



Eureka Miniatures presents

The Capture of Constance

A mini-campaign for
“...And One For All”

By Greg Hallam

Introduction

The Capture of Constance is a set of three linked scenarios specifically designed for Eureka Miniatures' Musketeer figures and rules, “...And One For All”. Each scenario is playable in approximately 45-60 minutes, making it possible to conduct a complete mini-campaign in one evening! The scenarios involve the capture and rescue of Constance Bonancieux, the wife of D'Artagnan's landlord and the object of D'Artagnan's desires.

Special Campaign Rules

Constance: Constance is not an active character in the game, and performs no actions.

To move her requires having another figure in base contact to lead/ drag her by the hand. While a figure is leading Constance, it may not make any agility-related actions, such as leaping on tables or sliding down banisters. The figure may still dodge, or throw, punch and duel with one hand. If the figure is pushed back, it lets go of Constance.

Wounds & Death: If a figure takes three wounds, it does not die immediately but falls unconscious. After the game, roll one dice for each unconscious figure. On a '1' the figure does not recover and dies, on a '2'-'5' the figure recovers but starts the next scenario with one wound, on a '6' the figure completely recovers.

Game Balance: Each scenario has been designed to be reasonably balanced between the two sides. There is the possibility of figures dying in between scenarios however, or you may simply wish to experiment with the play balance. If so, there are several ways to adjust the balance of the sides. Firstly, add or remove a figure on one side, secondly delay the use of some figures on one side, or thirdly, restrict the use of bystanders to one player or the other. Suggestions for varying the balance of the two sides have been included in each scenario.

Extended Turns: Players may wish to use the Extended Turns variant in “...And One For All”. 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.

Figures

The campaign is specifically designed for Eureka Miniatures' figure range “...And One For All”. The figures are sculpted by Mike Broadbent and inspired by the 1973 movie "The Three Musketeers", based on a novel by Alexander Dumas and starring Oliver Reed, Michael York, Richard Chamberlain, Frank Finlay and Christopher Lee.

http://eurekamin.com.au/index.php?cPath=87_690_700&sort=3a

Rules

The rules “...And One For All”, Cinematic Swashbuckling With Miniatures” and the first supplement are available for free download from Eureka Miniatures.

<http://eurekamin.com.au/andoneforall.php>

Questions & Comments

If you have any questions or comments about the campaign, figures or rules, email:

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Scenario 1: The Bonanceieux Lodgings

Introduction

Constance is the Seamstress to the Queen and has Her Majesty's every confidence. She is suspected by Cardinal Richelieu of indulging in treasonous activities, including acting as go between in the affair the Queen is believed to be having with The Duke of Buckingham, the Prime Minister of England. The Cardinal sends his henchman, Rochefort, to kidnap Constance and stifle her activities as the Queen's messenger. Any information Constance has would also prove useful as leverage against the Queen.

Cast

For Musketeer Player

D'Artagnan
Planchet
Athos
Porthos

For Cardinal Player

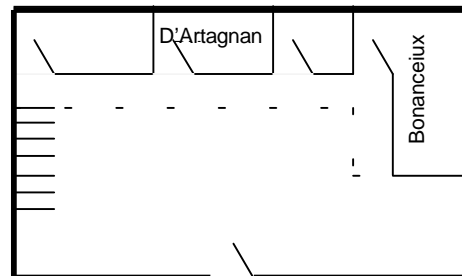
Rochefort
Guard 1
Guard 2
Guard 3

The Extras

Constance de Bonanceieux
Monsieur Bonanceieux

Playing Area

For the purposes of play the Bonanceieux Lodgings comprises a central downstairs room, with one outside doorway, leading to the street. On one side is a stairway leading up to a gallery off which are four bedrooms, including that of M. & Mdm Bonanceieux and the rented room of D'Artagnan. The downstairs room has a table, chairs, armchair, and whatever else you may care to furnish it with!



