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Game: **MOUSQUETAIRES du ROY**  
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This summary would not have been possible without the exceptional work of Wade Nelson (wadenels), whose rewritten rules have been referenced with permission.

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# Mousquetaires du Roy

## SETUP



Place the **hourglass** token on the top space of the **time track** and the **satchel (pistoles)** token on the red space of the **currency track**.

Place the **thoroughbred horse**, **pistol**, **armor**, **Toledo sword**, **balm**, and **improved secret maneuver** tokens on their spaces in the **arsenal** board section. Place the *Erudition*, *Nobility*, *Gallantry*, and *Panache* tokens (8 in total) on the **nobility** (chess piece) space in the arsenal, in any order.



Place the **La Rochelle** token on the lightest/middle spot of the La Rochelle track.



Place the **Constance** token on the lightest-bottom spot on the Paris track.



Place the **Queen** token on the lightest/leftmost spot of the top Le Louvre track.



Place a **blank** token on the lightest/top spot of the left Le Louvre track.



Place a **heart** token on the top-most spot of Rochefort's health track in the Milady location.

Shuffle separately all card decks except for the round, action, and *One for all*, and *all for one!* cards.

Place the quest boards on the Quest for the Queen's Jewels board location (top center), with quest 1 showing.

One player chooses to play **Milady** and takes the **screen**, her **miniature**, the 4 **red** dice, and the **sandglass**.

She hides behind her screen the 11 **red** die adversary, 8 **special** adversary, 4 **blank** adversary, and the 4 **challenge** adversary tokens (*Erudition*, *Nobility*, *Gallantry*, and *Panache*).

Finally, she takes takes the gray **adversary**, violet **trap**, pink **treachery (perfidy)**, green **Paris**, and yellow **location** cards, hiding the traps, adversaries, and locations behind her screen. She then draws 3 treachery cards and hides them behind her screen.

Place the Paris deck close to the board. Place the blue **Louvre** cards, text side up, on the space in the Le Louvre board location. Milady then sets up the first **quest board**.

The remaining players choose **musketiers** and take the corresponding **character cards** and **miniatures**. Take round cards and action cards for reference if desired. Each musketeer starts with a **heart** token on the top heart on their card. Shuffle the **adventure cards** and deal each player the appropriate number depending on the number of players. Place the miniatures on the board: d'Artagnan in Paris, Aramis in La Rochelle, Athos in the Vieux Colombier, Porthos in the Louvre, and Tréville in Vieux Colombier.

Tréville (the captain of the musketiers) does not have a miniature: use one of the other miniatures, or a new miniature, instead. He starts the game with a Toldeo sword counter on his card.

Place the *One for all*, *all for one* cards and the **validation** and **epic** tokens close to the board. Epic tokens belong to *all* of the musketiers, and are stored on the quest board when awarded.

Milady selects a **Paris** card, places it on the space in the Paris location, and reads out the text. She reads the first **Louvre** card's text aloud, then flips the card to reveal the challenge.



She places adversary and trap cards next to the Paris and Le Louvre locations with a total **strength** (number of white and red shields) equal to the strength on the active Paris and Louvre cards. **Only 1 trap card may be played per location**.

Finally, she reads out the text of the first quest board.

## GAME TURN

### PHASE I: MILADY



#### 1. Destination

Milady chooses one of her 6 location cards and places it face-down near the board. This is her destination this turn.

#### 2. Paris card

If Milady holds a Paris card, she may place it on the center space in Paris. Any previous Paris and trap cards are removed from the game (however undefeated adversaries are returned to her hand). She then plays adversaries and traps with a combined strength equal to the strength on the mission card.

#### 3. Treachery

Milady either:

- Draws the top treachery card and adds it to her hand, or
- Plays a treachery card (resolve immediately).

### PHASE II: MUSKETEERS

Each musketeer who is not out of action can take **3 actions**. Musketeers can play in any order, but the currently active musketeer must execute all of his actions before another can play. The same action can be carried out several times.

To indicate to other players that his turn has ended, a musketeer can flip over his character card.



#### 1. Draw an Adventure card

Draw the top adventure card from the deck and add it to your hand. If the deck runs out, shuffle the discarded cards to create a new deck.

#### 2. Move

Move from your current location to any other location allowed (allowable locations are in white text).

#### 3. Trade

Trade adventure cards and equipment with *one* other musketeer in the same location. This costs 1 action for the player who instigates the trade. Trades are unlimited and at each player's discretion, so a player could give away all their cards and get none in return. Upgrades may not be traded.

#### 4. Play a Character card

Discard 1 of your character cards (while in any location) and resolve its effects.

#### 5. Reinforce La Rochelle

If you are in La Rochelle you may place 1 combat card faceup in one of the spaces below the bottom of the board. Musketeers cannot play more than 3 combat cards there, but they may play double combat cards.

Once a card has been played, it cannot be swapped for another.

The *Mr. de Bassompierre* character card counts as one of the 3 cards allowed. Aramis may not make use of his power in La Rochelle to place a card.

#### 6. Overcome a Challenge

In the same location as a challenge, you can try to **overcome** it.

#### 7. Attempt a Duel

In the same location as an adversary, you can challenge him to a **duel**.

#### 8. Get Equipment or Upgrade

In any location, you can buy equipment or upgrade tokens from the arsenal. You can buy up to 2 items per action.

