Mousquetaires du Roy

A game designed by François Combe & Gilles Lehman – Illustrated by Nériac & Arnaud Demaegd
Developed by Cyril Demaegd – FAQ and forum: http://www.ystari.com – English rules editing by W. Eric Martin, BoardgameNews.com

Thanks to: *Hats off to monsieur Alexandre Dumas! A musketeer's embrace to Nico, Fabien and Karine, and we cannot forget David and Stéphane, our favorite testers. A big thank you from François to his friends from Réel, Terres Chamanes and Ordalie and a heartfelt dedication to the three Benoîts, to Louis and to Ghislain. A bouquet of kisses from Gilles to Lady Flo and the two small musketeers Oriane and Virgile. Bravo to Céline and Hugo for taking the diamonds back to the Louvre. A friendly hello to Yves Renou and François Haffner. Finally, Ystari dedicates this game with all its heart to the memory of Vincent Moirin, the musketeer who left us far too early. We miss you.*

Contents of the box

- 1 game board showing plot locations
- 4 individual character cards for the Musketeers
- 5 figurines (Milady and 4 Musketeers)
- 10 special dice (6 blue and 4 red)
- 2 double-sided quest boards
- 70 tokens
- 110 cards
- 1 hourglass
- 1 screen
- these rules and the game guide



Validation token



Epic token

Once upon a time...

1625. D'Artagnan, a young man fresh out of Gascony with ambitions of becoming a musketeer for the King – a "Mousquetaire du Roy" – makes the acquaintance of Athos, Aramis, Porthos and the beautiful Constance, linen maid to the Queen. Soon he finds himself at the heart of an adventure with France's destiny at stake. Indeed, Cardinal Richelieu, prime minister to King Louis XIII, will stop at nothing to discredit the Queen of France in order to further strengthen his power in the country. To that end, he has arranged a grand ball where the Queen will be expected to wear the magnificent diamond jewelry given to her by her husband. Unfortunately, she has impulsively given the jewels to her lover, the Duke of Buckingham. This matter is all the more serious as the relations between the two countries are tense: England supports the Protestant rebels of the city of La Rochelle, to which King Louis XIII has arduously laid siege for a long time. With a lady's honor and the stability of the kingdom at stake, the Musketeers decide to intervene – but the perfidious Milady de Winter, an agent of the Cardinal, is determined to thwart them...



Objective of the Game

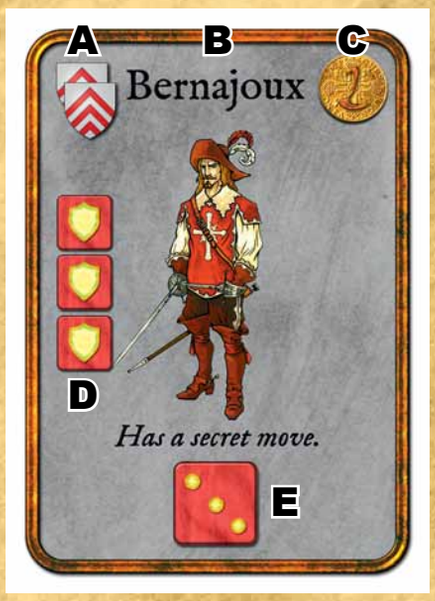
In this game, two sides battle against one another. On one side are the Musketeers: **To win, they must finish their quest for the Queen's jewelry before time runs out**. On the other side is Milady: **Her objective is to prevent the Musketeers from completing their mission**, whether by exhausting their time or by causing one of the events that end the game: military defeat in La Rochelle, dishonor of the Queen at the Louvre, or the death of Constance in Paris.

Milady

1



2



2



3



4



5



6



Milady has many weapons that can harm the Musketeers:

1) Rochefort: Milady's bodyguard and one of the finest swordsmen in France. Thanks to him, Milady can interfere with the Musketeers' plans by hindering their progress through duels.

A) Health: The number of life points Rochefort has.
B) Combat: The number of red dice that Rochefort rolls in combat.
C) Technique: Rochefort's secret maneuver.
D) Reward: If the Musketeers put Rochefort out of action (see below), they receive a "One for all, all for one" card as a reward.

2) Adversaries: In addition to Rochefort, Milady has an army of henchmen that she can send against the Musketeers. These adversaries are:

- 12 adversary cards for missions in Paris or at the Louvre.

  A) Strength: The adversary's rating, between 1 and 3 (see below).
  B) Name: The adversary's name.
  C) Reward: What the Musketeers earn if they defeat this adversary.
  D) Technique: The adversary's secret maneuver.
  E) Combat: The number of red dice that the adversary rolls in combat.

- 27 adversary tokens for the quest for the Queen's jewelry. Again, Milady uses the red dice for combat purposes.

3) Traps (5 cards): In addition to the adversaries, Milady can play trap cards to place additional obstacles in the path of the Musketeers.

4) Treachery (15 cards): These cards allow Milady to bring misfortune to the Musketeers. Milady can play a Treachery card at the beginning of each turn.

5) Paris (6 cards): These cards represent Milady's plots in Paris, and they trigger unfortunate events at the end of each turn in which they remain in play.

6) Louvre (8 cards): These cards represent missions meant to disgrace the Queen at the Louvre, but they are a double-edged sword. If the Musketeers act quickly at the Louvre, they earn money and Epic tokens that will help them in their quest for the jewelry; if they take too long, however, the Queen's honor suffers inexorably.

7) Location (6 cards): These cards show Milady's possible destinations in a turn.

The Musketeers









Each Musketeer has a corresponding figurine and a character card describing his skills:

1) Name: The name of the character chosen by the player.

2) Portrait: An illustration of the character in the game.

3) Health: The number of life points a Musketeer has. Each time he is wounded, move the life points marker down. If the marker reaches the blue heart, the Musketeer is out of action – but not dead!

4) Skills: These values represent the ability of a Musketeer in the social skills of a gentleman of that time, namely **Erudition** (a book), **Nobility** (a chess piece), **Gallantry** (a rose) and **Panache** (a feather). The higher the value, the better the Musketeer.

5) Combat: The number of blue dice the Musketeer rolls in combat.

6) Technique: The Musketeer's secret maneuver. Achieving this maneuver with the blue dice helps him win duels. During the course of the game, a Musketeer can improve his technique.

7) Additional skills: During the game, a Musketeer can acquire up to two additional skills, which are placed in these areas.

8) Equipment: During the game, a Musketeer can acquire equipment such as pistols and armor and place it in these two areas.

9) Special ability: Each Musketeer boasts a special ability:

- **D'Artagnan (swordsman extraordinaire):** D'Artagnan is a master of the duel, so he starts with a better secret maneuver than his comrades and can acquire a second secret maneuver during the game.
- **Aramis (extreme cunning):** Aramis is the most thoughtful Musketeer, and his cunning plans solve many a problem. Once per turn, he can use one Adventure card (see below) to earn a +1 bonus for any type of challenge, or to earn one additional blue die for combat.
- **Athos (dark secret):** Athos is Milady's ex-husband, so he's the only one who is aware of her dark past. Consequently, for fear of being found out, Milady will never send Rochefort after Athos. No encounter between Athos and Rochefort will ever take place.
- **Porthos (exceptional vigor):** Porthos is a force of nature, so he has two more life points than his comrades.

