



ROYAL MUSKETEERS

CHARACTER LIMIT: 11

TREASURY:



ALL FOR ONE

Draw a card whenever there is a combat declared involving an enemy who is engaged with at least two of your faction Characters. Maximum twice per turn.

- * You may not field more Mercenaries than faction Heroes.
- * You may not field more Locals than faction Commoners.
- * You may not field both Milady and Athos.
- * You may field at most one evil or chaotic Character.

LEADER



D'ARTAGNAN

HEROES (3-6)



ATHOS



PORTHOS



ARAMIS



NATALIE



JEAN



MERCENARY



MERCENARY



MERCENARY

COMMONERS (2-7)



KING'S MUSKETEER



KING'S MUSKETEER



KING'S MUSKETEER



KING'S MUSKETEER



KING'S MUSKETEER



KING'S MUSKETEER



LOCAL



LOCAL





LOCAL





LOCAL

Battle Shooting—When shooting at an engaged Character, do not check if a friendly Character was hit. This Character does not receive the -1 penalty for Defensive Shot.

Berserker—This character always counts as the attacker in Close Combat. This character may not avoid combat in the Combat Phase. If two characters with this special rule fight each other, the effects cancel out, and the active character is the attacker as per the normal rules. When two Berserkers fight in Close Combat, the result may not be a draw. Treat draws as Ripostes. (This does not use Fencing tokens).

Charmer—When using a Talking skill against a character of the opposite gender (♀/♂), and when the character's Original Card for the test is , gain +1 to the total. If the Original Card was , gain +2 instead.

Clever Defense—When this character is defending in Close Combat, if the Original Card is  or , receive +1 to the combat total.



Crack shot—When making a ranged attack, this character inflicts +1 extra damage if the attack hits if value of the Original Card for the Shooting Test was even.

Distraction—As a Partial Action, this character may attempt an Opposed Charisma vs Intelligence test against an enemy character within Line of Sight and up to 6 spaces range. If successful, the enemy receives a generic "Distracted" counter. As long as the character has the counter, it may not initiate Combat (it may be attacked, but may not attack itself). In the Action Phase the character must perform a Partial Action in order to remove the marker. The other Partial action may be taken normally. This effect has priority over Battle Rage.

Faith—Faith has two effects:

1. Put a generic counter on this Character. You may discard it before attempting any test to use the Faith value instead of the tested skill or ability's value. Replace the counter whenever you reshuffle your deck.
2. Prayer: partial action. If an enemy is currently casting a magic spell, draw as many magic cards as your Faith value and add them towards the spell's failure or discard them.

Fast—The Character using this weapon receives +1 to combat total during Ripostes (regardless of who parried).

Frenzied Attack—When this Character is the Attacker in Close Combat, receive +1 to the Combat Total if this Character's Original Card is  or .

Frigid—This Character may not be the target of the Seduction special skill. When this character is involved in an Opposed Test required by a [talking] skill, opponents may not gain any positive modifiers to their

totals. Their total is just the sum of the ability score and the card (or cards) played.

Inconspicuous—This Character starts the game with the Inconspicuous marker. He loses it when attacks enemy model, or is spotted by an Enemy Character within 6 spaces with Wits or Intelligence equal to or higher than the Inconspicuous rating. Any Character within 6 spaces and line of sight may attempt to recognize the Inconspicuous character by taking a full action and making an opposed Wits or Intelligence vs target's Charisma test. As long as it has marker the character counts as friendly to all other characters (including opponent-controlled characters), therefore ignores their Zones of Control (and vice versa). For more rules see Rulebook.

Jostling—During Close Combat Tests, the opponent's bonus for supporting characters is decreased by the character's Strength (but not lower than 0).

Leadership—Friendly Commoners within Line of Sight and 6 spaces of this Character gets +1 to their Fortitude value. Modifiers may not raise Fortitude above 2.

Quick Reload—When this character takes a Reload action, make an Unopposed Fortitude Test with the DL indicated on the Weapon. On a failure, resolve the Reload Action normally. On a success, if the Reload counter was on the 2-pip side, you may discard it.

Parry +X—the Character using this Weapon (even in the off-hand) receives a +X bonus to parry tests.


Pickpocket—[attack] [does not discard Inconspicuous if successful]. If the character has the Inconspicuous marker, it may attempt the Pickpocket Partial Action in the Action Phase. Target an adjacent character and make an Opposed Agility vs Wits Test. On a failure, discard the Inconspicuous marker. On a success, the character may steal a special scenario item or an item that is specifically labeled as eligible for stealing that is currently in the target Character's possession. If the action was successful, the character does not lose the Inconspicuous marker and receives 1 Movement Point to spend.

Slow Thinking [Character]—This Character's Intelligence counts as 1 lower than the printed value (possibly being negative). If this Character does not have [Character] mentioned in the skill in his Line of Sight, he may not be the first Character you activate on a given turn (unless he's the only Character in the Band).

Tactician—each turn you may choose one of the following effects:

- Once per Initiative phase, after playing a card for the Initiative you may play an additional card from the deck and use it instead. Discard both cards after the Initiative Phase.

- Once per Action Phase this character perform a Partial Action to draw 2 player cards to your hand. You must then discard one (or 2 if you have more than 7).

Thrust in the Heart—In Close Combat Tests, if this character's Original Card is a , gain +1 to combat total, and then extra +1 to inflicted damage.

Tiny—This Character's Strength counts as 1 lower than the printed value (possibly being negative). When attempting the Climbing through a window Movement Action, the Action automatically succeeds without performing the test (the cost in Movement Points must still be paid).

Unswerving—During Fortitude tests (both opposed and unopposed), after revealing the cards, you may play an extra card from the deck. You may use it instead of your original card.

Unwieldy—The Character using this weapon receives -1 to combat total during Ripostes (regardless of who parried).

Wealthy [X]—When you field this Character, receive X extra kreutzers.