Purchased equipment is placed on the orange boxes on your character card. You cannot have 2 identical items or upgrades. If you have no space left, you can replace a token, removing the replaced token from the game. If one type of token runs out, it is no longer available for purchase.

#### Equipment



**Thoroughbred:** Enables a free move action, once per turn.



**Pistol:** Adds 1 **sword** to your first dice roll in a duel. If there is a draw after the first round, the pistol is no longer available for the rest of the duel.



**Armor:** Adds 1 **shield** to all your dice rolls in a duel; if you roll no dice, you still have 1 **shield**.



**Toledo sword:** Reroll 1 die during a duel. This reroll is not compulsory and can take place once during any round of a duel.

#### Upgrades



**Balm:** Immediately regain 2 life points and remove the token from the game. You cannot keep it for later use (and you may use one even if you have no space).



**Improved secret maneuver:** Discard 1 combat card to buy. Place the token on top of your former secret maneuver on your character card. d'Artagnan can use it *in addition* to his previous secret maneuver.



**Upgraded skill** (*Erudition*, *Nobility*, *Gallantry*, *Panache*): Discard any 1 adventure card to buy. Place the token in a yellow box on your character card.

Each increases your basic score in that skill by 1. There are 2 of each, and you can buy any skill as long as it is available.

#### Wounded Musketeers

If a musketeer has been put **out of action** during the previous turn or during the Milady phase of the current turn (due to a wound inflicted by a treachery card), he cannot execute his 3 actions. Instead, he stands up his miniature, regains all his life points, and draws an adventure card. His turn then ends.

#### Milady's Reveal

As soon as each healthy musketeer has executed his 3 actions, the phase ends. **If the musketiers have been unable to locate Milady this turn, she may choose to reveal her location card and execute the action there**, if any.

If Milady is in La Rochelle, she *must* reveal herself, and may then discard 1 of the combat cards there.

## PHASE III: LA ROCHELLE

Then Milady and one of the musketeer players simultaneously roll dice. Milady rolls as many red dice as indicated by the position of the hourglass token (1-4). Certain treachery and Paris cards may affect her roll.

The musketeer player rolls as many dice as the combat value of combat cards played in La Rochelle (the *Mr. de Bassompierre* card grants +1 die), to a maximum of 6 dice.

Only swords count; equipment and secret maneuvers do not. The La Rochelle token moves a number of spaces equal to the difference in the number of swords rolled between Milady and the musketiers; if Milady rolls more swords, to the left, and if the musketiers roll more swords, to the right (it's possible the token may not move at all).

Each musketeer present in La Rochelle may, after rolling the die and before moving the token, sacrifice 1 life point to cancel 1 red sword.

Combat cards Milady did not discard at the beginning of this phase stay in play at La Rochelle.

Apply these effects *the first time* the La Rochelle token reaches these spaces:

**Farthest right space:** the musketiers earn one *One for all*, and *all for one!* card.

**Epic token space:** the musketiers gain a single epic token.

**Red treachery card space:** Milady draws 1 treachery card.

**Farthest left Richelieu space:** the musketiers lose the game.

### PHASE IV: END OF THE TURN



**1. Move the time token:** Move the token down 1 space on the track. If the token reaches the final Richelieu space, Milady wins the game.



**2. Move the Louvre token:** Move the marker down 1 space, then apply any consequences.

**3. Paris card:** If a Paris card is in play, apply its effects.

## THE QUEST FOR THE JEWELS

The Quest for the Jewels consists of 4 quests on 2 double-sided boards, each with specific rules. To win the game, the musketiers must complete the 4 quests in order. Milady uses her 27 **adversary tokens** to counteract the musketiers, which are removed from play after they have been dealt with.

Milady can bring Rochefort to intervene when a musketeer attempts to overcome a challenge, win a duel, or complete the required mission.



**4 blank decoy tokens** *must* be used on board 1 (The Golden Lily Inn).



**4 challenge tokens** *must* be used on board 4 (The Louvre Galleries).



**Red die tokens** may be used on boards 1, 3, and 4. They are adversaries with the number of dice shown.



The **8 special tokens** (in 4 pairs) do not require a dice roll; the adversary's result is shown (and stays the same, should there be multiple rounds of combat). If the snare (heart) is revealed, the musketeer loses a life point (armor does not help).



## 1. The Golden Lily Inn

**Setup:** Milady places 4 blank decoys and 8 adversaries of her choice, facedown, on the 12 center spaces on the board.

**Rules:** The musketeers arriving on this quest start in the **common room**. For 1 action, they can move to the first stage of one of 3 paths: **bedrooms**, **stables**, or **cellar**. Reveal the token, and start a duel or suffer the effects. If the token is blank there is no duel, but the action has been spent. If a musketeer enters a path where tokens have been removed, he can move to the rightmost empty space for 1 action.



**Epic tokens:** For each token discarded, the musketeers may choose and reveal 3 tokens.

**Victory:** When a musketeer has completed the 4 stages of any path the board is complete: that musketeer draws 2 adventure cards. Reveal any unencountered adversary tokens and remove them from the game. Set up the next board immediately.

## 2. The Passage to England

**Setup:** None.

**Rules:** The musketeers must overcome the 4 challenges in any order they choose; each attempt costs 1 action. Place a validation token on a challenge when it is completed. Once the 4 challenges have been overcome, a musketeer may spend an action to fight de Wardes in a duel.



**Epic tokens:** For each token discarded, reduce the difficulty of a challenge by 1 point. They cannot be used in the battle against de Wardes.

