

ALL FOR ONE

Régime Diabolique

RICHELIEU'S GUIDE TO

Warfare

❧ *Introduction* ❧

War is a bloody, brutal affair that inflicts pain and misery not only on the active participants, but also on the civilian population. War is not glorious, except in stories, and much of a soldier's life is spent facing hardship and unsanitary conditions. *All for One* is a game about stories, about small bands of heroes who face overwhelming odds and emerge victorious. It is also a game set against the backdrop of the Thirty Years War. Thus, while we do not intend to glorify war, it is necessary to discuss this aspect of humanity.

❧ *The Face of War* ❧

Warfare is, has been, and always will be, continually evolving. Advances in technology give way to new types of weapons and troops, and well as tactics and strategy. In ancient times, many wars would begin and end with a single battle. In the 17th century, wars are extended affairs, fought as a series of small engagements between companies, weakening enemy forces, and capturing territory, all the while jockeying for position at the strategic level. Months might pass before the field armies meet, and when they do, warfare is no longer about clashing armies grinding each other down in a grand melee. Commanders maneuver infantry squares and cavalry around the battlefield, seeking to gain the upper hand and exploit enemy weaknesses before committing their forces to the final assault.

Recruitment

In 1636, France's army stands at 132,000 soldiers, roughly half that of Spain. Of these, around one-quarter are full-time soldiers. With France now an active participant in the war ravaging the Germanic states, it requires more and more troops to ensure its safety. Commanders are responsible for recruiting their own men. They, or a gentleman officer under their command, visit the villages and towns, along with veterans paid to espouse the glories of military life.

Recruiters prefer to hire veterans, men who have already served, since they require only minimal refresher training—and they are also accustomed to life in the field—but the promise of three square meals a day and steady wages is often enough to lure young men out of a life of few prospects and into the army. Army service offers not only decent wages (when they are received), but also gives one a chance of social advancement. This in turn

Permission is granted to print this ebook. No site licence is given.

This game uses the Ubiquity Roleplaying System, developed by Exile Game Studio (www.exilegames.com). Ubiquity Roleplaying System, Exile Games Studio, and all associated logos and trademarks are copyright, Exile Games Studio, LLC. Used with permission.

©2010 Triple Ace Games. All For One: Règime Diabolique and all related marks and logos are trademarks of Triple Ace Games. All Rights Reserved.

Editing: Tom Cadorette
Template Design: Robin Elliott
Ubiquity System Design: Jeff Combos



WWW.TRIPLEACEGAMES.COM

New Flaws

The following Flaws are open to all characters.

Mental Flaws

Hard to Train: Like the proverbial old dog that cannot learn new tricks, your character is resistant to or inept with all new behaviors. You suffer a -2 to all non-Zero Level Skill rolls for your character. You earn a Style point any time your character or his allies suffer from your inability to learn new things or perform tasks outside your basic repertoire.

Loyal: While many people hold a certain loyalty to a cause, your character is devoted to one particular cause. She might be loyal to her friends, an organization, her country, or her faith. She will do anything to protect her cause from harm, and never leaves anyone behind. You earn a Style point any time your character's unswerving loyalty causes trouble for herself or her companions.

Multiple Personalities: Your character's mind plays host to two very different, often incompatible personalities. One personality may be dominant and may even repress the other, with the inactive personality being unaware of what the other does. At the Gamemaster's option, you may select a different Motivation for each personality. You earn a Style point whenever one of your character's personalities interferes with the life of the other or when your character is rejected by others because of his bizarre behavior.

can lead to better marriage prospects. Campaigning may also bring rich rewards in spoils of war, though this is not guaranteed.

Once they pledge loyalty, recruits are given basic funds, enough to equip themselves and then travel to the company's mustering station.

Wages

As mentioned in the core rules, getting paid can be troublesome. Typical rates for soldiers are shown below.

Officers: Colonels receive 200 *livres* per month, sergeant-majors 150 *livres*, captains 100 *livres*, lieutenants 40 *livres*, and corporals 25 *livres*.

Common men: Pikemen, musketeers, and grenadiers receive 10 *livres* per month, as do light cavalymen. Heavy cavalymen are awarded 20 *livres*. Gunner's mates have a wage of 10 *livres*, while master gunners earn 80 *livres*.

Note that a military character does not actually receive this money each month in his pocket—his actual income after expenses is covered by the Wealth Resource. For most characters, wages are likely to be spent very quickly, leaving nothing until the next pay day.

Unit Structure

The basic military unit is the company, a body of men typically between 100 and 200 strong. This is not a firm rule—the Gardes Françaises has 300-man companies, for instance. Each company is commanded by a captain, who is assisted by a lieutenant, a standard-bearer known as an ensign, and one corporal per 25 men. Unlike in 21st century military units, a corporal is a junior officer.

Ten companies form a regiment led by a colonel with a sergeant-major serving as his second. Again, the rank sergeant-major should not be confused with its modern counterpart—in the 17th century they are senior officers, second in rank only to their colonel. Regiments are typically named after their colonel. An army, which comprises one or more regiments, is led by a general.

The phrase “rank and file” stems from this era and relates to the standard battle formation of a company. Files run from front to back, while ranks run side to side. Hence, when a unit marches in single file it forms a line one man wide.

Companies and regiments are not always under state control. Colonels hold a commission from the king, but all recruitment, pay, discipline, and supply falls into their hands. Since the colonel pays the men, it is he to whom they hold the greatest loyalty. Furthermore, the Church has its own military units, men bound not so much by the lure of wealth as by religious conviction. In order to alleviate the burden of maintaining a full-time army, nations hire mercenary companies as and when required.