During the game, the Musketeers will use the deck of **Adventure cards** to influence the game and interact with Milady. There are three types of Adventure cards:

A) 24 Skill cards (6 each of Erudition, Nobility, Gallantry and Panache) – They will be used for challenges.

B) 16 Combat cards – They will be used in duels. Amongst them are three **double Combat** cards which count as two Combat cards.

C) 7 Character cards – They help the Musketeers during the course of their quest.

Note: During the game, the players may speak freely of the cards they have been dealt and show each other their cards, but when doing so they must also inform Milady. (In other words, they may not whisper or show each other their cards discreetly.)

The Game Board



The game takes place on a game board showing various plot locations. The game board is divided into sections as follows:

1) Tracks: The left track shows how much time has elapsed for the Musketeers. The right track indicates how much money they share. (The pistole is the currency of the time.)

2) Arsenal: This holds the Equipment and Upgrade tokens that Musketeers can acquire during the game.

3) Quest for the Queen's jewels: This is the main location of the game and is composed of two double-sided boards representing the four stages of the Musketeers' adventure. In order to triumph, they must conquer each stage in order, confronting Milady's "army" and using the Epic tokens gathered throughout the game.

4) Milady: This area, which is off-limits to the Musketeers, is where Milady hatches her plots while in Paris. This is also where Rochefort's characteristics are located.

5) Richelieu: The main area where Milady gathers her Treachery cards. The Musketeers can visit this location to try to thwart the evil beauty, but at the risk of being imprisoned if they can't find her!

6) Vieux Colombier: The Musketeers' accommodation. If they are out of action, this is where they regain their strength.

7) La Bastille: The prison where the Musketeers are occasionally sent. To escape, they must fight or bribe the guards; if successful, they then move to Vieux Colombier.

8) Paris: This is where Milady plays her Paris cards.

9) Le Louvre: The location where Louvre cards – which harm the Queen's honor – are played.

10) La Rochelle: At the end of each turn, players assess the progress of the siege of La Rochelle. If all goes well, the Musketeers will be rewarded; if not, crafty Milady can win the game!

General Rules

Throughout the game, the Musketeers must complete missions, during which they will face three types of situations: **challenges**, **duels** and **traps**. To complete a mission, the Musketeers must overcome all the challenges, duels, and traps that comprise the mission.

1) Challenges: A challenge is a test based on one of the Musketeer's skills (Erudition, Nobility, Gallantry or Panache) with a level ranging from 5 (easy) to 8 (difficult). To succeed, a Musketeer must use his existing skill level and play relevant Adventure cards (for example, one or more Nobility cards for a Nobility challenge). Each played card adds 1 point to the Musketeer's skill for that challenge. He can play as many cards as he wishes as long as they are the right type. When the Musketeer's skill level matches the level of the challenge, he overcomes it and places a Validation token on top of the challenge. Any cards played are discarded!

2) Duels: A duel is a battle between a Musketeer and an adversary, who is played by Milady. To resolve this combat, each side will use its dice (blue dice for the Musketeers, red for Milady). The dice are rolled simultaneously.

- The Musketeer rolls a number of blue dice equal to his combat rating (with a base level of three dice), plus one die for each Combat card (or two dice for each double Combat card) that he plays. A Musketeer cannot roll more than six blue dice. The Musketeers may also use equipment to improve their chances. (See "Getting Equipped")
- Milady rolls the number of red dice shown on the adversary card or token. What's more, the adversaries usually boast a special ability.

Technique: Once he has rolled the dice, the Musketeer sees whether he has achieved his secret maneuver. If three of the dice correspond to the maneuver displayed on his character card, he succeeds. As a result, the adversary loses a life point (see "Wounds") and his red dice are ignored – except for his special skill, which can still work. ("Jussac," for example, inflicts a wound no matter what happens to him.)

Note: If d'Artagnan has two secret maneuvers, rolling either one counts as a success.

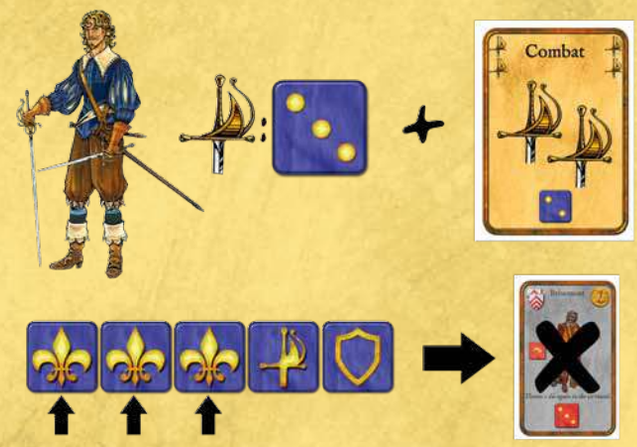
Milady controls a few adversaries who also possess a secret maneuver. If they achieve their maneuver, they automatically win the duel and the Musketeer loses one life point. If both sides achieve their secret maneuvers, then each loses one life point.

Other results: If neither side achieves its secret maneuver, the Swords and Shields rolled during that round of combat are compared against each other. (A Musketeer's Lilies are no longer of any use.) Each red Shield cancels one blue Sword, and each blue Shield cancels one red Sword. Each Sword that is not cancelled removes one life point from the opponent.

In the event of a draw: After the dice are rolled, if no side has inflicted damage to an opponent, there is a draw. Each side removes one die from play and rolls again. (The Musketeer cannot play more Combat cards at this time.) If another draw occurs, repeat this process until at least one side takes damage or no dice remain.



Example: D'Artagnan arrives at the Louvre to investigate an affair involving poisons – a Panache challenge with a level of 7. D'Artagnan's Panache level is 4, so he plays three Panache cards (+3). The challenge is therefore overcome. Place a Validation token on top of the challenge to indicate this, then discard the Panache cards that were played.



Example: Aramis is taking on evil Brisemont. He decides to play a double Combat card, so he rolls 5 blue dice. Milady, who represents Brisemont, rolls 3 red dice. Aramis gets 3 Lilies, 1 Sword and 1 Shield. Because his secret maneuver requires 3 Lilies, he wins the fight and Brisemont is pitifully eliminated without even considering the result of his dice.



Example: Athos takes on an opponent with 3 blue dice against 2 red dice. He gets a Shield, a Sword and a Lily; his opponent gets a Sword and a Shield. Both sides cancel each other out, so Athos now rolls 2 dice, getting a Sword and a Lily. The opponent rolls a single die and gets a Shield. Another draw occurs. So Athos now rolls 1 die while the opponent doesn't roll at all. If Athos gets a Sword, the opponent loses 1 life point; if he gets a Shield or a Lily, the duel will once again end in a draw.