**Victory:** When de Wardes is defeated, the board is complete: the musketeer who defeated him draws 2 adventure cards. Set up the next board immediately.

## 3. Return to Paris

**Setup:** Milady places 1 facedown adversary token on each of the 3 spaces.

**Rules:** A musketeer on this quest may spend an action to confront an adversary, in order from left to right. He must play any desired combat cards *before* revealing the adversary is revealed, then the duel proceeds as normal. All defeated adversaries are permanently discarded.



**Epic tokens:** A token played equals 1 combat card, and they may be used *after* the adversary is revealed. They cannot be used to fight Rochefort, if he is present.

**Victory:** When the third adversary is defeated, the board is complete: the musketeer who defeated this adversary draws 2 adventure cards. Set up the next board immediately.

## 4. The Louvre Galleries

**Setup:** Milady places her 4 challenge tokens in any order she chooses in the top 4 spaces. She fills in the remaining spaces with her remaining adversary tokens, 2 in each, facedown. Then, Milady reveals the 3 tokens in the leftmost column.

**Rules:** A musketeer has a choice of 3 ways to complete each chamber (column):

1. Overcome the challenge (top token, difficulty 8).
2. Defeat the 2 opponents (2 separate duel actions).
3. Spend 3 epic tokens to use a secret passage (1 action).

You may change your choice mid-chamber. When one of these conditions is met, the chamber is complete: discard any tokens in that chamber that have not been encountered. Milady then reveals the tokens for the next chamber.



**Epic tokens:** Discard 3 tokens and use an action to use a **secret passage** to pass through the currently active chamber without facing the adversaries or the challenge. Place the epic tokens on the chamber to indicate it can be bypassed.

**Victory:** As soon as they complete the 4 chambers, the musketeers win the game.

## CHALLENGES, DUELS AND TRAPS

**Missions** are the encounters in the Le Louvre and Paris locations, defined by the Le Louvre and Paris cards. To complete a mission, musketeers must overcome all the challenges, duels, and traps that comprise the mission. Mission cards are removed from the game when completed.

### Challenges

A challenge is a test based on one of the musketeer's **skills** (*Erudition*, *Nobility*, *Gallantry* or *Panache*) with a level from 5 (easy) to 8 (difficult).

To succeed, a musketeer spends an action to play as many adventure cards as desired of the appropriate skill type. Each adds 1 point to the musketeer's skill for that challenge.



When the skill level matches the challenge's level, he overcomes it and places a **validation token** on top of the challenge. Any cards played are discarded.

### Duels

A duel is a battle between a musketeer and an adversary, (played by Milady). Both sides roll their dice simultaneously.

The musketeer decides how many combat cards to play, then rolls blue dice equal to his base value (3) plus the value of combat cards played, up to a maximum of 6 dice. Musketeers may also use equipment.



Milady rolls the number of red dice shown on the adversary card or token (they usually also have a special ability).

If either side has rolled 3 dice that correspond to their secret maneuver, their opponent loses 1 life point; the duel is over. If both sides achieve their special maneuver, both sides lose 1 life point and the duel is ended.

If d'Artagnan has 2 secret maneuvers, rolling either one counts as a success.

If no secret maneuvers were rolled, the number of **swords** determines the victor. Blue shields cancel out red swords, and red shields cancel out blue swords. Each sword that is not canceled removes 1 life point from the opponent. If any participant loses a life point, the duel is over.

If no special maneuvers were rolled and no life points have been lost after a duel round, each side removes 1 die from play and rolls again (the musketeer cannot play more combat cards). This continues until there are no dice left to roll for either participant. In the event there are no dice left and no life points lost, the duel ends in a draw.

Most musketeers have 3 life points (Porthos has 5). When a musketeer is injured, lower his life point marker. If he drops to 0 (the blue heart), he is **out of action**. Move his miniature to the Vieux Colombier and lay it down.

Adversaries generally have only 1 life point, and are removed from the game when injured. However, return the Henchman adversary to Milady's hand instead of removing it from the game.

Rochefort has 5 life points, and Milady can heal him by playing a *Balm* treachery card. Cavois has 2 life points (use a heart token to mark his health).

If a musketeer is injured (by losing at least 1 life point) but does not eliminate his adversary, or if both players have no more dice, the duel ends. Another duel must take place later to defeat this opponent.

If a musketeer manages to eliminate his adversary, he receives a reward: the pistoles and/or epic tokens indicated in the top right corner of the adversary card. Increase the pistoles track by the amount, and place the epic tokens on the current quest board.

### Traps

**Only 1 trap card can be played per mission.** The card describes their conditions. Traps are cleared either when they are resolved or when the mission is completed, whether successfully or not. Traps are removed from the game when they are removed from play: no trap may be used twice.

## ROCHEFORT

**If Milady is located where a player attempts to make progress** (challenge or duel) **on a mission** in Paris, Le Louvre, or the main quest, **she must reveal herself by showing her location card and by moving her figurine there.**

Milady (and Rochefort) do not reveal if the musketeers deal with a trap card, nor when a musketeer enters the area; only when a musketeer attempts to make progress on a mission.

Temporarily interrupt the musketeer's action; he must confront Rochefort in a duel following the normal rules (this does not cost an action). Rochefort's health and abilities are shown in the Milady location on the board.

**Athos ignores Rochefort, and Milady may ignore Athos.**

However, she must reveal herself in the usual way if other players act in this location later. Similarly, Athos ignores Rochefort if Athos goes to a location where Milady has already revealed herself; he can never provoke a duel with Rochefort.

