

A Mysterious Lady

A Three Musketeers Scenario for *Plume & Blade*



Background

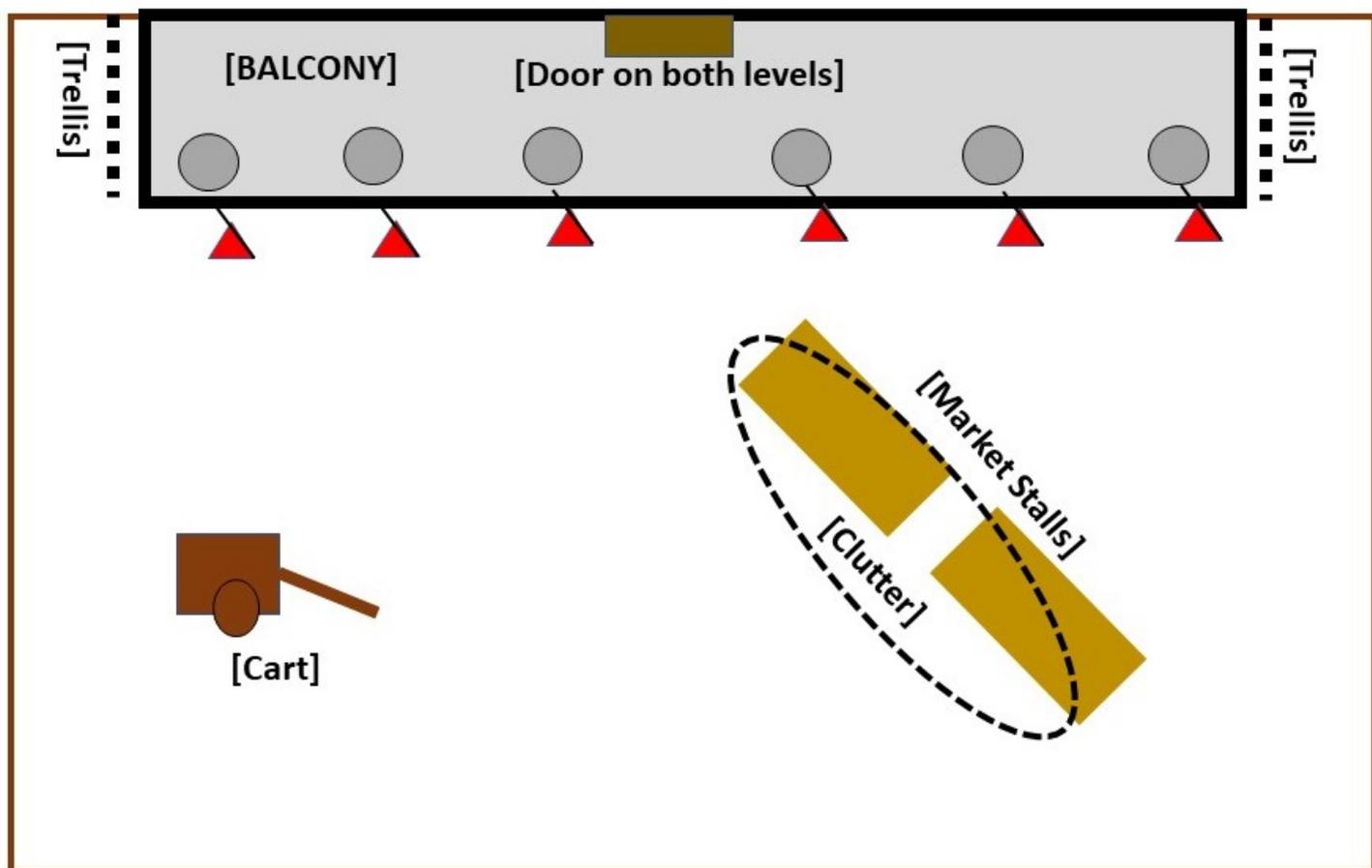
The Musketeers have been given an assignment from Her Majesty to escort an unnamed lady to a particular building in Paris, for purposes which have not been disclosed. The address to which she is to be delivered is fashionable, and said to belong to a wealthy nobleman, but she is not to be brought to the front door. Instead, she must arrive there without drawing any undue attention, through the side door letting out onto a market square. Implied is that the Cardinal does not wish the lady to visit this particular address, and that resistance is to be expected.

They meet the mysterious lady on the Pont Neuf, and make their way toward the specified address. She is veiled, and refuses to speak. Everything proceeds according to plan until the Musketeers and the lady they are escorting turn a corner, and see that the market square is empty of townsfolk but filled not only with the Cardinal's Guards, but with Rochefort himself to lead them. Whoever she is, the lady must be of great importance!