Rank

The Rank Resource table in *All for One* represents the King's Musketeers. The one below should be used for soldiers in other units. While improving the Rank Resource is enough to ensure promotion, Gamemasters may wish to impose limits.

As a captain, for instance, the character would be in charge of over 100 men—some Gamemasters may not desire the characters having ready access and command over such a fighting force. Historically, high ranking officers were of noble birth. The Gamemaster might rule that in order to reach Rank 2 or higher, the character must have Status 0 as a prerequisite.

Note that the Resource level number does not equate to seniority. The Musketeers' captain, M. de Tréville, may have Rank Resource 5, but he still holds the same military rank as a regular army captain with the Rank Resource 3. As a prestigious outfit, the Musketeers are accorded higher respect, hence they receive increased Resource benefits at lower military ranks.

Rank	Example	Benefit
0	Private	+1 bonus
1	Corporal	+2 bonus

2	Lieutenant	Bonus Resource
3	Captain	+4 bonus
4	Sergeant-Major	Bonus Resource
5	Colonel	+8 bonus

Troop Types

The age of heavily-armored knights thundering across the battlefield, with dark clouds of arrows launched by ranks of archers is long gone, made obsolete by the advent of gunpowder. In their places are squares of pike and musket, lighter and more mobile cavalry, and artillery pieces capable of shattering bone and rending flesh at ever greater distances.

Nations do not maintain large permanent armies due to the expense involved. Should the need arise, men are recruited or conscripted to fight on a temporary basis.

Infantry

Muskets are slow to reload, leaving musketeers susceptible to cavalry charges. In contrast, pike units are well protected against cavalry but highly susceptible to enemy musketeers. As a result, the two formations march together for mutual protection.

For ease of maneuverability and assembling, the standard formation is a central block of pikemen with musketeers on two flanks (known as sleeves), or on all four sides (known as a surround). The Spanish preference is for the *tercio*, a pike square with smaller musketeers squares at the corner (known as horns). When cavalry threaten, the musketeers withdraw into the pike square, leaving the horsemen facing a near-impenetrable line of bristling pikes. While a massed volley of muskets can be devastating, it also means there is a sizeable delay while the unit reloads. A common musketeer tactic is the countermarch. The front rank of musketeers opens fire, then walks to the rear of its line and begins the lengthy reloading process. Meanwhile, the second ranks steps forward and fires. Although the quantity of guns is reduced, the maneuver allows for a near-continuous stream of fire. A similar formation, the *caracole*, is employed by pistol-wielding cavalry.

In addition to pikemen and musketeers, grenadiers are employed. Strong and tall, grenadiers are most often employed in sieges, especially defensively. When the enemy breaches a wall, it is the grenadiers' task to advance and repel the attackers with their deadly gunpowder-laden iron orbs.

Cavalry

Thunderous charges by massed ranks of heavy cavalry are largely things of the past, though cavalry still have a place in modern warfare. However, just 12,000 of France's military are cavalymen.

Cuirassiers are heavy cavalry. Clad in three-quarter plate and armed with pistols, they are the modern counterpart of the medieval knight, though noble birth is not required. Their role is not to engage in melee, but to ride up to the enemy, unload their pistols into the massed infantry ranks, and beat a hasty retreat.

Demi-lancers are the last true remnants of the knight, though they are rarely employed any more. Clad in plate armor from the waist up, they are equipped with both lance and a brace of pistols. Their primary role is not a full frontal charge to shatter enemy lines, but to attack the weaker flanks and give chase to routing units.

Dragoons are light cavalry trained to fight both as cavalry and infantry (the King's Musketeers are dragoons).

Artillery

Artillery comes in two sorts: that intended for siege warfare and that intended for use on the battlefield. The former comprises heavy guns in static positions, while the latter is lighter and more mobile, able to be maneuvered to where it is most needed as the battle unfolds.

As well as cannons and culverins, mortars are employed for siege warfare. Mortars are much shorter than cannons, but of larger caliber. Since the 15th century, when mortars capable of firing stone shot weighing between half a ton and a ton were fashionable, the size of mortars has decreased. Partly this is due to the desire for mobility, but primarily it is a result of improvements in gunpowder. Whereas a century ago the weight of the ball was as important as the velocity in inflicting damage, more refined gunpowder allows smaller balls to be fired at greater velocities, producing similar levels of damage. Mortars fire at low velocity, short range, and high arc, allowing them to fire over walls and intervening obstacles. Unfortunately, this makes them little use on the battlefield, even against infantry squares.

Master gunners are men of learning as well as war. Mathematics is an essential skill for judging elevation, windage, range, and so on. Entire volumes dedicated solely to this aspect of warfare were written, and expected reading for a master gunner (see the sidebar on page 4 for details on these works).

Other Units

In addition to the soldiers of the *Maison du Roi* listed in *All for One*, France maintains other regiments of note.

Cardinal's Dragoon Regiment

As well as boasting his own musketeer company, Cardinal Richelieu founded the *Régiment de Dragons du Cardinal* in 1635. Despite its name, the 500-strong regiment is largely comprised of cuirassiers. Like the Cardinal's musketeers, Richelieu's cavalry regiment is fanatically loyal to him and his earthly causes, with little

Military Tracts

Many contemporary writers saw war as a science. Thanks to the printing press, treaties on warfare could reach a wider audience in the 17th century. The following texts are actual historical works. They are listed not because we expect the Gamemaster to read them, but as a means of tying reality to the fictional world of *All for One*. A character interested in increasing his Gunnery or Warfare might track down and read one of these works, or study it at a military academy.