If Rochefort loses at least 1 life point, he flees and Milady returns her figure to her Milady location. **She may not take an action during the Milady's Reveal step of the turn.**

If the musketeer is not out of action, he must then resume his action (he may not choose another).

If Rochefort has not been wounded during the duel, the musketeer loses his action and Rochefort remains at the location. Until he is removed, he will duel any musketeer (except Athos) who goes there to complete a mission.

When Rochefort goes out of action, the musketeers earn a *One for all, and all for one!* card, but they can earn this card only once in this manner, even if Rochefort is wounded several times during the game.

**While Rochefort is out of action, Milady cannot go to Paris, the Louvre or the quest boards.** To heal Rochefort, so that she may again travel to any location, Milady must play the *Balm* treachery card to give him life points.

## ONE FOR ALL, AND ALL FOR ONE!



Each *One for all, and all for one!* card can be played at any time to counteract the effects of one of Milady's actions.

Once played, a *One for all* card is removed from the game.

Players may choose from one of 3 options:

- 1. The time token stays still during this turn.** If this option is used at the start 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.
- 2. The Queen regains 2 honor points.** This effect does not cancel honor losses caused by Milady; instead, 2 points are simply given back to the Queen immediately. If the Richelieu space has been reached, the Queen's honor can be saved with this effect.
- 3. Players gain 2 epic tokens.** At any time, this card can be spent as if it is worth 2 epic tokens. If the musketeers need only 1, they should take 1 epic token from the token stock and place it on the quest board for later use.

## HOURLASS

As soon as Milady plays the treachery card *Emergency!*, Milady starts the hourglass and **the musketeers have 2 minutes in which to complete all of their turns.** If the time runs out before the end of the musketeers' phase, all their remaining actions are lost. However, Milady must temporarily halt the timer (place it on its side) as soon as:

**A duel is declared:** Milady resumes the timer at the end of the duel.

**A new Paris or Louvre card is placed:** Milady restarts the timer once the new setup is complete.

**A quest board is completed:** Milady sets up the next board before resuming the timer.

## MUSKETEER SPECIAL ABILITIES

**Aramis** Once per turn Aramis can use 1 adventure card to gain a +1 bonus for any challenge, or to earn an additional blue combat die.

**Athos** No encounters between Rochefort and Athos can take place.

**D'Artagnan** D'Artagnan starts with a better secret maneuver and can acquire a second secret maneuver.

**Porthos** Porthos has 5 life points rather than 3.

**Treville** Once per turn, on Treville's turn, he may give 1 musketeer an order. This costs Treville 1 action and the musketeer carries out the action according to normal rules. Treville starts with a *Toledo Blade*.

## END OF THE GAME

If the musketeers finish all 4 quest boards of the Quest for the Jewels in order before time runs out, they immediately win the game (even if the turn is not over).

Milady wins the game immediately if:

- Time runs out (the time token reaches the bottom Richelieu space).
- The battle is lost in La Rochelle (the La Rochelle token reaches the far left Richelieu space).
- The Queen is dishonored (the Queen token reaches the far right Richelieu space).
- Constance is strangled (Milady achieves 6 hits as instructed by the Paris card *Constance has been kidnapped!*).

# Mousquetaires du Roy

## GAME TURN (5 PLAYERS)

### PHASE I: MILADY



#### 1. Destination

Milady chooses one of her 6 location cards and places it facedown near the board.

#### 2. Paris card

If Milady has a Paris card, she may place it in Paris. Remove old Paris and trap cards from the game, take back undefeated adversaries, and then play adversaries and traps with a combined strength equal to the strength on the mission card.

#### 3. Treachery

Milady either:

- Draws the top treachery card and adds it to her hand, or
- Plays a treachery card (resolve immediately).

### PHASE II: MUSKETEERS

Each musketeer who is not out of action can take 3 actions.



#### 1. Draw an Adventure card

Draw the top adventure card from the deck and add it to your hand.

#### 2. Move

Move to any other location allowed (white text).

#### 3. Trade

Trade adventure cards and equipment (not upgrades) with one other musketeer in the same location.

#### 4. Play a Character card

In any location, discard and resolve 1 of your character cards.

#### 5. Reinforce La Rochelle

In La Rochelle you may place 1 combat card faceup. Once a card has been played, it cannot be swapped for another.

#### 6. Overcome a Challenge

In the same location as a challenge, try to **overcome** it.

#### 7. Attempt a Duel

In the same location as an adversary, begin a **duel**.

#### 8. Get Equipment or Upgrade

In any location, buy equipment or upgrade tokens from the arsenal (up to 2 items per action). You cannot have 2 identical items and you must have space on your card.

#### Equipment



**Thoroughbred:** Free move action, once per turn.



**Pistol:** Adds 1 **sword** to your first dice roll in a duel. If there is a draw after the first round, the pistol is no longer available for the rest of the duel.



**Armor:** Adds 1 **shield** to all your dice rolls in a duel; if you roll no dice, you still have 1 **shield**.



**Toledo sword:** Reroll 1 die during a duel if desired, once during any round of a duel.

#### Upgrades



**Balm:** Immediately regain 2 life points and remove the token from the game.



**Improved secret maneuver:** Discard 1 combat card. Place on top of your former secret maneuver.



**Upgraded skill** (*Erudition, Nobility, Gallantry, Panache*): Discard any 1 adventure card. Each token increases

your basic score in that skill by 1.