If both sides no longer have any dice left to roll, the battle ends, and the duel is a failure. Another duel will have to take place later to defeat this opponent.

Wounds: Each Musketeer has three life points on his character card (except for Porthos, who has five). When a Musketeer is injured, he records it by lowering his life point marker. If he drops to zero (to the level of the blue heart), he is out of action. Move his figurine to the Vieux Colombier and lay it down on the game board.

The adversaries generally have only one life point. As soon as they're injured, they are removed from the game. That said:

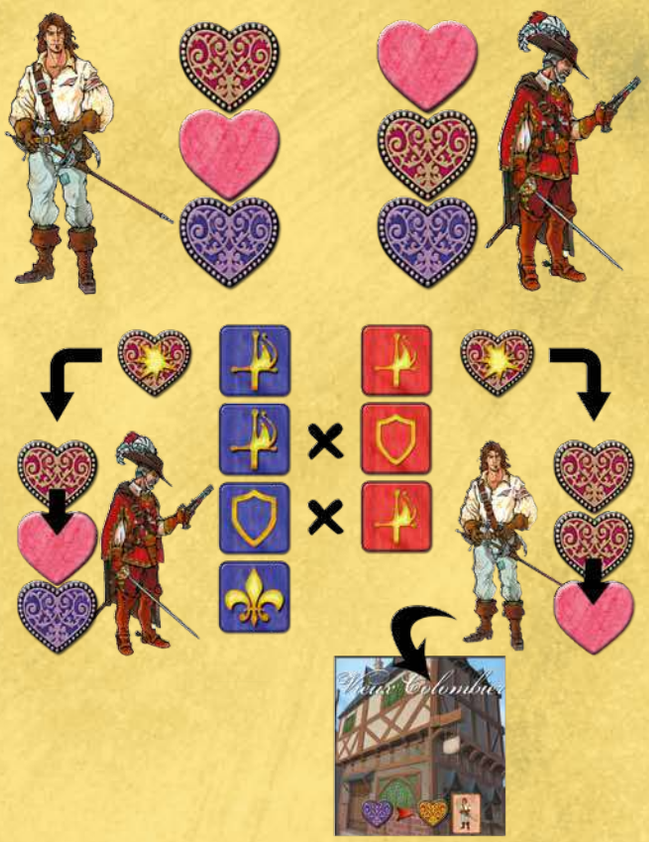
- The "Henchman" adversary always goes back to Milady's hand instead of being removed from the game.
- Rochefort has five life points, and Milady can heal him by using certain Treachery cards, such as "Balm."
- Cavois has two life points.

Failure: If a Musketeer is injured (by losing at least one life point) but does not eliminate his adversary, or if both players have no more dice, then the duel ends. Another duel must take place later to defeat this opponent.

Rewards: If a Musketeer manages to eliminate his adversary, he gets a reward: the pistoles and/or the Epic tokens indicated in the top right corner of the adversary card. Add the pistoles to their shared purse, and place the Epic tokens on the current quest board (see below).

3) Traps: These cards are played by Milady alongside the adversary cards (with no more than one trap card per mission). They lay down specific conditions wherever they are played, and the Musketeers must abide by them. The traps are cleared either when they are resolved ("Beggars," "Harlot," "Nemesis") or when the mission is completed, whether successfully or not ("Thief," "Assassin"). Milady can never use that trap again.

Example: D'Artagnan has only one life point left and is fighting Cavois (who has 2 life points and rolls 4 red dice). D'Artagnan adds two Combat cards in order to roll 5 dice and gets 2 Swords and 3 Shields; Cavois gets 2 Swords and 2 Shields. The duel is a draw since no damage was inflicted, so d'Artagnan and Cavois take away one die and roll again...



Example (continued): With his 4 dice, d'Artagnan gets 2 Swords, 1 Shield and 1 Lily. Cavois, who has only 3 dice left, gets 2 Swords and 1 Shield. He counters only one of the two swords, so he loses 1 life point. (He has 1 left.) D'Artagnan loses his last life point. He is out of action, so the player lays the figurine horizontally on the Vieux Colombier. Had he not lost this life point, d'Artagnan would not have been put out of action, but the duel would have been a failure anyway as Cavois is still alive.



Game Turns (five players)

The game takes place in **turns**, and each turn has **four phases**.

I - Milady

1) Destination

Milady chooses one of her six Location cards and places it face down near the board. This card represents Milady's destination during this turn. Depending on the Musketeers' actions, this choice may result in confrontations with Rochefort (see below).



A Location card (La Rochelle)

2) Paris card

If Milady holds a Paris card, she can place it on the corresponding area of the game board, if she wishes to do so. Any Paris card already located in this area is removed from the game.

3) Treachery

Milady can either:

- Draw the top Treachery card from her deck and add it to her hand, or
- Play a Treachery card she already holds. The consequences of that card take effect immediately.

The players then move on to the next phase.

II - Musketeers

Each Musketeer who is not out of action due to combat can carry out **three actions**. The Musketeers can play in any order they wish, but the currently active Musketeer must execute all three of his actions before another Musketeer can play. The actions available are shown on each Musketeer's character card.

A Musketeer can carry out the same action several times. (For example, he can draw three times.)

1) Draw an Adventure card

The player draws the top Adventure card from the deck and adds it to his hand.

Note: If the Adventure card deck runs out, shuffle the discarded cards to create a new deck.

2) Move

The player moves his figurine from its current location to any other location allowed. Allowable locations for the Musketeers are labeled with white letters. Thus, they cannot go to Milady's or to La Bastille.

Note: Obviously, a character cannot be moved onto the tracks or to the Arsenal.

3) Trade

The player can trade Adventure cards and equipment (see below) with **one** other player present in the **same location**. Trades between three players are forbidden. This process costs only one action to the player who instigates the trade. Trades are unlimited and at each player's discretion, so it is possible for a player to give away all his cards and get none in return if he so wishes.

4) Play a Character card

The player discards one of his Character cards and applies its effects.

Note: There is no need to be in any specific place to play a Character card. For example, the "Mr. de Bassompierre" card can be played even if the Musketeer does not find himself in La Rochelle.

5) Reinforce La Rochelle

A player located in La Rochelle can place one Combat card face up by the game board. These cards will be used to resolve the siege of La Rochelle during phase III.

Important: The Musketeers cannot play more than three Combat cards in La Rochelle, but they can play double Combat cards. The "Mr. de Bassompierre" character card is included within this limitation. Once a card has been played, it cannot be swapped for another.

Note: Aramis may not make use of his power in La Rochelle to place a card.

6) Overcome a Challenge

A player located in the same place as a challenge can overcome it by following the instructions described in the general rules (see above).

7) Attempt a Duel

A player located in the same place as an adversary can challenge him to a duel by following the instructions described in the general rules (see above).

