Blade (-1)
  +1 WS for Long Blade (+1)
  -1 WS for Long Blade (-1)
Pistol (1)
  +1 TH for Pistol (+1)
  Extra Ammo for Pistol (+1)

Armor Max. >>> 3
Head +2 DR (1 per +1)
Torso +3 DR (1 per +1)
Arms +1 DR (1)
Legs +1 DR (1)

Combat Skill Max. >>> 3
Ambidextrous (1)
Cappelli's School (+2) (1 per +1)
Connor's Appel (1)
De Fontbrune's Pass (1)
Di Conti's Thrust (1)
Knife Thrower (1)
Lagardere Lunge (1)
Riposte (1)
Sharpshooter (+1) (1)

Knowledge Skill Max. >>> 3
Deception (1)
Genius (+2) (1 per +1)
Iron Will (1)
Language (1)
Tactics (+2) (1 per +1)

Other Skills Max. >>> 3
Fearless (1)
Fearful Presence (1)
Hide (1)
Horsemanship (1)
Ignore Pain (1)
Mounted (1)
Nerves of Steel (+2) (1 per +1)
Sprint (+2) (1 per +1)

FOREIGN AGENT (GRADE 3)

Success on the battlefield is not the final determinant of the success of a campaign. Agents sow dissent and confusion among the government of their enemy, stealing state secrets, engaging in blackmail and other heinous acts. Sometimes they act under a veneer of respectability, other times in complete silence. The Agent confuses his enemy, allowing him or his catspaws to slip in and deliver a fatal blow.

Location (Die Roll)	Base	DR	Wound Level					
Head (1)	Brain=6	4	BR=6	BR=5	Unconscious			
Torso (2-4)	Brawn=3 Guts=6	4	BW=3 GT=6	BW=2 GT=5	BW=2 GT=4	BW=1 GT=4	Unconscious	
Arms (5-7)	Musket=4 Blade=3	4	MK=4 BD=3	MK=3 BD=3	MK=3 BD=2	MK=2 BD=2	MK=1 BD=1	No attacks Cannot carry
Legs (8-10)	Dodge=3 Speed=5	4	DG=3 SP=5	DG=3 SP=4	DG=3 SP=3	DG=2 SP=2	DG=1 SP=1	Crawl Only

Available Attributes: 10

Weapon Max. >>> 3
Short Blade (1)
   Poison for Short Blade (1)
Long Blade (1)
  +1 TH for Long Blade (1)
  -1 TH for Long Blade (-1)
  +1 WS for Long Blade (1)
  -1 WS for Long Blade (-1)
Pistol (1)
  +1 TH for Pistol (+1)
  +1 WS for Pistol (+1)
  Extra ammo for Pistol (+1)

Armor Max. >>> 2
Head +2 DR (1 per +1)
Torso +2 DR (1 per +1)

Combat Skill Max. >>> 2
Concealed Weapon (1)
Fencing (+X) (1 per +1)
Knife Thrower (1)
Quick (+X) (1 per +1)
Sharpshooter (+X) (1 per +1)

Knowledge Skill Max. >>> 4
Deception (1)
Disguise (1)
Genius (+X) (1 per +1)
Language (1)
Medical Knowledge (1)
Mesmerize (1)
Voice of Command (1)

Other Skills Max. >>> 4
Camouflage (1)
Fearful Presence (1)
Hide (1)
Intimidate (1)
Lucky (1)
Night Vision (1)
Observant (1)
Sprint (+X) (1 per +1)

HIGHWAYMAN (GRADE 3)

This solitary figure gallops across the countryside, holding up commoners' coaches and nobles' carriages alike for the wealth of travelers. His cry to "stand and deliver!" is notorious, as is his skill with the pistol and his horsemanship. He has few friends, but cherishes them, for to give aid to a rogue is a death sentence for those caught.

Location (Die Roll)	Base	DR	Wound Level					
Head (1)	Brain=4	4	BR=4	BR=3	Unconscious			
Torso (2-4)	Brawn=4 Guts=6	4	BW=4 GT=6	BW=3 GT=5	BW=2 GT=4	BW=1 GT=4	Unconscious	
Arms (5-7)	Musket=5 Blade=3	4	MK=5 BD=3	MK=4 BD=3	MK=3 BD=2	MK=2 BD=2	MK=1 BD=1	No attacks Cannot carry
Legs (8-10)	Dodge=3 Speed=5	4	DG=3 SP=5	DG=3 SP=4	DG=3 SP=3	DG=2 SP=2	DG=1 SP=1	Crawl Only

Available Attributes: 10

Weapon Max. >>> 5
Short Blade (1)
Long Blade (1)
  +2 TH for Long Blade (1 per +1)
  -1 TH for Long Blade (-1)
  +2 WS for Long Blade (1 per +1)
  -1 WS for Long Blade (-1)
Pistol (1)
  +1 TH for Pistol (+1)
  +1 WS for Pistol (+1)
  Extra ammo for Pistol (+1)
  Brace of Pistols (+2)
Blunderbuss (3)
  Extra ammo for Blunderbuss (+1)

Armor Max. >>> 2
Head +1 DR (1)
Torso +2 DR (1 per +1)

Combat Skill Max. >>> 4
Ambidextrous (1)
Battle Cry (1)
Deadeyed (1)
Fencing (+X) (1 per +1)
Gentleman's Miss (1)
Killer Instinct (1)
Knife Thrower (1)
Powder Monkey (1)
Quick (+X) (1 per +1)
Sharpshooter (+X) (1 per +1)

Knowledge Skill Max. >>> 2
Animal Handling (1)
Disguise (1)
Hunter (1)
Tactics (+X) (1 per +1)

Other Skills Max. >>> 3
Camouflage (1)
Hide (1)
Horsemanship (1)
Ignore Pain (1)
Lucky (1)
Mounted (1)
Night Vision (1)
Observant (1)

KING OF THIEVES (GRADE 3)

As there are kings of the daylight world, so too are there kings of the night—masters of smuggling and counterfeiting, house-breaking and the strong-arm. Since the affairs of the states are of little concern to them, they will sometimes sell their services to one faction or another, with no particular loyalty beyond that of the coin.

Location (Die Roll)	Base	DR	Wound Level					
Head (1)	Brain=4	4	BR=4	BR=3	Unconscious			
Torso (2-4)	Brawn=4 Guts=6	4	BW=4 GT=6	BW=3 GT=5	BW=2 GT=4	BW=1 GT=4	Unconscious	
Arms (5-7)	Musket=4 Blade=4	4	MK=4 BD=4	MK=4 BD=3	MK=3 BD=3	MK=2 BD=2	MK=1 BD=1	No attacks Cannot carry
Legs (8-10)	Dodge=3 Speed=5	4	DG=3 SP=5	DG=3 SP=4	DG=3 SP=3	DG=2 SP=2	DG=1 SP=1	Crawl Only

Available Attributes: 10

Weapon Max. >>> 4
Club (1)
Short Blade (1)
   Poison for Short Blade (1)
Long Blade (1)
   +1 TH for Long Blade (1)
   -1 TH for Long Blade (-1)
   +1 WS for Long Blade (1)
   -1 WS for Long Blade (-1)
Pistol (1)
   +1 TH for Pistol (+1)
   +1 WS for Pistol (+1)
   Extra ammo for Pistol (+1)
   Brace of Pistols (+2)

Armor Max. >>> 2
Head +1 DR (1)
Torso +2 DR (1 per +1)

Combat Skill Max. >>> 4
Ambidextrous (1)
Fencing (+2) (1 per +1)
Flurry of Blows (1)
Killer Instinct (1)
Knife Thrower (1)
Lagardere Lunge (1)
Pugilist (+2) (1 per +1)
Quick (+2) (1 per +1)
Sharpshooter (+2) (1 per +1)

Knowledge Skill Max. >>> 2
Deception (1)
Disguise (1)
Hunter (1)
Savvy (1)

Other Skills Max. >>> 4
Camouflage (1)
Fearful Presence (1)
Hide (1)
Intimidate (1)
Nerves of Steel (+2) (1 per +1)
Night Vision (1)

MASTER SWORDSMAN (GRADE 3)

Whether noble-born or peasant, the Master Swordsman seeks only to improve his art, though along the way he may save damsels in distress, the prince from kidnappers, and worthy folk from the forces of evil. He scorns the use of armor and firearms, but knows his sword like a mistress.

Location (Die Roll)	Base	DR	Wound Level					
Head (1)	Brain=4	4	BR=4	BR=3	Unconscious			
Torso (2-4)	Brawn=3 Guts=7	4	BW=3 GT=7	BW=2 GT=7	BW=1 GT=6	BW=1 GT=6	Unconscious	
Arms (5-7)	Musket=3 Blade=5	4	MK=3 BD=5	MK=3 BD=4	MK=3 BD=3	MK=2 BD=2	MK=1 BD=1	No attacks Cannot carry
Legs (8-10)	Dodge=4 Speed=4	4	DG=4 SP=4	DG=4 SP=3	DG=3 SP=3	DG=2 SP=2	DG=1 SP=1	Crawl Only

Available Attributes: 10

Weapon Max. >>> 4
Short Blade (1)
Long Blade (1)
 +2 TH for Long Blade (1 per +1)
 -1 TH for Long Blade (-1)
 +2 WS for Long Blade (1 per +1)
 -1 WS for Long Blade (-1)
Pistol (1)

Armor Max. >>> 2
Head +1 DR (1)
Torso +2 DR (1 per +1)
Arms +1 DR (1)
Legs +1 DR (1)

Combat Skill Max. >>> 6
Ambidextrous (1)
Cappelli's School (+3) (1 per +1)
Connor's Appel (1)
De Fontbrune's Pass (1)
Di Conti's Thrust (1)
Fencing (+X) (1 per +1)
High Strength (+2) (1 per +1)
Lagardere Lunge (1)
Maitre d'Armes (1)
Quick (+2) (1 per +1)
Riposte (1)
Rush Attack (1)
Sang-froid (1)

Knowledge Skill Max. >>> 1
Disguise (1)
Iron Will (1)
Tactics (+1) (1)

Other Skills Max. >>> 3
Fearless (1)
Ignore Pain (1)
Leap (1)
Lucky (1)
Nerves of Steel (+2) (1 per +1)
Nimble (1)

MILITARY OFFICER (GRADE 3)

Some nobles spend years on campaign, and are capable of commanding bodies of troops effortlessly. The officer has access to a variety of weapons and armor, but tends to be a bit out of his element unless bullets are flying.

Location (Die Roll)	Base	DR	Wound Level					
Head (1)	Brain=3	4	BR=3	BR=2	Unconscious			
Torso (2-4)	Brawn=3 Guts=8	4	BW=3 GT=8	BW=3 GT=7	BW=2 GT=6	BW=1 GT=6	Unconscious	
Arms (5-7)	Musket=4 Blade=4	4	MK=4 BD=4	MK=3 BD=3	MK=3 BD=3	MK=2 BD=2	MK=1 BD=1	No attacks Cannot carry
Legs (8-10)	Dodge=4 Speed=4	4	DG=4 SP=4	DG=4 SP=3	DG=3 SP=3	DG=2 SP=2	DG=1 SP=1	Crawl Only

Available Attributes: 10

Weapon Max. >>> 4
Short Blade (1)
Long Blade (1)
 +2 TH for Long Blade (1 per +1)
 -1 TH for Long Blade (-1)
 +2 WS for Long Blade (1 per +1)
 -1 WS for Long Blade (-1)
Pistol (1)
 +1 TH for Pistol (1)
 +1 WS for Pistol (1)
 Extra ammo for Pistol (+1)
Musket (3)
 Extra ammo for Musket (+1)

Armor Max. >>> 4
Head +2 DR (1 per +1)
Torso +3 DR (1 per +1)
Arms +2 DR (1 per +1)
Legs +2 DR (1 per +1)

Combat Skill Max. >>> 3
Battle Cry (1)
Deadeyed (1)
Fencing (+2) (1 per +1)
Gentleman's Miss (1)
High Strength (+2) (1 per +1)
Maitre d'Armes (1)
Powder Monkey (1)
Pugilist (+2) (1 per +1)
Rush Attack (1)
Sang-froid (1)

Knowledge Skill Max. >>> 3
Genius (+2) (1 per +1)
Iron Will (1)
Tactics (+2) (1 per +1)
Voice of Command (1)

Other Skills Max. >>> 2
Fearless (1)
Horsemanship (1)
Ignore Pain (1)
Lucky (1)
Majestic (1)
Nerves of Steel (+2) (1 per +1)

PHILOSOPHER (GRADE 3)

At the dawn of the Age of Reason, men begin to explore the world around them with an eye for natural phenomena. Although the Philosopher is a poor combatant, his keen mind can unravel the knottiest problem or the most perplexing enigma.

Location (Die Roll)	Base	DR	Wound Level					
Head (1)	Brain=6	4	BR=6	BR=5	Unconscious			
Torso (2-4)	Brawn=3 Guts=6	4	BW=3 GT=6	BW=2 GT=5	BW=2 GT=4	BW=1 GT=4	Unconscious	
Arms (5-7)	Musket=4 Blade=3	4	MK=4 BD=3	MK=3 BD=3	MK=3 BD=2	MK=2 BD=2	MK=1 BD=1	No attacks Cannot carry
Legs (8-10)	Dodge=3 Speed=5	4	DG=3 SP=5	DG=3 SP=4	DG=3 SP=3	DG=2 SP=2	DG=1 SP=1	Crawl Only

Available Attributes: 10

Weapon Max. >>> 2
Short Blade (1)
Long Blade (1)
Pistol (1)
 +1 TH for Pistol (+1)
 +1 WS for Pistol (+1)
 Extra ammo for Pistol (+1)

Armor Max. >>> 2
Head +2 DR (1 per +1)
Torso +2 DR (1 per +1)

Combat Skill Max. >>> 2
Fencing (+2) (1 per +1)
Quick (+1) (1 per +1)
Sharpshooter (+2) (1 per +1)

Knowledge Skill Max. >>> 6
Animal Handling (1)
Genius (+4) (1 per +1)
Iron Will (1)
Language (1)
Mechanic (1)
Medical Knowledge (1)
Mesmerize (1)
Savant (+4) (1 per +1)

Other Skills Max. >>> 3
Horsemanship (1)
Lucky (1)
Night Vision (1)
Observant (1)
Sprint (+2) (1 per +1)

SQUIRE (GRADE 3)

The squire is a country gentleman; he enjoys hunting his game, a good game of cards, and the company of his friends. Devoted to the care of his district and keeping his people happy, he may sometimes turn a blind eye to a bit of lawbreaking (provided they don't spoil the game). While many dismiss him as a country bumpkin, he can be shrewd and resourceful, a dead shot with his fowling piece, and a magnificent rider.

Location (Die Roll)	Base	DR	Wound Level					
Head (1)	Brain=3	4	BR=3	BR=3	Unconscious			
Torso (2-4)	Brawn=4 Guts=7	4	BW=4 GT=7	BW=3 GT=6	BW=2 GT=5	BW=1 GT=4	Unconscious	
Arms (5-7)	Musket=5 Blade=3	4	MK=5 BD=3	MK=4 BD=3	MK=3 BD=2	MK=2 BD=2	MK=1 BD=1	No attacks Cannot carry
Legs (8-10)	Dodge=3 Speed=5	4	DG=3 SP=5	DG=3 SP=4	DG=3 SP=3	DG=2 SP=2	DG=1 SP=1	Crawl Only

Available Attributes: 10

Weapon Max. >>> 4
Short Blade (1)
Long Blade (1)
  +1 TH for Long Blade (1)
  -1 TH for Long Blade (-1)
  +1 WS for Long Blade (1)
  -1 WS for Long Blade (-1)
Pistol (1)
  +1 TH for Pistol (+1)
  +1 WS for Pistol (+1)
  Extra ammo for Pistol (+1)
Fowling Piece (4)

Armor Max. >>> 3
Head +2 DR (1 per +1)
Torso +2 DR (1 per +1)
Arms +1 (1)
Legs +1 (1)

Combat Skill Max. >>> 4
Deadeyed (1)
Fencing (+2) (1 per +1)
Gentleman's Miss (1)
High Strength (+2) (1 per +1)
Killer Instinct (1)
Pugilist (+2) (1 per +1)
Quick (+1) (1)
Sharpshooter (+3) (1 per +1)

Knowledge Skill Max. >>> 2
Animal Handling (1)
Hunter (1)
Iron Will (1)
Savvy (1)
Tactics (+2) (1 per +1)

Other Skills Max. >>> 3
Camouflage (1)
Fearless (1)
Hide (1)
Horsemanship (1)\
Lucky (1)
Mounted (1)
Mountaineering (1)
Nerves of Steel (+2) (1 per +1)

DOCTOR OF LETTERS (GRADE 2)

Not every man of learning has the capability of becoming a Philosopher, but many apply their skills to the best of their ability. Although not as brilliant as the Philosopher, the Doctor of Letters is a slightly better combatant.

Location (Die Roll)	Base	DR	Wound Level				
Head (1)	Brain=4	4	BR=4	BR=3	Unconscious		
Torso (2-4)	Brawn=3 Guts=6	4	BW=3 GT=6	BW=2 GT=5	BW=1 GT=5	Unconscious	
Arms (5-7)	Musket=3 Blade=3	4	MK=3 BD=3	MK=3 BD=2	MK=2 BD=2	MK=1 BD=1	No attacks Cannot carry
Legs (8-10)	Dodge=3 Speed=5	4	DG=3 SP=5	DG=2 SP=4	DG=2 SP=1	DG=1 SP=1	Crawl Only

Available Attributes: 7

Weapon Max. >>> 2
Short Blade (1)
Long Blade (1)
Club (1)
Pistol (1)
  +1 WS for Pistol (+1)
  Extra Ammo for Pistol (+1)

Armor Max. >>> 2
Head +2 DR (1 per +1)
Torso +2 DR (1 per +1)

Combat Skill Max. >>> 3
Ambidextrous (1)
Deadeyed (1)
Fencing +1 (1 per +1)
Quick (+1) (1 per +1)
Sharpshooter (+2) (1 per +1)

Knowledge Skill Max. >>> 4
Genius +2 (1 per +1)
Iron Will (1)
Language (1)
Mechanic (1)
Medical Knowledge (1)
Savant +2 (1 per +1)

Other Skills Max. >>> 4
Camouflage (1)
Devotion (1)
Lucky (1)
Night Vision (1)
Observant (1)
Sprint (+1) (1)

EXECUTIONER (GRADE 2)

The dispenser of ultimate justice is a fearsome figure, and will often be versed in torture as well. Though frequently found in the employ of men without scruples, sometimes he may find himself allied to heroes in search of a common foe.

Location (Die Roll)	Base	DR	Wound Level				
Head (1)	Brain=2	4	BR=2	BR=1	Unconscious		
Torso (2-4)	Brawn=4 Guts=8	4	BW=4 GT=8	BW=3 GT=6	BW=2 GT=4	Unconscious	
Arms (5-7)	Musket=2 Blade=4	4	MK=2 BD=4	MK=2 BD=3	MK=1 BD=3	MK=1 BD=1	No attacks Cannot carry
Legs (8-10)	Dodge=3 Speed=5	4	DG=3 SP=5	DG=2 SP=3	DG=1 SP=2	DG=1 SP=1	Crawl Only

Available Attributes: 7

Weapon Max. >>> 4
Short Blade (1)
Long Blade (1)
  +3 WS for Long Blade (1 per +1)
  -2 TH for Long Blade (-1 per -1)
2-Handed Blade (2)
Polearm (2)
Club (1)

Armor Max. >>> 2
Head +2 DR (1 per +1)
Torso +1 DR (1)

Combat Skill Max. >>> 4
Ambidextrous (1)
Battle Cry (1)
De Fontbrune's Pass (1)
Ferocious (1)
Flurry of Blows (+2) (1 per +1)
High Strength (+2) (1 per +1)
Lagardere Lunge (1)
Pugilist (+2) (1 per +1)
Rush Attack (1)

Knowledge Skill Max. >>> 1
Iron Will (1)
Tactics +1 (1)

Other Skills Max. >>> 3
Devotion (1)
Fearless (1)
Fearful Presence (1)
Ignore Pain (1)
Intimidate (1)
Nerves of Steel (+2) (1 per +1)
Sprint (+1) (1)
Undying Loyalty (1)

THE FOP (GRADE 2)

Gentlemen of fashion are a staple in many of the stories of this period. Always clad in the latest fashion, wise to the latest gossip, and often lethal to boot, the fop causes his enemies to underestimate his capabilities, the better to deliver a stinging coup de grace, followed by an equally savage bon mot.