The Set

The map below shows the set. At the back, there is a balcony, which has a railing. An arcade runs behind the columns, and there is a door (as marked) on both the upper and lower levels. At each end is a trellis, and across the front are a row of flags, above some ornamental plantings. The trellises can be climbed (a Difficult Action), and - with the playing of a Pananche card - a character may swing from the ground onto the balcony, using the flags and the plantings as an impromptu ladder. Both modes of ascending to the balcony are possible even with the mysterious lady in one arm, but she cannot do either thing unassisted.

The walls on each side of the courtyard are plain, positioned exactly where the edges of the map are depicted. The front of the square is open. In it are two tall wooden market stalls, which cannot be crossed, but these are surrounded by clutter, which can. There is also a cart, which can be crossed over. The clutter and cart may be used as props (see below), but also act as obstacles when moved across.



The Cardinal's Guards may set up anywhere in the square or on the ground floor of the building, but may not start on the balcony. They must be at least short stick (2") back from the front of the set. Once they have set up, the Musketeers will move onto the set on the first turn, anywhere along the front.

The set as we rendered it for our own game:



Cast of Characters

Each side begins the game with 2 panache cards, drawn at random from the deck.

The Musketeers

d'Artagnan: Star (Initiative: 1st; Front: 3; Left: 2; Right: 1; Rear: 1; Sword & Fist).

Aramis: Sidekick (Initiative: 2nd; Front: 3; Left: 2; Right: 1; Rear: 1; Sword & Fist).

Porthos: Sidekick (Initiative: 3rd; Front: 3; Left: 2; Right: 2; Rear: 1; Sword & Main Gauche).

Athos: Sidekick (Initiative: 2nd; Front: 3; Left: 2; Right: 1; Rear: 1; Sword & Fist).

The Mysterious Lady: Single-Figure Extra (Non-combatant - may only move with short stick unless assisted.)

The Cardinal's Guards

Rochefort: Star (Initiative: 1st; Front: 3; Left: 2; Right: 1; Rear: 1; Sword & Fist).

Tartuffe: Sidekick (Initiative: 3rd; Front: 3; Left: 2; Right: 1; Rear: 1; Sword & Pistol - allowed one shot during the game).

1st Guardsmen: Three-figure Extras (Initiative: 4th; Sword).

2nd Guardsmen: Three-figure Extras (Initiative: 4th; Sword).

Scenario Rules and Victory Condition

The Cart: Any figure which starts their move adjacent to the cart, and unengaged, may play a panache card to spin the cart and the run with it in a straight line (either a short or long stick). This will take both their action and movement. Any figure which does not roll a 6 on one die will lose their En Garde status or be knocked down, lacking such status. Any figure which rolls a 2 or less will receive a wound. Sidekicks get a +1 on their roll, Stars a +2.

Throwing the Merchant's Wares: Any figure starting adjacent to or within the clutter of the merchant's wares may use them as an ad hoc missile, to be thrown at any figure they can see (you cannot see through the backs of the stalls). This constitutes using a prop, and requires the playing of a panache card. On a roll of 4-6, it is a hit, and the target will lose their En Garde status as a result. Sidekicks will suffer a -1 to the roll (Extras are not allowed to do it). If no move is taken during the turn by the figure hurling the wares, they get a +1 to the roll for aiming. If the target is behind cover (the cart, a column, the balcony railing, etc.), that gives the roll a -1. If the target is engaging or engaged by an enemy, there is a 50% chance that any hit will be inflicted on the engaged figure instead of the intended target. (If there is more than one enemy, roll to see which one will get the hit.)

The Mysterious Lady: The Mysterious Lady will take only a single wound, and if she is lost, so is the game (by the Musketeers). She will only ever move a short stick under her own power, and only as the very last figure to do so in any turn. If adjacent to a Musketeer, she can be "assisted" and be carried along with them during their own movement. While assisting the Lady, the figure may not engage an enemy nor perform any action (other than to swing to/from the balcony), and they will lose their En Garde status as soon as the assistance begins. The Lady may be carried up to and down from the balcony when being assisted, however (and it is likely to be the most exciting thing which has ever happened to her, although with these noblewomen it is hard to be sure!)

Any Musketeer adjacent to the Lady who has an En Garde status may declare that they are assisting her if they have not yet acted/moved during the turn. When the Lady is being assisted, she may not be attacked directly - instead, the Musketeer assisting her must be attacked (the Musketeer will interpose himself between her and the attacker, so the figures can be adjusted to reflect this if needed). If she is shot at by Tartuffe, the same rule applies - an adjacent Musketeer may take the bullet for her.

Winning the Game: The Musketeers must convey the Lady to either of the doors, at which point it is a single action and move to open it and pass through, which may be made with assistance. Once this happens, the game is a victory for the Musketeers. If the Lady is killed, the Musketeers will lose. Either side may concede the game at any time.