8) Get Equipment or Upgrade

Wherever he is, a player can buy Equipment or Upgrade tokens from the Arsenal. He can buy up to **two items** in one action. The purchased tokens (except the balm) are then placed on the corresponding areas of the player's character card. A player cannot have two identical items on his card (for example, two pistols or two Nobility skills). If a player has no space left, he can replace one of his tokens, removing the replaced token from the game. The number of tokens is limited (for example, only two pistols), so if one type of token runs out, it is no longer available for purchase.

Note: The players can trade equipment with one another but not upgrades.

a) Equipment:

• **Thoroughbred:** A thoroughbred enables a free Move action from one place to another, once per turn.

• **Pistol:** A player equipped with a pistol has one extra attack available at the beginning of every duel, so he adds a "Sword" to his first dice roll. In the event of a draw after the first round, the pistol is no longer available for the rest of the duel.

• **Armor:** A player equipped with armor has one extra defense for the duration of a duel. In each round of a duel, he adds a "Shield" to the result of his die roll; if he rolls no dice, he still has one Shield.

• **Toledo Sword:** A player equipped with a Toledo sword may reroll one die during a duel. This reroll is not compulsory and can take place once during any round of a duel.

b) Upgrades:

• **Balm:** A player who buys the balm immediately regains two life points. This token is then removed from the game.

Note: It is not possible to keep the balm for later use.

• **Improved secret maneuver:** A player who buys the improved secret maneuver places it on his character card on top of his former secret maneuver, replacing it.

*Note: The upgraded maneuver costs not money, but a Combat card. If d'Artagnan buys this maneuver, he places it on the empty space on his card and can use it **in addition** to his previous secret maneuver.*

• **Upgraded skill:** A player who buys an upgraded skill places it on his character card. From that point on, his basic score in that particular skill is raised by one.

Note: Two of each skill are available in the Arsenal. A player can buy any skill he likes as long as it is available.

Wounded Musketeers:

If a Musketeer has been put out of action during the previous turn or during phase I of the current turn due to a wound inflicted by Milady through a Treachery card, he cannot execute his three actions. Instead, he stands up his figurine, regains all his life points, and draws an Adventure card. His turn then ends.

Note: To indicate to other players that his turn has ended, a Musketeer can flip over his Character card.

End of the Phase:

As soon as each healthy Musketeer has executed his three actions, the phase ends. If the Musketeers have been unable to discover where Milady has gone during the turn (see below), she can now reveal her Location card and execute the corresponding action, if any (see "Locations").

Rochefort

Depending on the Location card chosen by Milady, the Musketeers may have to confront Rochefort, her bodyguard. Indeed, if Milady has decided to go to Paris, to the Louvre, or to the Quest boards, she can try to prevent the Musketeers from overcoming a challenge, a duel or a trap.

Milady Unveiled:

If Milady is located where a player attempts to complete a mission (i.e., overcome a challenge, a duel or a Paris card – but no other action, such as drawing a card), she must reveal herself by showing her Location card and by moving her figurine accordingly. The action to be attempted by the Musketeer is then **temporarily** interrupted, and he must first confront Rochefort in a duel. This duel takes place following the normal rules, and the Musketeer can play Combat cards to improve his odds.

Note: The duel with Rochefort is an interruption; it does not cost the Musketeer an action.



The Special Power of Athos:

Milady cannot interfere when Athos is completing a mission where she is located, so if Athos is the first to act in her Location, she doesn't reveal herself. However, she must reveal herself in the usual way if other players act in this location later. (Athos does not protect them.) Similarly, Athos ignores Rochefort if Athos goes to a location where Milady has already revealed herself. Thus, he can never provoke a duel with Rochefort.

Outcome of the Duel:

● If Rochefort loses at least one life point, he flees and Milady returns her figurine to her quarters (but she may not draw a Paris card at the end of the turn). If the Musketeer is not out of action, that player must then resume his course of action. (He may not choose another action.)

● If Rochefort has not been wounded during the duel, the Musketeer loses his action and Rochefort remains in place. Until Rochefort is removed, he will duel any Musketeer (except Athos) who shows up at that Location to complete a mission.

Rochefort out of action:
While Rochefort is out of action, Milady cannot go to Paris, the Louvre or the Quest boards. Furthermore, the Musketeers earn a “One for All” card. Players can earn this card only once in this manner, even if Rochefort is wounded several times during the game. To heal Rochefort, so that she may again travel to any location, Milady can play a Treachery card that gives him life points (“Balm”).

III - La Rochelle

The state of the siege of La Rochelle must now be assessed (see “Locations”).

IV - End of the Turn

Several events take place:

1) Move the Time token: Move the marker down one level on the counter. If this results in the marker reaching the final space, Milady wins the game!

2) Move the Louvre token: Move the marker down by one space, then apply any consequences required (see “Le Louvre” section).

3) Paris card: If a Paris card is in play, apply its effects now. Milady can possibly win the game (through “The Abduction” card).

If Milady does not win the game, start a new turn.

End of the Game

If the Musketeers manage to finish the 4th board of the Quest, they immediately win the game (even if the turn is not over). Milady wins the game immediately if:

● The Time token reaches the Richelieu space (the lowest one).

● The La Rochelle token reaches the Richelieu space (the far left).

● The Queen token reaches the Richelieu space (the far right).

● Constance is strangled (due to six hits for Milady through the Paris card “The Abduction”).

One for All, All for One! Cards

Throughout the game, the Musketeers can earn these cards, which can thwart Milady by putting Rochefort out of action or turning the siege of La Rochelle in their favor. Each “One for all” card can be played at any time to counteract the effects of one of Milady’s actions, which means that with this card it is possible to stop Milady from winning the game.



This card allows players to choose from one of three options:

● The Time token stays still during this turn. By choosing this option, the Time token does not move during phase IV (whether due to its usual progression or the increased progression due to the Paris card “The Disappearance”). If this option is used at the beginning of the turn, it counters the Treachery card “Dead End” if it has just been played, and this effect still lasts until the end of the turn.

● The Queen regains two honor points. Unlike the previous option, this effect does not cancel honor losses caused by Milady; instead, two honor points are simply given back to the Queen. The effect is immediate, and if the Richelieu space has been reached (at the far right), the players can save the Queen’s honor through this effect.

● Players gain two Epic tokens. At any time, this card can be spent as if it is worth two Epic tokens. If the Musketeers need only one “token” from the card, they should take one Epic token from the stock and place it on the Quest board for later use.

Once a “One for all” card has been played, it is permanently removed from the game.

Locations

Milady's quarters



This is Milady's place of shelter and that of her loyal bodyguard Rochefort. This is where the lady entertains her many lovers and plans her perfidious plots against Constance...

Milady's action: While here, Milady can choose a Paris card from those that have not been used. She adds this card to her hand and may use it starting at the beginning of the next turn (during phase I).

Musketeers' action: The Musketeers cannot access this location.

Richelieu's den

Here, both sides can find the man in red who is behind all the schemes in France, the man whose sole objective is to get rid of the Queen. Entering this room will always be a risky encounter for the Musketeers...