Location (Die Roll)	Base	DR	Wound Level				
Head (1)	Brain=4	4	BR=4	BR=3	Unconscious		
Torso (2-4)	Brawn=3 Guts=6	4	BW=3 GT=6	BW=2 GT=5	BW=1 GT=5	Unconscious	
Arms (5-7)	Musket=3 Blade=3	4	MK=3 BD=3	MK=3 BD=2	MK=2 BD=2	MK=1 BD=1	No attacks Cannot carry
Legs (8-10)	Dodge=3 Speed=5	4	DG=3 SP=5	DG=2 SP=4	DG=2 SP=1	DG=1 SP=1	Crawl Only

Available Attributes: 7

Weapon Max. >>> 2
Short Blade (1)
Long Blade (1)
Pistol (1)
 +1 WS for Pistol (+1)
 Extra Ammo for Pistol (+1)

Armor Max. >>> 2
Head +2 DR (1 per +1)
Torso +2 DR (1 per +1)
Arms +1 (1)

Combat Skill Max. >>> 3
Ambidextrous (1)
Deadeyed (1)
Fencing +2 (1 per +1)
Gentlemen's Miss (1)
Quick +2 (1 per +1)
Sang-froid (1)
Sharpshooter (+2) (1 per +1)

Knowledge Skill Max. >>> 3
Deception (1)
Hunter (1)
Iron Will (1)
Language (1)
Savvy (1)

Other Skills Max. >>> 3
Fearless (1)
Lucky (1)
Majestic (1)
Nimble (1)
Observant (1)
Sprint (+1) (1)

MERCHANT (GRADE 2)

Although a poor combatant, the merchant brings a variety of exotic and rare items from around the world to aid his friends. These items may not always work, but their presence can tip the balance at a critical point in the game. Ten points worth of exotic items may be purchased from the merchant, and can be taken in multiples.

Location (Die Roll)	Base	DR	Wound Level				
Head (1)	Brain=5	4	BR=5	BR=4	Unconscious		
Torso (2-4)	Brawn=2 Guts=6	4	BW=2 GT=6	BW=1 GT=5	BW=1 GT=4	Unconscious	
Arms (5-7)	Musket=3 Blade=2	4	MK=3 BD=2	MK=2 BD=2	MK=1 BD=1	MK=1 BD=1	No attacks Cannot carry
Legs (8-10)	Dodge=3 Speed=4	4	DG=3 SP=4	DG=2 SP=3	DG=1 SP=2	DG=1 SP=1	Crawl Only

Available Attributes: 7

<table>
<tr><td>

Weapon Max. >>> 2
Short Blade (1)
Club (1)
Pistol (1)
 +1 WS for Pistol (+1)
 Extra Ammo for Pistol (+1)

</td><td>

Combat Skill Max. >>> 1
Ambidextrous (1)
Quick +1 (1 per +1)

Knowledge Skill Max. >>> 3
Deception (1)
Genius +3 (1 per +1)
Iron Will (1)
Language (1)
Mechanic (1)

</td><td>

Other Skills Max. >>> 2
Fearless (1)
Lucky (1)
Observant (1)

</td></tr>
<tr><td>

Armor Max. >>> 3
Head +2 DR (1 per +1)
Torso +3 DR (1 per +1)

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</table>

MERCHANT'S EXOTIC ITEMS: 10 POINTS

The Umbrian Vintage (3)
This cask of fine wine, when consumed before battle, is capable of rousing the meekest heart, and causes the blood of heroes to run with fire. For one game, up to three figures may add +2 to their Guts (GT) stat, but suffer a -1 to Brains (BR) and -1 to Dodge (DG) due to the effects of this heady wine.

Firecrackers (5)
A long string of Chinese firecrackers. When lit, ever figure within 12" must take a Gutus (GT) stat test or spend their next action moving their full Speed (SP) away from the holder. Horses and other mounts test at an additional -2.

Spyglass (8)
A portable telescope allows the user to inspect objective markers within 6". By spending a full turn, and passing a Brains (BR) stat test, the user may activate an encounter marker as if he had come into contact with it. If this encounter marker is a trap, the user does not suffer the effects of the trap.

Gypsy Ointment (2)
This balm can heal any wound that has not touched the heart, and is a popular gift to young adventurers. The user may act once as if he had the Medical Knowledge skill, even if this skill is not available to him.

Greek Fire (8)
A flask containing flammable naptha. The flask may be thrown as far as the model's BW stat in inches. If thrown, it creates a 2" diameter area of intense flame. No model may cross through this template, and any wooden or flammable objects in this area are considered lost. A model caught under the template suffers an automatic Weapon Strength (WS)=7 hit.

Well-Worded Contracts (2)
Mercenaries' greatest strength and weakness is that they can be purchased, and a well-written contract is appealing to them. If there are mercenaries in the game, or gamemaster-controlled human models, the user may attempt to secure their services. The user and the target model must make a comparative Brains (BR) check. If the user wins, then the target will act as if under the user's control.

English Naval Powder (3)
The Royal Navy insists that its powder be of the highest quality. All friendly models equipped with black powder weapons get an additional +1 Weapon Strength (WS) for this game.

SHERRIF (GRADE 2)

Keeping the peace in the countryside on behalf of his master, the sherrif can be a tireless campaigner against brigands and outlaws, or a strong-arm tax collector, extorting rents from the peasantry.

Location (Die Roll)	Base	DR	Wound Level				
Head (1)	Brain=3	4	BR=3	BR=3	Unconscious		
Torso (2-4)	Brawn=3 Guts=6	4	BW=3 GT=6	BW=2 GT=5	BW=1 GT=5	Unconscious	
Arms (5-7)	Musket=4 Blade=3	4	MK=4 BD=3	MK=3 BD=2	MK=2 BD=2	MK=1 BD=1	No attacks Cannot carry
Legs (8-10)	Dodge=3 Speed=5	4	DG=3 SP=5	DG=2 SP=4	DG=2 SP=1	DG=1 SP=1	Crawl Only

Available Attributes: 7

Weapon Max. >>> 4
Short Blade (1)
Long Blade (1)
Club (1)
Pistol (1)
  +1 WS for Pistol (+1)
  Extra Ammo for Pistol (+1)
Blunderbuss (2)
  Extra Ammo for Blunderbuss (+1)

Armor Max. >>> 2
Head +2 DR (1 per +1)
Torso +2 DR (1 per +1)

Combat Skill Max. >>> 4
Deadeyed (1)
High Strength (+2) (1 per +1)
Pugilist (+2) (1 per +1)
Quick (+2) (1 per +1)
Sharpshooter (+2) (1 per +1)

Knowledge Skill Max. >>> 1
Animal Handling (1)
Hunter (1)
Iron Will (1)
Savvy (1)
Tactics +1 (1)

Other Skills Max. >>> 2
Camouflage (1)
Devotion (1)
Fearless (1)
Hide (1)
Ignore Pain (1)
Horsemanship (1)
Lucky (1)
Mounted (1)
Nerves of Steel (+2) (1 per +1)
Sprint (+1) (1)

VALET (GRADE 2)

Behind every famous man or woman there is a less famous man or woman to hold and press their coat. The Valet has been the hero's companion through everything and sticks by to help in whatever way he or she can. Often the Valet provides the voice of reason when the hero is bent on righting a wrong.

Location (Die Roll)	Base	DR	Wound Level				
Head (1)	Brain=3	4	BR=3	BR=2	Unconscious		
Torso (2-4)	Brawn=3 Guts=6	4	BW=3 GT=6	BW=2 GT=5	BW=1 GT=5	Unconscious	
Arms (5-7)	Musket=3 Blade=4	4	MK=3 BD=4	MK=2 BD=3	MK=2 BD=2	MK=1 BD=1	No attacks Cannot carry
Legs (8-10)	Dodge=3 Speed=5	4	DG=3 SP=5	DG=2 SP=4	DG=2 SP=1	DG=1 SP=1	Crawl Only

Available Attributes: 7

Weapon Max. >>> 3
Short Blade (1)
Long Blade (1)
Club (1)
Pistol (1)
  Extra Ammo for Pistol (+1)
Blunderbuss (2)

Combat Skill Max. >>> 2
Ambidextrous (1)
Fencing (+2) (1 per +1)
Gentleman's Miss (1)
High Strength (+2) (1 per +1)
Pugilist (+2) (1 per +1)
Quick (+2) (1 per +1)
Sharpshooter (+1) (1)

Knowledge Skill Max. >>> 3
Animal Handling (1)
Hunter (1)
Language (1)
Mechanic (1)

Other Skills Max. >>> 3
Devotion (1)
Fearless (1)
Hide (1)
Horsemanship (1)
Lucky (1)
Mountaineering (1)
Nerves of Steel (+2) (1 per +1)
Sprint (+1) (1)
Undying Loyalty (1)

Armor Max. >>> 1
Head +1 DR (1)
Torso +1 DR (1)

VETERAN (GRADE 2)

When 'Old campaigners' return from the wars they find themselves to be men in demand. The veteran's ability to withstand hardship, his facility with weaponry, and his loyalty all make him a valuable companion to many potential employers.

Location (Die Roll)	Base	DR	Wound Level				
Head (1)	Brain=3	4	BR=3	BR=2	Unconscious		
Torso (2-4)	Brawn=3 Guts=6	4	BW=3 GT=6	BW=2 GT=5	BW=1 GT=5	Unconscious	
Arms (5-7)	Musket=4 Blade=3	4	MK=4 BD=3	MK=3 BD=2	MK=2 BD=2	MK=1 BD=1	No attacks Cannot carry
Legs (8-10)	Dodge=3 Speed=5	4	DG=3 SP=5	DG=2 SP=4	DG=2 SP=1	DG=1 SP=1	Crawl Only

Available Attributes: 7

Weapon Max. >>> 5
Short Blade (1)
Long Blade (1)
Club (1)
Pistol (1)
  +1 WS for Pistol (+1)
  Extra Ammo for Pistol (+1)
Musket (3)
  Extra Ammo for Musket (+1)
  Bayonet for Musket (+1)

Armor Max. >>> 3
Head +2 DR (1 per +1)
Torso +3 DR (1 per +1)

Combat Skill Max. >>> 4
Ambidextrous (1)
Deadeyed (1)
Fencing (+2) (1 per +1)
High Strength (+2) (1 per +1)
Pugilist (+2) (1 per +1)
Quick (+2) (1 per +1)
Sharpshooter (+2) (1 per +1)

Knowledge Skill Max. >>> 1
Iron Will (1)
Savvy (1)
Tactics +1 (1)

Other Skills Max. >>> 2
Camouflage (1)
Devotion (1)
Fearless (1)
Ignore Pain (1)
Horsemanship (1)
Lucky (1)
Observant (1)
Nerves of Steel (+2) (1 per +1)
Sprint (+1) (1)
Undying Loyalty (1)

BODYGUARD (GRADE 1)

The Bodyguard, whether he is a member of the Swiss Guard of the Pope or the Chamber Guard of a prince, is a mercenary employed to protect an important person. For most of the time, the bodyguard's role is ceremonial, and his ornate uniform is almost old-fashioned. However, his halberd is sharp and the bodyguard's professional pride demands he do his best to protect his charge.

Location (Die Roll)	Base	DR	Wound Level		
Head (1)	Brain=2	4	BR=2	Killed	
Torso (2-4)	Brawn=3 Guts=4	4	BW=3 GT=4	Killed	
Arms (5-7)	Musket=2 Blade=2	4	MK=2 BD=2	MK=1 BD=1	No attacks Cannot carry
Legs (8-10)	Dodge=3 Speed=5	4	DG=3 SP=5	DG=1 SP=3	Crawl Only

Available Attributes:
This model may take 2 Weapon choices and 1 from the Other Skills category

Weapon Max. >>> 2	*Combat Skill Max. >>> 0*	*Other Skills Max. >>> 1*
Polearm (2) Long Blade (1) Short Blade (1)		Devotion (1) Undying Loyalty (1)
Armor Max. >>> 0	*Knowledge Skill Max. >>> 0*	

COACHMAN (GRADE 1)

The coachman is a servant responsible for the horse teams and carriage of his employer. Whether he drives the mail stage or a chaise, he is most comfortable in the driver's seat. Sometimes he is called upon to protect his cargo—a task he does not relish greatly.

Location (Die Roll)	Base	DR	Wound Level		
Head (1)	Brain=2	4	BR=2	Killed	
Torso (2-4)	Brawn=3 Guts=4	4	BW=3 GT=4	Killed	
Arms (5-7)	Musket=2 Blade=2	4	MK=2 BD=2	MK=1 BD=1	No attacks Cannot carry
Legs (8-10)	Dodge=3 Speed=5	4	DG=3 SP=5	DG=1 SP=3	Crawl Only

Available Attributes:

This model may take 2 from Weapon category and 2 from a combination of Knowledge and Other Skills categories

Weapon Max. >>> 2 Blunderbuss (2) Bullwhip (1) Club (1)	*Combat Skill Max. >>> 0*	*Other Skills Max. >>> 2* Driver +2 (1 per +1) Horsemanship (1)
Armor Max. >>> 0	*Knowledge Skill Max. >>> 1* Animal Handling (1)	

CUTPURSE (GRADE 1)

Among the serried ranks of the criminal classes, the cutpurses rank near the bottom of the order. Not as straightforwardly violent as the Ruffian, the Cutpurse is more treacherous and cowardly.

Location (Die Roll)	Base	DR	Wound Level		
Head (1)	Brain=2	4	BR=2	Killed	
Torso (2-4)	Brawn=3 Guts=4	4	BW=3 GT=4	Killed	
Arms (5-7)	Musket=2 Blade=2	4	MK=2 BD=2	MK=1 BD=1	No attacks Cannot carry
Legs (8-10)	Dodge=3 Speed=5	4	DG=3 SP=5	DG=1 SP=3	Crawl Only

Available Attributes:

This model may take 2 from Weapon category and 2 from a combination of Combat, Knowledge and Other Skills categories

Weapon Max. >>> 2
 Short Blade (1)
  +1 WS for Short Blade
  +1 3 Extra Short Blades for
    throwing
	Combat Skill Max. >>> 0
	 Knife Thrower (1)
		Other Skills Max. >>> 2
		 Camouflage (1)
		 Hide (1)
		 Night Vision (1)
		 Nimble (1)

Armor Max. >>> 0	*Knowledge Skill Max. >>> 1* Savvy (1)	

FANATIC (GRADE 1)

The easily swayed, the mentally unstable, and the brainwashed are often used as pawns by the unscrupulous, or are occasionally driven to act by their bizarre impulses. Not the strongest fighter, the Fanatic compensates by his utter fearlessness and single-mindedness.

Location (Die Roll)	Base	DR	Wound Level			
Head (1)	Brain=2	4	BR=2	Killed		
Torso (2-4)	Brawn=3 Guts=4	4	BW=3 GT=4	Killed		
Arms (5-7)	Musket=2 Blade=2	4	MK=2 BD=2	MK=1 BD=1	No attacks Cannot carry	
Legs (8-10)	Dodge=3 Speed=5	4	DG=3 SP=5	DG=1 SP=3	Crawl Only	

Available Attributes:

This model may take 2 from Weapon category and 2 from a combination of Combat and Other Skills categories

Weapon Max. >>> 2	*Combat Skill Max. >>> 2*	*Other Skills Max. >>> 2*
Short Blade (1) +1 WS for Short Blade (1) Long Blade (1) Club (1) Pistol (1)	Battle Cry (1) Ferocious +2 (1 per +1) Rush Attack (1)	Fearless (1) Ignore Pain (1)
Armor Max. >>> 0	*Knowledge Skill Max. >>> 0*	

FUSILIER (GRADE 1)

The fusilier is a soldier trained to use a musket. This soldier is a rank-and-file member of a regiment of foot, and seldom given more than a little training. Life in the military is difficult, and the soldiers are often poorly-motivated to lay down their lives.

Location (Die Roll)	Base	DR	Wound Level			
Head (1)	Brain=2	4	BR=2	Killed		
Torso (2-4)	Brawn=3 Guts=4	4	BW=3 GT=4	Killed		
Arms (5-7)	Musket=2 Blade=2	4	MK=2 BD=2	MK=1 BD=1	No attacks Cannot carry	
Legs (8-10)	Dodge=3 Speed=5	4	DG=3 SP=5	DG=1 SP=3	Crawl Only	

Available Attributes:

This model may take 4 from Weapon category and 1 from the Combat Skills category

Weapon Max. >>> 4	*Combat Skill Max. >>> 1*	*Other Skills Max. >>> 0*
Musket (3) +1 TH (1) -1 TH (-1) +1 WS (1) -1 WS (-1) Bayonet (1) Long Blade (1)	Sharpshooter +1 (1) Powder Monkey (1)	
	Knowledge Skill Max. >>> 0	
Armor Max. >>> 0		

GUARDIST (GRADE 1)

The Guardist is a swordsman, and a member of the private army of a powerful noble or influential person. He is proud of belonging to his particular regiment, but this does not always translate into making him an effective soldier.

Location (Die Roll)	Base	DR	Wound Level		
Head (1)	Brain=2	4	BR=2	Killed	
Torso (2-4)	Brawn=3 Guts=4	4	BW=3 GT=4	Killed	
Arms (5-7)	Musket=2 Blade=2	4	MK=2 BD=2	MK=1 BD=1	No attacks Cannot carry
Legs (8-10)	Dodge=3 Speed=5	4	DG=3 SP=5	DG=1 SP=3	Crawl Only

Available Attributes:

This model may take 2 from Weapon category and 1 from the Combat Skills category

Weapon Max. >>> 2	*Combat Skill Max. >>> 1*	*Other Skills Max. >>> 0*
Long Blade (1) Short Blade (1) Pistol (1)	Ambidextrous (1) Maitre d'Armes (1)	
	Knowledge Skill Max. >>> 0	
Armor Max. >>> 0		

HERMIT (GRADE 1)

The Hermit can be a holy man, a recluse, or just someone who wants some space to live in. For a hero on the run, the Hermit can provide a hideaway, a word of advice, and a bandage when the town barber would ask uncomfortable questions.

Location (Die Roll)	Base	DR	Wound Level			
Head (1)	Brain=2	4	BR=2	Killed		
Torso (2-4)	Brawn=3 Guts=4	4	BW=3 GT=4	Killed		
Arms (5-7)	Musket=2 Blade=2	4	MK=2 BD=2	MK=1 BD=1	No attacks Cannot carry	
Legs (8-10)	Dodge=3 Speed=5	4	DG=3 SP=5	DG=1 SP=3	Crawl Only	

Available Attributes:

This model may take 1 from Weapon category and 2 from a combination the Knowledge and Other Skills categories

Weapon Max. >>> 1 Short Blade (1) Club (1)	*Combat Skill Max. >>> 0*	*Other Skills Max. >>> 2* Hide (1) Mountaineering (1)
Armor Max. >>> 0	*Knowledge Skill Max. >>> 2* Animal Handling (1) Hunter (1) Medical Knowledge (1)	

LACKEY (GRADE 1)

The Lackey is one of the legion of overlooked, overworked commoners surrounding the nobility. Armed only with a kitchen knife or fireplace poker, the servant is a terrible combatant, but may have a trick or two to offer. Years of listening at keyholes can sometimes prove a valuable skill!

Location (Die Roll)	Base	DR	Wound Level			
Head (1)	Brain=2	4	BR=2	Killed		
Torso (2-4)	Brawn=3 Guts=4	4	BW=3 GT=4	Killed		
Arms (5-7)	Musket=2 Blade=2	4	MK=2 BD=2	MK=1 BD=1	No attacks Cannot carry	
Legs (8-10)	Dodge=3 Speed=5	4	DG=3 SP=5	DG=1 SP=3	Crawl Only	

Available Attributes:

This model may take 1 from Weapon category and 3 from a combination the Knowledge and Other Skills categories

Weapon Max. >>> 1 Short Blade (1) Club (1)	*Combat Skill Max. >>> 0*	*Other Skills Max. >>> 3* Devotion (1) Hide (1) Observant (1) Undying Loyalty (1)
Armor Max. >>> 0	*Knowledge Skill Max. >>> 1* Savvy (1)	

MAN OF THE CLOTH (GRADE 1)

A clergyman, whether an itinerant preacher, a parish priest, or a friendly friar. Discreet with secrets, a good source for news, and, in the end, someone to bury the dead; the Man of the Cloth is a valuable addition to any band. Not well armed, his crosier or walking stick serves as both a badge of office and an implement of chastisement when pressed.