#### Wounded Musketeers

If a musketeer has been put **out of action** during the previous turn or during the Milady phase of the current turn, he cannot execute his 3 actions. Instead, he stands up, regains all life points, and draws an adventure card.

#### End of the Phase / Milady's Reveal

If the musketeers have been unable to locate Milady this turn, she may choose to reveal her location card and execute the corresponding action, if any.

If Milady is in La Rochelle, she *must* reveal herself, and may then discard 1 of the combat cards there.

### PHASE III: LA ROCHELLE

**Milady and one of the musketeer players roll dice.** Milady rolls as many red dice as indicated by the hourglass token (1-4). The musketeer player rolls as many dice as the combat value of combat cards played in La Rochelle (*Mr. de Bassompierre* grants 1 extra die), to a maximum of 6 dice.

Only swords count (no equipment or secret maneuvers). The La Rochelle token moves a number of spaces equal to the difference in the number of swords rolled; if Milady rolls more, to the left, if the musketeers roll more, to the right.

Each musketeer in La Rochelle may, before moving the token, sacrifice 1 life point to cancel 1 red sword.

Apply these effects *the first time* the La Rochelle token reaches these spaces:

**Farthest right space:** the musketeers earn one *One for all, and all for one!* card.

**Epic token space:** the musketeers gain a single epic token.

**Red treachery card space:** Milady draws 1 treachery card.

**Farthest left Richelieu space:** the musketeers lose the game.

### PHASE IV: END OF THE TURN



1. **Move the time token** down 1 space on the track.



2. **Move the Louvre token** down 1 space, then apply any consequences.

3. **Paris card:** If a Paris card is in play, apply its effects.

### END OF THE GAME

If the musketeers finish all 4 quest boards in order before time runs out, they immediately win the game.

Milady wins the game immediately if:

- The time token reaches the bottom Richelieu space.
- The La Rochelle token reaches the Richelieu space.
- The Queen token reaches the Richelieu space.
- Milady achieves 6 hits (see the Paris card *Constance has been kidnapped!*).

# Mousquetaires du Roy

## GAME TURN (5 PLAYERS)

### PHASE I: MILADY



#### 1. Destination

Milady chooses one of her 6 location cards and places it facedown near the board.

#### 2. Paris card

If Milady has a Paris card, she may place it in Paris. Remove old Paris and trap cards from the game, take back undefeated adversaries, and then play adversaries and traps with a combined strength equal to the strength on the mission card.

#### 3. Treachery

Milady either:

- Draws the top treachery card and adds it to her hand, or
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Each musketeer who is not out of action can take 3 actions.



#### 1. Draw an Adventure card

Draw the top adventure card from the deck and add it to your hand.

#### 2. Move

Move to any other location allowed (white text).

#### 3. Trade

Trade adventure cards and equipment (not upgrades) with one other musketeer in the same location.

#### 4. Play a Character card

In any location, discard and resolve 1 of your character cards.

#### 5. Reinforce La Rochelle

In La Rochelle you may place 1 combat card faceup. Once a card has been played, it cannot be swapped for another.

#### 6. Overcome a Challenge

In the same location as a challenge, try to **overcome** it.

#### 7. Attempt a Duel

In the same location as an adversary, begin a **duel**.

#### 8. Get Equipment or Upgrade

In any location, buy equipment or upgrade tokens from the arsenal (up to 2 items per action). You cannot have 2 identical items and you must have space on your card.

#### Equipment



**Thoroughbred:** Free move action, once per turn.



**Pistol:** Adds 1 **sword** to your first dice roll in a duel. If there is a draw after the first round, the pistol is no longer available for the rest of the duel.



**Armor:** Adds 1 **shield** to all your dice rolls in a duel; if you roll no dice, you still have 1 **shield**.



**Toledo sword:** Reroll 1 die during a duel if desired, once during any round of a duel.

#### Upgrades



**Balm:** Immediately regain 2 life points and remove the token from the game.



**Improved secret maneuver:** Discard 1 combat card. Place on top of your former secret maneuver.



**Upgraded skill** (*Erudition, Nobility, Gallantry, Panache*): Discard any 1 adventure card. Each token increases

your basic score in that skill by 1.

#### Wounded Musketeers

If a musketeer has been put **out of action** during the previous turn or during the Milady phase of the current turn, he cannot execute his 3 actions. Instead, he stands up, regains all life points, and draws an adventure card.

#### End of the Phase / Milady's Reveal

If the musketeers have been unable to locate Milady this turn, she may choose to reveal her location card and execute the corresponding action, if any.

If Milady is in La Rochelle, she *must* reveal herself, and may then discard 1 of the combat cards there.

### PHASE III: LA ROCHELLE

**Milady and one of the musketeer players roll dice.** Milady rolls as many red dice as indicated by the hourglass token (1-4). The musketeer player rolls as many dice as the combat value of combat cards played in La Rochelle (*Mr. de Bassompierre* grants 1 extra die), to a maximum of 6 dice.

Only swords count (no equipment or secret maneuvers). The La Rochelle token moves a number of spaces equal to the difference in the number of swords rolled; if Milady rolls more, to the left, if the musketeers roll more, to the right.

Each musketeer in La Rochelle may, before moving the token, sacrifice 1 life point to cancel 1 red sword.