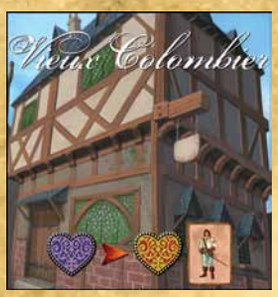
Milady's action: If Milady finishes the turn here without encountering a Musketeer, she has two options:

- Choose a Treachery card from the deck, then reshuffle the Treachery card deck.
- Draw as many Treachery cards as she needs to bring her hand up to three cards.

Musketeers' action: If a Musketeer arrives at this location and Milady is already here, she must immediately reveal her presence by showing her Location card. The Musketeer's presence stops Milady from gaining cards as she is forced to hide from the Musketeer and lose her action. If Milady is not present, the Musketeer is immediately transferred to the Bastille and his turn ends.

Note: Athos's power has no effect here, so even in his presence Milady must reveal herself.

The Vieux Colombier hotel



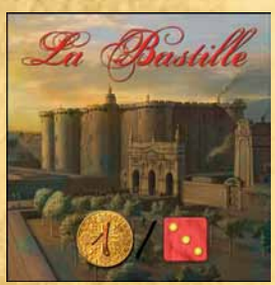
The Musketeers' accommodation with their watchful captain, Tréville...

Milady's action: Milady cannot access this location.

Musketeers' action: When a Musketeer is out of action (i.e., loses his last life point), his figurine is moved here and laid down. On the next turn (or during the same turn if he was put out of action by one of Milady's Treachery cards during phase I), he gets to his feet, draws an Adventure card and regains all his life points. His turn then ends, and he cannot perform any further actions.

Note: A healthy Musketeer can meet an out-of-action Musketeer at the Vieux Colombier to exchange cards and equipment.

La Bastille



La Bastille fortress is used as a prison for the Cardinal's enemies. Luckily, the Musketeers know every corner of it!

Milady's action: Milady cannot access this location.

Musketeers' action: The Musketeers cannot voluntarily go to La Bastille. They are sent there by the Cardinal or by one of Milady's treacheries.

- Cardinal: When a player is sent to La Bastille by the Cardinal, his turn ends. He can attempt to escape on his next turn.
- "Sent to La Bastille" Treachery: A player sent to La Bastille via this Treachery card in phase I starts his turn there and can attempt to escape immediately.

Escaping from the Bastille: Escaping from La Bastille costs one action (as it constitutes a special form of movement). There are two ways to break out:

- Bribe the guards: The Musketeer pays 1 pistole, then places his figurine at the Vieux Colombier.
- Escape: The Musketeer must fight an adversary with a combat rating of 3. Whatever the outcome of the fight, he places his figurine at the Vieux Colombier. However, if he is put out of action in the process, he moves to the Vieux Colombier, gets to his feet, regains his life points, draws a card, then immediately ends his turn, taking no other actions.

Note: In order to escape, the player can use his equipment as usual.

If the Musketeer is not out of action, once at the Vieux Colombier he can resume the game normally, taking the final two actions of his turn.

Paris

In Paris, the Musketeers face all kinds of danger as Milady sets the most difficult challenges for them here, frequently targeting Constance, d'Artagnan's beloved...



Paris cards



Paris cards present the Musketeers with challenges, duels and adverse consequences that will take place at the end of the turn if the card is still in play. To remove a Paris card, the Musketeers must complete all of its steps, in whatever order they choose.

A) Mission title

B) Challenge: As soon as this challenge is overcome, place a Validation token on top of the card to indicate this.

C) Strength: Whenever she plays a Paris card, Milady also places adversary or trap cards next to this location. The total strength of these cards must equal the rating of this Paris card. (In this example, Milady could play an adversary with a strength of 3, a trap and two adversaries each with a strength of 1, or a trap and one adversary with a strength of 2.)

Reminder: It is impossible to play more than one trap card at any one time.

D) Stipulations: Special provisions for the mission. These provisions sometimes involve the Musketeers, sometimes Milady. In any case, the effect is negative.

Milady's action: While in Paris, Milady can bring Rochefort to intervene as soon as a Musketeer attempts to overcome a challenge, win a duel, or complete the required missions. (Rochefort may not intervene where traps are concerned.)

Musketeers' action: In Paris, the Musketeers must attempt to finish the mission laid down by Milady by following the instructions on the Paris card. Depending on the card, they will have to overcome challenges and possibly traps, fight duels, discard cards, or roll dice (and often a combination of all of these). As soon as the Musketeers meet all the requirements, the card is permanently discarded.

Success: On certain Paris cards, one of the sides is required to achieve 6 successes to complete the mission. Use the Constance token (**E**) to track these successes on the chart in Paris.

Note: With each new Paris card, the Constance token is returned to zero.

Negative effect: All the Paris cards have various detrimental consequences that come into effect at the end of the turn. (For example, the Time token moves on, or the Musketeers are immediately defeated due to the death of Constance.)

New Paris card: During phase I, Milady may decide to replace the current Paris card with one she drew on a previous turn. If she wants to do this, first remove the current Paris card from the game, along with any trap currently in Paris. Return the Constance token to zero, and return any adversaries in Paris to Milady's hand. Milady then plays the new Paris card.

Le Louvre

At the Louvre, the palace of the royal couple, Milady uses all her evil to permanently discredit the Queen through missions that involve challenges and duels.



Louvre cards



The Louvre cards present the Musketeers with challenges and duels (and possibly traps). To remove a Louvre card, the Musketeers must complete all of its steps, in whatever order they choose.

A) Mission title and description (back).

B) Challenge: As soon as this challenge is overcome, place a Validation token on top of the card to indicate this.

C) Strength: Whenever she plays a new Louvre card, Milady also plays adversary or trap cards next to this location. The total strength of these cards must equal the rating of this Louvre card. (In this case, Milady can play an adversary with a strength of 2, or two adversaries each with a strength of 1, or an Adversary with strength 1 and a trap.)

Reminder: It is impossible to play more than one trap card at any one time.

D) Reward: As soon as the challenge is overcome, the Musketeers earn the reward indicated on the card.

Milady's action: While at the Louvre, Milady can ask Rochefort to intervene as soon as a Musketeer attempts to complete a challenge or win a duel. (Rochefort cannot interfere with traps.)

Musketeers' action: At the Louvre, the Musketeers attempt to complete the given mission (challenge, duels and possibly traps). When all the conditions are met, the card is removed from the game, which reveals the next mission in the stack, if any.

Moving time forward: At the end of each turn in which a mission was not completed, move the Louvre token (**E**) down by one space. Depending on where the token stands, this movement can have consequences on the Queen's token (**F**).

Epic tokens: If the Musketeers manage to finish a mission when the Louvre token is on either of the two highest spaces, they earn two Epic tokens, which are placed on the current Quest board.

Note: The number of Epic tokens is limited to seven. Therefore, the Musketeers will not be able to store more than seven tokens on the Quest board.