Location (Die Roll)	Base	DR	Wound Level		
Head (1)	Brain=2	4	BR=2	Killed	
Torso (2-4)	Brawn=3 Guts=4	4	BW=3 GT=4	Killed	
Arms (5-7)	Musket=2 Blade=2	4	MK=2 BD=2	MK=1 BD=1	No attacks Cannot carry
Legs (8-10)	Dodge=3 Speed=5	4	DG=3 SP=5	DG=1 SP=3	Crawl Only

Available Attributes:

This model may take 1 from Weapon category and 3 from a combination the Knowledge and Other Skills categories

Weapon Max. >>> 1 Club (1)	*Combat Skill Max. >>> 0*	*Other Skills Max. >>> 3* Fearless (1) Hide (1) Lucky +2 (1 per +1) Night Vision (1) Observant (1)
Armor Max. >>> 0	*Knowledge Skill Max. >>> 2* Disguise (1) Language (1)	

NOBLE BYSTANDER (GRADE 1)

Not every courtier seeks a life of adventure and glory, and these more sedentary types are mostly found getting in the way of our heroes and their adversaries. A gloriously incompetent noble.

Location (Die Roll)	Base	DR	Wound Level		
Head (1)	Brain=2	4	BR=2	Killed	
Torso (2-4)	Brawn=3 Guts=4	4	BW=3 GT=4	Killed	
Arms (5-7)	Musket=2 Blade=2	4	MK=2 BD=2	MK=1 BD=1	No attacks Cannot carry
Legs (8-10)	Dodge=3 Speed=5	4	DG=3 SP=5	DG=1 SP=3	Crawl Only

Available Attributes:

This model may take 1 from Weapon category and 4 from a combination of the Combat and Other Skills categories.

Weapon Max. >>> 1	*Combat Skill Max. >>> 4*	*Other Skills Max. >>> 3*
Long Blade (1) -1 WS (-1) Short Blade (1) Pistol (1)	Ambidextrous (1) Fencing +1 (1) Gentleman's Miss (1) Sang-froid (1)	Hide (1) Majestic (1) Mounted (1)
	Knowledge Skill Max. >>> 0	
Armor Max. >>> 0		

PIKEMAN (GRADE 1)

The pikeman is a soldier trained to use a long pike. This soldier is a rank-and-file member of a regiment of foot, and seldom given more than a little training. Life in the military is difficult, and the soldiers are often poorly-motivated to lay down their lives.

Location (Die Roll)	Base	DR	Wound Level		
Head (1)	Brain=2	4	BR=2	Killed	
Torso (2-4)	Brawn=3 Guts=4	4	BW=3 GT=4	Killed	
Arms (5-7)	Musket=2 Blade=2	4	MK=2 BD=2	MK=1 BD=1	No attacks Cannot carry
Legs (8-10)	Dodge=3 Speed=5	4	DG=3 SP=5	DG=1 SP=3	Crawl Only

Available Attributes:
This model may take 3 from Weapon category and 2 from a combination of the Armor, Combat, and Other Skills categories

Weapon Max. >>> 3	*Combat Skill Max. >>> 1*	*Other Skills Max. >>> 1*
Pike (2) Short Blade (1) Long Blade (1)	High Strength +1 (1)	Sprint +1 (1)
Armor Max. >>> 2 Torso Armor DR+1 (1) Head Armor DR+1 (1)	*Knowledge Skill Max. >>> 0*	

RUFFIAN (GRADE 1)

In front of any terrible villain is an army of brutal men. These desperate criminals mean little to him, and the only way they distinguish themselves is by inspired acts of violence.

Location (Die Roll)	Base	DR	Wound Level		
Head (1)	Brain=2	4	BR=2	Killed	
Torso (2-4)	Brawn=3 Guts=4	4	BW=3 GT=4	Killed	
Arms (5-7)	Musket=2 Blade=2	4	MK=2 BD=2	MK=1 BD=1	No attacks Cannot carry
Legs (8-10)	Dodge=3 Speed=5	4	DG=3 SP=5	DG=1 SP=3	Crawl Only

Available Attributes:
This model may take 2 from Weapon category and 2 from a combination of the Combat and Other Skills categories

Weapon Max. >>> 2	*Combat Skill Max. >>> 2*	*Other Skills Max. >>> 1*
Club (1) +1 WS for Club (1) Short Blade (1)	Flurry of Blows +2 (1 per +1) High Strength +1 (1) Knife Thrower (1) Pugilist +1 (1) Rush Attack (1)	Intimidate (1)
Armor Max. >>> 0	*Knowledge Skill Max. >>> 0*	

HEROIC HORSE (GRADE 1)

The heroic horse is faster, more independent, and smarter than your average horse. The heroic horse uses all the same rules as a normal mount, but has access to some unique special abilities, explained below. The heroic horse may not activate encounter markers on his own.

Location (Die Roll)	Base	DR	Wound Level				
Head (1)	Brain=*	4	BR=*	Killed			
Torso (2-6)	Brawn=6 Guts=8	4	BW=6 GT=8	BW=6 GT=8	BW=5 GT=8	BW=4 GT=7	Killed
Legs (7-10)	Blade=* Dodge=5 Speed=10	4	BD=* DG=5 SP=10	BD=* DG=5 SP=10	BD=* DG=4 SP=8	BD=* DG=3 SP=6	BD=* DG=2 SP=4	Mount Killed

* See Attributes below.
Mount hit 50% of time when ridden as per Mount Rules.

Available Attributes: 3

Comes When Called: Upon his master's whistle (or some other signal), the heroic horse comes galloping to aid. If the owner begins a scenario dismounted, he may call his heroic horse. The heroic horse appears at his master's side on that model's activation. This ability may also be used to return the horse to play if it bolts after taking damage and throwing its rider.

Horse Sense: The heroic horse can detect an imminent ambush or trap, and will attempt to warn his master. If the heroic horse and his rider are within 4" of a trap or concealed unfriendly model, the rider will discover the presence of the trap or ambush on a BR stat test.

Kick: The heroic horse delivers a wicked kick to anyone standing behind it. All models within 1" of the rear of the horse must pass a DG stat test or take a WS=5 hit to a random location.

Rear: At his rider's command the heroic horse rears and kicks his forelegs. All models within 1" of the front of the horse must pass a DG stat test or take a WS = 3 hit to a random location. Note that the rider does not have to test for falling, and may make attacks of his own.

Steeplechaser: The heroic horse is famous for its ability to jump over hedges and across ditches and ravines. The horse may leap over any obstacle up to 2" tall, or across a gap 4" wide.

Stoic: The heroic horse handles injury without complaint. If the horse is injured, the rider gets an additional +2 to his BW stat test to stay mounted.

Swift as the Wind (+X): The heroic horse gets +1 to his Speed stat per ability point spent on this skill.

ABILITIES

COMBAT SKILLS

Ambidextrous: Models with this ability can use two one-handed weapons in combat. The model gets 2 attacks for each attack action. For example, a model with a long and short blade would be able to use them both in close combat. This ability may not be taken in conjunction with Flurry of Blows

Battle Cry: Models with this ability let out a terrifying yell when charging into close combat, temporarily paralyzing their opponents. Any enemy model charged by a model with Battle Cry must take a GT stat test or withdraw from close combat during their subsequent phase (if the model has a Wait action, then it must use the Wait to withdraw).

Concealed weapon: Models with this ability have learned to conceal weapons about their person, from stilettos concealed in bodices to small pistols hidden in sleeves. Because of this, they often get the jump on an attacker. Whenever this model is attacked in combat, they can expend a hero point, if they have not already activated this turn, and attack before their opponent.

Cappelli's School: Models with this ability are fencers trained to capitalize on the offense. The model receives one extra close combat attack with long or short blades. A model with this ability may not take Di Conti's Thrust as an ability.

Connor's Appel: Models with this ability are skilled in deceiving their enemies with their footwork. A model with this ability wins all ties in close combat, and all combats where the defender wins by one point.

Deadeyed: Models with this ability are expert marksmen and know how to hit a specific area of a target. Models with this ability may use Hero Points to alter the hit location roll for any ranged combat shot.

De Fontbrune's Pass: Models with this ability are stalwart on the defense, never yielding their ground, even when pressed. A model with this ability is never forced back as a result of close combat, as long as they are armed with a long blade. The model may still choose to Draw Back if it wins.

Di Conti's Thrust: Students of this school emphasize speed of strike over power. The student of this style keeps the blade moving rapidly, often causing numerous small wounds that help weaken an opponent. A model that uses this style strikes three times in close combat, but at a -2 WS. A model with this ability may not take Cappelli's School as an ability.

Fencing: Models with this ability are skilled in the use of the foil and epee. They add 1 to their BD stat when using a long blade.

Ferocious: Models with this ability are particularly vicious in close combat. They usually have claws or an inhuman bloodlust that drives them into a killing frenzy. Models with this ability get +1 to their WS when using fists/claws.

Flurry of Blows: Models with this ability are extremely skilled in close combat and able to strike repeatedly. The model receives one extra close combat attack with any weapon except a long or short blade. This ability cannot be taken in conjunction with Ambidextrous.

Gentleman's Miss: Models with this ability are supremely confident of their ability to win a duel with firearms. In any duel involving ranged weapons, the model may intentionally miss a shot to gain 2 Hero Points.

High Strength: Models with this ability are stronger than others. Models get +1 to their BW stat.

Killer Instinct: Models with this ability have learned through years of experience with firearms how to spot and exploit weak points on their targets. If the model expends a hero point, it doubles the WS of the weapon for that shot. This must be declared before the hit location is rolled.

Knife Thrower: Models with this ability are excellent knife fighters. They prefer the silence of a blade and can throw it with great accuracy. Models with this ability can use their BD stat for any ranged combat attack where they throw a short blade. A model with this ability may not take a firearm as a weapon.

Lagardère Lunge: Models with this ability have superior control of their weapon and can strike at holes in their opponent's defenses. If the model expends a hero point, he can double the WS of the weapon for that strike. This must be declared before the hit location is rolled.

Maître d'armes: Unlike fencing with the foil or epee, which is gentlemanly and controlled, the master of the saber is wild and elegant. A model with Maître d'armes twirls and waves the sword in a fantastic display of control. Though it seems extraneous in combat, it serves to confuse the defender allowing the model with this ability to strike more accurately. Models with this ability add +1 to their BD stat and can use hero points to change the location of their hit in close combat, but only if using a long blade.

Poison: Models with this ability either have a natural venom attack or coat their weapon in some sort of poison. Poison cannot be used on firearms, but any other weapon can be poisoned. If a model is hit by a poisoned weapon, it must take a BW stat test at the beginning of each turn or cross of another box in the area initially wounded. Models must continue to make this check until treated by a model with Medical Knowledge or the entire location has been crossed off. For example: a model wounded in the Torso during close combat with a poisoned dagger must make a BW test at the beginning of each turn or cross another box off in the Torso location until all Torso boxes are crossed off. When the last box in the area is crossed off the effect of the poison has ended.

Powder Monkey: Models with this ability are able to reload muzzle-loading weapons much faster than normal. The model may reload two weapons per turn, reload and take a Move/Jump and Shoot action, or move half its SP (rounded down) and reload.

Pugilist: Models with this ability are expert in some form of boxing. Models with this ability get +1 to their BD stat. The models attack with fists in close combat, but count as though attacking with a club. However, they do not have the 1" range of the club.

Quick: Models with this ability have quick reflexes. Models get +1 to the DG stat.

Rush Attack: Models with this ability can strike in close combat and continue their movement. The model is moved into combat, combat is resolved (with charge bonus) and then the model can continue with any remaining movement. A model must have an SP of at least 3 in order to use this ability. The model can move into base contact with another enemy model, but cannot attack in the turn they contact the second model.

Sang-froid: Models with this ability always strike second in a duel with blades as they feel honor-bound to let their opponent strike first. However, they get +2 to their close combat roll for that attack. If both models in the duel have Sang-froid, then an opposed GT roll is made with the loser striking first, as their nerve breaks.

Sharpshooter: Models with this ability get +1 to their Musket stat.

Siebler's Riposte: Models with this ability have trained extensively in the fine art of the counterattack. If this model is defending and wins the close combat by more than 5 the attacker takes a wound.

KNOWLEDGE SKILLS

Animal Handling: Models with this ability spend most of their time working with and training animals. The model's intimate knowledge of the behavior of animals gives him +1 to his chance to hit in combat with a wild or trained animal. A model with this ability may also take a trained animal. The animal model will remain a part of the group as long as the handler is still alive (see rules for Animals).

Deception: Models with deception are fast talkers, sympathetic characters, or vamps, and can use their action to deceive an enemy model within 3". If the model with the Deception skill wins an opposed BR roll versus the target model, then for the remainder of the turn any attacks directed at the model with deception will strike the deceived model instead (this model feels the need to protect the deceiving model from all harm).

Disguise: Models with this ability are masters of disguise and can appear as almost anyone. Once per game the model with this ability can attempt to switch places with any Grade 1 enemy model that has not made an action in the current turn. The models make an opposed BR roll. If the disguised model wins, then it is switched with the enemy model. The opposing player then places his model no closer than 6" from the model with disguise. If the enemy model wins, then the disguised model is left in place and cannot attempt to switch with an enemy model for the remainder of the game.

Genius: Models with the Genius ability are smarter than others. They get +1 to their BR stat.

Hunter: Models with this ability gain +2 to their chance, and add +1 to the chance of all friendly models within 6", when attempting to avoid any snare trap, pit trap, or bear trap while outdoors. Models with this ability also gain a +1 outdoors when shooting at models with the Camouflage ability.

Iron Will: Models with this ability can force themselves to shake off the effects of wounds. By successfully passing a BR stat test, the model can use the last marked wound box on their sheet if all the boxes in their Arms or Legs have been crossed off. This roll must be made each turn. If they are rendered unconscious, they get +1 to their roll to recover.

Language: Models with this ability have learned many different languages, both those still used and those long dead. When faced with deciphering a language related clue, warning, etc, models with this ability must pass BR stat test to decipher it correctly.

Mechanic: Models with this ability know the inner workings of machines and vehicles. By spending an action and passing a BR stat test, a mechanic can repair a non-working machine. If the item is an invention, then the model must roll using half their BR stat.

Medical Knowledge: Models with this ability can attempt to heal their comrades. The model must start the turn in base-to-base contact with the wounded model. The model attempting the healing must pass a BR stat test to restore 1 wound to any location on a wounded model or negate the effects of poison. No other action can be taken by either model during the turn in which the healing is being attempted.

Mesmerize: A model with this ability can affect the will of others. By spending an action, the model can cause any friendly model to become invisible to an enemy model. To cause the mesmerizing model to become invisible, the mesmerizing model declares a target model within 3". That model must take a BR stat test. If they fail, they are unable to act against the designated model for the remainder of the turn. If they pass, they are able to act as normal on their action.

Savant: There are many sciences and studies that are too infrequently used to warrant separate skills. These are known collectively as Savantry. This group of skills covers things such as history, nature, alchemy, etc. When this skill is given to a model, the nature of their study should be noted. Models with this ability gain a bonus when attempting to pass a test where this skill would be of use. For example, a model with Savant (Alchemy +1) would get +1 to a test where it must identify the nature of a poison.

Savvy: Models with this ability know much about the local history and layout of their home "turf." When a model with this ability moves within 4" of an encounter chit, they can use an action to take a BR stat test to see what the encounter is.

Tactics: Models with this ability add +1 to their initiative roll at the beginning of the turn.

Voice of Command: The model gives orders in a bellow that can be heard over the din of battle. If the model has not already acted this turn, it may trade activation with any friendly model in LOS for free. In addition, once per turn, the model may "steal" a friendly model's activation on a successful BR stat test by the target.

Example: Von Eisenbach has already acted this turn, but a friendly grenadier has not made his action for the turn. Von Eisenbach's player announces he is using Voice of Command. The player rolls a d10 and adds the grenadier's BR stat to the result. In this case, the result is an 11, so Von Eisenbach can act again.

OTHER SKILLS

Camouflage: Models with this ability know how to use the terrain to hide themselves. Any model with this ability that is prone or has not moved more than 1" during their last activation is at −1 to be hit.

Devotion: Models with this ability would take a bullet for the hero (master). If the model with this ability is within 3" of a specified friendly Grade 3 model that is wounded, the owning player can be transfer the wound to the Devoted model instead (it is transferred to the exact same location). If the wound kills the Devoted model, then the Grade 3 model can expend one Hero Point and take an immediate action (even if the model already acted this turn or the model would not act yet because of its DG score).

Driver: Models with this ability have learned to drive teams of horses under intense situations. Whenever they must take a DG stat test while driving a coach, they add +1 to their DG.

Fearful Presence: A model with this ability strikes fear into his minions. They know failure will bring death (or worse!) As such, any model of lower grade that is within 6" of a model with Fearful Presence (who is not currently panicked) does not have to take a panic test.

Fearless: Immune to the effects of Fear and Battle Cry.

Hide: Models with this ability can disappear into the shadows or have the ability to blend with their surroundings like a chameleon. Any model with this ability that does not move can hide by spending an action. An enemy model must take a BR stats test to target a hidden model that is more than 3" away. If they pass, they can target the model as normal. Failure to spot causes the spotting model to lose the action. Once a model is hidden it can move at half its current movement rate without losing its hidden status.

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Horsemanship: Models with this skill are excellent riders. They get +1 to their BW stat when trying to avoid being thrown from a mount. If wounded when on horseback, they may expend 1 Hero Point to transfer the damage to the horse instead.

Ignore Pain: Models with this ability can ignore the pain their wounds cause them. They can use the last crossed off box on their wound chart, instead of the first unmarked box, for their stat rolls until the last box in a location is crossed off. At that point, they must abide by the rules for that location.

Intimidate: Models with this ability cause enemy models to hesitate in fear. Any enemy model within 6" of an Intimidating model must take a GT stat test or be unable to act against the Intimidating model. The model can move away from the Intimidating model.

Leap: Models with this ability can jump twice as far as a normal model; double the normal leap distance for models with this ability.

Lucky: Models with this ability are always getting themselves into trouble and fumbling at the worst time, but things inevitably seem to work out for them. Models with this ability receive 1 Hero Point each turn which only they can use. The Point must be used in the current turn and does not carry over from one turn to the next (you cannot save them). The model also must select one of the following flaws for the model for each "Lucky" Hero Point they take.

   Jumpy - Models that are Jumpy are startled by loud noises. Whenever the jumpy model rolls 2 to hit in ranged combat he drops the gun. However, the model can expend a Lucky Hero Point and the gun fires when it hits the ground. Roll as though the model had fired normally (ignore special effects of a 1 or 2) and determine whether the target was hit. Even if the target model is not hit, it must still take a GT stat test as though it were, because the bullet from the dropped gun is ricocheting around. The firing model must spend an action to retrieve the gun.

   Clumsy - Whenever this model is shot at, it can double its DG stat by falling down, but the model is considered prone from that point until it spends an action to get up.

   Maladroit - Whenever this model is wounded, it drops whatever it is carrying. Items move up to 6" from the model in a direction chosen by the player. The item can land in the hands of another model. However, if there is an enemy model within 1" of the target point, then the player must expend a Lucky Hero Point in order to get the item to land in a friendly model's hands. Otherwise, both players make an opposed DG roll, the higher roll catches the item.

   Inept fighter - This model gets -1 to their Blade (BD) stat. Inept fighter cannot be taken in conjunction with Pugilist. By expending a Lucky Hero Point, the model, when wounded in close combat, can transfer the damage to any other model within 1", including enemy models, but excluding the attacker. If there are no enemy models within 1", then the model takes the wound.

   Vain –Vain models are obsessed with their appearance. Whenever this model rolls a 1 for any skills test, they skip their next action as they dust off their clothes, fix their wigs, or admire themselves in the nearest reflective surface. If rolling a 1 for the skills test would normally have resulted in a lost action, then the Vain model loses an additional action as well.