Book of War (Leonhard Fronsperger, 1565)

Instructions for Gunners (Marc' Antonio Bellone, 1548)

Instructions for Artillery (Eugenio Gentilini, 1598)

Military Parallels (Francesco Patrizi, 1595)

On Artillery (Lechuaga, 1611)

On War (Machiavelli, 1521)

Precepts for a Modern Army (Ruscelli, 1595)

The Bombardier's Examination (Girolamo Cataneo, 1567)

The Tactics of Aelian (1616)

Theory and Practise of Modern War (Roger Barrett, 1598)

knowledge of his true nature. When wearing their armor, the cavalrymen sport red plumes on their helmets.

The 1st Company, known informally (and somewhat ironically) as the Devil's Riders because they favor blackened armor and black plumes, is the regiment's elite fighting force. The name also applies equally to the color of their souls, for they are all wicked men. Every member was former convicted of and sentenced to death for treason against King Louis. Richelieu secretly spared their lives in return for unquestioning loyalty to him, not the monarch.

Although they fight France's enemies, they are also engaged in activities against the people of France. As always, orders that would seem against the interests of France are given in loose terms, allowing Richelieu to brush aside any claims that he is somehow involved in agitating the peasants and nobility. As with all his minions, Richelieu is not above executing a few to help maintain the illusion that he a supporter of the King.

Guard Gendarmes

The *Gendarmes de la Garde*, a 200-strong company of cuirassiers, are the last true vestiges of medieval knights. Unlike the cuirassiers, membership in the prestigious company is restricted to members of the nobility.

Marines

Officially known as the *Compagnies Ordinaires de*

la mer, but colloquially as the *Troupes de Marine*, the marines are infantry under the command of the Ministry of the Sea. Founded by Cardinal Richelieu in 1622, they serve aboard ship. Richelieu has plans to extend their remit to include protection of France's colonial interests, especially in New France. At present, their strength is 50 companies, each of 100 men.

Fortifications

The advent of cannons has made medieval fortifications obsolete. Rounded, thin walls, ideally for stopping early siege weapons, have given way to low, yards-thick, sloping stone walls designed to deflect cannonballs. Towering gates have been replaced with small ones, less of a target for artillery and easier to defend should they be breached. Multi-story artillery towers and open platforms provide firing positions for defensive cannons, forcing the besiegers to erect their own defenses.

Most often the defenders erect *gabions*, wooden or wicker baskets filled with earth and staked to the earth to prevent them flying around when struck by a cannonball. When empty they are light and easy to transport.

As well as pounding the walls with relentless volleys of heavy shot, mining remains a key strategy. Against subterranean mining, the only sound defense is counter-mining. In narrow, dark tunnels attacker and defender fight close-quarter battles with pistols, daggers, and grenades. Surface attempts to undermine walls or plant explosive charges is countered not with boiling oil of old, but with angular bastions designed to provide overlapping fields of fire, preventing the enemy from seeking refuge at the base of the wall. Sconces, earthworks shaped like a truncated cone, provide an added layer of defense on the approaches, allowing musketeers and small cannons to break up massed assaults.

As a result of these defensive improvements, sieges require considerable manpower and time to properly invest. The siege of La Rochelle (1627-28), for instance, lasted 14 months and tied up over ten thousand soldiers and support personnel. War has become not only time-consuming, but also very expensive.

France's fortifications are sorely lacking. In 1625 Richelieu ordered the destruction of all castles and fortified positions not required for the protection of France. In essence, he removed the strongholds of the nobility, ostensibly to prevent them from ever rising up against King Louis. This act, as planned, only fueled their anger against the Cardinal and his puppet monarch.

Logistics

Logistics is a major issue in warfare, one a good commander must take into consideration when planning his next campaign. While an army may number thousands of soldiers, such figures rarely include all the necessary followers—bureaucrats, craftsmen, doctors, laborers, ani-

mal handlers, and so on required for a modern army to function. With defensive fortifications nigh impregnable, sieges require greater manpower and materiel than in ages past.

Cannons are just as hungry as soldiers, consuming thousands of pounds of gunpowder a day. In addition, cannons require large numbers of horses to pull them, and the horses require food as well. A rule of thumb from the age was one pair of oxen per 1,000 lbs or one pair of horses per 1,200 pounds. This figure assumes flat, dry ground—maneuvering artillery up hill in wet conditions requires extra beasts.

War is fought during summer because the weather is often better, men can be spared from the fields, and it is easier for an army to forage for supplies. In winter, it is nigh impossible for a large army to live off the land.

Life in the Field

Army life is tough, dirty, and uncomfortable—and that's before the enemy starts shooting at you. While officers sleep in tents and eat decent food, the common soldier most often sleeps beneath the stars, wrapped in a blanket if he is lucky. Rations are meager, and foraging is essential if one wants to eat well... or at all.

In order to alleviate the problem, especially in winter, Cardinal Richelieu has decreed that the local populace must accept soldiers into their homes, providing food and shelter for the brave soldiers of France. In return, the patriotic citizen is given a small tax exemption. Soldiers are unruly at the best of times, more so when bored. The tax break is also barely adequate to cover the increased expenses. As France's army grows ever larger, so more and more soldiers are forced upon the citizens when the campaign season ends. For this reason among so many others, resentment grows among the citizenry.

☪ Mercenaries ☪

Instead of being loyal soldiers of France, the characters might be members of a mercenary company. While the use of mercenaries is in general decline, the chaos of the Thirty Years War has given them a burst of life.

Mercenary characters are soldiers for hire, answerable to their captain and liable to be given orders the same as if they were regular soldiers. Later in the game, the characters may wish to form their own mercenary company, becoming, to a larger but not absolute degree, masters of their own destiny. After all, as a mercenary captain a character can pick and choose for whom he works, though he must remember he has men to feed—being overly picky may lead to problems with morale and discipline. While being a mercenary captain can form the basis of a great campaign, it does take *All for One* away from its roots as a game of swashbuckling action. Unless this is the Gamemaster's intent, the campaign might devolve into endless mass battles, and the endless struggle to cope with unit logistics instead of swashbuckling action.

