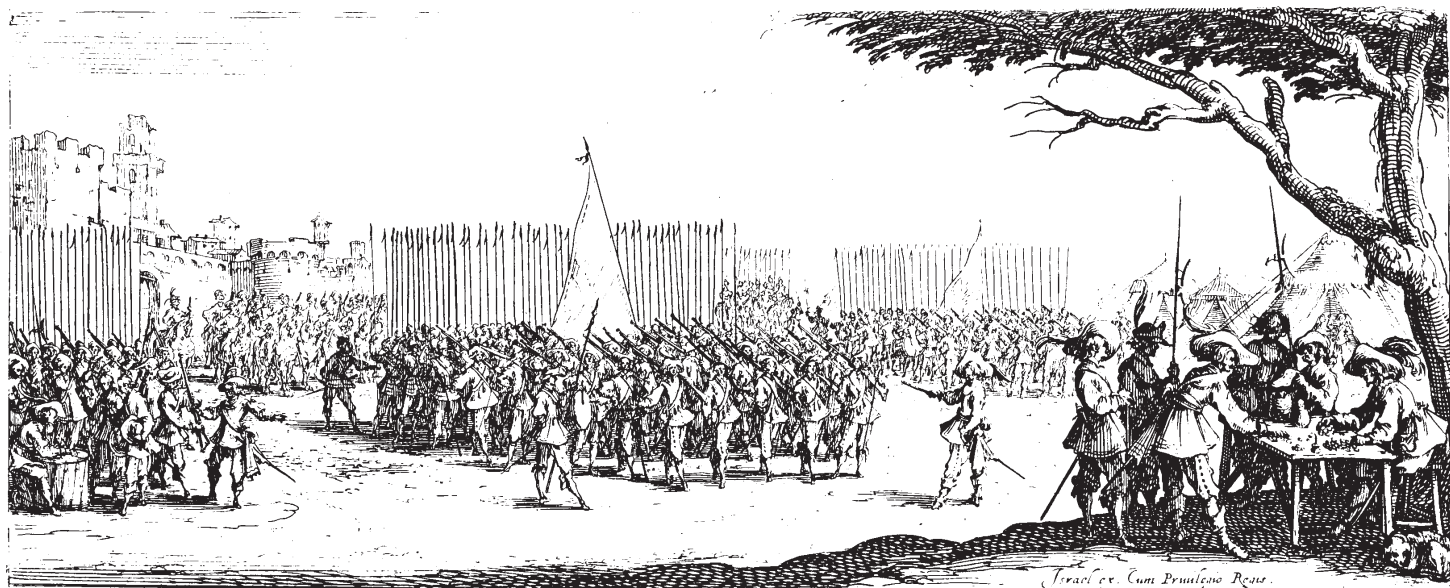


MISERIES AND MISFORTUNES



A SUPPLEMENT FOR BASIC DUNGEONS & DRAGONS (1980-81 Ed)



Israël ex. Cum Prusleno Rege.

*Ce Metal que Pluton dans ses veines enserve,
Qui fait en même temps, et la paix, et la guerre,*

*Attire le soldat sans crainte des dangers,
Du lieu de sa naissance, aux Pais étrangers*

*Ou se font embarqué pour suivre la Milice,
Il faut que sa vertu surmonte le vice .*

Player Character Information

- 1 Take a blank character sheet. Fill in Player Name and Game Master name at the top of the sheet.
- 2 Roll 3D6 (for a result of 3-18) for each ability in order. Pencil in the results next to the appropriate ability. If your character has two or more penalties without an equal number of balancing bonuses, erase all your scores and reroll your abilities from scratch.
- 3 Choose a class that suits you and whose requirements your character meets. You can read the descriptions in the next section. The classes and their requirements are:
 - Soldier of Fortune: No requirement.
 - Necromancer: No requirement.
 - Explorer: Wisdom 9, Constitution 9
 - Urchin: Dexterity 9, Charisma 9
 - Chaplain: Intelligence 9
 - Philosopher: Wisdom 9
- 4 Adjust your scores: After you've chosen a class for which you're qualified, adjust your ability scores. All adjustments are for two points reduced to one point added. You cannot lower an ability below 9.
 - Soldiers may lower Wisdom or Intelligence to increase Strength.
 - Chaplains may lower Strength or Wisdom to increase Intelligence.
 - Explorers may lower Strength and Intelligence to raise Wisdom and Constitution.
 - Necromancers may lower Strength, Intelligence or Wisdom to raise Charisma.
 - Urchins may lower Strength, Intelligence and Wisdom to raise Dexterity and Charisma.
 - Philosophers may lower Strength and Intelligence to increase Wisdom.
- 5 Note your bonuses and penalties for your abilities according to the table that follows this section.
- 6 Write down your character's special class ability:
 - Soldiers of Fortune start with the *Mêlée* ability;
 - Necromancers start with one spell of their choice;
 - Explorers start with an enhanced Search ability;
 - Urchins start with the Dodge ability plus another ability of the player's choice.
 - Chaplains start with the Sanctify Water prayer;
 - Philosophers can choose one recipe to start.The special abilities are described with each class.
- 7 You start with 0 experience points. Note your requirement for second level.
 - Chaplains with an Intelligence 13-15 reduce their XP requirement by 5%. Intelligence 16-18 grants a 10% discount.