Majestic: The model radiates an aura of nobility that is impressive to friend and foe alike. Friendly models get a +1 to their GT stat tests, as long as the majestic model is not in disguise. Enemy models wishing to attack the model are at -1 to Musket (MK) for ranged attacks and Blade (BD) for hand-to-hand attacks. A model may not have both Majestic and Hide abilities.

Mountaineering: Models with this ability climb at 2" per action and add 1 both to their DG and BW score when making any roll that involves climbing. Models with this ability also add 1 to their ability to avoid all dangerous encounter chits when in the mountains.

Mounted: Models with this ability always start the game mounted on an animal. The mount may be killed or may bolt from the board, but unless specified in the scenario, the model always begins the next game mounted.

Nerves of Steel: Models with this ability add +1 to their GT stat.

Night Vision: Models with this ability can see well in darkness. They can see 18" in the dark.

Nimble: Models with this ability have excellent balance and the ability to quickly recover if knocked off-balance. Models with this ability can choose to re-roll any failed test against their DG stat (tests that combine DG with other stats cannot be re-rolled). The player must abide by the results of the second roll.

Observant: Models with this ability are trained to observe their surroundings and always be aware of what's going on. The model with this ability can take a BR stat test if they are within 3" of an encounter chit to determine what it is. Models with this ability also gain a +1 when attempting to spot models with the Hide special ability.

Sprint: Models with this ability are faster than normal humans. Models add +1 to their SP score.

Undying Loyalty: Models with this ability are devoted to the person they follow. As long as their hero (or master) is around they won't run from a fight. Models with this ability never take a GT stat test as long as a specified friendly Grade 3 model is conscious and still on the board.

VIRTUES AND FLAWS

A Grade 2 or Grade 3 model can choose to take a Virtue or Flaw. These represent self-imposed limits, or personality defects which can present themselves at inopportune times. If a Virtue or Flaw is taken, then the player has a choice of an additional Ability point, or a special Hero Point which can be used once per turn but only by that model. The model is bound to follow the conditions in the Virtue or Flaw that is taken. Players that choose to take an additional ability point cannot exceed the maximum number of points that can be used in each category.

Players do not have to take a virtue or flaw, and there is no limit on the number of Virtues or Flaws that may be taken by a character. Players should be aware that a character burdened with too many Virtues or Flaws may quickly find themselves in situations where they cannot bring their abilities to bear!

Virtues and Flaws

Indignant: This model brooks no insult to his honor. The model has to pay an additional Hero Point in order to decline a duel.

All for One: This model will not abandon a friend in combat. If a friendly model within 12" is in close combat, this model must try to assist that model before it can investigate an objective marker. If the friendly model retreats or breaks off combat, the model may act as normal.

Disdainful: This model does not stoop to lower itself to unworthy opponents. The model may not initiate combat with any model of a lower grade. It may defend itself as normal, and once attacked may pursue an enemy that disengages.

Forbearing: This model believes in showing a measure of mercy to an enemy in flight. The model may not pursue any model that disengages from combat.

Braggart: This model makes great claims as to its ability to accomplish glorious deeds. The player must nominate an objective marker in a different quarter of the game board as his claim. The model must investigate this claimed marker before it can do anything else. If attacked along the way, the model may defend itself, but may not pursue a retreating enemy.

Prone to Flattery: This model cannot resist the temptation of a compliment, even in the most inappropriate situation. Any model may attempt to flatter this model by making an opposed Brains roll, but this model tests with a -2 penalty. If the model loses the test, it spends its next activation completely absorbed in self-admiration.

SCENARIOS

Gloire was created in order to provide players with a chance to create tales of action, adventure, daring, and honor. A well-designed scenario is one that enhances these qualities, providing dramatic tension and an air of suspense while still allowing players a chance to demonstrate their own creativity, and giving them some freedom of action. Here are some suggestions for creating engaging scenarios:

1. The scenario should have a purpose beyond 'just a fight'. But it does not have to.
2. The scenario should have features that can be directly exploited by either side. These can be resources, beyond those which both sides start with, that can be picked up or used in the course of the game. There may also be part of the scenery that can be used for tools—for example a boat tied to a mooring, or a smith's forge with hot irons.
3. The scenario should have clear victory conditions for all players, even if objectives differ for each side. "Investigate the disturbance" is not a clear, quantifiable victory condition—in this case a player could bring his figures on to the board, skirt around the edges, and claim to have "investigated" the disturbance. On the other hand, "each model you arrest for dueling is worth a victory point" is a clear and quantifiable victory condition.
4. Choose encounters that complement the scenario. Encounters should be consistent with the kinds of action or extra characters that relate to the main aim of the scenario. Avoid situations where the scenario's encounters become their own story—players will be confused as to which plot line they should be following!

THE GAME BOARD

Most games of Gloire are played on a 24" by 24" (60cm by 60cm) board. Larger boards can be used, but a small board means that fewer figures can be used, and less time is spent pushing figures turn after turn until combat begins. Gloire is not designed to be a mass-combat game, and so players are advised not to cram as many figures as they can onto the largest board possible.

A sample board designed and built by Pete Murray. Compact and easy to store and transport, it has all you need for a great game of Gloire.
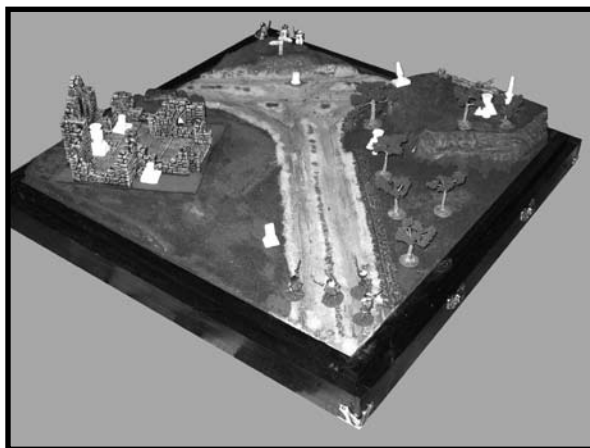
ENCOUNTER MARKERS

Gloire makes use of Encounter Markers—tokens placed on the game board to represent random events. These can be clues, traps, hidden enemies, or dummy encounters. There are no hard-and-fast rules on how many Encounter Markers should be used in the course of the game—though the more markers used, the slower the scenario will unfold.

LINKED SCENARIOS

A mini-campaign can consist of a series of scenarios where the results of one game affect the setup of the next. For instance, a campaign recreating the Adventure of the Queen's Diamonds may consist of three scenarios: the Ambush in the Tavern, the Fight for the Dover Ferry, and the Grand Ball. In this campaign, there are two players: one plays the Queen's champions and the other the forces of the Cardinal. If the Cardinal's forces win the Ambush in the Tavern, they may begin the Dover Ferry Fight scenario with extra reinforcements, or all their wounds healed. The winner of the Dover Ferry Fight might move the Objective Markers closer to his starting position at the Grand Ball.

Objectives in linked scenarios are most interesting when they tell a story which spans across all the games. A clue found in Scenario 1, for example, may not have any meaning until Scenario 3.

DECIPHERING CLUES

Not all clues will be immediately useful to the players' characters. These may include encoded letters which have to be decrypted, mysterious artifacts whose purpose must be discerned, and so forth. These clues are only worth their value in Victory Points when they are deciphered. If a player ends the game with a clue whose purpose is undetermined, then that clue is not counted towards the player's Victory Point total.

NIGHT RULES

There may be scenarios set at night, as heroes covertly circumvent their enemies and villains conduct their ruthless business. At night, Line of Sight is reduced to 12", unless the model has the Night Vision ability.
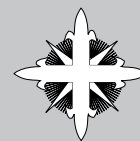
Ranks of the Nobility (and a word on names)

In order of sovereignty:
• Prince (junior members of the sovereign family)
• Duke
• Marquess or Marquis
• Count or Earl
• Viscount or Viscomte
• Baron
• Knight

In addition to these ranks, there may be additional ranks which vary from kingdom to kingdom, such as the Archdukes of the Holy Roman Empire, or the Vidames of France. The title of "squire" is usually given to a prominent citizen of a rural district, who may or may not be noble.

A noble may also be entitled to land, and this may be referenced in the name. If a noble is the "Duke of York" for example, he has property in York. Otherwise, the family name is used without the "of", for example, Lord Canarvan. However, the use of "de" in French titles of nobility does not always imply property holdings in that region.

PLOT HOOKS:
SECRET SOCIETIES, CONSPIRACIES, AND SOURCES OF ADVENTURE

• **The Knights of St. John**: The original Knights Templar were still in existence during this period, headquartered at their citadel in Malta. The Knights of St. John were constantly at war with Barbary pirates and various North African kingdoms. Though not a secret society, a young man who faced disgrace at home could join their ranks in what was viewed as a noble, if ultimately fatal, act. Near the end of the book The Man in the Iron Mask, Athos' son Raoul joins the Knights when his fiancee becomes the king's mistress.

• **The Grand Alliances**: As Louis XIV sought to enlarge France, the other nations of Europe often banded together into military and political alliances. William of Orange, the Dutch prince, was the key instigator of many of these alliances. Louis XIV would then in turn try to detach members of the alliance in order to weaken the Alliance's military power. The communications needed to arrange matters between a king and his ambassadors in various foreign courts presents ample opportunity for adventure.

• **The Jesuits**: Created prior to the Wars of Religion in Europe, the Society of Jesus and its member are often part of the plot of novels and stories set in this period. Jesuits are usually depicted as obsessed with discovering state secrets in order to gain control over the heads of state, or thwarting the plans of prominent Protestants.

• **The Jacobites**: From the Latin for "James," these were a political movement who held that the deposed James II and his descendants were the real kings of England. Jacobite uprisings occurred through much of the Eighteenth Century. Many individuals and organizations supported the Jacobites out of political disaffection with the English government or a desire to sow internal discord, rather than any real fealty to the Stuarts.

• **The Colonial Corporations**: The settlement of North American began in earnest during this period, financed by corporations or wealthy private individuals. Grants and charters of land were highly sought after, and many gentleman adventurers were among the first colonists.

SCENARIOS IN THIS BOOK
Three scenarios are included for you to try out the game rules right away, either by yourself or with another player. The Waylaid Messenger is a scenario for 2-4 players, and involves recovering a king's highly incriminating, personal mail. This scenario could also be used as the beginning of a longer campaign. Tavern Brawl is designed to be a standalone scenario, with lots of brawn and somewhat less brains than the other scenarios. Escort Milady is a solo scenario, to help you learn the game's rules on your own. Capture Rupert's Poodle is intended to help you learn how mounts and animals work in the game.

SCENARIO 1: THE WAYLAID MESSENGER
(2-4 PLAYERS)

"How ironic," said the Marquis Fairbourne, with a cold lethality, "That the very messenger we sought to intercept should have been taken already, and by common bandits."

"It is unlikely," agreed Baron von Graudorf, "and perverse; yet it is the truth. The messenger is reported as being three days overdue, and Hans saw a commoner carrying the messenger's satchel in a tavern in Ouliet." Graudorf's remaining eye glinted with malicious glee. "Therefore it stands to reason that the bandits, unaware of the value of the contents of that satchel, will have left them where they left the messenger."

"We must act quickly then, before the king can send his agents to investigate." Fairbourne stroked his mustachios thoughtfully. "I must confess a great curiosity to read the king's confidential correspondence, and I am sure your prince will be equally curious."

"The king has already dispatched D'Lessep to Ouliet," said Graudorf.

Fairbourne started at the name. "That is unfortunate," he said, frowning.

"And D'Lessep is accompanied by the swordsman Don Armando," added Graudorf.

Fairbourne stood up in alarm. "Then we have already wasted too much time here. Edgar!" he roared, as his valet appeared. "Prepare the horses. We must be off to the Ouliet crossroads at once!"

THE SCENARIO

The King's personal courier has gone missing, together with his satchel of important letters. These letters contain both embarrassing personal revelations about the king and sensitive matters of state. The king's servant who retrieves the letters will be granted rewards of money and the king's favor. For an enemy, the letters present a prime opportunity to thwart the king's plans.

Most likely, the messenger was ambushed by bandits who make their camp in the ruins of an old church near a crossroad. Unaware of the value of the letters, the bandits will ambush anyone who enters their domain.

VICTORY CONDITIONS

The objective of this scenario is to score as many Victory Points as possible by retrieving letters or rescuing the wounded messenger. The game ends when all letters have left the board, or when one side has a clear advantage in Victory Points.

THE CHARACTERS

Each player controls a Grade 3 character and his Grade 2 servant. You can create your own characters or choose from one of the four pairs of characters included here. They will work either for the King (Viscomte D'Lessep and Claude, Servant of D'Lessep or Don Armando and Benedicto, Student of Armando) or against him (Marquis Fairbourne and Edgar, Fairbourne's Bodyguard or Baron von Graudorf and Hans, Servant of Graudorf).

THE BOARD

The game is played on a 24" by 24" board. A suggested board plan is presented, but any plan that includes both a ruin and open opposite corners for starting locations is acceptable.

Starting locations for the players are indicated on the plan by the "X" marks. If four players are involved, then they are paired into two teams. Each player controls one Grade 3 and one Grade 2 model.
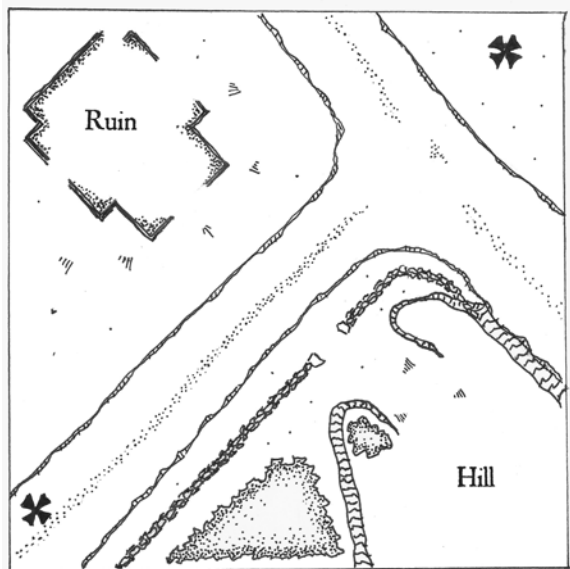
THE ENCOUNTER MARKERS

This scenario uses ten encounter markers. These should be concentrated in or near the ruin and the hill so that each team has to travel roughly the same distance to the markers. It is easiest to use playing cards to randomly draw the event for each objective marker. Each side should place five of the markers.

Jack of Hearts
Brigands: As you search the ground you hear a snarl behind you as two ruffians with heavy clubs lunge forward. They are members of the gang of thieves who have waylaid the messenger, and now

they are trying to rob you! The two Brigand models are placed in base to base contact with the model that triggered the Encounter. If the model they are attacking is killed or rendered unconscious, they will move to attack the next closest model (always using the benefit of cover if fired upon).

Jack of Spades
Bandit Chief: As you search the ground you hear a snarl behind you as a brigand with a heavy club lunges at you. He is the chief of the bandits who have waylaid the messenger, and now he is trying to rob you! The Bandit Chief model is placed in base to base contact with the model that triggered the Encounter. If the model he is attacking is killed or rendered unconscious, he will move to attack the next closest model (always using the benefit of cover if fired upon).

Queen of Hearts
Entanglements: Something catches your eye, but as you turn to look for it your sword belt catches in a thicket. You must skip your next Action as you free yourself from the tangled branches.

Queen of Diamonds
Entanglements: Something catches your eye, but as you walk towards it your foot becomes trapped in a rabbit hole. You must skip your next Action as you retrieve your lost shoe.

Queen of Clubs
Barrels of Gunpowder: You find the bandits' cache of gunpowder, together with a quantity of slow match. You may choose to ignite the slow match to set off the powder.

The powder may be rolled downhill or across a level surface. The powder moves 5" downhill and 3" across level ground. This movement is made before the roll for explosion.At the end of every turn, roll a d10 and keep track of the result. If the result is not 10, the fuse is still burning and you will roll at the end of the next turn. The next time the d10 is rolled, that result is added to previous results, until the sum is equal to or more than 10. A Blast Template (use a CD) will be placed down, and all models under the template take an automatic WS 8 hit to a random location.

Queen of Spades
Wounded Messenger: Weak groans nearby catch your attention. You find the king's messenger behind a bush; he has been badly wounded by thieves. The messenger pleads with you to be rescued. If you choose to rescue the messenger, you may fight normally, but your Speed is reduced by 2. If you rescue the messenger (by escorting him off the board) you will earn 2 Victory Points.

King of Hearts
Indiscreet Love Letter: You find a letter bearing the king's personal seal lying on the ground. Opening it, you find it is a love letter to his mistress! The letter would be embarrassing to the king if it is made public, and the king will handsomely reward anyone who has this letter. You have earned 1 Victory Point. Victory points will be tallied at the end of the game.

King of Diamonds
Petty Complaint: You find a letter bearing the king's personal seal floating in a puddle. Opening it, you find it is a petty complaint about some important duke. This letter would be embarrassing to the king if it is made public. The king will handsomely reward anyone who has this letter. You have earned 1 Victory Point. Victory points will be tallied at the end of the game.

King of Clubs
Letter de Cache: You find a letter bearing the king's personal seal tangled in the branches of a bush. Opening it, you find it is encoded. You must pass a Brains stat test to understand the contents of this letter. You may use the Language skill to help you, if you have this skill.

Once you decrypt the letter, you find it is addressed to a powerful minister of state. The letter requests that certain people be arrested in secret. The letter would be embarrassing to the king if it is made public, and the king will handsomely reward anyone who has this letter. You have earned 1 Victory Point. Victory points will be tallied at the end of the game.

King of Spades
Royal Missive: You find a packet of papers in a large envelope. The heavy wax seals bear the emblems of state. In haste, you break the seals and take out the encrypted papers. You must pass a Brains stat test to understand the contents of the packet. You may use your Language skill to help you, if you have this skill.

Once you decrypt the letter, you find the Regal Missive contains a plan to go to war with a neighboring country! The plan is laid out in considerable detail, and includes not only the king's objectives, but the diplomatic efforts to be made towards allies and enemies. This packet would be priceless to the king's enemies if it were to come into their hands. If you were to return it to the king, you could easily expect to be given titles and land enough to keep you comfortable for the rest of your life. You have earned 2 Victory Points. Victory points will be tallied at the end of the game.

SPECIAL RULES

A model that picks up a letter can hand it to another if they come into base contact. If a model is knocked unconscious, another model may loot messages off the body. Once a message is deciphered it does not need to be deciphered again, and if looted is still worth its value in Victory Points. A model that loses a duel forfeits all letters it is carrying. The wounded messenger is treated as a letter for the purposes of looting, being too weak to assist or fight off anyone.

If a model exits the board, it is assumed to have escaped with any letters it might be carrying, and the player is awarded those Victory Points. Once a model exits the board, it may not re-enter!