It also carries with it the problem that rather than adventuring on their own, the characters may decide to take their entire company with them.

One added complication of running a mercenary campaign is the erosion of the core focus of *All for One*: loyal French men (and women) seeking to protect their homeland not only from the invading Spanish but also the infernal armies of Hell. As a general rule, mercenaries fight for money and can be of any nationality. Of course, nothing prevents a mercenary company being entirely French, or at least loyal to the nation, or from adopting a cause rather than the pay packet as their motive. The Gamemaster should think about such factors, and how it will impact adventures, before he allows playing mercenaries to form the core focus of his campaign.

Farming a Company

How a mercenary company is formed is largely down to the Gamemaster, specifically whether or not he actually wishes the characters to take that step.

Money is obviously important, since the soldiers must be equipped initially. However, men might flock to a character's banner because of his Fame or Status. Rank is not overly important—a mercenary can grant himself any rank he desires, though to rise above captain is a major social *faux pas* likely to harm the character's reputation. The Gamemaster should note that military rank and the Rank Resource are two entirely separate things; while a mercenary character may call himself a captain, unless he has the Rank Resource to match, he does not gain any its benefits.

Similarly, the Followers Resource is not required. At Rank 5, the character has a maximum of ten followers, hardly enough to form a mercenary company. However, the Resource can be used to represent the core of a mercenary outfit, men loyal to its commander for reasons other than how much gold and silver they earn.

As a minimum, we recommend a character looking to form a mercenary company has Fame 4, Status 2, or Wealth 3. Naturally, the player should also seek his Gamemaster's permission before proclaiming he has a mercenary company at his disposal. Of course, the Gamemaster may set whatever minimums he desires. He may simply allow the characters to recruit a company through roleplaying rather than having to meet any minimum game mechanics.

☪ Running Battles ☪

All for One makes no pretense or attempt at being a wargame, and despite the core characters being Musketeers, it is not a military roleplaying game. It is very much a game about small groups of brave, daring heroes who just happen to serve the King of France.

Any large field battle should be a backdrop to the characters' actions, not the focus. In cinematic terms,

Cannons and Culverins

The key difference between a cannon and a culverin is range. Cannons are designed for close range siege work or assaults, while culverins are intended for use at longer ranges, notably as anti-artillery pieces.

Culverins have longer barrels than a cannon, though this by itself does not account for their ability to fire shot further. Cannons are cast of iron, making them cheaper though less reliable than bronze culverins. However, it is the use of bronze which gives culverins their superior range. They are cast breech-down, a process which strengthens the breech and enables the weapon to safely handle a heavy powder charge.

As a rule of thumb, a culverin can handle a charge equal to four-fifths the weight of the shot, while a cannon is closer to two-thirds.

the camera is firmly focused on the lead characters, panning around every now and then to remind the audience (the players in this case) that the smaller action being witnessed is part of a much larger conflict.

The characters should not be part of the rank and file. On the main battlefield they can do little to affect the outcome, and a small group of men away from the protective shot and pike square are easy prey for musketeers and roving cavalry. Instead, the characters should be engaged in one or more special tasks. They might foray out to destroy or capture an enemy artillery position, defend a strategic farmhouse on the flanks against a sudden counter attack, kill an enemy commander, blow up a bridge to prevent the enemy summoning reinforcements, and so forth.

The overall outcome of the grand battle can be determined by the Gamemaster in advance, or decided by the characters' actions. For instance, the Gamemaster might rule that regardless of how well the heroes do, their army still loses the battle. However, their actions might save hundreds or thousands of lives, giving their enemy a Pyrrhic victory instead of a decisive one. Alternatively, the entire battle may hinge on the characters emerging victorious at their appointed task. If they destroy the enemy guns, for example, then their army goes on to win the field; failure means that the flanking maneuver is massacred, costing their allies' victory.

Regardless of how the outcome is determined, the Gamemaster is responsible for describing the unfolding battle in dramatic fashion, ensuring the greater struggle is not forgotten. Squares jockey for position, pikes bristling to ward off cavalry, muskets and cannons belch death and smoke, the battlefield shrouded in thick smoke that conceals the dying and wounded whose screams fill the air between volleys. Cavalry thunder around the flanks looking for weak spots in their enemy's line, only to be met by the crack of muskets and boom of cannons. Stan-

dards flutter, passing on important signals—or falter and fall as the bearer is slain, only to rise again through the dense fog of war as a soldier lifts it aloft and keeps the unit's hopes alive.

❧ *Military Campaigns* ❧

All Musketeers receive four zero-level Skills and two zero-level Resources. Non-Musketeer soldiers receive the same general benefits, but with a few differences.

First, a soldier's zero-level Skills depend on his specialty. All soldiers must take either Firearms or Melee (they may take both). In addition, grenadiers must have Athletics (with Throwing as the first specialty if one is taken), gunners require Gunnery, and cavalymen must take Ride. Beyond these required Skills, characters may pick any other Skills they desire to bring their zero-level starting Skills to four. Gamemasters should feel free to impose certain requirements or disallow certain Skill choices unless the player can provide good reason for his character to have them as Skills he learned during his formative years. A common pikeman is unlikely to have Academics or Natural Philosophy, for example, but nothing is impossible. Maybe he is a patriot and gave up his education to help drive back the Spanish invaders, or joined the army after learning of his family's death at the hands of Spanish invaders.