- Explorers with 13-15 in both Wisdom and Constitution reduce their XP requirement to level by 5%. If both Wisdom and Constitution are 16-18, they get a 10% discount. If one is 13-15 and the other is 16-18, they gain a 7.5% discount.
 - Necromancers with a Charisma 13-15 reduce their XP requirement by 5%. Charisma 16-18 grants a 10% discount.
 - Philosophers with a Wisdom of 13-15 reduce their XP requirement by 5%. Wisdom 16-18 grants a 10% discount.
 - Soldiers with a Strength 13-15 reduce their XP requirement by 5%. Strength 16-18 grants a 10% discount.
 - Urchins with 13-15 in both Dexterity and Charisma reduce their XP requirement to level by 5%. If both Dexterity and Charisma are 16-18, they get a 10% discount. If one is 13-15 and the other is 16-18, they gain a 7.5% discount.
 - If you have a 13-15s in your requirements, reduce your needed total for next level by 5%.
 - If you have 16-18 in requirements, reduce your needed total for next level by 10%.
 - If you have multiple requirements with different bonuses, reduce your XP to level by 7.5%.
- 8 Roll for your hit points by rolling the dice indicated for your level.
 - 9 Roll, nationality, religion and political affiliations.
 - 10 Copy your starting gear from your character class. Buy additional gear using the list provided. Note the restrictions for your class.
 - 11 Roll 1D6. This is the amount of *livre* (money) your character begins with and can spend on additional weapons, armor and equipment. Note the starting tally on a piece of scratch paper.
 - 12 Total up the encumbrance rating for your gear and check your movement rate.
 - 13 Note your character's proof rating (PR) on your character sheet. Note variant PRs as well—with buckler, without, etc.
 - 14 Copy your saves and basic actions from the appropriate tables.
 - 15 Note your total bonuses or penalties to hit and damage, to saving throws, and to basic actions.
 - 16 If you have not already done so, name your character.

Abilities Descriptions

Strength is used for lifting, carrying and pulling as well as providing substantial benefit (or detriment) in melee combat. It is the prime stat for Soldiers of Fortune.

Intelligence is used for reading, remembering and learning as well providing knowledge of language and a bonus to listening. It is the prime stat for Chaplains.

Wisdom is used for intuiting, understanding and improvising. It provides a bonus (or penalty) to Searching and is the one of the prime stats for Explorers.

Dexterity is used for avoiding, leaping and use of the hands. It affects your initiative and to hit rolls (for missile weapons). Dexterity is one of the prime stats for Urchins and Philosophers.

Constitution is used for withstanding and enduring. It affects your hit points and is one of the prime stats for Explorers.

Charisma is used for convincing, negotiating and intimidating. It affects the reactions of your opponents and NPCs whom you wish to hire. Necromancers have Charisma as their prime stat, and it's the second prime stat for Urchins.

Prime Stat Bonus and Penalty

- 3-5 Increase needed experience points to level by 10%
- 6-8 Increase needed experience points to level by 5%
- 13-15 Reduce needed total to level by 5% per level.
- 16-18 Reduce needed total to level by 10% per level.

Strength Scores and Adjustments

- 3 -3: to hit in melee, damage in melee, force open
- 4-5 -2: to hit in melee, damage in melee, force open
- 6-8 -1: to hit in melee, damage in melee, force open
- 9-12 —
- 13-15 +1: to hit in melee, damage in melee, force open
- 16-17 +2: to hit in melee, damage in melee, force open
- 18 +3: to hit in melee, damage in melee, force open

Intelligence Scores and Adjustments

- 3 -3: to listen. Has trouble speaking, cannot read or write.
- 4-5 -2: to listen. Cannot read or write.

- 6-8 -1: to listen. Can read and write simple French words.
- 9-12 Can read and write French and understand a little Spanish, English, German or Italian. Roll D4.
- 13-15 +1 to listen. Understands: French, another regional language (roll D4) and Latin
- 16-17 +2 to listen. Understands: French, another regional language (D4), Latin *and* Greek.
- 18 +3 listen. Understands: French, another regional language (D4), Latin, Greek, plus one of the following: Hebrew, Arabic, Celtic, Gaelic, Russian, Aramaic, Babylonian, Sumerian. Roll a D8.

Wisdom Scores and Adjustments

- 3 -3: to search, saves vs magic
- 4-5 -2: to search, saves vs magic
- 6-8 -1: to search, saves vs magic
- 9-12 —
- 13-15 +1: to search, saves vs magic
- 16-17 +2: to search, saves vs magic
- 18 +3: search, saves vs magic

Dexterity Scores and Adjustments

- 3 -3: to hit with missiles, initiative and traverse
- 4-5 -2: to hit with missiles, initiative and traverse
- 6-8 -1: to hit with missiles, initiative and traverse
- 9-12 —

13-15 +1: to hit with missiles, initiative and traverse

16-17 +2: to hit with missiles, initiative and traverse

18 +3: to hit with missiles, and traverse; +2 Init

Constitution Scores and Adjustments

3 -3: to hit points per level, saves vs poison

4-5 -2: to hit points per level, saves vs poison

6-8 -1: to hit points per level, saves vs poison

9-12 —

13-15 +1: to hit points per level, saves vs poison; carry one extra item B.