Gloire: Swashbuckling Adventure in the Age of Kings

Name:___Viscomte D'Lessep_____ Class:___Courtier_____ (Grade 3)

Location (Die Roll)	Base	DR	Wound Level					
Head (1)	Brain=4	4	BR=4	BR=3	Unconscious			
Torso (2-4)	Brawn=3 Guts=7	5	BW=3 GT=7	BW=2 GT=7	BW=1 GT=6	BW=1 GT=6	Unconscious	
Arms (5-7)	Musket=4 Blade=4	5	MK=4 BD=4	MK=4 BD=3	MK=3 BD=2	MK=2 BD=2	MK=1 BD=1	No attacks Cannot carry
Legs (8-10)	Dodge=3 Speed=5	4	DG=3 SP=5	DG=3 SP=4	DG=2 SP=3	DG=2 SP=2	DG=1 SP=1	Crawl Only
Mount (50%)	Dodge= Speed=		DG= SP=	DG= SP=	DG= SP=	DG= SP=	DG= SP=	Mount Dead

Skills:___Fencing (+1), High Strength (+1), Sang-Froid, Iron Will, Language, Nerves of Steel (+1), Sprint (+1)_____

Weapon	Close Combat			Short			Medium			Long		
	Range	TH	WS	Range	TH	WS	Range	TH	WS	Range	TH	WS
Fist	0"	0	BW	--	--	--	--	--	--	--	--	--
Short Blade	0"	+1	BW+1	BW+2	0	BW+1	--	--	--	--	--	--
Long Blade	1"	+2	BW+1	--	--	--	--	--	--	--	--	--

Weapon:_____ Ammo: ❏ ❏ ❏ ❏❏❏❏❏❏❏❏❏❏❏❏ ❏❏❏❏❏❏❏❏❏❏❏❏❏❏

Weapon:_____ Ammo: ❏ ❏ ❏ ❏❏❏❏❏❏❏❏❏❏❏❏ ❏❏❏❏❏❏❏❏❏❏❏❏❏❏

Name:___Claude, Servant of D'Lessep_____ Class:___Valet_____ (Grade 2)

Location (Die Roll)	Base	DR	Wound Level					
Head (1)	Brain=3	4	BR=3	BR=2	Unconscious			
Torso (2-4)	Brawn=3 Guts=6	5	BW=3 GT=6	BW=2 GT=5	BW=1 GT=5	Unconscious		
Arms (5-7)	Musket=3 Blade=4	4	MK=3 BD=4	MK=2 BD=3	MK=2 BD=1	MK=1 BD=1	No attacks Cannot carry	
Legs (8-10)	Dodge=3 Speed=5	4	DG=3 SP=5	DG=2 SP=4	DG=2 SP=1	DG=1 SP=1	Crawl Only	
Mount (50%)	Dodge= Speed=		DG= SP=	DG= SP=	DG= SP=	DG= SP=	DG= SP=	Mount Dead

Skills:___Ambidextrous, Fencing (+1), Devotion, Undying Loyalty_____

Weapon	Close Combat			Short			Medium			Long		
	Range	TH	WS	Range	TH	WS	Range	TH	WS	Range	TH	WS
Fist	0"	0	BW	--	--	--	--	--	--	--	--	--
Short Blade	0"	+1	BW+1	BW+2	0	BW+1	--	--	--	--	--	--
Long Blade	1"	+2	BW+1	--	--	--	--	--	--	--	--	--

Weapon:_____ Ammo: ❏ ❏ ❏ ❏❏❏❏❏❏❏❏❏❏❏❏ ❏❏❏❏❏❏❏❏❏❏❏❏❏❏

Weapon:_____ Ammo: ❏ ❏ ❏ ❏❏❏❏❏❏❏❏❏❏❏❏ ❏❏❏❏❏❏❏❏❏❏❏❏❏❏

Name:___Don Armando_____ Class:___Master Swordsman_____ (Grade 3)

Location (Die Roll)	Base	DR	Wound Level				
Head (1)	Brain=4	4	BR=4	BR=3	Unconscious		
Torso (2-4)	Brawn=3 Guts=7	4	BW=3 GT=7	BW=2 GT=7	BW=1 GT=6	BW=1 GT=6	Unconscious
Arms (5-7)	Musket=3 Blade=5	4	MK=3 BD=5	MK=3 BD=4	MK=3 BD=3	MK=2 BD=2	MK=1 BD=1	No attacks Cannot carry
Legs (8-10)	Dodge=4 Speed=4	4	DG=4 SP=4	DG=4 SP=3	DG=3 SP=3	DG=1 SP=2	SP=1	Crawl Only
Mount (50%)	Dodge= Speed=		DG= SP=	DG= SP=	DG= SP=	DG= SP=	DG= SP=	Mount Dead

Skills:___Fencing (+1), Cappelli's School (+1), Lagardere Lunge, Maitre d'Armes, Siebler's Riposte___

Weapon	Close Combat			Short			Medium			Long		
	Range	TH	WS	Range	TH	WS	Range	TH	WS	Range	TH	WS
Fist	0"	0	BW	--	--	--	--	--	--	--	--	--
Short Blade	0"	+1	BW+1	BW+2	0	BW+1	--	--	--	--	--	--
Long Blade (+1TH, +1WS)	1"	+2	BW+1	--	--	--	--	--	--	--	--	--

Weapon:_____ Ammo: ❑ ❑ ❑ ▯▯▯▯▯▯▯▯▯▯ ▯▯▯▯▯▯▯▯▯▯▯▯

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Name:___Benedicto, Student of Armando_____ Class:___Valet_____ (Grade 2)

Location (Die Roll)	Base	DR	Wound Level				
Head (1)	Brain=3	4	BR=3	BR=2	Unconscious		
Torso (2-4)	Brawn=3 Guts=6	5	BW=3 GT=6	BW=2 GT=5	BW=1 GT=5	Unconscious	
Arms (5-7)	Musket=3 Blade=4	4	MK=3 BD=4	MK=2 BD=3	MK=2 BD=2	MK=1 BD=1	No attacks Cannot carry
Legs (8-10)	Dodge=3 Speed=5	4	DG=3 SP=5	DG=2 SP=4	DG=2 SP=1	DG=1 SP=1	Crawl Only
Mount (50%)	Dodge= Speed=		DG= SP=	DG= SP=	DG= SP=	DG= SP=	DG= SP=	Mount Dead

Skills:___Fencing (+1), High Strength (+2), Devotion___

Weapon	Close Combat			Short			Medium			Long		
	Range	TH	WS	Range	TH	WS	Range	TH	WS	Range	TH	WS
Fist	0"	0	BW	--	--	--	--	--	--	--	--	--
Short Blade	0"	+1	BW+1	BW+2	0	BW+1	--	--	--	--	--	--
Long Blade	1"	+2	BW+1	--	--	--	--	--	--	--	--	--

Weapon:_____ Ammo: ❑ ❑ ❑ ▯▯▯▯▯▯▯▯▯▯ ▯▯▯▯▯▯▯▯▯▯▯▯

Weapon:_____ Ammo: ❑ ❑ ❑ ▯▯▯▯▯▯▯▯▯▯ ▯▯▯▯▯▯▯▯▯▯▯▯

Name:___Marquis Fairbourne_____ Class:___Foreign Agent_____ (Grade 3)

Location (Die Roll)	Base	DR	Wound Level					
Head (1)	Brain=6	5	BR=6	BR=5	Unconscious			
Torso (2-4)	Brawn=3 Guts=6	5	BW=3 GT=6	BW=2 GT=5	BW=2 GT=4	BW=1 GT=4	Unconscious	
Arms (5-7)	Musket=4 Blade=3	4	MK=4 BD=3	MK=3 BD=3	MK=3 BD=2	MK=2 BD=2	MK=1 BD=1	No attacks Cannot carry
Legs (8-10)	Dodge=3 Speed=5	4	DG=3 SP=5	DG=3 SP=4	DG=2 SP=3	DG=1 SP=2	DG=1 SP=1	Crawl Only
Mount (50%)	Dodge= Speed=		DG= SP=	DG= SP=	DG= SP=	DG= SP=	DG= SP=	Mount Dead

Skills:____Deception, Genius (+1), Langauge, Intimidate, Observant, Sprint (+1)_____

Weapon	Close Combat			Short			Medium			Long		
	Range	TH	WS	Range	TH	WS	Range	TH	WS	Range	TH	WS
Fist	0"	0	BW	--	--	--	--	--	--	--	--	--
Short Blade	0"	+1	BW+1	BW+2	0	BW+1	--	--	--	--	--	--
Long Blade	1"	+2	BW+1	--	--	--	--	--	--	--	--	--

Weapon:_____ Ammo: ❏ ❏ ❏ ❏❏❏❏❏❏❏❏❏❏❏ ❏❏❏❏❏❏❏❏❏❏❏❏❏❏

Weapon:_____ Ammo: ❏ ❏ ❏ ❏❏❏❏❏❏❏❏❏❏❏ ❏❏❏❏❏❏❏❏❏❏❏❏❏❏

Name:___Edgar, Fairbourne's Bodyguard_____ Class:___Valet_____ (Grade 2)

Location (Die Roll)	Base	DR	Wound Level					
Head (1)	Brain=3	4	BR=3	BR=2	Unconscious			
Torso (2-4)	Brawn=3 Guts=6	5	BW=3 GT=6	BW=2 GT=5	BW=1 GT=5	Unconscious		
Arms (5-7)	Musket=3 Blade=4	4	MK=3 BD=4	MK=2 BD=3	MK=2 BD=2	MK=1 BD=1	No attacks Cannot carry	
Legs (8-10)	Dodge=3 Speed=5	4	DG=3 SP=5	DG=2 SP=4	DG=2 SP=1	DG=1 SP=1	Crawl Only	
Mount (50%)	Dodge= Speed=		DG= SP=	DG= SP=	DG= SP=	DG= SP=	DG= SP=	Mount Dead

Skills:____Fencing (+2), High Strength (+1), Quick (+1)_____

Weapon	Close Combat			Short			Medium			Long		
	Range	TH	WS	Range	TH	WS	Range	TH	WS	Range	TH	WS
Fist	0"	0	BW	--	--	--	--	--	--	--	--	--
Short Blade	0"	+1	BW+1	BW+2	0	BW+1	--	--	--	--	--	--
Long Blade	1"	+2	BW+1	--	--	--	--	--	--	--	--	--

Weapon:_____ Ammo: ❏ ❏ ❏ ❏❏❏❏❏❏❏❏❏❏❏ ❏❏❏❏❏❏❏❏❏❏❏❏❏❏

Weapon:_____ Ammo: ❏ ❏ ❏ ❏❏❏❏❏❏❏❏❏❏❏ ❏❏❏❏❏❏❏❏❏❏❏❏❏❏

Name:___Baron von Graudorf_____ Class:___Military Officer_____(Grade 3)

Location (Die Roll)	Base	DR	Wound Level					
Head (1)	Brain=3	5	BR=3	BR=2	Unconscious			
Torso (2-4)	Brawn=3 Guts=8	5	BW=3 GT=8	BW=2 GT=7	BW=1 GT=6	BW=1 GT=6	Unconscious	
Arms (5-7)	Musket=4 Blade=4	4	MK=4 BD=4	MK=3 BD=3	MK=3 BD=2	MK=2 BD=1	MK=1 BD=1	No attacks Cannot carry
Legs (8-10)	Dodge=4 Speed=4	4	DG=4 SP=4	DG=4 SP=3	DG=2 SP=3	DG=1 SP=2	DG=1 SP=1	Crawl Only
Mount (50%)	Dodge= Speed=		DG= SP=	DG= SP=	DG= SP=	DG= SP=	DG= SP=	Mount Dead

Skills:____Battle Cry, Tactics (+2), Voice of Command_____

Weapon	Close Combat			Short			Medium			Long		
	Range	TH	WS	Range	TH	WS	Range	TH	WS	Range	TH	WS
Fist	0"	0	BW	--	--	--	--	--	--	--	--	--
Short Blade	0"	+1	BW+1	BW+2	0	BW+1	--	--	--	--	--	--
Long Blade (+1TH, +1WS)	1"	+2	BW+1	--	--	--	--	--	--	--	--	--

Weapon:_____ Ammo: ❏ ❏ ❏ ❏❏❏❏❏❏❏❏❏❏❏ ❏❏❏❏❏❏❏❏❏❏❏❏
Weapon:_____ Ammo: ❏ ❏ ❏ ❏❏❏❏❏❏❏❏❏❏❏ ❏❏❏❏❏❏❏❏❏❏❏❏

Name:___Hans, Servant of Graudorf_____ Class:___Valet_____(Grade 2)

Location (Die Roll)	Base	DR	Wound Level					
Head (1)	Brain=3	4	BR=3	BR=2	Unconscious			
Torso (2-4)	Brawn=3 Guts=6	4	BW=3 GT=6	BW=2 GT=5	BW=1 GT=5	Unconscious		
Arms (5-7)	Musket=3 Blade=4	4	MK=3 BD=4	MK=2 BD=3	MK=2 BD=2	MK=1 BD=1	No attacks Cannot carry	
Legs (8-10)	Dodge=3 Speed=5	4	DG=3 SP=5	DG=2 SP=4	DG=2 SP=1	DG=1 SP=1	Crawl Only	
Mount (50%)	Dodge= Speed=		DG= SP=	DG= SP=	DG= SP=	DG= SP=	DG= SP=	Mount Dead

Skills:____Fencing (+1), High Strength (+1), Nerves of Steel (+1), Devotion_____

Weapon	Close Combat			Short			Medium			Long		
	Range	TH	WS	Range	TH	WS	Range	TH	WS	Range	TH	WS
Fist	0"	0	BW	--	--	--	--	--	--	--	--	--
Short Blade	0"	+1	BW+1	BW+2	0	BW+1	--	--	--	--	--	--
Long Blade	1"	+2	BW+1	--	--	--	--	--	--	--	--	--

Weapon:_____ Ammo: ❏ ❏ ❏ ❏❏❏❏❏❏❏❏❏❏❏ ❏❏❏❏❏❏❏❏❏❏❏❏
Weapon:_____ Ammo: ❏ ❏ ❏ ❏❏❏❏❏❏❏❏❏❏❏ ❏❏❏❏❏❏❏❏❏❏❏❏

Gloire: Swashbuckling Adventure in the Age of Kings

Name: __Bandit Chief__ Class: __Executioner__ (Grade 2)

Location (Die Roll)	Base	DR	Wound Level				
Head (1)	Brain=2	4	BR=2	BR=1	Unconscious		
Torso (2-4)	Brawn=4 Guts=8	4	BW=4 GT=8	BW=3 GT=6	BW=2 GT=4	Unconscious	
Arms (5-7)	Musket=2 Blade=4	4	MK=2 BD=4	MK=2 BD=3	MK=1 BD=3	MK=1 BD=1	No attacks Cannot carry
Legs (8-10)	Dodge=3 Speed=5	4	DG=3 SP=5	DG=2 SP=3	DG=1 SP=2	DG=1 SP=1	Crawl Only
Mount (50%)	Dodge= Speed=		DG= SP=	DG= SP=	DG= SP=	DG= SP=	DG= SP=	Mount Dead

Skills: __Flurry of Blows (+2), High Strength (+2), Fearful Presence__

Weapon	Close Combat			Short			Medium			Long		
	Range	TH	WS	Range	TH	WS	Range	TH	WS	Range	TH	WS
Fist	0”	0	BW	--	--	--	--	--	--	--	--	--
Club (+1 WS)	1”	+1	BW+1	--	--	--	--	--	--	--	--	--

Weapon:_____ Ammo: ☐ ☐ ☐ ☐☐☐☐☐☐☐☐☐☐☐ ☐☐☐☐☐☐☐☐☐☐☐☐
Weapon:_____ Ammo: ☐ ☐ ☐ ☐☐☐☐☐☐☐☐☐☐☐ ☐☐☐☐☐☐☐☐☐☐☐☐

Name: __Brigand #1 & Brigand #2__ Class: __Ruffian__ (Grade 1)

Location (Die Roll)	Base	DR	Wound Level (1)				
Head (1)	Brain=2	4	BR=2	Killed			
Torso (2-4)	Brawn=3 Guts=4	4	BW=3 GT=4	Killed			
Arms (5-7)	Musket=2 Blade=2	4	MK=2 BD=2	MK=1 BD=1	No attacks Cannot carry		
Legs (8-10)	Dodge=3 Speed=5	4	DG=3 SP=5	DG=1 SP=3	Crawl Only		
Mount (1) (50%)	Dodge= Speed=		DG= SP=	DG= SP=	DG= SP=	DG= SP=	DG= SP=	Mount Dead
Mount (2) (50%)	Dodge= Speed=		DG= SP=	DG= SP=	DG= SP=	DG= SP=	DG= SP=	Mount Dead

Skills: __Flurry of Blows (+1), High Strength (+1)__

Weapon	Close Combat			Short			Medium			Long		
	Range	TH	WS	Range	TH	WS	Range	TH	WS	Range	TH	WS
Fist	0”	0	BW	--	--	--	--	--	--	--	--	--
Club (+1 WS)	1”	+1	BW+1	--	--	--	--	--	--	--	--	--

Weapon:_____ Ammo: ☐ ☐ ☐ ☐☐☐☐☐☐☐☐☐☐☐ ☐☐☐☐☐☐☐☐☐☐☐☐
Weapon:_____ Ammo: ☐ ☐ ☐ ☐☐☐☐☐☐☐☐☐☐☐ ☐☐☐☐☐☐☐☐☐☐☐☐

SCENARIO 2: TAVERN BRAWL!
(2+ PLAYERS)

It had been a very enjoyable evening up to the point where Monsieur de Saint-Gratien accused Monsieur D'Troisville of cheating at dice. A great deal of wine had been consumed by both men, and the argument quickly escalated from indignation to anger, then to threats of violence. Finally, Saint-Gratien picked up a plate and threw it at D'Troisville's head. D'Troisville ducked, and the plate hit the back of a bouncer's head.

The situation in the tavern became a bit more confusing and animated after that.

THE SCENARIO

The objective of this scenario is for each player to make the most of the chaos of the tavern brawl, either by taking out the other player's models, taking out a large number of tavern patrons, or capitalizing on the confusion to take a free drink, a free meal, or some of the unattended money that might be lying around on the floor. The game ends when all of the players' models are unconscious, all players manage to escape the tavern, or the Constabulary arrives and arrests everyone in the tavern.

VICTORY CONDITIONS

The winner of this scenario is the player who has the most Victory Points when the game ends. Players may leave the tavern early, but the longer they stay, the more Victory Points they can accumulate. However, be careful not to stay too long and be arrested by the Constabulary!

In addition to earning Victory Points from the encounter markers, players may earn Victory Points by defeating other players' models. A model is defeated if it is rendered unconscious (or killed), or is unable to continue fighting and cannot flee.

THE CHARACTERS

Each player should have one Grade 3 model. Players can use an existing character of their own or, seeing as this scenario is a mere brawl, players may wish to create a chracter specifically for it.

THE BOARD

Given the small size of the tavern, this game may be played on a 12" x 12" board or an 18" by 18" board. If the game is played on a board larger than 18" x 18", then increase the number of Brawling Patron models used

The tavern has a bar, front and rear doors, six windows, and a large kitchen hearth where food is prepared. There are tables and benches as well. A bench may be kicked up to 2" away, and any model whose base comes into contact with the bench must take a DG stat test or be knocked Prone. The tables

are large and sturdy, and a model on a table is at +1 to his BD stat when fighting a lower model, and his opponents get +1 to their BD stat to attack him. A model may also cower under a table. The model may not move while cowering, but cannot be attacked by other models.
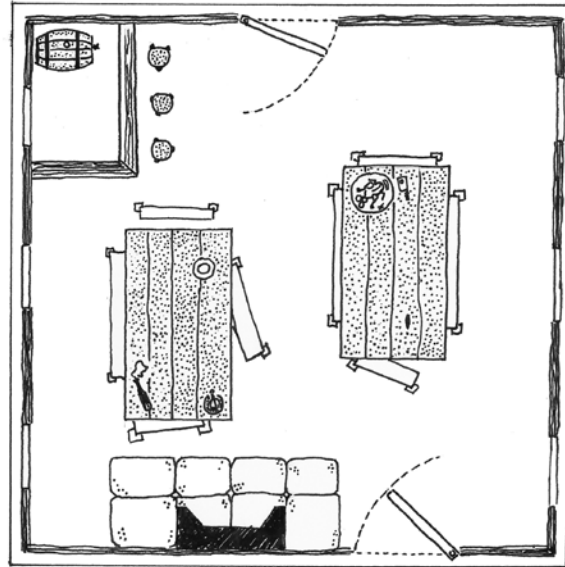
THE ENCOUNTER MARKERS

The game uses 26 objective markers, but only six of them are placed on the board at any one time. Six objective markers are chosen at random and placed on the board. When these six are all explored, six more are chosen at random and placed on the board, to be replaced by another six when all these are explored. Alternatively, you can use Ace through King of two suits from a deck of playing cards, and have each card correspond to an encounter. Each player should place an equal number with the player with Initiative placing any extras.

1. (Ace) Constabulary Marker. If this is the first Constabulary marker revealed, the constables have not yet arrived. If it is the second Constabulary marker revealed, the players have two turns to exit the board, or they are arrested and the total number of Victory Points they have at that time is halved (rounded down).

2. (Two) Angry Bouncer. An Angry Bouncer model is placed on the board next to the player's model. He immediately attacks the character. See the Angry Bouncer stats below. The Angry Bouncer is controlled by the GM. If you defeat the Angry Bouncer, you earn 2 Victory Points.

3. (Three) Bottle of Decent Wine. Someone with taste has left this bottle lying out; it seems a shame to leave it, and perhaps have it spilled on the not-so-clean floor. Your model may take an action to consume the wine. If he does so, he earns 1 Victory Point, and gets +1 GT but -1 DG for the rest of the game.