The Queen's Honor: When the Louvre token moves down to the third space (during phase IV), the Queen loses one honor point; move the Queen token one space to the right. When the token reaches the bottom space, the Queen loses another two honor points – move the Queen token two spaces to the right – and Milady draws a Treachery card. This mission was a failure.

Reminder: If the Queen's honor reaches the Richelieu space, the Musketeers lose the game.

Failure: If the Louvre token reaches the bottom space, the mission fails. Discard the Louvre card and any trap near the Louvre; return the Louvre token to the highest space on the chart, and return undefeated adversaries at the Louvre to Milady's hand. The next mission in the deck is **immediately** revealed, and Milady then sends out new adversaries.

Success: If the Musketeers complete a mission, discard it. The next mission in the deck becomes active **immediately.** Milady sends out new adversaries, and the Louvre token is returned to the top space.

La Rochelle

In the seaport city of La Rochelle, the King of France is fiercely laying siege to the Huguenots. Even with the Cardinal yearning to see La Rochelle fall, the opportunity for Milady to hinder the Musketeers is too good to pass up. She oversteps the boundaries of her orders through cunning sabotage...

The siege is assessed during phase III based on where the La Rochelle token (A) stands. This token starts in the middle of the chart and moves according to the progress of the battles.

Milady's action: If Milady is in La Rochelle, she reveals herself at the end of phase II, then discards one of the Combat cards played by the Musketeers. Phase III then begins.

Musketeers' action: When in La Rochelle, a Musketeer can place Combat cards in this location.

Phase III: Milady and one of the players representing the Musketeers roll their dice:

- Milady rolls as many red dice as are indicated by the Time token (1 to 4 dice). Additionally, certain Treachery cards ("Reinforcement") can modify the number of dice; the Paris card "The Smuggler" gives her one extra Sword.
- The Musketeer rolls as many blue dice as Combat cards played in La Rochelle. The Musketeer rolls one extra die if the card "Mr. de Bassompierre" has been played. At most, the Musketeers will be able to roll six dice (by playing three double Combat cards) as they can never play more than three cards in La Rochelle.

Result: Only the swords count. Secret maneuvers and equipment do not.

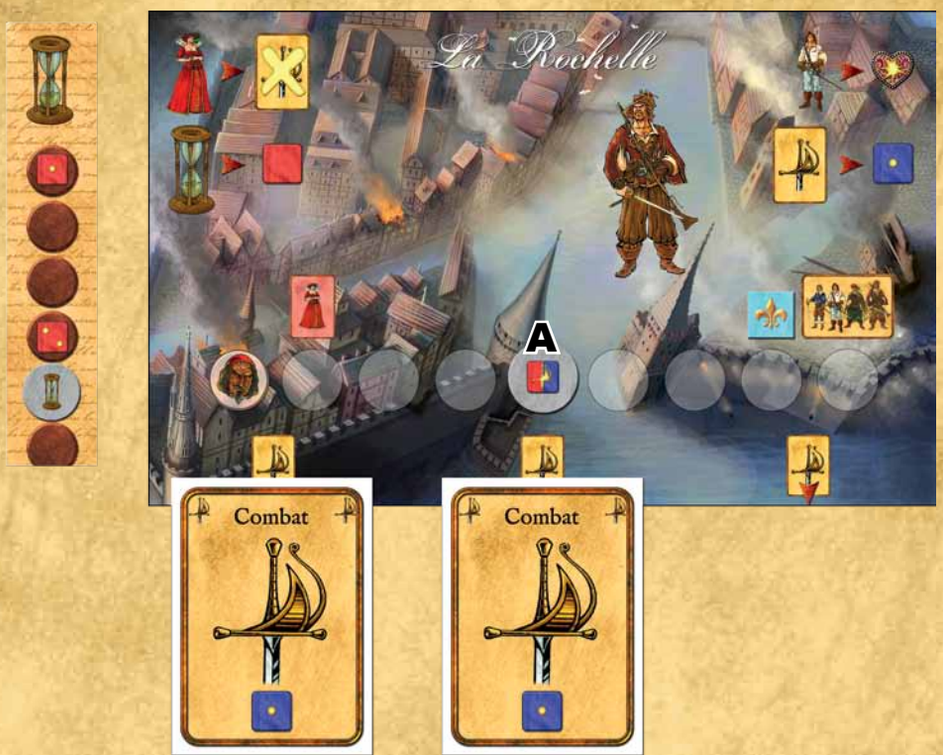
- If Milady and the Musketeer have rolled the same number of swords, the La Rochelle token does not move.
- If Milady has more swords than the Musketeer, she moves the La Rochelle token to the left a number of spaces equal to the difference between her sword total and the Musketeer's.
- If the Musketeer has more swords than Milady, he moves the La Rochelle token to the right a number of spaces equal to the difference between his sword total and Milady's.

Sacrifice: The Musketeers can decide to sacrifice themselves to influence this result. Each Musketeer present in La Rochelle may, after rolling the dice and before moving the token, sacrifice 1 life point to cancel one of Milady's swords. Obviously, this sacrifice affects how the La Rochelle token will move.

Reward: When the La Rochelle token reaches specific spaces for the first time, Milady or the Musketeers are rewarded:

- If the token reaches the far left (Richelieu space), Milady wins the game!
- If the token reaches the second from last space on the far left, Milady draws a Treachery card.
- If the token reaches the second from last space on the right, the Musketeers earn an Epic token, which is then placed on the current Quest board.
- If the token reaches the far right, the Musketeers earn a "One for All" card.

Note: The Combat cards played in La Rochelle stay in place as long as Milady has not discarded them.



Example: During phase III of turn 5, the siege of La Rochelle is assessed. Milady rolls two red dice (as indicated by the Time token) and the Musketeers roll two dice (as they have two Combat cards in La Rochelle). Milady rolls one sword and the Musketeers also roll one. Porthos, being present in La Rochelle, decides to sacrifice himself. He loses a life point and cancels one of Milady's swords. As a result, the Musketeers have one sword and Milady has none, so the La Rochelle token is moved one space to the right.

The Quest for the Jewels

The Quest for the Jewels consists of two double-sided boards, each with specific rules. In order to win the game, the Musketeers must complete the four boards in the proper order.

Adversary tokens: To counteract the Musketeers, Milady will use her 27 adversary tokens. Note that some tokens are reserved for specific boards:

• The four decoy tokens (which are blank) must be used on board 1 (The Golden Lily Inn).

• The four challenge tokens must be used on board 4 (The Louvre galleries).

Moreover, Milady has eight special tokens (in four pairs) for which no roll of the dice is required.



The adversaries' result is predetermined. When confronting the Musketeers, this adversary's attack is indicated on the token. In the event of a draw, the opponent does not "lose a die," i.e., if the duel lasts a second round (or longer), the result is exactly the same as before.