16-17 +2: to hit points per level, saves vs poison; carry two extra item B or one extra item C.

18 +3: to hit points per level, saves vs poison; carry two extra item B and one extra item C.

Charisma Scores and Adjustments

3 -3: to Monster and NPC reactions. Max hirelings 0; Accidental Hireling Morale 4.

4-5 -2: to Monster and NPC reactions. Max hirelings 1; Hireling Morale 5.

6-8 -1: to Monster and NPC reactions. Max hirelings 1; Hireling Morale 6.

9-12 No reaction adjustment. Max hirelings 2; Hireling Morale 7.

13-15 +1: to Monster and NPC reactions. Max hirelings 3; Hireling Morale 8.

16-17 +2: to Monster and NPC reactions. Max hirelings 3; Hireling Morale 9.

18 +3: to Monster and NPC reactions. Max hirelings 4; Hireling Morale 10.

Hit Points

Hit points represent luck, endurance and, ultimately, physical injury. If your hit points drop to zero, your character dies (and cannot be healed).

Every time you advance a level, you roll another die of hit points and add it to your previous total. Be sure to adjust for Constitution bonuses or penalties.

Religion

Roll for your religion or choose. Chaplains do not roll. They're Jesuits and therefore Catholics.

RELIGION	3D6
Heretic	3
Atheist	4
Jewish	5-7
Catholic	8-12
Protestant	13-14
Muslim	15-16
Heterodox	17
Diabolist	18

Nationality

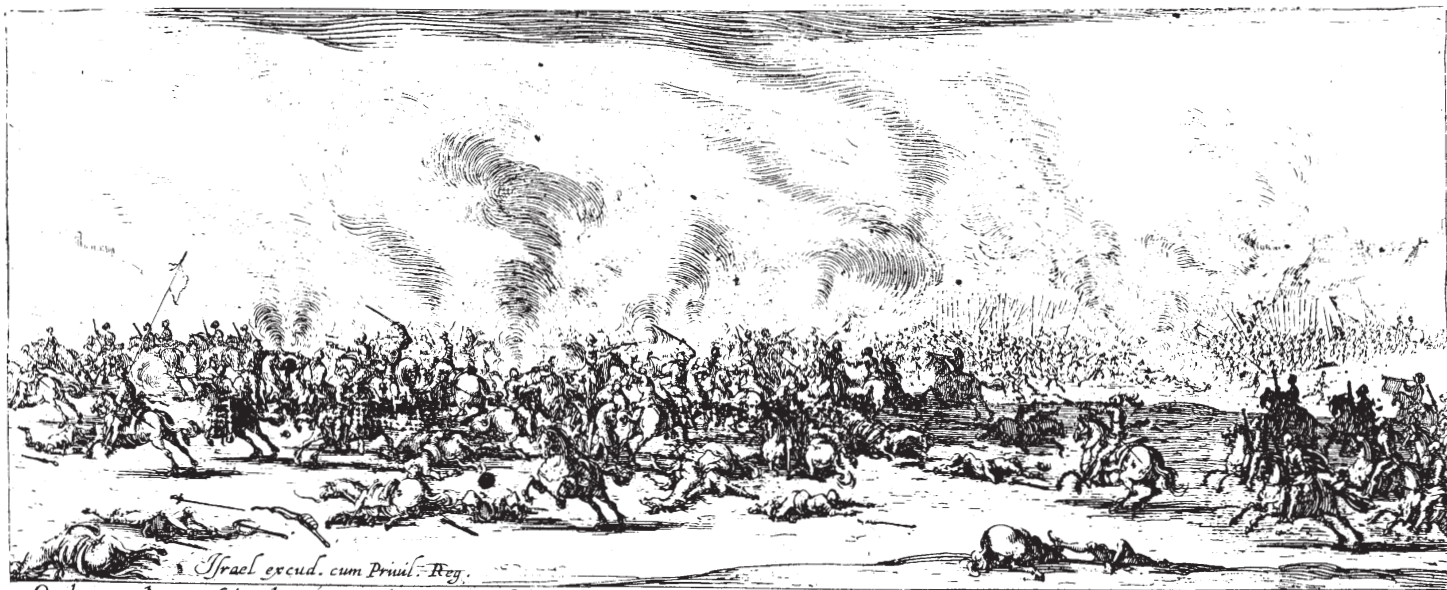
Roll for nationality or choose one.

NATIONALITIES	5D6
Turk	5-7
American	8
Russian	9
Austrian	10
Portuguese	11
Irish	12
Swedish	13
Scottish	14
German	15
Swiss	16
French	17-18
English	19
Polish	20
Belgian	21
Italian	22
Dutch	23
Danish	24
Spanish	25-26
Moroccan	29
Ceílão	30

Politics

Roll for your political affiliation or choose.

POLITICAL LOYALTIES	2D6
Cardinalist	2-3
Frondeur	4-6
Bourbon	7-8
Papist	9
Apolitical	10
Imperialist	11
Hapsburg	12



Israhel excul. cum Prius. Reg.