4. (Four) Tankard of beer. Still more than half-full, this heavy tankard can be liquid refreshment or a decent missile weapon. The tankard may be thrown as an Improvised Weapon, or the player may have his model spend one action to drink the beer. If the thrown tankard hits, or the beer is consumed, the player earns 1 Victory Point.

5. (Five) Terrified Nobleman. He came to have some incognito fun among the riff-raff, but now wants nothing more than to escape. You may escort the Terrified Nobleman to an exit for 2 Victory Points (he rewards you later for your help). Your Speed (SP) is reduced by 2 while escorting the Terrified Nobleman. The Terrified Nobleman may not be attacked—any model that would attack him attacks you instead.

6. (Six) Saucy Jeanne. Jeanne, the raven-haired serving girl of the tavern bumps into you. You may attempt to steal a kiss from her by making an opposed Dodge (DG) roll. Jeanne has a DG stat of 3. If you are successful, you earn 1 Victory Point and Jeanne finds you to be a dashing rogue. If you are unsuccessful, Jeanne makes a single close combat attack with BD=3. If she hits, her attack has WS 4. Regardless, after this encounter she scurries off with her heavy frying pan.

7. (Seven) Pierre le Sale. You find Pierre the Filthy cowering under a table. Pierre still owes you money from an old debt. If you pass a Brains (BR) stat test, you manage to intimidate him into making an immediate payment, and you earn 1 Victory Point. If you fail, Pierre scurries off like the rat he is, leaving you empty-handed.

8. (Eight) Bottle of Champagne. Someone with something to celebrate has left their bottle alone. It would be a shame to leave it where some vulgar person might use it as a weapon. The player may take an action to consume the champagne. Drinking the champagne is worth 1 Victory Point, and the model gets +1 GT and -1 BR for the rest of the game.

9. (Nine) Overeager Stripling. A young man, scarcely older than a boy, and flush with the excitement of the brawl, comes slashing at you with his sword. An Overeager Stripling model is placed on the table. Use the stats below. If you wound him in close combat, he surrenders and you get 1 Victory Point, but are -1 BD for the rest of the game, as your conscience pangs you for hitting a mere boy. If you use your fists to wound him, you get the Victory Point but do not suffer the penalty to BD.

10. (Ten) Unattended Purse. You would think people would keep a closer eye on their money in such a brawl! You may slip the purse into your jacket as the spoils of war and earn 1 Victory Point.

11. (Jack) Gambling Marker. You find a note for a thousand pistoles signed by a nobleman. No doubt you could collect a portion of this marker later as a reward for turning it over to him. You may keep this marker for 1 Victory Point.

12. (Queen) The Landlord's Young Son. Young Louis is always slipping out of bed at night to come down and mingle with the guests; much to everyone's delight. Now he stands sobbing in the middle of the floor, in danger of being knocked over and trampled underfoot. You may scoop him up and escort him to the safety of the hearth or bar, but you will be at -1 SP and -1 BD while you carry him. If you escort him safely to the hearth or bar, you earn 2 Victory Points from the grateful landlord.

13. (King) Not Dead Yet! A combatant who has been knocked down but not out grabs your ankles as you pass. You must pass a DG stat test or be knocked Prone.

14. (Ace) Suckling Pig. A plate of the tavern's famous suckling pig catches your attention, and you grab the succulent meat. You may spend an action to wolf down the tasty treat and earn 1 Victory Point.

15. (Two) Ungentlemanly Shot. Someone fires a pistol in your direction. The attack is made with MK=2 and has WS=4. If you are wounded, you get 1 Victory Point as everyone agrees the attack was cowardly and you were merely unfortunate to be hit.

16. (Three) Cup of Scrumple. You find a leather cup of the local rotgut. If you are feeling especially brave, you may drink the scrumple for 2 Victory Points, but you are at +1 GT and -1 BR and -1 DG for the rest of the game.

17. (Four) The Landlord's Niece. You find yourself face-to-face with Natalie, the golden-haired niece of the landlord. You may attempt to steal a kiss from her by making an opposed DG roll. Natalie has a DG of 4. If you are successful, you earn 2 Victory Points, a winsome smile from Natalie, and are the envy

of the patrons for the next month. If you are unsuccessful, Natalie summons an Angry Bouncer, who is placed on the board next to you. Regardless of outcome, Natalie runs away, laughing merrily.

18. (Five) Jean Malaire. You run into Jean Malaire, to whom you owe a fairly sizable gambling debt. Malaire takes this opportunity to demand payment. You may make an opposed BR roll to stall him. Malaire has a BR of 3. If you win, you earn 1 Victory Point. If you lose, Malaire relieves you of whatever money you do have.

19. (Six) Spittoon in the Face. You manage to catch a thrown spittoon with your face. This model loses its next activation as it recovers from the stun and mess of the attack.

20. (Seven) Stylish Chapeau. Someone's fancy hat with a new ostrich feather sails through the air. Never one to question a gift, you deftly snatch it and place it on your head. You earn 1 Victory Point and look splendid.

21. (Eight) Toppling Drunk. A man, overcome by the effects of drink or a blow to the head, falls on top of you. You must pass a BW stat test to throw him off. If you pass the BW test, you earn 1 Victory Point as everyone assumes you knocked him out. If you fail, you are knocked Prone.

22. (Nine) Loose Change. Your acute hearing catches the sound of many coins falling to the ground. You may spend an action rooting around on the floor for these wayward coins (competing with others whose hearing is equally acute) and earn 1 Victory Point, but you are considered Prone at the start of the activation after that.

23. (Ten) Spit of Chickens. You disarm a nearby patron of a spit of cooked birds. You may use the spit as a Long Blade with -3 To Hit and +2 WS. You may choose to take a turn to eat one of the birds and earn 1 Victory Point (you may only do this once). You may discard the spit at any time.

24. (Jack) You! The push of the crowd brings you face to face with the man who insulted you. Choose a model under another player's control. Your model and his are moved halfway towards each other into base contact and are now assumed to be in close combat. You may make an attack this turn. Any models occupying the spot where you move are pushed aside 1"

25. (Queen) Thrown Crockery. A patron throws a heavy jug at your head. He makes a ranged attack on MK=2, and you must dodge it. If he wins, you miss your next activation as you shake off the effects of the hit.

26. (King) Constabulary Marker. If this is the first Constabulary marker revealed, the constables have not yet arrived. If it is the second Constabulary marker revealed, the players have two turns to exit the board, or they are arrested and the total number of Victory Points they have at that time is halved (rounded down).

SPECIAL RULES

When the first Constabulary marker is revealed, the local law enforcers begin to assemble to restore order to the tavern. When the second Constabulary marker is revealed, the constables are assumed to be beating down the door, ready to arrest anyone inside. At this point the players have two turns to exit the board before the Constabulary arrests them. Players may exit the tavern through a door or a window. After the two turns, any models left in the tavern are arrested; the total number of Victory Points earned by their players is halved (rounded down), and the characters have an embarrassing session before the magistrate later. Once the Constabulary arrests the players' models, or the players all escape, the game is over.

Due to the chaos of the tavern brawl, no dueling may occur—nobody will grant the participants enough undisturbed space to settle matters of honor.

In addition to the players' models, there are six Brawling Patrons. There are always six Brawling Patrons—as soon as one is removed, another is put on the board to take his place. Brawling Patrons always start out in a corner of the tavern and move to attack the closest model, regardless of type. The Player with Initiative should place any Brawling Patrons removed on the turn he has initiative. If they are equally close to another Brawling Patron or a player model, they will attack the player model. The players earn 1 Victory Point for each two Brawling Patron models they defeat.

Name:___Angry Bouncer_____ Class:___Executioner_____ (Grade 2)

Location (Die Roll)	Base	DR	Wound Level				
Head (1)	Brain=2	4	BR=2	BR=1	Unconscious		
Torso (2-4)	Brawn=4 Guts=8	4	BW=4 GT=8	BW=3 GT=6	BW=2 GT=4	Unconscious	
Arms (5-7)	Musket=2 Blade=4	4	MK=2 BD=4	MK=2 BD=3	MK=1 BD=3	MK=1 BD=1	No attacks Cannot carry
Legs (8-10)	Dodge=3 Speed=5	4	DG=3 SP=5	DG=2 SP=3	DG=1 SP=2	DG=1 SP=1	Crawl Only
Mount (50%)	Dodge= Speed=		DG= SP=	DG= SP=	DG= SP=	DG= SP=	DG= SP=	Mount Dead

Skills:___Flurry of Blows (+2 attacks), High Strength +2, Ignore Pain_____

Weapon	Close Combat			Short			Medium			Long		
	Range	TH	WS	Range	TH	WS	Range	TH	WS	Range	TH	WS
Fist	0"	0	BW	--	--	--	--	--	--	--	--	--
Club (+1WS)	1"	+1	BW+1	--	--	--	--	--	--	--	--	--

Weapon:_____ Ammo: ❑ ❑ ❑ ❑❑❑❑❑❑❑❑❑❑❑ ❑❑❑❑❑❑❑❑❑❑❑❑❑

Weapon:_____ Ammo: ❑ ❑ ❑ ❑❑❑❑❑❑❑❑❑❑❑ ❑❑❑❑❑❑❑❑❑❑❑❑❑

Name:___Brawling Patron_____ Class:___Ruffian_____ (Grade 1)

Location (Die Roll)	Base	DR	Wound Level (1)					
Head (1)	Brain=2	4	BR=2	Killed				
Torso (2-4)	Brawn=3 Guts=4	4	BW=3 GT=4	Killed				
Arms (5-7)	Musket=2 Blade=2	4	MK=2 BD=2	MK=1 BD=1	No attacks Cannot carry			
Legs (8-10)	Dodge=3 Speed=5	4	DG=3 SP=5	DG=1 SP=3	Crawl Only			
Mount (1) (50%)	Dodge= Speed=		DG= SP=	DG= SP=	DG= SP=	DG= SP=	DG= SP=	Mount Dead
Mount (2) (50%)	Dodge= Speed=		DG= SP=	DG= SP=	DG= SP=	DG= SP=	DG= SP=	Mount Dead

Skills:___Puugilist (+1)_____

Weapon	Close Combat			Short			Medium			Long		
	Range	TH	WS	Range	TH	WS	Range	TH	WS	Range	TH	WS
Fist	0"	+1	BW+1	--	--	--	--	--	--	--	--	--
Improvised Weapon	1"	0	BW+1	3"	-2	BW	--	--	--	--	--	--

Weapon:_____ Ammo: ❑❑❑ ☐☐☐☐☐☐☐☐☐☐☐ ☐☐☐☐☐☐☐☐☐☐☐☐
Weapon:_____ Ammo: ❑❑❑ ☐☐☐☐☐☐☐☐☐☐☐ ☐☐☐☐☐☐☐☐☐☐☐☐

Name:___Overeager Stripling_____ Class:___Noble Bystander_____ (Grade 1)

Location (Die Roll)	Base	DR	Wound Level (1)					
Head (1)	Brain=2	4	BR=2	Killed				
Torso (2-4)	Brawn=3 Guts=4	4	BW=3 GT=4	Killed				
Arms (5-7)	Musket=2 Blade=2	4	MK=2 BD=2	MK=1 BD=1	No attacks Cannot carry			
Legs (8-10)	Dodge=3 Speed=5	4	DG=3 SP=5	DG=1 SP=3	Crawl Only			
Mount (1) (50%)	Dodge= Speed=		DG= SP=	DG= SP=	DG= SP=	DG= SP=	DG= SP=	Mount Dead
Mount (2) (50%)	Dodge= Speed=		DG= SP=	DG= SP=	DG= SP=	DG= SP=	DG= SP=	Mount Dead

Skills:___Fencing (+1)_____

Weapon	Close Combat			Short			Medium			Long		
	Range	TH	WS	Range	TH	WS	Range	TH	WS	Range	TH	WS
Fist	0"	0	BW	--	--	--	--	--	--	--	--	--
Long Blade (-1WS)	1"	+2	BW+1	--	--	--	--	--	--	--	--	--

Weapon:_____ Ammo: ❑❑❑ ☐☐☐☐☐☐☐☐☐☐☐ ☐☐☐☐☐☐☐☐☐☐☐☐
Weapon:_____ Ammo: ❑❑❑ ☐☐☐☐☐☐☐☐☐☐☐ ☐☐☐☐☐☐☐☐☐☐☐☐

SCENARIO 3: ESCORT MILADY
(SOLO SCENARIO)

The approaching footsteps could only belong to a woman in a rush, but what woman would risk Paris at this time of night? Don Armando stepped into a pool of moonlight to meet her, and the woman gasped.

"Don Armando!"

"Lady Amelie?" Don Armando's surprise was as great as hers. "What brings The Queen's lady-in-waiting to this ill-apportioned quarter at this time of night?"

"Oh, Armando," she moaned, "I have a most terrible duty—I must deliver a letter for her majesty," she patted her bodice to indicate where it was concealed, "But-- Alas! I cannot find the address!"

Don Armando frowned. "What do you mean? How is the letter addressed?"

"'To the House of the Red Door,'" replied Amelie, "But in this dark part of town all the doors are black to me! Oh, Armando, you will help me, won't you? The Marquis' men are looking for me, I know. I saw two of them back there. I must deliver my note, but I cannot hope to face them."

Don Armando laughed, for swordplay in dark quarters was a thing to which he was accustomed. "You need not fear, Amelie," he said. "Take my arm, and let us find this red door together."

THE SCENARIO

The objective of this scenario is to find the Lady Amelie, object of your affection, and protect her as she delivers her letter in secret. She will be pursued by swordsmen in the employ of your enemies.

VICTORY CONDITIONS

The player wins if he is able to locate Lady Amelie and get her into the building with the red door.

THE CHARACTERS

As this is a solo scenario, the player will control one Grade 3 model. Random actions will control his opponents.

THE BOARD

This scenario takes place on a 24" by 24" board. There are four blocks of houses on the board. Ten of the sixteen sides of these blocks are numbered 1-10. Eight Encounter Markers are distributed evenly across the rest of the board. The player begins in the middle of the board. Two Night Watch Guard models are placed in opposite (diagonal) corners of the board and randomly determine which way the guards are facing at the start of the game. The diagram below shows the layout of the board.
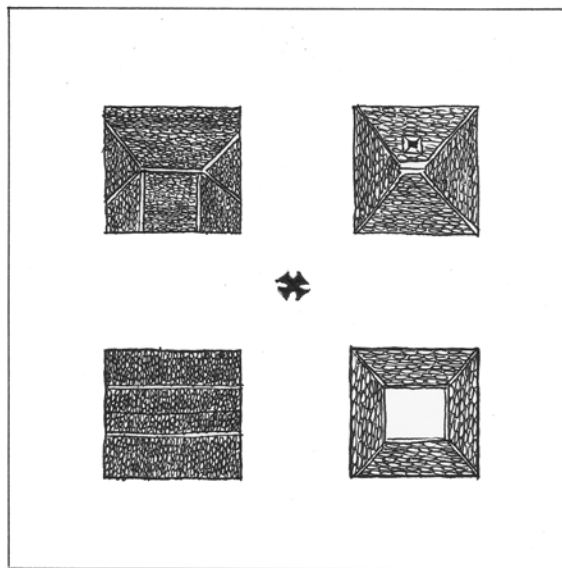
THE ENCOUNTER MARKERS

Playing cards numbered Ace through eight of any suit can be used to determine the events at each Objective Marker. Shuffle the cards prior to play, and draw the top card when you reach each objective marker.

Once Lady Amelie is discovered, she will follow behind your character in base contact. In close combat, she moves 1" away to the rear of your model; in order to give you room to fight. When the combat ends, she moves back into base contact. She will always try to move so that she is in base contact with your model, and your model stands between her and any enemies.

Ace

You have found the Lady Amelie! She is still carrying her letter, but has not yet found the address where it should be delivered to. Roll a d10. The resulting number is the location where the letter must be delivered in order to win the scenario. Place the model for Count Verrue at that entrance to that building address, as he waits to intercept you. Count Verrue is considered to be a Night Watch model, and will begin to move on his activation. He uses the stats below.

Two

You hear men patrolling the street ahead of you. Place two Guard models on the table no more than 12" away. These Guards use the Night Watch rules.

Three

You hear men patrolling the street ahead of you. Place three Guard models on the table, no more than 12" away. These Guards use the Night Watch rules.

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Four

Place one Guard model at each corner of the board. These guards begin a patrol using the Night Watch rules.

Five

You step on a cat! The infernal creature lets out a loud yelp, then skitters off into an alley. The noise attracts the attention of your enemies. All models within 12" make a BR stat test as if they had been 'Called for Help', as they decide whether or not to investigate.

Six

Concealment! You find a large and empty barrel with a convenient peephole. You can hide inside this barrel if you choose for your next activation. If you hide inside the barrel, any Night Watch models that were 'Called for Help' or are pursuing you go back to patrolling instead, as they assume you have run off.

Seven

You find yourself face-to-face with a man returning from a secret meeting with his lover. He is not particularly pleased to have been caught, and though you don't recognize him, you quickly assume he is someone important. You may attempt to mollify him by winning an opposed BR roll. If you succeed, he goes on his way. If you fail, he attacks you. The sound of combat acts as a Call for Help. Use the Guard stats for the angry lover.

Eight

You find a narrow alley through the block of houses. You may pick a block of houses, and nominate a route that passes from the midpoint of one side to the midpoint of the opposite side. This can include a route to the address of Lady Amelie's letter (you are assumed to have found the servant's entrance). You move as normal through the block of houses, but may not be pursued by enemy models.

SPECIAL RULES

Night Watch Rules

The dark streets and alleys of Paris are patrolled by your enemies. These rules are for controlling enemy models as they search for Lady Amelie. A Night Watch model will move half its SP stat on its turn, then attempt to see anything. No Night Watch model can see farther than 12" in front of him. When trying to see a model closer than 12", the model must pass a Brains (BR) stats test. If trying to see a model that has moved, the Night Watch model may add +1 for every inch the model moved. Example: In order to see a model that moved 4" this turn, the Night Watch model would get a +4 to his BR test. If a Night Watch model sees a player-controlled model, it will attack and call for help.

If a Night Watch model comes to a T-intersection, it will turn left on a roll of 1-5 and right on a roll of 6-10. If the model cannot turn either left or right that result is considered to be Straight Ahead. If it comes

to a three-way intersection, it will go straight on a roll of 1-4, turn left on a roll of 5-7, and turn right on a roll of 8-10.

Ambush
Night Watch models may be ambushed. If you successfully sneak up on a Night Watch model (meaning it does not see you), you may attack in close combat with an extra +3 to hit, and your attack, if it wounds, does twice its normal WS. If a Night Watch model is attacked and survives the first turn of combat, it will call for help.

Calling for Help
Calling for help alerts all the Night Watch models nearby. All Night Watch models within 6" automatically see the attacker, and will come to attack as well. Any Night Watch models between 6-12" take a BR stat test. If they pass, they too come to help.

Count Verrue
The Count will always seek to keep himself between the Red Door and Lady Amelie. If combat starts to draw him away from this position, he will use whichever maneuver will put him back in place should he win combat.