Setup & Start

At the start of the scenario both Constance and D'Artagnan are in their own rooms, Planchet is asleep on the landing outside D'Artagnan's room, and Monsieur Bonanceieux is downstairs in the centre of the room. Rochefort has just entered the doorway, flanked by two guards, and is demanding to know Constance's whereabouts. D'Artagnan and Planchet wake to the voice of Monsieur Bonanceieux telling Rochefort she is upstairs in her room. Athos & Porthos are currently not at the lodgings.

Both players roll one dice, the highest roller has the starting initiative.

Object & Victory Conditions

If the Cardinal's Guard's player gets Constance out the doorway of the lodgings, he has won. The Musketeer player wins by preventing this. The game ends when either Constance is kidnapped, or the three Guards, or two guards and Rochefort, are unconscious. In the latter instance the remaining Cardinal's henchman retreats.

Special Scenario Rules

Monsieur Bonanceieux: Both players may activate Monsieur Bonanceieux, using the *Active Bystander Rules* in Supplement 1.

Athos & Porthos: Athos & Porthos arrive at the lodgings during the action, but only choose to take part if they feel D'Artagnan is not coping! As soon as D'Artagnan takes a wound, or if a Guard or Rochefort have hold of Constance in the downstairs room, place Athos & Porthos inside the doorway. They may then be activated by the Musketeer player.

Adjusting the Game Balance

To adjust the game in favour of the Musketeer player, have Athos and Porthos enter the fight earlier, or eliminate one Guard.

To adjust the game in favor of the Cardinal player, eliminate either Athos or Porthos.

Aftermath

If Constance is successfully kidnapped, Rochefort decides to send her off to a secret location to hold her. If the Musketeers foil Rochefort and the Guards, Porthos suggests that the Musketeers take Constance to a secret location for safe keeping. Roll for each unconscious figure to see if it recovers.

Scenario 2: Roadside Inn

Introduction

If the Musketeers have foiled Rochefort's kidnap attempt in Scenario 1, they have decided to hide Constance in a convent. On the way to the convent they stop at an inn. Rochefort has sent guards and the Hired Blade to follow them, and they chance upon the Musketeers at the inn.

If the Cardinal's guards have kidnapped Constance in Scenario 1, they decide to take her to a convent to hold her. The Musketeers have learnt of the scheme, and are waiting at the inn for the guards. Note that Planchet is not at the inn, he is following behind with the luggage belonging to all the Musketeers.

Cast

For Musketeer Player

D'Artagnan
Aramis
Porthos
Athos

For Cardinal's Guards' Player

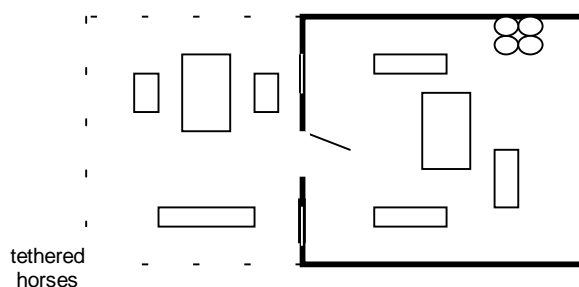
Hired Blade
Guard 1
Guard 2
Guard 3

The Extras

Constance de Bonancieux
Serving wench with large jugs
Serving wench with tray
Gaggle of Geese

Playing Area

The playing area comprises a main drinking room or bar and an outside area. The bar has benches, tables, barrels, bar, etc. and one external door and two external windows. The outside area has several benches and tables with geese feeding around them.



Setup & Start

At the start of the scenario, Aramis is sitting outside at a table on watch, cloaked and hooded, pretending to be a traveller. D'Artagnan, Athos, Porthos and Constance are inside. Athos is drinking heavily as usual!

The Hired Blade and Guards arrive, the Guards enter inside the doorway, the Hired Blade lingers outside staring at Aramis.

One serving wench is outside serving Aramis, the other inside.

Whoever won the first scenario has the starting initiative

Object & Victory Conditions

At the edge of the outside area, there are horses tethered. The game ends when either side has succeeded in dragging Constance to the horses, AND the opposing side has only one conscious combatant. At this point whoever has got Constance to the horses manages to ride off with her and win the scenario.