*Quelques rudes que soient les atteintes de Mars,
Et les coups que son bras porte de toutes parts.*

*Cela n'estonne point l'invincible courage
De ceux dont la valeur scioit combattre l'orage,*

*Et qui pour s'acquies le titre de Guerriers,
Du sang des ennemis arrosent leurs Lauriers.*

3

Soldier

War roils the land beyond the walls of Paris. Thus the world is overflowing with soldiers. Adventurers of all classes seek to make their fortune through glory on the field. Between battles, or perhaps in lieu of the pell-mell, some of these fortune seekers decide to apply their skills to the darker, more dangerous, but more lucrative trades.

Soldiers train to fight with sword, musket and pike. Their job is to protect the other members of their company from the depredations of robbers, gangs and other soldiers.

The prime stat for this class is Strength. A 13 or greater Strength reduces your experience point requirement per level. (Note that there is no minimum requirement for a Soldier).

Soldiers may use any weapon or armor.

Level	XP	HP	Class Points	Title
1	0	2D4	—	Mercenary
2	2000	+1D8	1	Musketeer
3	4000	+1D8	1	Dragoon
4	8000	+1D8	1	Harquebusier
5	16000	+1D8	1	Cuirassier
6	32000	+1D8	1	Sergeant
7	64000	+1D8	1	Lieutenant
8	128000	+1D8	1	Captain
9	192000	+1D8	1	Colonel
10	256000	+1D8	1	General

Soldier of Fortune Abilities

Soldiers of Fortune start with the *Mêlée* (+1) ability. They may invest in it or other abilities as they advance in level.

Soldiers spend their class points on the abilities listed and described below. They may also spend class points to improve the Basic Character Actions described after the character classes.

ACCURACY

Soldiers can practice their aim with firearms (except falconet and minions). Accuracy adds +1 to hit for missile weapons.

Accuracy Advancement: Each class point invested increases the bonus by one up to +5.

FORCE

Soldiers learn how best to attack an enemy for greatest effect. Force adds an extra damage die onto your attacks with *hand-to-hand* weapons.

Force Advancement: +1D4 damage first point, +1D6 second point, +1D8 third point, +1D10 fourth point.

MÊLÉE

After shots have been fired, soldiers draw steel and charge into the fray. The *Mêlée* ability grants +1 to hit with melee weapons per class point spent. There's no maximum (but a roll of a 1 always misses). This is in addition to any Strength bonus or penalty the soldier has.

MAIN GAUCHE

Soldiers learn to fight with both hands. In their right hand, they can carry a sword or something similar. In their left hand, they can carry a pistol, axe or poignard. Doing so with this ability grants them an additional attack in close combat.

One class point gets an extra attack at -3 to hit. Two class points gets the extra attack at -2. Three class points is -1. Four class points is an extra attack with the off-hand at no penalty.

PARRY

Soldiers know how to ward off attacks while pressing their advantage. This ability allows the soldier to use Dexterity as defense, even when attacking.

SPEED

Soldiers are quick to the fight. Each class point spent on Speed increases initiative by one step, to a maximum of two steps.

Soldier of Fortune Starting Equipment

All soldiers start with a poignard, snapsack, hat, knee-length breeches, hose, shoes, shirt, cape or cloak, waterskin, candle, whetstone, flint and steel.

In addition, choose one kit:

- Musket, cutlass, skull cap
- Rapier and two pistols
- Morion, cuirass, tassets and halberd

- Burgonet, cuirass, tassets and long sword
- Pike, cutlass, burgonet, cuirass, tassets, pauldrons
- Sabre, mail shirt

Soldiers with firearms also start with 20 rounds of shot, powder and priming powder in a shot bag, powder horn and powder flask respectively. Musketeers also start with a length of matchcord.

Recommended Names

Geneviève, Marie, Christine, Picard, St Michel, La Garenne, Desbrière



*Ces courages brutaux dans les hosteleries,
Du beau nom de bien couvrent leurs voleries ;*

*Ils querellent expres ennemis du repos,
Pour ne payer leur hôte, et prennent jusques aux pots.*

*— Israël ex. Com. Prault. Beg. —
Ainsi du bien d'autrui leur humeur s'accorde
Quand on les a foulés, et servis à leur mode . 4*

Chaplain

“Ad maiorem Dei gloriam.”

Chaplains are members of the Society of Jesus. Armed with a cross and bible—and supplications to God, Jesus and the Saints—these devout soles are charged with suppressing the heresy and apostasy, ensuring the sanctity of holy grounds, and returning lost items to the Mother Church.

Chaplains fight primarily through prayer, but the Society also permits use of pistol, musketoon, harquebus, rapier and cudgel to suppress the more pernicious elements encountered in the world.

The prime stat for Chaplains is Charisma. A 13 or greater Charisma reduces your per level experience point requirement.

Chaplains wear a cassock, an unadorned biretta and a cape, under which the Society permits a buff coat or coat of mail if the chaplain can afford one. In addition, the chaplain wears a cross, carries a prayer book and a container for his holy water.

Lastly, Chaplains must pay *la dime*: One tenth of all of the coin and treasure found below must be returned to Mother Church. In addition, the chaplain’s superiors may take any artifacts or baubles found for further research.