Name: Lady Amelie   Class: Noble Bystander   (Grade 1)

Location (Die Roll)	Base	DR	Wound Level (1)			
Head (1)	Brain=2	4	BR=2	Killed		
Torso (2-4)	Brawn=3 Guts=4	4	BW=3 GT=4	Killed		
Arms (5-7)	Musket=2 Blade=2	4	MK=2 BD=2	MK=1 BD=1	No attacks Cannot carry	
Legs (8-10)	Dodge=3 Speed=5	4	DG=3 SP=5	DG=1 SP=3	Crawl Only	

Mount (1) (50%)	Dodge= Speed=		DG= SP=	DG= SP=	DG= SP=	DG= SP=	DG= SP=	Mount Dead
Mount (2) (50%)	Dodge= Speed=		DG= SP=	DG= SP=	DG= SP=	DG= SP=	DG= SP=	Mount Dead

Skills: Majestic, Hide

Weapon	Close Combat			Short			Medium			Long		
	Range	TH	WS	Range	TH	WS	Range	TH	WS	Range	TH	WS
Fist	0"	0	BW	--	--	--	--	--	--	--	--	--

Weapon:_____ Ammo: ☐☐☐ ☐☐☐☐☐☐☐☐☐☐☐☐ ☐☐☐☐☐☐☐☐☐☐☐☐☐

Weapon:_____ Ammo: ☐☐☐ ☐☐☐☐☐☐☐☐☐☐☐☐ ☐☐☐☐☐☐☐☐☐☐☐☐☐

Name:___Count Verrue_____ Class:___Evil Courtier_____ (Grade 3)

Location (Die Roll)	Base	DR	Wound Level					
Head (1)	Brain=4	5	BR=4	BR=3	Unconscious			
Torso (2-4)	Brawn=3 Guts=7	5	BW=3 GT=7	BW=2 GT=7	BW=1 GT=6	BW=1 GT=6	Unconscious	
Arms (5-7)	Musket=4 Blade=4	4	MK=4 BD=4	MK=4 BD=3	MK=3 BD=2	MK=2 BD=2	MK=1 BD=1	No attacks Cannot carry
Legs (8-10)	Dodge=3 Speed=5	4	DG=3 SP=5	DG=3 SP=4	DG=2 SP=3	DG=2 SP=2	DG=1 SP=1	Crawl Only
Mount (50%)	Dodge= Speed=		DG= SP=	DG= SP=	DG= SP=	DG= SP=	DG= SP=	Mount Dead

Skills:___Ambidextrous. Connor's Appel, DeFontbrne's Pass, Iron WIll, Fearless, Sprint (+1)_____

Weapon	Close Combat			Short			Medium			Long		
	Range	TH	WS	Range	TH	WS	Range	TH	WS	Range	TH	WS
Fist	0"	0	BW	--	--	--	--	--	--	--	--	--
Long Blade	1"	+2	BW+1	--	--	--	--	--	--	--	--	--
Short Blade	0"	+1	BW+1	BW+2	0	BW+1	--	--	--	--	--	--

Weapon:_____ Ammo: ❑ ❑ ❑ ☐☐☐☐☐☐☐☐☐☐☐ ☐☐☐☐☐☐☐☐☐☐☐

Weapon:_____ Ammo: ❑ ❑ ❑ ☐☐☐☐☐☐☐☐☐☐☐ ☐☐☐☐☐☐☐☐☐☐☐

Name:___Night Watch Guard_____ Class:___Guardist_____ (Grade 1)

Location (Die Roll)	Base	DR	Wound Level (1)				
Head (1)	Brain=2	4	BR=2	Killed			
Torso (2-4)	Brawn=3 Guts=4	4	BW=3 GT=4	Killed			
Arms (5-7)	Musket=2 Blade=2	4	MK=2 BD=2	MK=1 BD=1	No attacks Cannot carry		
Legs (8-10)	Dodge=3 Speed=5	4	DG=3 SP=5	DG=1 SP=3	Crawl Only		
Mount (1) (50%)	Dodge= Speed=		DG= SP=	DG= SP=	DG= SP=	DG= SP=	DG= SP=	Mount Dead
Mount (2) (50%)	Dodge= Speed=		DG= SP=	DG= SP=	DG= SP=	DG= SP=	DG= SP=	Mount Dead

Skills:___Maitre D'Armes_____

Weapon	Close Combat			Short			Medium			Long		
	Range	TH	WS	Range	TH	WS	Range	TH	WS	Range	TH	WS
Fist	0"	0	BW	--	--	--	--	--	--	--	--	--
Long Blade	1"	+2	BW+1	--	--	--	--	--	--	--	--	--

Weapon:_____ Ammo: ❑ ❑ ❑ ☐☐☐☐☐☐☐☐☐☐☐ ☐☐☐☐☐☐☐☐☐☐☐

Weapon:_____ Ammo: ❑ ❑ ❑ ☐☐☐☐☐☐☐☐☐☐☐ ☐☐☐☐☐☐☐☐☐☐☐

SCENARIO 4: CAPTURE RUPERT'S POODLE
(2-4 PLAYERS)

July 1st, 1644--Two Roundhead cavalrymen were riding a picket on the margins of the army in the swirling mists of morning. Like all soldiers who find themselves participants in events beyond immediate comprehension, the riders were sifting through the latest rumors.

"Boy, Prince Rupert's prized poodle is missing from his master's camp,"said Carter.

"That infernal creature?" Dunhill was surprised. "I've heard the dog cavorts most shamelessly at the mention of the name 'Charles.'"

"I've heard that it eats from Rupert's plate, and that Rupert has taught it the manners he could not bother to teach himself."

"My cousin Walter says it turns invisible, spies on Parliament, and reports what it hears in perfect mockery of the voice of men."

As if on cue, a white dog bounded from the underbrush into the middle of the road. It sat down, its tongue lolling and its tail wagging. It barked once, then charged down the road ahead of them.

Carter and Dunhill watched it go, their jaws agape. Carter recovered first.

"If that wasn't Boy, I'm a Papist," he said. "And I'll not suffer that witch to live." His face and voice were flinty as he drew his pistol.

"You may not suffer it," said Dunhill, drawing his sword, "But I'll warrant yon dandies will have something to say on the matter." He pointed to two men in the distance, dressed in the sinful opulence of the Cavalier camp, who were riding after the dog.

As the last of the mists burned away, the cries of "For the King!" and "God and Parliament!" rang over the land.

THE SCENARIO

The Royalist commander's prized white poodle, Boy, has vanished. Capturing or killing Boy would be a major propaganda victory for the Parliamentarians. The Royalists would love to deny the Parliamentarians this victory, and the soldier who can return Boy safely will win the gratitude of Prince Rupert.

VICTORY CONDITIONS

If either the Parliamentarians or Royalists exit the board with Boy under their control, they win a full victory. If Boy is still alive after all the Encounter Markers are revealed, then the Royalist player wins a partial victory. The game ends when one side exits the board with Boy, Boy is killed, or the last objective marker is revealed.

THE CHARACTERS

Each player controls two Grade 3 characters, who are mounted on horses. You may use your own characters or the characters provided here.

THE BOARD

The game is played on a 24" by 48" board. The board should have an obstacle such as a river halfway along the long side. The obstacle should have two or three passages through it. A suggested board plan is presented below. In this case, the obstacle is a river crossable only at a ford and bridge. The two players' starting positions are indicated with an "X".
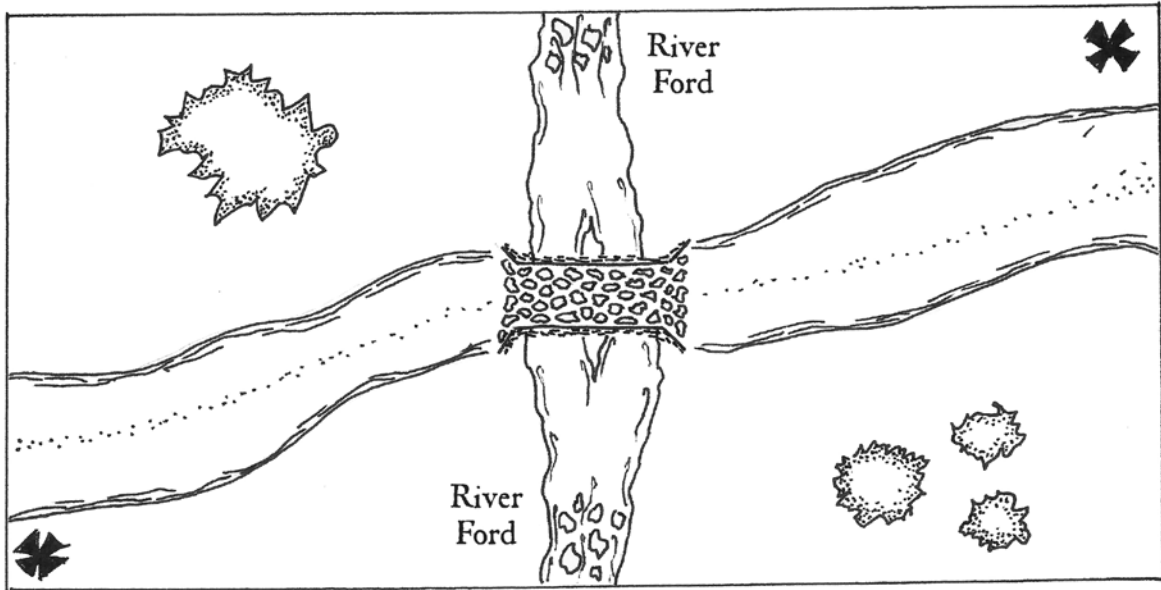
THE ENCOUNTER MARKERS

This scenario uses 12 objective markers. The objective markers should be distributed evenly across the board, six on each side of the obstacle.

Jack of Hearts
Boy Revealed. Place a model or marker for Boy on the table at this location. Boy uses the stats of a normal dog. Beginning next turn, whichever player wins initiative may move Boy.

Jack of Diamonds
Chase me! Boy suddenly dashes off, tail wagging. The player whose model explored this objective marker may move Boy 4".

Jack of Clubs
Mine Dog Hath Fleas. Boy stops where he is to scratch. Boy will not move next turn, if he is still not captured. If he has been captured, this encounter has no effect.

Jack of Spades
Improvised Leash. The model finds a short length of rope that would be handy for restraining Boy. Whenever this model makes a comparative Brawn (BW) test against Boy to restrain, the model gets +1 to his roll.

Queen of Hearts
Hedge: When this Encounter is revealed, the player may place a hedge obstacle on the board. This hedge is 4" long, ½" wide, and 1" high (a strip of cardboard of the appropriate size may suffice if height is assumed). A horse and rider may jump this hedge as per the Mount rules, but it blocks Boy. The hedge cannot be placed within 2" of the openings of the obstacle across the middle of the board.

Queen of Diamonds
Ditch: When this Encounter is revealed, the player may place a ditch obstacle on the board. This ditch is 4" long, 1" wide, and assumed to be 1" deep (a strip of cardboard of the appropriate size may suffice here if the depth is assumed). A horse and rider may jump this hedge as per the Mount rules, and Boy may run through the ditch without penalty. The ditch cannot be placed within 2" of the openings of the obstacle across the middle of the board.

Queen of Clubs
Pheasant Uprising. A pheasant takes wing near your horse with a startling flurry of wings. Your horse (if you are still mounted) rears. You must make a BW check or be thrown from the horse (see Mounts rules)

Queen of Spades
Badger Hole. The model or his mount accidentally step into a badger hole. If mounted, the mount must pass a DG test or take 1 wound from leg injury. If the mount is wounded, then the rider must test to be thrown as per the Mount rules. If the model is on foot, then he loses his next activation as he recovers his boot.
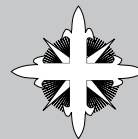
Making Hedges

There are a number of different ways to make hedges depending on the effect you want to create.

• Lichen: This is the easiest method as it simply involves buying a bag of lichen and setting pieces end-to-end to create the hedge.

• Scouring Pad (dish scrubber): You know the green wirey brushes you use to scrub the baked on grease with? Folded in half and spray-painted the shade of green you want and then glued to a base.

• Foam: Those small foam inserts that come with some miniature packaging can be folded over, glued to a base, spray-painted and you're done.

• Airconditioner/Heater Filter: One of my favorites because of how it looks. Cut the filter to the desired size, spray-paint, and while the paint is still wet, sprinkle some green flocking on it. Perfect, squared-off hedges.

King of Hearts

Tall Hedge. When this Encounter is revealed, the player may place a tall hedge obstacle on the board. This hedge is 4" long, ½" wide, and 2" high (a strip of cardboard of the appropriate size may suffice if height is assumed). A horse and rider cannot jump this hedge, but Boy can worm his way through it. The hedge cannot be placed within 2" of the openings of the obstacle across the middle of the board.

King of Diamonds

Distracting Ruse. Through cunning or entreaties, this model manages to attract Boy's attention. The player whose model revealed this Encounter automatically wins initiative on the next turn.

King of Clubs

Fumbled Gambit. In retrospect, calling Boy a long string of obscenities was probably not a good idea. The player whose model revealed this Encounter automatically loses initiative on the next turn.

King of Spades

Deserters. A small band of four disgruntled soldiers wander onto the scene. Roll a d10 for each soldier. On 1-5, the soldier is a Deserter Musketeer. On 6-10, the soldier is a Deserter Pikeman. Use the Deserter Musketeer or Deserter Pikeman character sheets to keep track of these models. Whichever model lost the initiative roll for the turn will control the deserters on that turn. The four models are placed at one the players' starting locations.

SPECIAL RULES FOR BOY

Boy begins the game hiding, having slipped away in the confusion of the pickets' meeting. The player who won initiative may move Boy once he is revealed. A Move action is the only Action Boy may take—Boy will not attack, but he can defend himself in close combat. If Boy is forced into combat, he will always attempt to break off combat on his next action.

Boy may not be moved off the board unless he has been caught and restrained first. A model may capture Boy by winning a comparative Brawn (BW) test with him once in base contact with Boy. If this happens, Boy is no longer controlled by the player with initiative, and the model which captured Boy may only make a Move action on his turn, taking Boy with him. If the capturing model is wounded, Boy slips away and is once again controlled by the player with initiative.

Name:___Hezekiah Carter (Parliamentarian)_____ Class:___Military Officer_____ (Grade 3)

Location (Die Roll)	Base	DR	Wound Level					
Head (1)	Brain=3	6	BR=3	BR=2	Unconscious			
Torso (2-4)	Brawn=3 Guts=8	6	BW=3 GT=8	BW=2 GT=7	BW=1 GT=6	BW=1 GT=6	Unconscious	
Arms (5-7)	Musket=4 Blade=4	4	MK= 4 BD=4	MK=3 BD=3	MK=3 BD=3	MK=2 BD=2	MK=1 BD=1	No attacks Cannot carry
Legs (8-10)	Dodge=4 Speed=4	4	DG=4 SP=4	DG=4 SP=3	DG=3 SP=3	DG=2 SP=2	DG=1 SP=1	Crawl Only
Mount (50%)	Dodge=5 Speed=10	5	DG=5 SP=10	DG=4 SP=8	DG=3 SP=6	DG=2 SP=4	Mount Dead	

Skills:___Deadeye, Powder Monkey, Horsemanship_____

Weapon	Close Combat			Short			Medium			Long		
	Range	TH	WS	Range	TH	WS	Range	TH	WS	Range	TH	WS
Fist	0"	0	BW	--	--	--	--	--	--	--	--	--
Long Blade	1"	+2	BW+1	--	--	--	--	--	--	--	--	--
Pistol (extra ammo)	0	-2	4	6"	+1	3	12"	0	2	--	--	--

Weapon: Pistol_____ Ammo: ❏ ❏ ❏ ❏❏❏❏❏❏❏❏❏❏❏❏ ❏❏❏❏❏❏❏❏❏❏❏❏❏

Weapon:_____ Ammo: ❏ ❏ ❏ ❏❏❏❏❏❏❏❏❏❏❏❏❏ ❏❏❏❏❏❏❏❏❏❏❏❏❏

Name:___Amos Dunhill (Parliamentarian)_____ Class:___Military Officer_____ (Grade 3)

Location (Die Roll)	Base	DR	Wound Level					
Head (1)	Brain=3	6	BR=3	BR=2	Unconscious			
Torso (2-4)	Brawn=3 Guts=8	5	BW=3 GT=8	BW=2 GT=7	BW=1 GT=6	BW=1 GT=6	Unconscious	
Arms (5-7)	Musket=4 Blade=4	4	MK= 4 BD=4	MK=3 BD=3	MK=3 BD=3	MK=2 BD=2	MK=1 BD=1	No attacks Cannot carry
Legs (8-10)	Dodge=4 Speed=4	4	DG=4 SP=4	DG=4 SP=3	DG=3 SP=3	DG=2 SP=2	DG=1 SP=1	Crawl Only
Mount (50%)	Dodge=5 Speed=10	5	DG=5 SP=10	DG=4 SP=8	DG=3 SP=6	DG=2 SP=4	Mount Dead	Mount Dead

Skills:___Maitre d'Armes, Sang-Froid, Tactics +1_____

Weapon	Close Combat			Short			Medium			Long		
	Range	TH	WS	Range	TH	WS	Range	TH	WS	Range	TH	WS
Fist	0"	0	BW	--	--	--	--	--	--	--	--	--
Long Blade (+1TH,+1WS)	1"	+2	BW+1	--	--	--	--	--	--	--	--	--
Short Blade	0"	+1	BW+1	BW+2	0	BW+1	--	--	--	--	--	--

Weapon:_____ Ammo: ❏ ❏ ❏ ❏❏❏❏❏❏❏❏❏❏❏❏❏ ❏❏❏❏❏❏❏❏❏❏❏❏❏

Weapon:_____ Ammo: ❏ ❏ ❏ ❏❏❏❏❏❏❏❏❏❏❏❏❏ ❏❏❏❏❏❏❏❏❏❏❏❏❏

Name:___Henry Moore (Royalist)_____ Class:___Military Officer_____ (Grade 3)

Location (Die Roll)	Base	DR	Wound Level					
Head (1)	Brain=3	5	BR=3	BR=2	Unconscious			
Torso (2-4)	Brawn=3 Guts=8	6	BW=3 GT=8	BW=2 GT=7	BW=1 GT=6	BW=1 GT=6	Unconscious	
Arms (5-7)	Musket=4 Blade=4	4	MK= 4 BD=4	MK=3 BD=3	MK=3 BD=3	MK=2 BD=2	MK=1 BD=1	No attacks Cannot carry
Legs (8-10)	Dodge=4 Speed=4	4	DG=4 SP=4	DG=4 SP=3	DG=3 SP=3	DG=2 SP=2	DG=1 SP=1	Crawl Only
Mount (50%)	Dodge=5 Speed=10	5	DG=5 SP=10	DG=4 SP=8	DG=3 SP=6	DG=2 SP=4	Mount Dead	Mount Dead

Skills:___Battle Cry, Lucky (Vain), Horsemanship_____

Weapon	Close Combat			Short			Medium			Long		
	Range	TH	WS	Range	TH	WS	Range	TH	WS	Range	TH	WS
Fist	0"	0	BW	--	--	--	--	--	--	--	--	--
Long Blade (-1TH,+2WS)	1"	+2	BW+1	--	--	--	--	--	--	--	--	--
Short Blade	0"	+1	BW+1	BW+2	0	BW+1	--	--	--	--	--	--
Pistol	0	-2	4	6"	+1	3	12"	0	2	--	--	--

Weapon:_Pistol_____ Ammo: ❑ ❑ ❑ ❑❑❑❑❑❑❑❑❑❑❑❑ ❑❑❑❑❑❑❑❑❑❑❑❑

Weapon:_____ Ammo: ❑ ❑ ❑ ❑❑❑❑❑❑❑❑❑❑❑❑ ❑❑❑❑❑❑❑❑❑❑❑❑

Name:___Paul Butler (Royalist)_____ Class:___Military Officer_____ (Grade 3)

Location (Die Roll)	Base	DR	Wound Level					
Head (1)	Brain=3	5	BR=3	BR=2	Unconscious			
Torso (2-4)	Brawn=3 Guts=8	5	BW=3 GT=8	BW=2 GT=7	BW=1 GT=6	BW=1 GT=6	Unconscious	
Arms (5-7)	Musket=4 Blade=4	4	MK= 4 BD=4	MK=3 BD=3	MK=3 BD=3	MK=2 BD=2	MK=1 BD=1	No attacks Cannot carry
Legs (8-10)	Dodge=4 Speed=4	4	DG=4 SP=4	DG=4 SP=3	DG=3 SP=3	DG=2 SP=2	DG=1 SP=1	Crawl Only
Mount (50%)	Dodge=5 Speed=10	5	DG=5 SP=10	DG=4 SP=8	DG=3 SP=6	DG=2 SP=4	Mount Dead	Mount Dead

Skills:___High Strength (+1), Ignore Pain, Nerves of Steel (+1)_____

Weapon	Close Combat			Short			Medium			Long		
	Range	TH	WS	Range	TH	WS	Range	TH	WS	Range	TH	WS
Fist	0"	0	BW	--	--	--	--	--	--	--	--	--
Long Blade (+1TH, +1WS)	1"	+2	BW+1	--	--	--	--	--	--	--	--	--
Pistol (+1WS)	0	-2	4	6"	+1	3	12"	0	2	--	--	--

Weapon:_____ Ammo: ❑ ❑ ❑ ❑❑❑❑❑❑❑❑❑❑❑❑ ❑❑❑❑❑❑❑❑❑❑❑❑

Weapon:_____ Ammo: ❑ ❑ ❑ ❑❑❑❑❑❑❑❑❑❑❑❑ ❑❑❑❑❑❑❑❑❑❑❑❑

Name: Deserter Musketeer   Class: Fusilier   (Grade 1)