Second, all soldiers must take Rank 0 to represent their military rank. Gendarmes must have Status 0 (or better). Aside from these restrictions, the other choice of zero-level Resource is up to the player, but again it should tie in his the character's personality and backstory. We strongly suggest the second Resource is a Lackey, but this is not compulsory.

Campaign Advice

Since the Musketeers are part of the French army, soldiering is an aspect of their daily lives. While the Musketeers are a tight-knit band of brothers, they will often be called upon to fight alongside their less renowned comrades-in-arms. Friendships may form, giving non-Musketeers plenty of opportunities to be called on to give assistance in non-military adventures. Thus, there is ample opportunity to introduce non-Musketeers soldiers without altering the main focus of the game too much.

Being a soldier means the characters are at the beck and call of their superiors. This makes it very easy for the Gamemaster to involve the characters in adventures, but can remove a large amount of character options and free will, leaving players feeling their characters' aspirations and motivations have no impact on play. A good Gamemaster will blend the two, sometimes forcing the characters' hand by giving them orders, and other times using the characters' Flaws, Motivations, and backstories to hook them. Of course, even in the army, it is possible for the characters to stumble across an adventure, get-

ting drawn into the tale simply by being in the right place at the right time.

Siege

Sample adventure ideas concerning military life have already been explored in the *All for One* core rules. While a pitched battle can provide the backdrop for a single adventure, a lengthy siege can serve as the focus for multiple adventures, if not an entire campaign.

Characters trapped inside a fortified town or city might be ordered to sneak out and destroy or sabotage enemy cannons, disrupt or destroy enemy supplies, forage for supplies, acquire vital medical supplies, assassinate or capture enemy commanders, escape the cordon and summon reinforcements, carry a message to a distant ally, and so on.

As part of the besieging force, characters might be required to prevent the defenders carrying out any of the aforementioned actions, thwart forays trying to break the line, uncover a traitor in their camp, infiltrate the enemy fortification and make contact with a spy, make maps of defenses, open the gates, or plant explosives.

Inspiration

Gamemasters seeking inspiration on how to construct meaningful and exciting military adventures need look no further than the movies.

The *Four Musketeers*, a recommended movie for any *All for One* Gamemaster, depicts the Siege of La Rochelle, and shows how a small band of heroes, along with their hard-worked lackeys, can play a role in a siege without the need to involve the whole army. Although set almost

two centuries later, the *Sharpe* TV series, which tells the exploits of a band of soldiers against the backdrop of the Napoleonic Wars, has many excellent ideas suitable for conversion into a Musketeers adventure.

War films depicting other eras can also be inspirational, and often only a little reworking is required. For instance, what if the English had constructed a huge cannon (something far larger than anything actually built in the era) on the island of Guernsey, off the Normandy coast? The powerful battery is a menace to French shipping, forcing vessels to take a lengthy detour or risk being destroyed. France's Atlantic fleet is currently too weak to mount a seaborne assault, and sending an army would require France to pull valuable troops away from its troubled borders. Where the might of the army might fail, however, a small band of saboteurs might easily infiltrate the island, blow up the magazine, thus destroying the battery.

Perhaps the characters happen across a Spanish officer riding across the countryside, and they capture or kill him. They then discover a gold bar in his saddle bags, along with a note to his commanding officer explaining how Spanish forces have captured a French town boasting a royal mint full of gold. Instead of a mint, a rich monastery or abbey could have fallen into Spanish hands, with the gold bar replaced by a gold relic. Being patriotic, or just plain greedy, the characters might decide to liberate the gold before it can fall into the Spaniards' clutches. Gifting King Louis a treasure haul at a time of austerity might earn them future favors or a promotion.

Most will recognize these two ideas as essentially the plots of *The Guns of Navarone* and *Kelly's Heroes*, showing how easy it is to convert an idea to a different historical period.

Expanded Artillery Reference Chart

Weapon	Damage	Line	Str	Range	Cap	Cost*	Weight	Powder**
Falconet (2 lb)	3L	0	—	80 ft.	1/2	1,900	500 lb.	1.5 lb.
Falcon (4 lb)	4L	5 ft.	—	100 ft.	1/4	3,200	1,000 lb.	2.5 lb.
Saker (6 lb)	5L	10 ft.	—	120 ft.	1/4	3,500	2,500 lb.	4 lb.
Culverins								
Legitimate culverin (8 lb)	6L	10 ft.	—	150 ft.	1/6	3,800	1,500 lb.	6 lb.
Bastard culverin (16 lb)	8L	15 ft.	—	180 ft.	1/6	6,000	2,000 lb.	13 lb.
Great culverin (25 lb)	10L	20 ft.	—	200 ft.	1/8	6,900	3,500 lb.	20 lb.
Cannons								
Quarter cannon (16 lb)	8L	15 ft.	—	150 ft.	1/6	4,000	3,500 lb.	11 lb.
Half cannon (25 lb)	10L	20 ft.	—	180 ft.	1/8	5,000	7,000 lb.	17 lb.
Cannon (50 lb)	12L	25 ft.	—	220 ft.	1/10	10,000	9,000 lb.	33 lb.
Double cannon (100 lb)	16L	35 ft.	—	250 ft.	1/20	18,000	20,000 lb.	67 lb.

* Cost includes carriage. Reduce prices by one-third for artillery without a carriage.