Chaplains spend their class points on the prayers listed and described below. They may also spend class points to improve the Basic Character Actions described after the character classes.

Level	XP	HP	Class Points	Title
1	0	2D3	—	Brother
2	1500	+1D6	1	Novice
3	3000	+1D6	1	Clerk Regular
4	6000	+1D6	1	Rector
5	12000	+1D6	1	Master
6	24000	+1D6	1	Socius
7	48000	+1D6	1	Vicar General
8	96000	+1D6	1	Curate
9	144000	+1D6	1	Admonitor
10	192000	+1D6	1	Father General

A Chaplain’s Prayers

Chaplains start with the prayer to Sanctify Water. In order to conduct prayers, chaplains must carry a prayer book and wear or carry a cross.

SANCTIFY WATER

The chaplain prepares and sanctifies water so that he may use it expurgate the evil in the world. This ritual requires many hours of intense prayer. It is typically done overnight. No roll or test is required, however the chaplain must have a clean source of water at hand and a vessel to contain it once it’s sanctified. After the appropriate time of prayer, the chaplain produces a number of uses of holy water equal to his level.

IN NOMINE PATRI, IN NOMINE FILIUS, IN NOMINE SPIRITU

In the name of the Father Almighty, Jesus Christ His Son, the Angels and all the Saints... The chaplain intones his prayer and sprinkles holy water on the intended recipient. The blessing grants +1 to hit, damage, saves and raw ability tests (but not basic actions or special abilities). It costs one application of holy water to bless an individual. It takes one turn to recite this prayer. Bless lasts six turns.

WARD

Presenting the cross, invoking the name of Jesus and his Saints, and flinging holy water upon the accursed, the chaplain wards off the restless dead. Warding the undead requires one application per HD type. So if you're warding away a group of 1 HD creatures, you need one dose of holy water. If you have the proper amount of holy water, consult the table below. It takes one round to ward away the dead, but once done, it must be continuously maintained.

Level	1 HD	2 HD	3 HD	4 HD	5 HD
1	7	9	11	—	—
2	6	8	10	12	—
3	5	7	9	11	12

You must roll equal to or higher than the number listed for the HD of the creature on 2D6. If successful, 1D4 of the creatures are driven off per chaplain level.

CONSECRATE

A chaplain may consecrate the ground. It costs four doses of holy water plus one per level of spirits the chaplain wishes to protect against (max equal to Chaplain's level). On consecrated ground, no spirits (of HD equal to consecration) may rise or walk. If the spirits do manage to walk on consecrated ground, the area is defiled and must be prayed over anew. Consecration requires one turn of time.

PATER NOSTER

This simple prayer lifts the spirits of the chaplain's allies. Increase their morale for one turn after the prayer. The prayer costs one holy water per four so blessed and requires one round. You may spend an additional class point to increase the efficacy to +2.

EXORCISM

The chaplain may drive the devil out of the possessed. Test the chaplain's Wisdom. If the chaplain's level is higher than the demon, take the difference as a bonus to the roll. If the devil's level is higher than the chaplain's, use this as a penalty for the roll.

The ritual requires a full camp during which the chaplain cannot eat, drink, rest or take watch.

TE DEUM

We praise thee O God. Te Deum is a hymn of thanks and praise sung after a great event or victory.

A Te Deum restores 1D6 hit points to all participants.

LAST RITES

The chaplain may perform last rites on his fallen comrades. Doing so sanctifies the body. If the chaplain also hears confession and pronounces absolution, he ensures the soul of the departed will go to heaven and not tarry on this plane. Last rites requires one turn.

CONFESSION

Chaplains may hear the confession of the sins of their companions and may pronounce absolution. Confession takes one hour.

Chaplain Starting Gear

Chaplains wear a black cassock, an unadorned black biretta, a black cape, and black socks with black leather shoes.