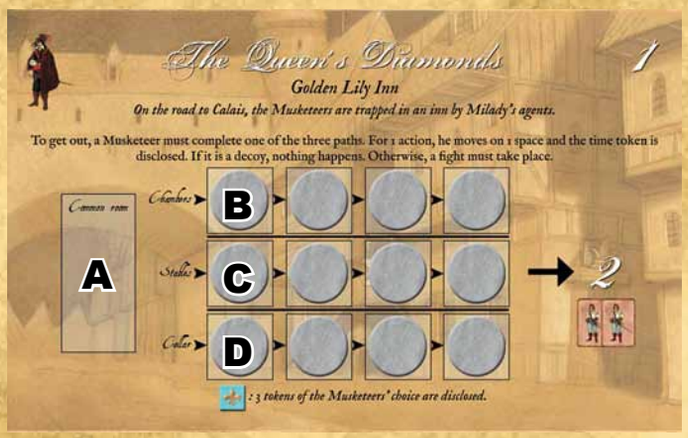
Snare: When a Musketeer reveals a snare, he loses a life point and discards the token. Having armor does not prevent this loss.

Milady's action: Milady can make Rochefort intervene as soon as a Musketeer leaps into action.

Musketeers' action: This varies depending on the board (see below).

1) The Golden Lily Inn:

Set-up: Milady places eight adversaries and four decoy tokens (blank tokens), face down, on the 12 areas of the board (see illustration).



Rules: The Musketeers arriving on this quest start in the "Common Area" (**A**). For one action, they can move to the first stage of one of three paths: rooms (**B**), stables (**C**), or cellar (**D**). Reveal the adversary token, and start a duel. If the opponent is a decoy, the Musketeer obviously does not need to fight, but the action has been spent anyway. If a Musketeer enters a path where some tokens have been removed by another player, he can move from the common area to the rightmost empty space for one action.

Epic tokens: If the Musketeers have Epic tokens, they can discard them to reveal opponents. For each token discarded, the Musketeers choose and reveal three Adversary tokens.

Victory: When a Musketeer has negotiated the four stages of a chosen path, the board is complete. The Musketeer who finished this board draws two Adventure cards. Reveal any unencountered adversary tokens and remove them from the game. Set up the next board immediately, then place any remaining Epic tokens on this new board.

2) The Passage to England:

Set-up: None.

Rules: The Musketeers must overcome four challenges (**A**), in whatever order they choose. When a challenge is overcome, place a Validation token on the corresponding challenge. Once the four challenges have been overcome, the Musketeers may confront de Wardes (**B**). The duel proceeds as normal.



Epic Tokens: If the Musketeers have Epic tokens, they may discard them to lower the difficulty level of the challenges. For each token discarded, the rating of the challenge attempted by a Musketeer decreases by one point.

Note: These tokens cannot be used in the battle against de Wardes.

Victory: As soon as de Wardes is defeated, the board is completed. The Musketeer who defeated De Wardes draws two Adventure cards. Set up the next board immediately, then place any remaining Epic tokens on this new board.

3) Return to Paris:



Set-up: Milady places an adversary token, face down, on each one of the three areas (see illustration).

Rules: A Musketeer present on this Quest can use an action to confront the first available opponent (**A**, then **B**, then **C**). In order to do so, he must start the fight "blind," i.e., he plays one or more Combat cards before revealing the token to find out its value. The duel proceeds as normal. All defeated adversaries are permanently discarded.

Epic Tokens: If the Musketeers have Epic tokens, they may play them as Combat cards. A token played equals one Combat card for the Musketeer attempting the duel. The choice to use these tokens can be made after the token is revealed.

Note: These tokens can be used only for the completion of the Quest. The Musketeers cannot use them to fight Rochefort, if he is present.

Victory: When the third opponent is defeated, the board is completed. The Musketeer who defeated this adversary draws two Adventure cards. Set up the next board immediately, then place any remaining Epic tokens on this new board.

4) The Louvre galleries:

Set-up: Milady places the four challenge tokens in the order she chooses in the four sections of the top line (A). She places the eight remaining adversary tokens on the four antechambers, two in each (B), face down. Then, Milady reveals the challenge token and the two adversary tokens of the first antechamber.

Rules: For each antechamber, the Musketeers have three choices:

- Overcome the challenge.
- Defeat the two opponents (which requires two duels).
- Use a secret passage (see below).



As soon as one of these three conditions is met, the antechamber stage is completed. Challenge and adversary tokens in that antechamber that have not been encountered are discarded. Milady then reveals the tokens for the next antechamber.

Epic Tokens: If the Musketeers have Epic tokens, they can play them to use a secret passage. By discarding three Epic tokens, the Musketeers can pass through an antechamber without needing to face the duels or the challenge. Using a secret passage costs one action.

Victory: As soon as they complete the four antechamber stages, the Musketeers win the game!



Hourglass



The hourglass is used when Milady plays the Treachery card “Emergency!” As soon as she plays this card, Milady starts the hourglass and the Musketeers have two minutes in which to complete phase II. If the time runs out before the end of the Musketeers’ phase, all remaining actions are lost and the game moves directly to phase III. However, Milady must temporarily halt the timer (by placing it on its side) as soon as:

- **A duel is declared:** Milady restarts the timer at the end of the duel.
- **A new Paris or Louvre card is placed:** Milady restarts the timer once the new set-up is complete.
- **A Quest board is completed:** Milady sets up the next board before restarting the timer.

Tip: The hourglass forces the Musketeers to think on their feet and make the right choices quickly. Therefore, it’s suggested you remove the hourglass and the two “Emergency!” cards the first time you play the game.

Variants

Four players: The game with four players is the same as the game with five. One player takes on the role of Milady, while the other three players each control one Musketeer. (The fourth Musketeer is not used.) Each Musketeer has four actions instead of three and receives seven cards at the start of the game.

Three players: The game with three players is the same as the game with five. One player takes on the role of Milady, and the other two players each control two Musketeers. Each player receives nine cards at the start of the game and controls his two Musketeers using the same hand. As in the game with five players, the Musketeers can play in any order.

Two players: The game with two players is the same as the game with five. One player takes on the role of Milady, and the other controls all four Musketeers. The player controlling the Musketeers starts with a hand of nine cards and draws a card at the beginning of each turn. He controls all the Musketeers with his cards (so the Trade action is useless). Remove the Treachery card “Isolation” from the deck.

Making the game easier for the Musketeers: If the Musketeers find the game too difficult, they can start the game with a “One for all, all for one” card.

Making the game more difficult for the Musketeers: If the Musketeers find the game too easy, they can introduce the following additional rules:

- **Mortal quest:** If a Musketeer is put out of action while on a Quest board, he cannot return to this area for the rest of the game. Therefore, if Milady eliminates all the players from the Quest, she immediately wins the game!
- **Athos the brave:** If Athos moves where Rochefort is located, Athos cannot avoid him and must fight in order to exert his influence on the location in question.