** Weight of powder required per shot.

Alchemical Gunner

Archetype: Soldier

Motivation: Truth

Style: 3

Health: 5

Primary

Body: 2

Charisma: 2

Dexterity: 2

Intelligence: 4

Strength: 2

Willpower: 3

Secondary Attributes

Size: 0

Initiative: 6

Move: 4

Defense: 4

Perception: 7

Stun: 2

Skill	Base	Levels	Rating	Average
Academics: Math-ematics	4	2	6	(3)
Athletics	2	2	4	(2)
Con	2	2	4	(2)
Firearms	2	2	4	(2)
Gunnery	4	2	6	(3)
Magick: Alchemy	3	4	7	(3+)
Natural Philoso-phy: Chymistry	4	3	7	(3+)

Talents

Magickal Aptitude (Alchemy)

Resources

Lackey 0 (Mule)

Rank 1 (Master Gunner; +2 Social bonus)

Status 0 (Famous gunner; +1 Social bonus)

Flaw

Aloof (+1 Style point whenever his business-like attitude causes him trouble)

Weapons	Rating	Size	Attack	Average
Punch	0N	0	0N	(0)N
Wheellock Pistol	3L	0	7L	(3+)L
Grenade	4L	0	4L	(2)L

"I'd move further back; this might be a large explosion."

Character Background

I was born to a wealthy merchant and educated at the University of Paris, where I specialized in mathematics. Although the university did not teach natural philosophy, I found a private tutor, M. Louis de Ferrer, to provide instruction, for I had long been interested in chymistry.

I admit to being a man of great intellect, and I quickly learned the basics of the new science. M. de Ferrer, a strange, intense man, had hinted of greater knowledge, yet seemed reluctant to share his wisdom. After months of pestering, he relented and, still with some reluctance, gave me a book on alchemy. I knew the art was forbidden by law, branded as devilry by the ignorant and superstitious, but the prospect of learning such knowledge lured me to engage in experiments.

As my education into the forbidden art continued I found myself inexplicably nudged toward the subject of explosives by my patron. Oh, gunpowder is a fine invention, one that has revolutionized warfare, but the substances I created in that darkened laboratory were far more powerful. I had often pondered aloud what my future might hold. It was M. de Ferrer who suggested I put my learning to good use as a gunner in the service of the King. So it was I joined the army as a gunner's mate, but my knowledge of mathematics and gunpowder quickly saw me promoted to the position of master gunner.

My art, though it would be a death sentence were I discovered to be an alchemist, has been of great benefit. My comrades believe I grind my own gunpowder to a secret recipe, little knowing that the powder they use is far beyond the understanding of common science. Thanks to my knowledge my battery's cannons fire further and inflict more damage than those of my comrades.

My occupation is a means to an end, for it gives me the money to purchase equipment and access to ample supplies of chemicals. I believe that, given sufficient time and further understanding, I can create an explosive so powerful that it will make war a thing of the past, for no man would have the courage to unleash its devastating power on his fellow men.

Roleplaying

Your experiments are time-consuming and dangerous, requiring patience and dedication. You have neither the time for or interest in social niceties. Your experiments with explosives have revealed great potential, but you are eager for more knowledge.

Lovestruck Officer

Archetype: Noble

Motivation: Love

Style: 3

Health: 4

Primary

Body: 2	Charisma: 3
Dexterity: 3	Intelligence: 3
Strength: 2	Willpower: 2

Secondary Attributes

Size: 0	Initiative: 6
Move: 5	Defense: 5
Perception: 5	Stun: 2

Skill	Base	Levels	Rating	Average
Bureaucracy	3	3	6	(3)
Military			7	(3+)
Diplomacy	3	3	6	(3)
Firearms	3	2	5	(3+)
Melee	3	1	4	(2)
Performance	3	3	6	(3)
Ride	3	3	6	(3)
Dancing			7	(3+)
Warfare	3	1	4	(2)

Talents

None

Resources

Lackey 0 (Courtier)

Rank 2 (Lieutenant of Infantry; +2 Social bonus, bonus Resource)

Status 0 (Chevalier; +1 Social bonus)

Flaw

Hesitant (+1 Style point any time you or your allies suffer from your inability to make a choice)

Weapons	Rating	Size	Attack	Average
Punch	0N	0	0N	(0)N
Rapier	2L	0	6L	(3)L
Wheellock Pistol	3L	0	8L	(4)L

"Um...er...hang on, just give me a moment"

Character Background

Oh, sweet Madeline! How the days seem like years until next I might catch a glimpse of your porcelain skin and rosy red lips!

Madeline is my love, my angel, the reason my heart beats. She is the reason I joined the army. Of noble birth and born to luxury, I admit I had no intention of following my brother into the army, for it seemed too much like hard work, not to mention dangerous. No, I was content to spend my days dancing at court... at least until I saw Madeline, the daughter of a vicomte.

My heart skipped a beat and I felt quite faint as I saw her glide across the dance floor. I thought to ask her to dance, but my heart spoke before my mind could engage, declaring my undying love for her and my desire to make her my wife. She looked at me most queerly, and in no uncertain terms told me that she could marry only a man of action and adventure. She asked if I were such a man, to which I replied that I was not, but I could be if it would please her. She said nothing, but merely smiled a smile whose radiance could melt the thickest ice.

The next morning I begged my father to use his influence to acquire me a commission in the army. He tried to talk me out of it, but my heart, guided by love so deep the ocean seems but a puddle, was set on this course of action. So it was I became a lieutenant of infantry, assigned to the 9th Company of the Gardes Françaises.

Three years have passed, and still I await my chance to prove my valor and win Madeline's love. My commander, a fine captain and a gentleman, tells me I am a wonderful administrator, far too valuable to waste in battle. I am grateful for his kind words, but if I am to win my love I must sally forth into the heart of battle, with men at my side ready to obey my every order. It is a wretched life in the field, but I am at least of sufficient rank to continue my social affairs and catch the occasional glimpse of my true love.