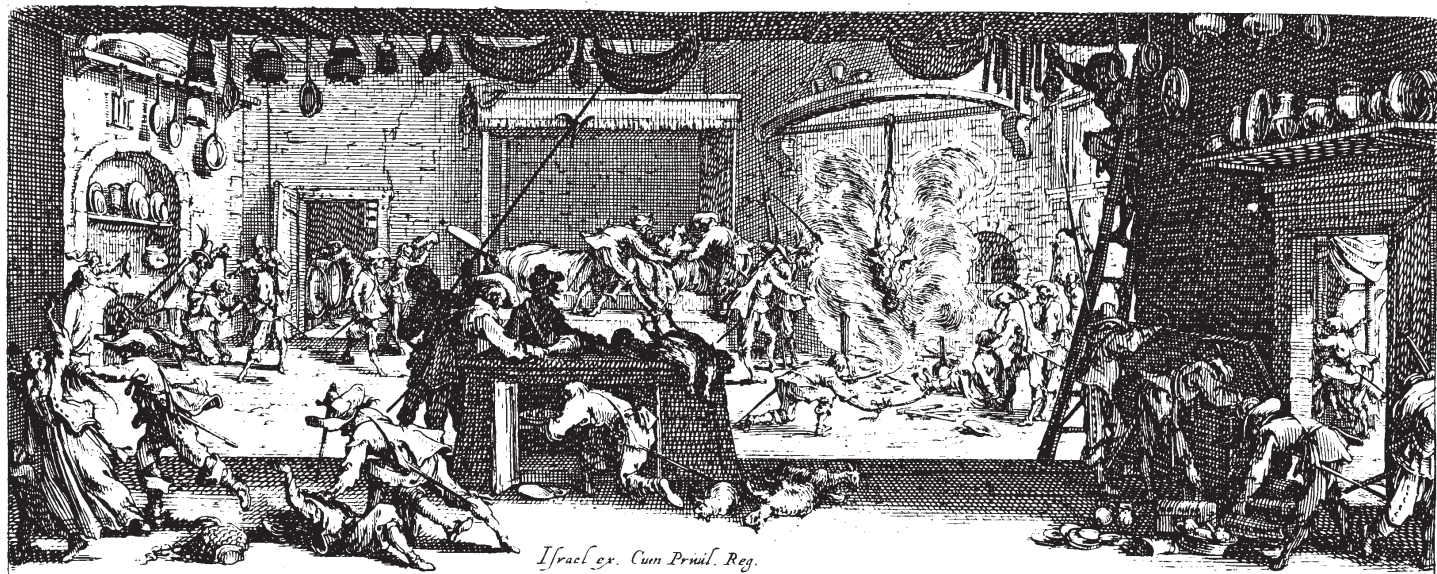
In addition, the chaplain has a cross on a rosary. In his snapsack you will find: a bible, a prayer book, a sanctified golden vessel that can hold four drafts of holy water, some sticks of frankincense and a holy candle.

Holy Water in Town

Holy water must be kept in a sanctified vessel and then applied to the target of the prayer at the proper juncture. Unused holy water can be kept on hand for use later. But in town, excess holy water (applications beyond level) is taken by the Church and put to good use.

Suggested Names for Chaplains

Pelletier, Ignatius, Loyola, Becker, Jules, Philippe, Guillaume, Xavier



Israël ex. Cum Priul. Reg.

*Voilà les beaux exploits de ces cœurs inhumains
Ils rouagent par tout rien nechappe à leur mains*

*L'un pour avoir de l'or, l'autre des supplices, Et tous d'un même accord commettent machamment
L'autre à nul forçuits anime ses complices ; Le vol, le rapt, le meurtre, et le viollement . 5*

Urchin

Urchins live on the streets of Paris, fighting for crusts of bread and pennies from the well to-do. They're rounded up into gangs by taskmasters and gang leaders, and forced to work at less savory occupations. However, their survival skills learned in the daylight world translate well into the hard life of the company.

But only the best and brightest children are selected to accompany the chaplains and explorers. Thus Dexterity and Charisma are both considered prime stats. If both are 13 and higher, you reduce your experience point requirement per level.

Urchins may wear a buff coat and use any weapon they can get their hands on short of pikes, halberds, falconets and minion drakes.

To use their class abilities, Urchins can't carry at that moment anything in encumbrance group A or wear armor heavier than a buff coat. And they'd prefer to do it barefoot.

Since Urchins are the property of gang leaders, they must hand over 90% of all treasure and coin to their boss after each foray below. And they're lucky they get to keep that much. If the boss finds out they're cheating him, there'll be trouble.

Spend Urchin class points on the abilities listed and described below. You may also spend class points to improve the Basic Character Actions described after the character classes.

Note that unlike other classes, the urchin has one class point to spend at first level before joining the company.

Level	XP	HP	Class Points	Title
1	0	1D3	1	<i>Gamin</i>
2	1200	+1D3	2	Pick Pocket
3	2400	+1D3	1	Cut Purse
4	4800	—	—	—

Urchin Age

Once an urchin reaches 4th level, she must choose a new class. They start at level 1 in this new class, and lose the ability to dodge, but retain other abilities. Knock XP down to 0. Reroll HP using the hit point die of the new class.

When using Urchin abilities under the guise of the new class, the character must meet the Urchin encumbrance requirement.

Urchin Special Abilities

Urchin's start with the Dodge ability. The other abilities must be purchased with class points.

DODGE

Small and wiry, urchins do not present easy targets. All missile attacks against urchins are always counted as tough shots. If another class point is invested in the Dodge ability, the urchin may always use his or her Dexterity as defense, even when attacking.

SNEAK

Urchin's can sneak quietly and unseen through an area. Roll a D6, on a 1, the character is unnoticed. Anything else, the alarm is raised or attention is elevated. The urchin's chance of success can be raised by one for each class point spent to a max of 5 out of 6.

CLAMBER

Urchins are small and light enough, they can clamber into narrow spaces or scamper up walls. Their chance of success is 2 in 6. The urchin's chance of success can be raised by one for each class point spent to a max of 5 out of 6. Use the ability in place of the Traverse basic action.

STEAL

Urchins are trained to pick pockets, lift valuables and cut purses (and hopefully not get caught). Chance of success is 1 in 6 plus/minus the difference in level between the urchin and target. So a 1st level urchin has no chance of stealing unnoticed from a 2nd level or higher character. The urchin's chance of success can be raised by one for each class point spent to a max of 5 out of 6.