Apply these effects *the first time* the La Rochelle token reaches these spaces:

**Farthest right space:** the musketeers earn one *One for all, and all for one!* card.

**Epic token space:** the musketeers gain a single epic token.

**Red treachery card space:** Milady draws 1 treachery card.

**Farthest left Richelieu space:** the musketeers lose the game.

### PHASE IV: END OF THE TURN



1. **Move the time token** down 1 space on the track.



2. **Move the Louvre token** down 1 space, then apply any consequences.

3. **Paris card:** If a Paris card is in play, apply its effects.

### END OF THE GAME

If the musketeers finish all 4 quest boards in order before time runs out, they immediately win the game.

Milady wins the game immediately if:

- The time token reaches the bottom Richelieu space.
- The La Rochelle token reaches the Richelieu space.
- The Queen token reaches the Richelieu space.
- Milady achieves 6 hits (see the Paris card *Constance has been kidnapped!*).



# Mousquetaires du Roy

## THE QUEST FOR THE JEWELS

Milady can bring Rochefort to intervene when a musketeer attempts to overcome a challenge, win a duel, or complete a mission. *She cannot go here if Rochefort is out of action.*

### 1. The Golden Lily Inn

**Setup:** Milady places 4 blank decoys and 8 adversaries of her choice, facedown, on the 12 center spaces on the board.

**Rules:** The musketeers start in the **common room**. For 1 action, they can move to the first stage of one of 3 paths: **bedrooms, stables, or cellar**. Reveal the token, and start a duel or suffer the effects. If the token is blank there is no duel, but the action is spent. If a musketeer enters a path where tokens have been removed, he can move to the rightmost empty space for 1 action.



**Epic tokens:** For each token discarded, the musketeers may choose and reveal 3 tokens.

**Victory:** When a musketeer has completed the 4 stages of any path the board is complete and he draws 2 adventure cards. Reveal any unencountered adversary tokens and remove them from the game. Set up the next board immediately.

### 2. The Passage to England

**Setup:** None.

**Rules:** The musketeers must overcome the 4 challenges in any order they choose; each attempt costs 1 action. Place a validation token on a challenge when it is completed. Once the 4 challenges have been overcome, a musketeer may spend an action to fight de Wardes in a duel.



**Epic tokens:** For each token discarded, reduce the difficulty of a challenge by 1 point. They cannot be used in the battle against de Wardes.

**Victory:** When de Wardes is defeated, the board is complete and the musketeer who defeated him draws 2 adventure cards. Set up the next board immediately.

### 3. Return to Paris

**Setup:** Milady places 1 facedown adversary token on each of the 3 spaces.

**Rules:** A musketeer on this quest may spend an action to confront an adversary, in order from left to right. He must play any desired combat cards *before* revealing the adversary is revealed, then the duel proceeds as normal. All defeated adversaries are permanently discarded.



**Epic tokens:** A token played equals 1 combat card, and they may be used *after* the adversary is revealed. They cannot be used to fight Rochefort, if he is present.

**Victory:** When the third adversary is defeated, the board is complete and the musketeer who defeated this adversary draws 2 adventure cards. Set up the next board immediately.

### 4. The Louvre Galleries

**Setup:** Milady places her 4 challenge tokens in any order she chooses in the top 4 spaces. She fills in the remaining spaces with her remaining adversary tokens, 2 in each, facedown. Then she reveals the 3 tokens in the leftmost column.

**Rules:** A musketeer has a choice of 3 ways to complete each chamber (column):

1. Overcome the challenge (top token, difficulty 8).
2. Defeat the 2 opponents (2 separate duel actions).
3. Spend 3 epic tokens to use a secret passage (1 action).

When one of these conditions is met, the chamber is complete: discard any tokens in that chamber that have not been encountered and reveal the tokens for the next chamber.



**Epic tokens:** Discard 3 tokens and use an action to use a **secret passage** to pass through the currently active chamber without facing the adversaries or the challenge. Place the epic tokens on the chamber to indicate it can be bypassed.

**Victory:** As soon as they complete the 4 chambers, the musketeers win the game.

## CHALLENGES, DUELS AND TRAPS

### Challenges

To succeed, a musketeer spends an action to play as many adventure cards as desired of the appropriate skill type. Each adds 1 point to the musketeer's skill for that challenge.



When the skill level matches the challenge's level, he overcomes it and places a **validation token** on top of the challenge. Any cards played are discarded.

### Duels

The musketeer decides how many combat cards to play, then rolls blue dice equal to his base value (3) plus the value of cards played (max 6 dice). Equipment may be used.

Milady rolls the number of red dice shown on the adversary card or token.

If either side has rolled 3 dice that correspond to their secret maneuver, their opponent loses 1 life point; the duel is over. If both sides achieve their special maneuver, both sides lose 1 life point and the duel is ended.

If no secret maneuvers were rolled, blue shields cancel out red swords, and red shields cancel out blue swords. Each sword that is not canceled removes 1 life point from the opponent. If any participant loses a life point, the duel is over.

If no special maneuvers were rolled and no life points have been lost, each side removes 1 die and rolls again (the musketeer cannot play more combat cards). Continue until there are no dice left to roll for either participant. If there are no dice left and no life points lost, the duel ends in a draw.

If a musketeer's life point marker drops to 0, he is **out of action**: move to the Vieux Colombier and lay down.

Adversaries are removed from the game when they lose 1 life point; however return the Henchman to Milady's hand. Rochefort has 5 life points (Milady can heal him by playing a *Balm* treachery card). Cavois has 2 life points.