And what of Madeline? She has married a young nobleman (a man of little adventure but great wealth), but I know she is locked in a loveless marriage arranged by her father. One day I will be the hero she desires, and on that day I shall make her my wife.

Roleplaying

Not only are you a reluctant officer, you are one well out of his depth when it comes to warfare. You crave the opportunity to prove yourself worthy of the honorific title "hero," but you can't decide what shoes to wear without hesitating, let alone lead men in the chaos of battle.

Loyal Scotsman

Archetype: Soldier

Motivation: Honor

Style: 3

Health: 5

Primary

Body: 3

Charisma: 2

Dexterity: 2

Intelligence: 3

Strength: 3

Willpower: 2

Secondary Attributes

Size: 0

Initiative: 5

Move: 5

Defense: 5 [7]*

Perception: 5

Stun: 3

Skill	Base	Levels	Rating	Average
Athletics	3	2	5	(2+)
Brawl	3	2	5	(2+)
Firearms	2	3	5	(2+)
Intimidation	2	2	4	(2)
Linguistics	3	1	4	(2)
Melee	3	2	5	(2+)
Ride	2	5	7	(3+)

Talents

Evasive Riding (May substitute Ride rating for his or his mount's Defense rating)

*Ride by Attack (When mounted, he can attack without stopping his mount's movement)

Resources

Lackey (Animal Handler)

Rank 0 (Private, Garde du Corps; +1 Social bonus)

Flaw

Loyal (The King; +1 Style point any time his unswerving loyalty causes trouble)

Weapons	Rating	Size	Attack	Average
Punch	0N	0	5N	(2+)N
Saber	2L	0	8L	(4)L
Wheellock Pistol	3L	0	8L	(4)L

*"That was no timorous
beastie, laddie!"*

Character Background

Aye, I'm no' a Frenchman, but dinna let that fool yer—I've served the King as loyally as anyone born in this country, and I'll continue t' do so until my death. If ye have any doubts we can step outside and settle our disagreement like men.

I came to France to fight the English, and now serve with the 1st Scottish Company of the Garde du Corps. Scotland and England may be tied on paper thanks to King James VI, but that does'na mean we Scots have t' like it. There's animosity there running back further than between you French and the English. Anyway, I've had my share of fighting the English. I would'na say it's out of m'blood yet, but the appetite is sated for now.

Och, dinna go talking to me aboot yon beasties living in the woods now. Scotland is a wild and desolate place, and we've a fair share of strange things. Nay, I've never seen anything I could call otherwordly, but only a fool brushes aside the old stories without looking over his shoulder at night.

Now witches and deviltry, that's proven fact. I was on patrol the other day, helping search for some wee children of the local nobleman as had gone missing when I stumbled across a cave deep in th' woods. I entered in good faith, thinking yon bairns were perhaps seeking shelter from the storm... only to be confronted by three weird sisters. They began "all hailing" me, calling me sire and lord. I questioned the crones, keeping them at arm's length, for something about them seemed rotten. They denied all knowledge of any lost bairns, claiming t' be outcasts due t' their ugly appearance.

I would perhaps have left then t' go about ma search, were I not fortunate enough t' knock over a table covered in a dark cloth. Underneath were the gnawed bones of a wee child. The crones immediately begged for mercy, claiming they could give me great power if I left them be. I discharged both my pistols in t' the nearest one before running through the others with ma sword.

Aye, these are dark times indeed, laddie, but men of honor and faith will win the day. Mark ma words! Now, let's go for a drink—you're looking awful pale.

Roleplaying

You are a foreigner, but one who has followed many of his countrymen into serving the King of France. You pride yourself on your honor as a Scotsman, a soldier, and a servant of King Louis, and any man who dares slander you will recant his words at the tip of your sword. Your loyalty to the King, and what he stands for, is unswerving in the face of adversity.

Vengeful Pikeman

Archetype: Soldier

Motivation: Revenge

Style: 3

Health: 5

Primary

Body: 2	Charisma: 2
Dexterity: 2	Intelligence: 2
Strength: 4	Willpower: 3

Secondary Attributes

Size: 0	Initiative: 4
Move: 6	Defense: 6*
Perception: 5	Stun: 2

Skill	Base	Levels	Rating	Average
Academic: Occult	2	1	3	(1+)
Athletics	4	2	6	(3)
Brawl	4	1	5	(2+)
Con	2	2	4	(2)
Intimidation	2	3	5	(2+)
Staredown			6	(3)
Melee	4	4	8	(4)
Spears			9	(4+)
Survival	2	3	5	(2+)

Talents

Parry (Perform Parry as reflexive action)

* Strong Defense (Use Strength instead of Body when calculating Defense)

Resources

Contacts 0 (Catholic Church; +1 Social bonus)

Lackey 0 (Street Urchin)

Flaw

Impulsive (+1 Style point whenever his impulsiveness gets him or his companions into serious trouble)

Weapons	Rating	Size	Attack	Average
Punch	0N	0	5N	(2+)N
Pike	4L	0	13L	(6+)L

"Stop talking, there's killing to be done."

Character Background

Listen, boy, and listen hard. Your parents are dead, slain by a demon. Do not cry! Store your grief, use it to fuel your anger. That will make you strong, for if you are to follow me and learn, then you cannot be weak. You will learn to hunt, to kill, as I did.

I was a soldier once, a mercenary pikeman in the service of the King. No, I have never met him—he does not consort with the common soldier, lad. My company was patrolling the wood by the light of the full moon. Earlier we had found a deserted farmstead, and our officer thought there were perhaps Spanish soldiers nearby. But it was not the Spanish that attacked us that night.

I heard the screams from the right flank first. Our officer tried to rally the men to stand, for our pikes are fearsome weapons when used correctly, but fear had gripped their hearts and they fled. I heard each one scream, each one beg for mercy before his life ended. So it was that my officer and I stood alone.