Location (Die Roll)	Base	DR	Wound Level (1)					
Head (1)	Brain=2	4	BR=2	Killed				
Torso (2-4)	Brawn=3 Guts=4	4	BW=3 GT=4	Killed				
Arms (5-7)	Musket=2 Blade=2	4	MK= 2 BD=2	MK=1 BD=1	No attacks Cannot carry			
Legs (8-10)	Dodge=3 Speed=5	4	DG=3 SP=5	DG=1 SP=3	Crawl Only			
Mount (1) (50%)	Dodge= Speed=		DG= SP=	DG= SP=	DG= SP=	DG= SP=	DG= SP=	Mount Dead
Mount (2) (50%)	Dodge= Speed=		DG= SP=	DG= SP=	DG= SP=	DG= SP=	DG= SP=	Mount Dead

Skills: Sharpshooter (+1)

Weapon	Close Combat			Short			Medium			Long		
	Range	TH	WS	Range	TH	WS	Range	TH	WS	Range	TH	WS
Fist	0"	0	BW	--	--	--	--	--	--	--	--	--
Musket (+1 TH)	--	--	--	8"	+1	6	16"	0	5	24"	-2	3

Weapon: Musket   Ammo: ❑ ❑ ❑ ❑❑❑❑❑❑❑❑❑❑❑ ❑❑❑❑❑❑❑❑❑❑❑❑❑❑
Weapon:_____ Ammo: ❑ ❑ ❑ ❑❑❑❑❑❑❑❑❑❑❑ ❑❑❑❑❑❑❑❑❑❑❑❑❑❑

Name: Deserter Pikeman   Class: Pikeman   (Grade 1)

Location (Die Roll)	Base	DR	Wound Level (1)					
Head (1)	Brain=2	5	BR=2	Killed				
Torso (2-4)	Brawn=3 Guts=4	5	BW=3 GT=4	Killed				
Arms (5-7)	Musket=2 Blade=2	4	MK= 2 BD=2	MK=1 BD=1	No attacks Cannot carry			
Legs (8-10)	Dodge=3 Speed=5	4	DG=3 SP=5	DG=1 SP=3	Crawl Only			
Mount (1) (50%)	Dodge= Speed=		DG= SP=	DG= SP=	DG= SP=	DG= SP=	DG= SP=	Mount Dead
Mount (2) (50%)	Dodge= Speed=		DG= SP=	DG= SP=	DG= SP=	DG= SP=	DG= SP=	Mount Dead

Skills:_____

Weapon	Close Combat			Short			Medium			Long		
	Range	TH	WS	Range	TH	WS	Range	TH	WS	Range	TH	WS
Fist	0"	0	BW	--	--	--	--	--	--	--	--	--
Pike	3-4"	-1	BW	--	--	--	--	--	--	--	--	--
Long Blade	1"	+2	BW+1	--	--	--	--	--	--	--	--	--

Weapon:_____ Ammo: ❑ ❑ ❑ ❑❑❑❑❑❑❑❑❑❑❑ ❑❑❑❑❑❑❑❑❑❑❑❑❑❑
Weapon:_____ Ammo: ❑ ❑ ❑ ❑❑❑❑❑❑❑❑❑❑❑ ❑❑❑❑❑❑❑❑❑❑❑❑❑❑

CHRONOLOGY

Below are some real and fictional events and their dates in history (from 1605 to 1718). These are included to provide scenario ideas for your games. These events span a good portion of the globe but are concentrated mainly in Europe and North America. However, there is no reason players cannot move their scenarios to Africa, China, the South Seas, South America, or any other part of the world. ***Gloire*** is about the swashbuckling adventure of books and movies and not necessarily recreating an exact moment in history.

1605	Gunpowder plot. Guy Fawkes attempts to blow-up parliament.
1611	War of Calmar: Denmark vs. Sweden, ends 1613.
1618	Thirty Years War Begins.
1620	Pilgrims found Plymouth Colony.
1621	Dutch West India Company formed. Eventually acquires North American coast from New Foundland to Chesapeake Bay.
1624	Dutch settle in New Amsterdam (later New York).
1625	In Italy, near Spolete, François Vitelli, designated heir of the Prince of Monteleone, is murdered by his cousin Ercole Vitelli under the eyes of his son, Andrea Vitelli (Paul Féval- Bel Demonio)
1626	Period of Dumas 3 Musketeers begins (ends 1628). Richelieu puts down Calais Conspiracy and consolidates political power into his hands. Royal edict condemns to death anyone who kills his opponent in a duel.
1627	Korea becomes a tributary state of China.
1630	Gustavus Adolphus of Sweden invades Germany. Pirates settle in Tortuga.
1631	Earthquake rocks Naples and Vesuvius erupts.
1635	Andrea Vitelli returns as Bel Demonio, leader of a gang of thieves and murderers, founder of the secret conspiracy of the Brothers of Mercy, ready to avenge his father's death (Paul Féval- Bel Demonio)
1637	Dutch tulip mania bubble collapses.
1640	Peak of Piracy in the Caribbbean begins.
1641	The Tokugawa Shogunate orders the expulsion of foreigners from Japan.
1642	English Civil War Starts.
1648	Thirty Years War Ends.
1648	The Fronde: French Civil War of nobility versus Cardinal Mazarin--chronicled in Dumas' "Twenty Years After".
1650	Harvard College granted Charter.

1651	English Civil War Ends.
1655	Presumed death of Andrea Vitelli (Paul Féval- Bel Demonio)
1657	The exploits of Cyrano de Bergerac(Cyrano de Bergerac - Autres Mondes & Edmond Rostand - Cyrano de Bergerac)
1660	The Restoration: Charles II restored to the English throne and end of the Protectorate. D'Artagnan and the Three Musketeers become involved in the affair of the Man in the Iron Mask. Death of Porthos, and soon after of Athos. (Alexandre Dumas - Le Vicomte de Bragelonne)
1666	The Great Fire of London
1667	War of Devolution: First of Louis XIV's wars in the Low Countries.
1668	British East India Company Controls Bombay.
1670	Gwynplaine, the "Man Who Laughs", makes his mark in England. (Victor Hugo - L'Homme qui Rit)
1673	Death of d'Artagnan. (Alexandre Dumas - Le Vicomte de Bragelonne)
1678	La Salle Explores Great Lakes (North America).
1680	Peak of Piracy in the Caribbbean Ends.
1681	Academy of Sciences in Moscow founded.
1685	Chinese ports opened to foreigners.
1687	Isaac Newton publishes the *Principia Mathematica*
1688	The Glorious Revolution: James II abdicates and William and Mary assume the throne of England.
1689	Viscount Dundee leads the first Jacobite Rising in Scotland
1692	Massacre of Clan Macdonald at Glencoe.
1697	Peter the Great's Grand Embassy. Russian Czar tours Western Europe.
1701	War of Spanish Succession Begins.
1710	Ottoman Empire goes to war with Russia, and at the Treaty of the Pruth (1711) it regained some territories previously lost. The Chevalier de Lagardere saves Aurore of Nevers from the sinister machinations of the Prince of Gonzague who had her father killed. (Paul Féval - Le Bossu); Explorer Jacques Massé discovers a "Land that Time Forgot" near South Africa. (Simon Tyssot de Patot - Voyages et Aventures de Jacques Massé)
1715	The son of a squire and a chambermaid, Gil Blas of Santillane, leaves home and embarks on a series of picaresque exploits. (Le Sage - Gil Blas de Santillane)
1718	The Chevalier d'Harmental takes part in a daring plot against Philippe d'Orleans, the Regent. (Alexandre Dumas - Le Chevalier d'Harmental)

HORDES OF MINIONS MARKERS

BLANK HERO/VILLAIN SHEETS

Name:_____ Class:_____ (Grade 3)

Location (Die Roll)	Base	DR	Wound Level					
Head (1)	Brain=		BR=	BR=	Unconscious			
Torso (2-4)	Brawn= Guts=		BW= GT=	BW= GT=	BW= GT=	BW= GT=	Unconscious	
Arms (5-7)	Musket= Blade=		MK= BD=	MK= BD=	MK= BD=	MK= BD=	MK= BD=	No attacks Cannot carry
Legs (8-10)	Dodge= Speed=		DG= SP=	DG= SP=	DG= SP=	DG= SP=	DG= SP=	Crawl Only
Mount (50%)	Dodge= Speed=		DG= SP=	DG= SP=	DG= SP=	DG= SP=	DG= SP=	Mount Dead

Skills:_____

Weapon	Close Combat			Short			Medium			Long		
	Range	TH	WS	Range	TH	WS	Range	TH	WS	Range	TH	WS
Fist				--	--	--	--	--	--	--	--	--

Weapon:_____ Ammo: ❏ ❏ ❏ ☐☐☐☐☐☐☐☐☐☐ ☐☐☐☐☐☐☐☐☐☐☐

Weapon:_____ Ammo: ❏ ❏ ❏ ☐☐☐☐☐☐☐☐☐☐ ☐☐☐☐☐☐☐☐☐☐☐

Name:_____ Class:_____ (Grade 3)

Location (Die Roll)	Base	DR	Wound Level					
Head (1)	Brain=		BR=	BR=	Unconscious			
Torso (2-4)	Brawn= Guts=		BW= GT=	BW= GT=	BW= GT=	BW= GT=	Unconscious	
Arms (5-7)	Musket= Blade=		MK= BD=	MK= BD=	MK= BD=	MK= BD=	MK= BD=	No attacks Cannot carry
Legs (8-10)	Dodge= Speed=		DG= SP=	DG= SP=	DG= SP=	DG= SP=	DG= SP=	Crawl Only
Mount (50%)	Dodge= Speed=		DG= SP=	DG= SP=	DG= SP=	DG= SP=	DG= SP=	Mount Dead

Skills:_____

Weapon	Close Combat			Short			Medium			Long		
	Range	TH	WS	Range	TH	WS	Range	TH	WS	Range	TH	WS
Fist				--	--	--	--	--	--	--	--	--

Weapon:_____ Ammo: ❏ ❏ ❏ ☐☐☐☐☐☐☐☐☐☐ ☐☐☐☐☐☐☐☐☐☐☐

Weapon:_____ Ammo: ❏ ❏ ❏ ☐☐☐☐☐☐☐☐☐☐ ☐☐☐☐☐☐☐☐☐☐☐

BLANK HERO/VILLAIN SHEETS

Name:_____ Class:_____ (Grade 2)

Location (Die Roll)	Base	DR	Wound Level					
Head (1)	Brain=		BR=	BR=	Unconscious			
Torso (2-4)	Brawn= Guts=		BW= GT=	BW= GT=	BW= GT=	Unconscious		
Arms (5-7)	Musket= Blade=		MK= BD=	MK= BD=	MK= BD=	MK= BD=	No attacks Cannot carry	
Legs (8-10)	Dodge= Speed=		DG= SP=	DG= SP=	DG= SP=	DG= SP=	Crawl Only	
Mount (50%)	Dodge= Speed=		DG= SP=	DG= SP=	DG= SP=	DG= SP=	DG= SP=	Mount Dead

Skills:_____

Weapon	Close Combat			Short			Medium			Long		
	Range	TH	WS	Range	TH	WS	Range	TH	WS	Range	TH	WS
Fist				--	--	--	--	--	--	--	--	--

Weapon:_____ Ammo: ❏ ❏ ❏ ❏❏❏❏❏❏❏❏❏❏❏❏ ❏❏❏❏❏❏❏❏❏❏❏❏❏❏

Weapon:_____ Ammo: ❏ ❏ ❏ ❏❏❏❏❏❏❏❏❏❏❏❏ ❏❏❏❏❏❏❏❏❏❏❏❏❏❏

Name:_____ Class:_____ (Grade 2)

Location (Die Roll)	Base	DR	Wound Level					
Head (1)	Brain=		BR=	BR=	Unconscious			
Torso (2-4)	Brawn= Guts=		BW= GT=	BW= GT=	BW= GT=	Unconscious		
Arms (5-7)	Musket= Blade=		MK= BD=	MK= BD=	MK= BD=	MK= BD=	No attacks Cannot carry	
Legs (8-10)	Dodge= Speed=		DG= SP=	DG= SP=	DG= SP=	DG= SP=	Crawl Only	
Mount (50%)	Dodge= Speed=		DG= SP=	DG= SP=	DG= SP=	DG= SP=	DG= SP=	Mount Dead

Skills:_____

Weapon	Close Combat			Short			Medium			Long		
	Range	TH	WS	Range	TH	WS	Range	TH	WS	Range	TH	WS
Fist				--	--	--	--	--	--	--	--	--

Weapon:_____ Ammo: ❏ ❏ ❏ ❏❏❏❏❏❏❏❏❏❏❏❏ ❏❏❏❏❏❏❏❏❏❏❏❏❏❏

Weapon:_____ Ammo: ❏ ❏ ❏ ❏❏❏❏❏❏❏❏❏❏❏❏ ❏❏❏❏❏❏❏❏❏❏❏❏❏❏

BLANK HERO/VILLAIN SHEETS

Name:_____ Class:_____ (Grade 1)

Location (Die Roll)	Base	DR	Wound Level (1)					
Head (1)	Brain=		BR=	Killed				
Torso (2-4)	Brawn= Guts=		BW= GT=	Killed				
Arms (5-7)	Musket= Blade=		MK= BD=	MK= BD=	No attacks Cannot carry			
Legs (8-10)	Dodge= Speed=		DG= SP=	DG= SP=	Crawl Only			
Mount (1) (50%)	Dodge= Speed=		DG= SP=	DG= SP=	DG= SP=	DG= SP=	DG= SP=	Mount Dead
Mount (2) (50%)	Dodge= Speed=		DG= SP=	DG= SP=	DG= SP=	DG= SP=	DG= SP=	Mount Dead

Skills:_____

Weapon	Close Combat			Short			Medium			Long		
	Range	TH	WS	Range	TH	WS	Range	TH	WS	Range	TH	WS
Fist				--	--	--	--	--	--	--	--	--

Weapon:_____ Ammo: ❑ ❑ ❑ ❑❑❑❑❑❑❑❑❑❑❑ ❑❑❑❑❑❑❑❑❑❑❑❑

Weapon:_____ Ammo: ❑ ❑ ❑ ❑❑❑❑❑❑❑❑❑❑❑ ❑❑❑❑❑❑❑❑❑❑❑❑

Name:_____ Class:_____ (Grade 1)

Location (Die Roll)	Base	DR	Wound Level (1)					
Head (1)	Brain=		BR=	Killed				
Torso (2-4)	Brawn= Guts=		BW= GT=	Killed				
Arms (5-7)	Musket= Blade=		MK= BD=	MK= BD=	No attacks Cannot carry			
Legs (8-10)	Dodge= Speed=		DG= SP=	DG= SP=	Crawl Only			
Mount (1) (50%)	Dodge= Speed=		DG= SP=	DG= SP=	DG= SP=	DG= SP=	DG= SP=	Mount Dead
Mount (2) (50%)	Dodge= Speed=		DG= SP=	DG= SP=	DG= SP=	DG= SP=	DG= SP=	Mount Dead

Skills:_____

Weapon	Close Combat			Short			Medium			Long		
	Range	TH	WS	Range	TH	WS	Range	TH	WS	Range	TH	WS
Fist				--	--	--	--	--	--	--	--	--

Weapon:_____ Ammo: ❑ ❑ ❑ ❑❑❑❑❑❑❑❑❑❑❑ ❑❑❑❑❑❑❑❑❑❑❑❑

Weapon:_____ Ammo: ❑ ❑ ❑ ❑❑❑❑❑❑❑❑❑❑❑ ❑❑❑❑❑❑❑❑❑❑❑❑

GLOIRE QUICK REFERENCE SHEET

INITIATIVE AND TURN SEQUENCE

Roll d10 for initiative. The player who rolls highest has the initiative. Then, starting with the model with the highest Dodge (DG) stat, the players take turns moving their models in the order of initiative.

STAT LINE

Brains (BR): This is a measure of mental fortitude. It is used in skill tests and some additional tests.

Brawn (BW): This represents a model's physical strength. The stronger the model the more damage it can cause.

Guts (GT): Guts is a measure of the bravery of a model. It is used to determine whether a model panics at the first sign of trouble or stands their ground against overwhelming odds.

Musket (MK): This measures the model's ability with thrown or fired weapons.

Blade (BD): This measures the model's ability in hand-to-hand combat.

Dodge (DG): This represents how quickly a model reacts to a situation. In ranged combat it represents a negative modifier, as models with faster reflexes are going to be harder to hit.

Speed (SP): This represents the distance which a model can move in one action.

Defensive Rating (DR): Defense value is the ability of a body location to resist damage. The higher this number, the tougher it is to damage that location.

Weapon Strength (WS): This is the damage that a weapon causes. The greater it is compared to the DR, the more damage done.

LIST OF ACTIONS

Models can perform one action upon their activation unless a special ability allows them additional.

Move: The model moves its Speed (SP) stat in inches.

Jump: All models can jump up to 1" for every 2 points (round up) of Brawn (BW).

Climb: Models climb at 1" per action.

Move/Jump & Shoot: This action combines a Move/Jump with shooting. Models doing this have a -5 modifier in ranged combat.

Shoot: This is the normal aimed shot taken by models. There is no modifier to hit.

Charge: This is a combined Move and Close Combat attack action. The charging model receives a +2 modifier.

Close Combat: This is the normal close combat attack. There is no modifier to hit.

Reload: The model may reload a weapon as per the rules in the Reloading section.

Use Ability: This action refers to anything unrelated to the actions already listed, such as using a special ability, untying a horse, lighting a fuse, etc.

Wait: The waiting model can perform an action at any time before the end of the turn. A model cannot, with one exception, use Wait to interrupt an opposing model's action; you can stop an opposing model at any point during its movement to use the Wait action.

Prone: Models that are prone are -2 to be hit. Prone models have their Blade (BD) stat halved.

Stand: This is the action used by models to get up after being knocked down or after being prone.

RANGED COMBAT

> (Attacker's MK stat +/- any bonuses + d10 result) against
> (Defender's DG stat + d10 result).

Cover

Obscured by terrain –2 to be hit both in close and ranged attacks. In base contact with the terrain, it is +2 DR to all body locations, except the head.

Height Differences

Models more than 2 levels above their opponent are considered obscured by terrain. Models more than 4 levels higher receive an additional –1 to be hit.

Target Movement Modifiers

A model that moves more than 3" but less than 6" is at –1 to be hit. If a model moves more than 6" they are –2 to be hit. If a model moves more than 9" it is –3 to be hit.

Multiple Shots

Models firing two hand weapons, each shot is at -1 to hit.

CLOSE COMBAT

> (Attacker's BD stat +/- any bonuses + d10 result) against
> (Defender's BD stat +/- any bonuses + d10 result)

Charging

A charging model receives a +2 bonus to hit when it charges.

Close Combat Outcomes—Attacker wins by 5+

The attacking player can choose one from the following outcomes

-Pushback
The attacking player can move the defending model 1" in any direction in the attacking model's 180° front facing.

-Draw Back
The attacking player moves his model 1" in any direction in that model's 180° rear facing. The defending model is then moved back into close combat.

-Turnabout
The attacker and defender trade places.

Close Combat Outcomes— Neither wins by 5 or more and ties

-Mutual Disengagement
Both the attacking and defending player move their models 1/2" away from each other, in any direction in their model's 180° rear facing.

Close Combat Outcome—Defender wins by 5+

-Repulse
The defending player moves the attacking model 1" in any direction in the attacking model's 180° rear facing.

DAMAGE FROM COMBAT

Roll d10 to determine the location. If the WS equals or exceeds the DR, one box is crossed off. If the DR is higher than the WS, the defender rolls a d10 and adds the difference between DR and WS to the roll. If the result is equal to or more than 10, then the damage is prevented.

If the WS is twice the DR, then two boxes are crossed off. If the WS of the attack is three or more times the DR, then three boxes are crossed off.

Unconscious

Models can try to regain consciousness by rolling a d10 and adding their last unmarked Brains (BR) stat -1. If the total is equal to or more than 10 the model has regained consciousness. Models that do not have an unmarked BR score, or whose BR stat -1 would equal 0 are considered to have a BR of 1.