Special Scenario Rules

Athos: Athos is imbibing heavily at the start of the scenario, and refuses to join the fight until the other musketeers have taken three wounds between them, unless he is attacked or comes into contact with an opposing character in any way. At this point he may be activated.

Bystanders: The two serving wenches and the geese may be actively used by both players using the *Active Bystander Rules* in Supplement 1.

Adjusting the Game Balance

To adjust the game in favour of the Musketeer player, either have Athos enter the fight earlier, or have Planchet arrive and take part. Alternatively allow only the Musketeer player to control the two serving wenches.

To adjust the game in favor of the Cardinal player, restrict Athos from entering the fight until later, for example when a Musketeer is unconscious. Alternatively, have Rochefort arrive during the fight when either the Hired Blade, or two guards, are unconscious.

Aftermath

Whoever has Constance now takes her to the Convent. Roll for each unconscious figure to see if it recovers.

Scenario 3: The Convent

Introduction

Constance is now ensconced in the convent. Whoever won Scenario 2 has marshaled their force at the convent. The loser of Scenario 2 arrives at the Convent in two groups. If this is the Musketeers, then D'Artagnan, Athos, Porthos, Planchet arrive at the convent. Aramis arrives six turns later, (he has stayed behind to say rites for any dying at the Inn). If the Cardinal's men lost, then the Hired Blade and three guards arrive, followed by Rochefort six turns later. The final confrontation between the Musketeers and the Cardinal's men now takes place! Great peril, Great deeds, Great game!

Cast

For Musketeer Player

D'Artagnan
Aramis
Porthos
Athos
Planchet

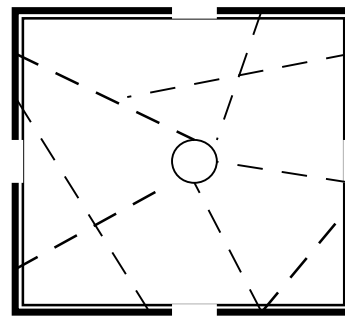
For Cardinal Player

Rochefort
Hired Blade
Guard 1
Guard 2
Guard 3

Playing Area

The playing area is the courtyard of the convent. There are walls with gates on all four sides, and a well in the center of the courtyard.

Crisscrossing the courtyard are a number of washing lines with clothes hanging from them. These can be represented by pieces of thread with scraps of cloth or paper glued on. The lines can then be affixed with putty or blue tack to the walls or well.



Setup & Start

The winner of Scenario 2 has their men assembled around the well. The loser's force starts with two figures inside one gate, and the other two figures inside a different gate. The figures at the well have the starting initiative.

Object & Victory Conditions

The time for fighting and running has passed. Now whoever has the last figure standing wins the scenario and the campaign!

Special Scenario Rules

Washing Lines: Figures may use the washing lines in several ways. Firstly, figures on either side of a line may flick clothes at each other as a Swashbuckling action. Secondly, figures may swing off the washing lines to gain a momentum bonus as per the Optional Rules in "...And One For All". However, if a '1' is rolled after swinging, the figure not only loses the initiative, but breaks the washing line and is tangled in the clothes, and is Stunned.

Convent Well: Use the Supplement rule for the 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.

Delayed figure: One side has a figure delayed for six turns. To keep track of this, place one dice beside the delayed figure each time the player finishes a turn (ie, loses his player initiative). When there are six dice beside the figure, it may then be placed inside any courtyard gate waiting to be activated.

Adjusting the Game Balance

To adjust the game in favor of the Musketeer player, then delay Rochefort's arrival further if the Musketeers are already at the convent, otherwise allow them to start with Aramis in the convent.

To adjust the game in favor of the Cardinal player, delay Aramis' arrival further if the Cardinal's men are already at the convent, otherwise allow them to start with Rochefort in the convent.

Aftermath

Whoever has the last figure standing wins the scenario and the campaign, but this is not the end! The Queen is in danger, Richelieu suspects her involvement with the Duke of Buckingham who is even now on his way to France, Lady de Winter is waiting in the wings to weave her wicked schemes. Everywhere there is intrigue, adventure, passion and most of all – *swashbuckling!*

All For One... And One For All!