Playing without Milady: It is possible to play the game without a player assuming the role of Milady. This variant can be adapted to all the player configurations, which means it’s also possible to play the game alone. In this variant Milady does not use the Location cards “Richelieu” and “Milady.” The game plays the same as the version set out in the rules above, with these changes:

- **Milady’s destination:** Shuffle Milady’s Location cards, then draw one at random and place it face up. Shuffle the “La Rochelle” card into the Location deck only when the Musketeers have placed at least two cards on La Rochelle. When the Musketeers reach the 4th board of the Quest for the jewels, Milady automatically chooses the “Quest” Location card if Rochefort is not out of action.
- **Treachery:** Draw one Treachery card at random at the start of each turn. If you draw a “Balm” card and Rochefort is not wounded, discard the card and draw another one. All actions which require the player to draw one of Milady’s Treachery cards are ignored.
- **Paris:** Draw one Paris card at random at the start of the game. If the Musketeers complete this card, draw another card at random at the beginning of the next turn.
- **Adversaries:** Shuffle the adversary and trap cards. When the players need to introduce an adversary, they draw cards at random until they reach the right strength. Any surplus cards are reshuffled into the deck.
- **Quest:** Place the adversary tokens on the boards at random, respecting the specific rules of the boards in question, i.e., placing decoy tokens on the first board and challenge tokens on the last one.
- **Choice:** If Milady draws a card with a text asking her to choose a musketeer, the Musketeer is chosen randomly (for example, by drawing a Character card).

Set-up (five players)



1) Setting up the board: Place the game board in the middle of the table. Place the tokens for time (**A**), money (**B**), Paris (**C**), La Rochelle (**D**), Le Louvre (**E**) and the Queen (**F**), as well as the Equipment and Upgrade tokens (**G**), as shown above. Place a heart token (**H**) on Rochefort's top heart.

2) Milady: One player chooses to play Milady and takes the screen, her figurine, the red dice, the sandglass, and all the cards and tokens associated with her. (See page 2 of the rules.) She shuffles the Treachery cards to form a deck, then draws the first three cards and hides them behind the screen. She shuffles the Louvre cards (blue cards) and places them in a pile, with the text visible, on the corresponding place on the board. She selects a Paris card, which is placed on the appropriate place on the board. (She will place the cards associated with Paris and the Louvre close to the board; these cards are not part of her hand.) She then sets up the first Quest board (**I**, see "Locations"). Finally, she places the remaining tokens, as well as the trap, adversary and six Location cards, behind Milady's screen.

3) Musketeers: Each remaining player chooses a Musketeer and takes the corresponding character card and figurine. They each take a heart token and place it on the top heart on their card. Shuffle the Adventure cards to form a deck, then deal each player five cards. Place the figurines on the board: d'Artagnan in Paris, Aramis in La Rochelle, Athos in the Vieux Colombier, and Porthos in the Louvre. The "One for all, all for one" cards and the Validation and Epic tokens are placed close to the board.

4) Getting started: Milady reads out the title of the Paris card, then places the adversaries and traps as she wishes (see "Locations"). She then reads out the text on the Louvre card, before turning it over and placing adversaries and traps near the board. Next, she reads out the title of the first Quest board. The game can then commence...

Advice

Milady

To win the game, Milady has to be particularly shrewd. After all, she stands alone against four particularly heroic, brave and strong men. Here are a few tips – but not an exhaustive list – to help novice female spies!

a) Diversion: Milady's strategy is based on diversion. While the sole aim of the Musketeers is to complete the quest for the Queen's jewels, Milady does all she can to hamper them in their quest by causing diversions all over the board. The Musketeers cannot afford to ignore these alarms, and Milady therefore has to maintain the tension at all times.

b) Timing: In order to play the role of Milady well, it is important to find the right tempo. Nothing is worse for her than choosing an ill-advised location, such as going to Richelieu in too obvious a manner, or going to the Louvre when the Musketeers have no intention of going there.

c) Paris: The Paris cards are Milady's main strategic weapon. Thanks to their detrimental effects, she can make a given situation worse (e.g., by playing "the Smuggler" when La Rochelle is about to be conquered by the Musketeers). Therefore, she must choose her cards carefully and not leave Paris unattended for too long.

d) La Rochelle: At the start of the game, Milady does not have much influence on La Rochelle. However, she can use her dice more effectively than the Musketeers' at this location, in addition to having a number of cards which can make up the gap (such as the Treachery card "Reinforcement"). Finally, she shouldn't hesitate to go to La Rochelle to eliminate a double combat card if she thinks it too beneficial for the Musketeers.

e) Rochefort: Milady's bodyguard is a powerful ally and has a particularly effective secret maneuver. Although Milady cannot do anything to Athos, Rochefort is nevertheless a feared sentry when it comes to holding back the Musketeers, whether in their Quest, in Paris, or at the Louvre.

f) All the rest: Milady has many other weapons at her disposal to help her win the game (adversaries, traps), and if she coordinates these elements effectively, she can make life difficult for the Musketeers. If, however, she settles for choosing elements at random, chances are good that the Musketeers will win quite easily.

Musketeers

Milady is a poison which the Musketeers quickly learn to fear. Here are a few tips to help our heroes.

a) Team spirit: In order to optimize what's available to them, the Musketeers should feel free to discuss their various problems in order to identify solutions. By playing too hastily, they run the risk of committing errors and playing into the hands of Milady.

b) Order: The order of play is not trivial. Thus, it's possible for a strategy to fail because the Musketeers have not played in the right order. In order to swap cards or deal with certain situations, the other players must be in the right place at the right time.

c) Equipment: Equipment, especially when acquired early, offers the Musketeers major benefits during the game. Musketeers are advised to equip themselves as soon as possible and in a sensible manner.

d) Paris: The Paris cards are Milady's main strategic weapon. Consequently, the Musketeers must learn to overcome them. While leaving one of these cards on the board for too long can be dangerous, resolving it too quickly can be equally dangerous (particularly if Milady has another one in hand). It is therefore necessary to evaluate the danger and to solve the mission only when it becomes too dangerous.

e) The Louvre: The Louvre can cause problems as it allows Milady to dishonor the Queen, but it is also a significant source of money and Epic tokens. Thus, you should try to resolve some cards as quickly as possible in order to reap the benefits.

f) La Rochelle: The Musketeers should be particularly vigilant here as Milady has better dice (excluding the Lily) and can therefore exert a great deal of pressure at La Rochelle. Bearing this in mind, the Musketeers' greatest asset is the fact that they can seize Milady's swords. This option is their best means of controlling the risk posed by the war.

g) Athos: The oldest Musketeer possesses a formidable power over Milady. He is therefore the ideal character to scout for information and handle certain difficult situations without running the risk of encountering the terrible Rochefort!

h) The Quest: The most important tip is to not forget about the quest! After all, the only way for the Musketeers to win the game is to return the Queen's jewels. While it may not be possible to rush straight in and complete the quest against a shrewd Milady, don't go to the other extreme and forget about the quest completely.

Finally, a tip regarding ambiance: This game has been designed to stick as closely as possible to the atmosphere depicted by Dumas in the Musketeer novels. We would therefore recommend that players keen on this aspect add a hint of role playing to their game. By embodying the characters, the players will enjoy the game even more! Have fun!