If a musketeer loses at least 1 life point but does not eliminate his adversary, or if both players have no more dice, the duel ends.

If a musketeer eliminates his adversary, he receives the pistoles and/or epic tokens indicated in the top right corner of the adversary card. Epic tokens are place on the current quest board.

### Traps

**Only 1 trap card can be played per mission.** Traps are cleared either when they are resolved or when the mission is completed, whether successfully or not. Traps are removed from the game when they are removed from play.

# Mousquetaires du Roy

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# Mousquetaires du Roy

## LOCATIONS

### Milady's quarters

**Milady:** During the Milady's Reveal step, Milady can reveal herself here and choose a Paris card from those that have not been used. She adds this card to her hand and may use it during her phase in the next turn.

**Musketeers:** The musketeers cannot access this location.

### Richelieu's den

**Milady:** During the Milady's Reveal step, Milady can reveal herself here and choose one of these options:

1. Take a treachery card of her choice, then reshuffle the treachery card deck.
2. Draw as many *random* treachery cards as necessary to bring her hand up to 3 cards.

**Musketeers:** If a musketeer *arrives* at this location and Milady is present, she must immediately reveal herself by showing her location card. She does not get to draw treachery cards. If Milady is not present, the musketeer is immediately transferred to the Bastille and his turn ends.

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

### The Vieux Colombier hotel

**Milady:** Milady cannot access this location.

**Musketeers:** When a musketeer is out of action (ie, loses his last life point), move him here and lay his miniature down. On the next turn (or during the same turn if he was put out of action by one of Milady's treachery cards in the Milady's Reveal step), he stands up, draws an adventure card, and regains all his life points. His turn then ends, and he cannot perform any further actions.

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

### La Bastille

**Milady:** Milady cannot access this location.

**Musketeers:** No musketeer can voluntarily go to La Bastille; they are sent there by Richelieu or one of Milady's treacheries.

**Richelieu:** When a musketeer is sent to La Bastille by Richelieu, his turn ends. He can attempt to escape on his next turn.

**Sent to La Bastille:** A player sent to La Bastille via this treachery card in Phase I starts his turn there and can attempt to escape then.

**Escaping from La Bastille** costs 1 action. There are 2 ways to escape (equipment and upgrades may be used):

1. **Bribe the guards:** Pay 1 pistole, then place your miniature at the Vieux Colombier.
2. **Escape:** Duel an adversary with a combat rating of 3. Whatever the outcome, place your miniature at the Vieux Colombier. However, if you are put out of action, you also stand up, regain your life points, draw an Adventure card, and immediately end your turn, taking no other actions. If you are not out of action, once at the Vieux Colombier you can resume taking the actions of your turn.

## Paris

**Milady:** Milady cannot go here if Rochefort is out of action. While here, she can bring Rochefort to intervene when a musketeer attempts to overcome a challenge, win a duel, or complete the mission (he may not intervene with traps).

**Musketeers:** In Paris, the musketeers attempt to complete Milady's mission (challenges, duels, and traps, in any order). When all the conditions are met, remove the card from the game.

Certain Paris cards use the Constance token on the Paris track to mark successes or failures.

During Phase I, Milady may decide to replace the current Paris card with one she drew on a previous turn. If so, first remove the current Paris card and any traps currently in Paris from the game. Return the Constance token to 0, and return any adversaries in Paris to Milady's hand. Milady then plays the new Paris card.

### La Rochelle

**Milady:** If Milady is in La Rochelle, she must reveal herself in the Milady's Reveal step, then may discard 1 of the combat cards there.

**Musketeers:** A musketeer in La Rochelle can play 1 combat card there.

### Le Louvre

**Milady:** Milady cannot go here if Rochefort is out of action. While here, she can bring Rochefort to intervene when a musketeer attempts to overcome a challenge, win a duel, or complete the mission (he may not intervene with traps).

**Musketeers:** At Le Louvre, the musketeers attempt to complete Milady's mission (challenges, duels, traps). When all the conditions are met, remove the card from the game, revealing the next mission, if any.

The top track is the Queen's Honor track, and the left track is the Louvre mission track.

Each time a new Louvre mission is revealed, place the blank token in the top space of the mission track. The mission becomes active immediately, and Milady places new adversaries and traps equal to the mission strength.

**At the end of each turn, move the token down 1 space.**

**When the token reaches the third space,** the Queen loses 1 honor point (move the Queen token 1 space to the right on the honor track).

**When the blank token reaches the bottom space,** the mission fails: the Queen loses another 2 honor points *and* Milady draws a random treachery card.

**If the mission fails,** discard the Louvre card and any trap near the Louvre; return the mission token to the highest space, and return undefeated adversaries at Le Louvre to Milady's hand. Immediately reveal the next mission in the deck.

If the musketeers finish a mission when the Louvre token is on either of the 2 highest spaces, they earn 2 epic tokens, which are placed on the current quest board.

If the musketeers complete a mission, discard it. The next mission in the deck becomes active immediately. Milady sends out new adversaries; return the Louvre token to the top space.

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

# Mousquetaires du Roy

## LOCATIONS

### Milady's quarters

**Milady:** During the Milady's Reveal step, Milady can reveal herself here and choose a Paris card from those that have not been used. She adds this card to her hand and may use it during her phase in the next turn.

**Musketeers:** The musketeers cannot access this location.

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**Milady:** During the Milady's Reveal step, Milady can reveal herself here and choose one of these options:

1. Take a treachery card of her choice, then reshuffle the treachery card deck.
2. Draw as many *random* treachery cards as necessary to bring her hand up to 3 cards.