Then we heard it, moving softly through the undergrowth, stalking us like we were deer. Of course, I was afraid, boy—only a fool would not be. My officer took what he called the honorable way out, blowing out his brains rather than be devoured by whatever terror lurked just out of sight.

It seemed to watch me for hours, but it could not have been more than a few minutes. Then it came, a shadow with claws and teeth like scythes. I acted without thought, for a moment's hesitation would have been my death. As it leapt I raised my pike, impaling the beast through its black heart.

I do not know how many of them there were, but a hundred good men died that night at the cost of just one of Satan's hounds. I feel to my knees, vowing before God to avenge each and every one by slaying ten demons for every friend I lost. I do not know how many I have slain, nor in truth do I care. When I am called to God I shall learn whether I fulfilled my vow or not, and be judged accordingly if found wanting.

Come now, boy, we must be on our way. The full moon is rising and there is hunting to be done.

Roleplaying

Your heart is filled with a soul-consuming desire for vengeance against the beasts that slew your comrades. Your terrible thirst makes you impatient—while others discuss plans, innocents die. Although you slay creatures of darkness you do not boast of your deeds. To admit they exist would empower them and cause their victims to lose their faith.

Sample Lackeys

As well as being sample lackeys, the statistics below can serve for basic soldiers, especially if the Gamemaster is using the optional Sword Fodder rules.

Camp Follower

Follower 0

Primary Attributes: Body 1, Dexterity 2, Strength 1, Charisma 2, Intelligence 2, Willpower 1

Secondary Attributes: Size 0, Move 3, Perception 3, Initiative 4, Defense 3, Stun 1, Health 2

Skills: Gambling 3, Larceny 4, Streetwise 4

Talents/Resources: None

Flaws: Poor (+1 Style point whenever she spends her money unwisely or is unable to buy a basic resource)

Weapons: Punch 0N

Dragoon

Follower 0

Primary Attributes: Body 2, Dexterity 2, Strength 2, Charisma 1, Intelligence 1, Willpower 1

Secondary Attributes: Size 0, Move 4, Perception 2, Initiative 3, Defense 4, Stun 2, Health 3

Skills: Firearms 4, Melee 3, Riding 4

Talents/Resources: None

Flaws: Overconfident (+1 Style point when he is forced to ask for help or when his bravado gets him in over his head)

Weapons: Punch 0N, Saber 5L, Wheellock pistol 7L

Grenadier

Follower 0

Primary Attributes: Body 2, Dexterity 1, Strength 3, Charisma 1, Intelligence 1, Willpower 1

Secondary Attributes: Size 0, Move 4, Perception 2, Initiative 2, Defense 3, Stun 2, Health 3

Skills: Athletics 4 (*Throwing* 5), Bomb Making 4 (*Fuses* 5)

Talents/Resources: None

Flaws: Hard of Hearing (+1 Style point whenever his poor hearing gets him into trouble or causes a critical misunderstanding)

Weapons: Punch 0N, Grenade 4L

Logistics Arranger

Follower 0

Primary Attributes: Body 1, Dexterity 1, Strength 1, Charisma 2, Intelligence 3, Willpower 1

Secondary Attributes: Size 0, Move 2, Perception 4, Initiative 4, Defense 2, Stun 1, Health 2

Skills: Bureaucracy 4, Streetwise 4 (*Haggling* 5), Warfare 4 (*Logistics* 5)

Talents/Resources: None

Flaws: Aloof (+1 Style point whenever his business-like attitude causes him trouble)

Weapons: Punch 0N

Musketeer

Follower 0

Primary Attributes: Body 2, Dexterity 2, Strength 2, Charisma 1, Intelligence 1, Willpower 1

Secondary Attributes: Size 0, Move 4, Perception 2, Initiative 3, Defense 4, Stun 2, Health 3

Skills: Firearms 5, Melee 4

Talents/Resources: None

Flaws: Impulsive (+1 Style point whenever his impulsiveness gets him or his companions into serious trouble)

Weapons: Punch 0N, Matchlock musket 8L, Dagger 5L

Officer

Follower 1

Primary Attributes: Body 2, Dexterity 2, Strength 2, Charisma 2, Intelligence 2, Willpower 2

Secondary Attributes: Size 0, Move 4, Perception 4, Initiative 4, Defense 4, Stun 2, Health 4

Skills: Athletics 4, Intimidation 4, Firearms 4, Melee 4, Warfare 4

Talents: None

Resources: Rank 1 (Corporal; +2 Social bonus)

Flaws: Stubborn (+1 Style point when his inflexibility causes him trouble)

Weapons: Punch 0N, Axe 7L

Pikeman

Follower 0

Primary Attributes: Body 2, Dexterity 1, Strength 3, Charisma 1, Intelligence 1, Willpower 1

Secondary Attributes: Size 0, Move 4, Perception 2, Initiative 2, Defense 3, Stun 2, Health 3

Skills: Athletics 4, Brawl 4, Melee 5

Talents/Resources: None

Flaws: Impulsive (+1 Style point whenever his impulsiveness gets him into serious trouble)

Weapons: Punch 4N, Pike 9L

Trainee Master Gunner

Follower 0

Primary Attributes: Body 1, Dexterity 1, Strength 2, Charisma 1, Intelligence 3, Willpower 1

Secondary Attributes: Size 0, Move 3, Perception 4, Initiative 4, Defense 2, Stun 1, Health 2

Skills: Academics: Mathematics 5, Gunnery 6

Talents/Resources: None

Flaws: Condescending (+1 Style point whenever he establishes his own superiority)

Weapons: Punch 0N