SURPRISE ATTACK

Fairness and honor are not part of the urchin's world. They'll take every advantage they can get. To that end, when attacking a surprised or otherwise unaware target, this ability grants +4 to hit and double damage. This ability *cannot* be increased with class points.

CHARIVARI

A group of four or more urchins together may sing a charivari. This is a rude, taunting song made up on the spot to point out the hypocrisies and foibles of the intended target. The target must make a save vs Terror. Failure indicates the target either cowers and barricades himself behind closed doors or is enraged and charges after les gamins. It takes one turn to sing the Charivari. Only one Urchin needs have the class ability to lead the others in song.

Urchin Starting Equipment

An urchin starts with ragged clothes and a bit of rope for a belt. No weapons, no food, no shoes.

Suggested Names for Urchins

Le Fou, La Petite, Le Sauvage, La Coquin, Le Vaurien, La Tricheur, Le Riche, La Sale, Le Cochon, La Souris

Explorer

Explorers are specialists dedicated to plumbing the depths beneath Paris. Under the tutelage of the Cardinal, they are members of a very popular, academy
—L'Académie Française.

Brave, tough and smart, the explorers have eschewed life in the military, trades or clergy in order to delve into the secrets of the world. Thus, Wisdom and Constitution are both prime abilities. If both are 13 and higher, you reduce your experience point requirement per level.

Explorers can wear any armor and can use any weapon that suits their needs.

Level	XP	HP	Class Points	Title
1	0	2D4	—	Companion
2	2200	+1D8	1	Searcher
3	4400	+1D8	1	Navigator
4	8800	+1D8	1	Scout
5	17,600	+1D8	1	Guide
6	35,200	+1D8	1	Pathfinder
7	70,400	+1D8	1	Adventurer
8	140,800	+1D8	1	Expert
9	211,200	+1D8	1	Expert General
10	281,600	+1D8	1	Immortal

Explorer Abilities

Explorers start with an enhanced Search ability (2 in 6).

At level 2 and higher, you spend class points on the abilities listed below. You may also spend class points to improve the Basic Character Actions described after the character classes.

DECIPHER RUNES

Explorers learn to decode or decipher symbols and sigils. Their chance of success is 1 on 1D6 (plus Intelligence bonus). You may improve your odds by one for each class point spent to a max of 5.

SOLVE PUZZLES

Explorers are adept at disarming traps, solving mechanical puzzles and figuring out contraptions. Their chance of success is 1 on 1D6 (plus Wisdom bonus). You may improve your odds by one for each class point spent to a max of 5.

ACCURACY

Explorers practice their aim with muskets and pistols. Accuracy adds +1 to hit for missile weapons. Each class point invested increases the bonus by one up to +5.

MAIN GAUCHE

Soldiers learn to fight with both hands. In their right hand, they can carry a sword or something similar. In their left hand, they can carry a pistol, axe or poignard. Doing so with this ability grants them an additional attack in close combat.

One class point gets an extra attack at -3 to hit. Two class points gets the extra attack at -2. Three class points is -1. Four class points is an extra attack with the off-hand at no penalty.

LA COUVETURE

Explorers learn how to stand or kneel in order to minimize the effects of incoming gunfire. If an explorer can maneuver behind some obstacle, great or small, they can cause firearm attacks against them to be made as tough shots.

This knowledge also grants +1 to Artillery saves per class point invested.

Explorer's Starting Equipment

The explorer starts with a wide-brimmed hat, a cloak or cape, a shirt, leather breeches, a leather belt, socks, riding boots. In the explorer's snapsack you will find, a lantern, a jar of whale oil, flint and steel, two candles, hook and line, a hatchet, a tooth brush, soap and extra socks. Draped over the explorer's shoulders you will find 50' of rope wrapped around a tightly rolled waxed tarpaulin. And on the belt is a poignard.

In addition, choose one set of the following:

- Rifle and cutlass
- Rapier, brace of pistols, buff coat
- Harquebus and cuirass
- Bombs, pistol, cutlass

Firearms come with 12 rounds of shot, 20 portions of priming powder and 12 charges of black powder in a shot bag, powder flask and powder horn respectively.

Bombs are kept in a satchel and come four to a set.

Lastly, choose one: a pouch of tobacco, a loaf of sugar or a bar of chocolate.

Suggested Names for Explorers

Armand, Valentin, Mary, Laura, Hortense, Olympia, Alfonse, Eugene, Jean

Philosopher

The natural philosopher is a scientist, herbalist, chemist, and geologist all rolled into one. Hungry for information about the natural world, the philosopher puts that knowledge to work in creating useful medicines and chemical recipes.

A good philosopher must be clever. Therefore a Wisdom of minimum 9 is required. If Wisdom is 13 or higher, the philosopher requires less experience point to gain a level.

Philosophers are not much for melees or volleys of musketry. They can use a poignard and pistol. They do not wear armor of any type, as they find it too restrictive for their arts.

