



Eureka Miniatures presents

...And One For All!

Supplement 1

Mon Dieu! Eureka Miniatures has released more figures and scenery for its Musketeer range! Here are some ideas for including these in your games of "...And One For All!"

Planchet

Ship's Captain: "This pass is only for one person"
D'Artagnan: "I am only one person. That is a servant"
Planchet: "Charming!"

He may be a bumbling man-servant, but who else will carry your bags? He accompanies the Musketeers and is armed with a club. Planchet, of course, is not a gentleman so cannot Duel, he only Swashbuckles. Planchet has a Rating of 2 due to his luck, or the fact that God looks after fools.

Madam Bonancieux

Constance: "I was torn from my bed!"
D'Artagnan: "Bed is the best place for you little one"

Mdm. Bonancieux should be the object of a rescue scenario, ideally from the Royal Palace or a convent.

Not-So-Innocent Bystanders

M. Bonancieux: [Pointing at Rochefort] "That! That is the man"
Cardinal: "Take him away."
M. Bonancieux: "That is not the man! It was another man entirely!"

There are four other new figures in the range. They may be used simply as scenery and obstacles, or you can use the following Bystanders' rule: If a figure contacts a bystander, or interacts with a bystander in any way, roll one dice - on a '6' the bystander performs the action described.

Monsieur Bonancieux

The befuddled landlord engages the figure in longwinded and senseless conversation. The figure's turn ends immediately and in the next turn it must use two actions to disengage. If the figure rolls a '1' on the first action it loses initiative and fails to disengage. If it rolls a '1' on the second action it loses initiative but successfully disengages and is moved a base-width away

If the figure disengages without losing initiative it may continue its turn, but starts again at its first action.

Serving Wench with large jugs

She breaks a jug over the figure's head. The figure is Pushed Back & Stunned.

Serving Wench with tray

She drops her tray on the figure's foot. The figure grabs its foot in pain, dropping its weapon and hopping backwards. Treat as Pushed Back & Dropped Weapon.

Gaggle of Geese

With much honking and flapping they angrily attack the figure. The figure suffers an automatic Wound.

The Hired Blade

Carrying two blades, the Hired Blade is a skilled adversary and often accompanies the Cardinal's Guards. When he is Dueling, the first '6' in any of his rolls is treated as a '7'. Any extra '6's in the same roll add +1 to his total score as per the normal rules, e.g. he rolls five dice and gets 3, 4, 6, 6 & 6. His total is 9.

Furthermore, when outnumbered his second blade negates one opponent, e.g. three opponents are treated as two. He has a Rating of 2.

If he suffers a Dropped Weapon result, he is unable to use his special abilities, but may duel as normal with his remaining weapon.

Convent Well

If a figure is pushed back against the well, roll one dice. On a '1' the figure falls in and is removed from the game.

Stunned & Dropped Weapon Markers

Stun and Dropped Weapon results can now be indicated by placing a hat or sword marker by the figure.

The "Active Bystanders" Variant

This allows players to actively use Monsieur Bonancieux, the Serving Wenches, and Geese against each other's figures. Players may agree before a game that only specific players can activate certain bystanders. This can be one way of balancing sides in a scenario.

During his turn a player may activate a bystander instead of one of his own figures. The player moves the bystander in a straight line until it contacts an obstacle or figure. If it contacts a figure roll one dice, on a '6' the figure suffers the result described in **Not So Innocent Bystanders**. If a '1' is rolled the player loses the initiative as usual.

Each bystander may only be activated once in a player's turn.



Additional Rules Variants & Options

Sacre Bleu! Now there are more ways to swashbuckle across the table!

Constance: "Would you fight a man over nothing?"

Mercenary: "Enthusiastically!"

Extended Turns

When a '1' is rolled, the **figure's** turn ends, but the player still has the initiative and may move another figure. The player's turn ends when a second '1' is rolled.

Variable Wounds

A figure is killed when it accumulates a number of wounds equal to its Rating. Thus Guards die on their 2nd wound, Musketeers on their 3rd wound, and D'Artagnan and Rochefort on their 4th wound.

This is another way of differentiating between less skilled and more highly skilled characters, particularly if using the Pure Swashbuckling rule. Note that Guards will die a lot quicker, so you may need to include extra guards or "replacements" in your games!

Mishaps & Calamities

If a figure rolls double '1's it suffers a Mishap, in addition to losing initiative. A Mishap is a minor negative event or penalty as appropriate to the action, but most often will be a Stun or Dropped weapon.

If a figure rolls triple '1's it suffers a Calamity, which is a major negative event or penalty to the figure, for example a Wound.

Alternatively you can give a bonus or advantage to the opposing player – this still counts as a penalty against the active player.

Mishaps and calamities should be tailored to the situation, and players are encouraged to use their imaginations. You can even create your own Mishap & Calamity tables for different situations

Remember that a figure's action always takes place, even if it rolls a Mishap or Calamity for the action.

Triumphs & Hero Points

If a figure rolls triple '6's it achieves a Triumph. This is a special bonus as appropriate to the action and situation.

Alternatively, a Triumph gives the figure a Hero Point, which can be saved and 'spent' anytime during the game. A Hero Point allows you to either roll one extra dice, or reroll one dice (including '1's), in any roll.

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Pure Swashbuckling

Do not add in the Rating Dice when a figure makes a Dueling attack. Instead, use only the Swashbuckling Dice for the attack. The defending figure still rolls its Rating Dice in defense.

This means that a figure is now forced to perform swashbuckling actions in order to accumulate a pool of attack dice, instead of relying on its Rating Dice. If using this rule, dueling attacks now count as a swashbuckling action. Hits from duels are still resolved on the Dueling Hits Table.

A benefit of this rule is that a figure will generally roll less dice in its initial attack, so there is more chance of not losing the initiative on the first attack and thus being able to follow up the attack.

Players may feel that this rule eliminates skill differences between characters. If so, you may wish to incorporate the Variable Wounds Option.

Group Moves

Instead of activating and moving a single figure, you may move any number of figures simultaneously, as long as none of the figures have already been activated this turn. Each figure may make a single move or Swashbuckling action, including moving into contact with enemy, but may not attack or make an opposed action.

Each action accumulates into a single Swashbuckling Dice pool, which is rolled after **all** the activated figures have moved. If the player does not lose the initiative, he may continue individually activating any of those figures as their second action. A player may only make one Group Move per turn.

This option should be used with Mishaps & Calamities in order to balance out the advantage of activating a number of figures simultaneously.

"All For One And One For All"

With this option, the player treats his group of figures as a single cohesive unit. Instead of accumulating swashbuckling dice for a figure, you accumulate it for the group. You may perform an action with **any** figure in any order, and all actions accumulate into a single Swashbuckling Dice Pool. This pool is now used by all figures, until a '1' is rolled and the initiative is lost.

Now it may feel odd that a figure that has not performed any actions suddenly gets the benefit of using five or six swashbuckling dice as a result of what other figures in the group have done. Think of it in terms of "group dynamics" – each successful action by an individual in a group creates a "momentum" that flows on to the rest of the group.

This option is suited to playing with larger numbers of figures, in which case players may wish to split their forces into groups or units of five or six figures.

If using the Extended Turns variant, then when the first '1' is rolled the currently activated figure stops and the group loses its momentum and its dice pool. A new set of actions/ dice pool is started by another figure in the group. When a second '1' is rolled, the player's turn is over.