**Musketeers:** If a musketeer *arrives* at this location and Milady is present, she must immediately reveal herself by showing her location card. She does not get to draw treachery cards. If Milady is not present, the musketeer is immediately transferred to the Bastille and his turn ends.

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

### The Vieux Colombier hotel

**Milady:** Milady cannot access this location.

**Musketeers:** When a musketeer is out of action (ie, loses his last life point), move him here and lay his miniature down. On the next turn (or during the same turn if he was put out of action by one of Milady's treachery cards in the Milady's Reveal step), he stands up, draws an adventure card, and regains all his life points. His turn then ends, and he cannot perform any further actions.

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**Milady:** Milady cannot go here if Rochefort is out of action. While here, she can bring Rochefort to intervene when a musketeer attempts to overcome a challenge, win a duel, or complete the mission (he may not intervene with traps).

**Musketeers:** In Paris, the musketeers attempt to complete Milady's mission (challenges, duels, and traps, in any order). When all the conditions are met, remove the card from the game.

Certain Paris cards use the Constance token on the Paris track to mark successes or failures.

During Phase I, Milady may decide to replace the current Paris card with one she drew on a previous turn. If so, first remove the current Paris card and any traps currently in Paris from the game. Return the Constance token to 0, and return any adversaries in Paris to Milady's hand. Milady then plays the new Paris card.

### La Rochelle

**Milady:** If Milady is in La Rochelle, she must reveal herself in the Milady's Reveal step, then may discard 1 of the combat cards there.

**Musketeers:** A musketeer in La Rochelle can play 1 combat card there.

### Le Louvre

**Milady:** Milady cannot go here if Rochefort is out of action. While here, she can bring Rochefort to intervene when a musketeer attempts to overcome a challenge, win a duel, or complete the mission (he may not intervene with traps).

**Musketeers:** At Le Louvre, the musketeers attempt to complete Milady's mission (challenges, duels, traps). When all the conditions are met, remove the card from the game, revealing the next mission, if any.

The top track is the Queen's Honor track, and the left track is the Louvre mission track.

Each time a new Louvre mission is revealed, place the blank token in the top space of the mission track. The mission becomes active immediately, and Milady places new adversaries and traps equal to the mission strength.

**At the end of each turn, move the token down 1 space.**

**When the token reaches the third space,** the Queen loses 1 honor point (move the Queen token 1 space to the right on the honor track).

**When the blank token reaches the bottom space,** the mission fails: the Queen loses another 2 honor points *and* Milady draws a random treachery card.

**If the mission fails,** discard the Louvre card and any trap near the Louvre; return the mission token to the highest space, and return undefeated adversaries at Le Louvre to Milady's hand. Immediately reveal the next mission in the deck.

If the musketeers finish a mission when the Louvre token is on either of the 2 highest spaces, they earn 2 epic tokens, which are placed on the current quest board.

If the musketeers complete a mission, discard it. The next mission in the deck becomes active immediately. Milady sends out new adversaries; return the Louvre token to the top space.

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

# Mousquetaires du Roy

## PLAYER COUNT

### 1 player

The player controls all 4 musketeers, starts with a hand of 9 cards and draws a card at the beginning of each turn. The musketeer player controls all the musketeers with their cards (so the Trade action is useless).

Remove the treachery card *Isolation* from the deck.

Use the *Cooperative Game* rules for playing without Milady.

### 2 players

One player is Milady, and the other controls all 4 musketeers, starts with a hand of 9 cards and draws a card at the beginning of each turn. The musketeer player controls all the musketeers with their cards (so the Trade action is useless).

Remove the treachery card *Isolation* from the deck.

### 3 players

One player is Milady, and the other 2 players each control 2 musketeers.

Each player receives 9 cards at the start of the game and controls his 2 musketeers using the same hand. The musketeers can play in any order.

### 4 players

One player is Milady, while the other 3 players each control 1 musketeer (the fourth is not used).

Each musketeer has 4 actions instead of 3 and receives 7 cards at the start of the game.

### 5 players

One player is Milady, while the other players each control 1 musketeer.

Each musketeer receives 5 cards at the start of the game.

### 6 players

One player is Milady, while the other players each control 1 musketeer (including Tréville).

Each musketeer receives 5 cards at the start of the game.

Milady starts the game with 5 random treachery cards and 2 Paris cards of her choice.

The time token starts the game on the third space from the top of the time track.

## VARIANTS

### 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 that 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 a duel in order to exert his influence on the location in question.

## COOPERATIVE GAME

You may play the game without someone playing Milady (this variant can also be used to play solo).

Milady does not use the location cards *Richelieu* and *Milady*.

Set aside the *La Rochelle* location card for the moment.

### Milady's destination

Shuffle Milady's location cards, then draw 1 at random and place it faceup.

Shuffle the *La Rochelle* card into the location deck only when the musketeers have placed at least 2 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 1 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 1 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 together.

When the players need to introduce an adversary, draw cards at random until you 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 (ie, 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, choose the musketeer randomly (eg, by drawing a character card).

# Mousquetaires du Roy

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All actions which require the player to draw one of Milady's treachery cards are ignored.

### Paris

Draw 1 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 together.

When the players need to introduce an adversary, draw cards at random until you 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 (ie, 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, choose the musketeer randomly (eg, by drawing a character card).