Level	XP	HP	Class Points	Title
1	0	2D2	1	Neophyte
2	2500	+1D4	1	Distiller
3	5000	+1D4	1	Dispensurist
4	10,000	+1D4	1	Poisoner
5	20,000	+1D4	1	Herbalist
6	40,000	+1D4	1	Chymist
7	80,000	+1D4	1	Proofer
8	160,000	+1D4	1	Potioner
9	240,000	+1D4	1	Master Herbalist
10	320,000	+1D4	1	Master Philosopher

Chymist Recipes

Philosophers start with one recipe of their choice (that is not otherwise restricted). Unless otherwise noted, each recipe requires at least one round to mix and apply in the heat of the moment.

They all require camp to prepare, though. A philosopher can prepare all known recipes during a full camp, but only one during a half-camp respite.

WILLOW BARK

Chewing on willow bark will alleviate some aches and pains. Restore one hit point per recipient once per day.

During a full camp, the philosopher can prepare a number of doses of willow bark equal to his or her level.

NETTLES

Using a compress of nettles and other stinging plants, the philosopher can restore feeling to benumbed or paralyzed limbs. The recipe will cure the paralysis of one victim, plus an additional victim per additional class point spent on the recipe.

Compresses must be prepared on the spot from fresh ingredients. It requires one turn of time to prepare and apply.

FUMIGANT

By burning certain herbs and chemicals, the apothecary creates a repulsive vapor that drives off men, beasts and other living things. The recipe creates a 10' diameter circle of fumigant, all in the circle suffer -1 to hit and -1 initiative.

Additional class points may be spent on this recipe to increase the area in increments of 10'. The recipe lasts one turn and creates smoke in the area.

A full camp rest is required to prepare the materials for the fumigant.

HONEY TRAP

This recipe disperses a sweet scent that attracts men, beasts and other living things within 2d6x10'. Creatures in the area of effect must make a saving throw against poison. Failure indicates they move toward the point of origin of the scent. The area of effect may be increased by spending additional class points on the recipe—+20' per point. The effect lasts one turn and adds smoke to the area.

The philosopher requires a half-camp respite to prepare the materials for a honey pot.

GENIÈVRE

All smart philosophers carry a flask of this distilled juniper juice. A swig of it removes the effects of fear and adds +1 morale.

The philosopher can distill swigs equal to his or her level during a full rest in camp.

You may spend an additional class point to increase the morale bonus to +2.

Requirements: Level 2 Distiller

ALKAHEST

Alkahest is said to be able to dissolve any substance or material.

Philosophers can learn the secret to making this solvent. Alkahest will also destroy leather and organic materials. Metal or stone placed in a vial of the

solvent will completely dissolve. Flinging a pot of acid at a creature causes 1D6 points of damage. The philosopher must roll to hit. There is no save. If the acid hits armor double the amount of damage done to the armor.

Class points may be spent to increase the potency of the recipe: +1D6 damage per class point. Magical items are only destroyed on a 1 on a D6.

The philosopher requires one week (or seven full camps) to replenish the supply of Alkahest.

Requirements: Level 3 Dispensurist.

SALT OF PETRA

By burning this mixture, the philosopher produces a cloud of smoke. The smoke blocks line of sight. It causes all shooting to become to rough shots, and it also allows a moment for the philosopher to make an escape unseen. Smoke of Salt of Petra lasts one turn.

Preparing the Salt of Petra requires one full camp.

GREEK FIRE

Jars of greek fire may be cast at enemies to burn them or may be tossed to the ground to create obstacles. If an opponent is hit, the Greek fire burns for 1D6 points of damage per round for two rounds. Roll for damage on the second round during the Greek fire initiative interval.

Roll 1d4 to determine how many opponents are hit. Opponents then make a save vs Artillery. If they fail the roll, they take damage as described above.

Additional class points may be spent to increase the number of rounds the fire burns (one per additional round) or number of opponents hit: second point increases the amount to 1d6, third to 1D8, fourth to 1D10.

Preparing a pot of Greek fire requires two full camp phases.

DUST OF VALERIAN

Casting forth a packet of powdered valerian root (with perhaps essence of poppy added for good measure), the Philosopher induces an irresistible sleep in all who inhale the recipe.

The dust affects all creatures in one square (10' x 10' area) up to 30' away (no roll to hit necessary). Additional class points may be spent to increase the area of effect: one point for each additional square.

Creatures in the area of effect get a saving throw against poison with a bonus equal to their level. Thus a L2 Musketeer gets a +2 to the save. Whereas a L1 Neophyte gets +1.

Creatures who fail their save fall asleep after the movement phase at the start of the next round. Victims remain asleep until awakened or eight hours pass.

Preparing the Dust of Valerian requires three full camp phases.

AQUA TOFANI

Aqua tofani is a potent poison. If *ingested*, it causes near certain death. Victims must save vs poison or die choking. Additional class points spent on the recipe give a -1 penalty to the save per point.

Requirements: Level 4 Poisoner

Preparing the aqua tofani requires one full camp phase.

ANTIDOTE

Philosophers can mix an antidote to most poisons. If a character is poisoned, the antidote must be applied orally before the character dies. The antidote is enough to cure one character plus one per additional class point spent on this ability.

Preparing a dose of antidote requires one half-camp respite.

Restrictions: Must be Dispensurist (L3) or higher.

No Rest for the Philosopher

While preparing recipes, the philosopher cannot take watch or rest.

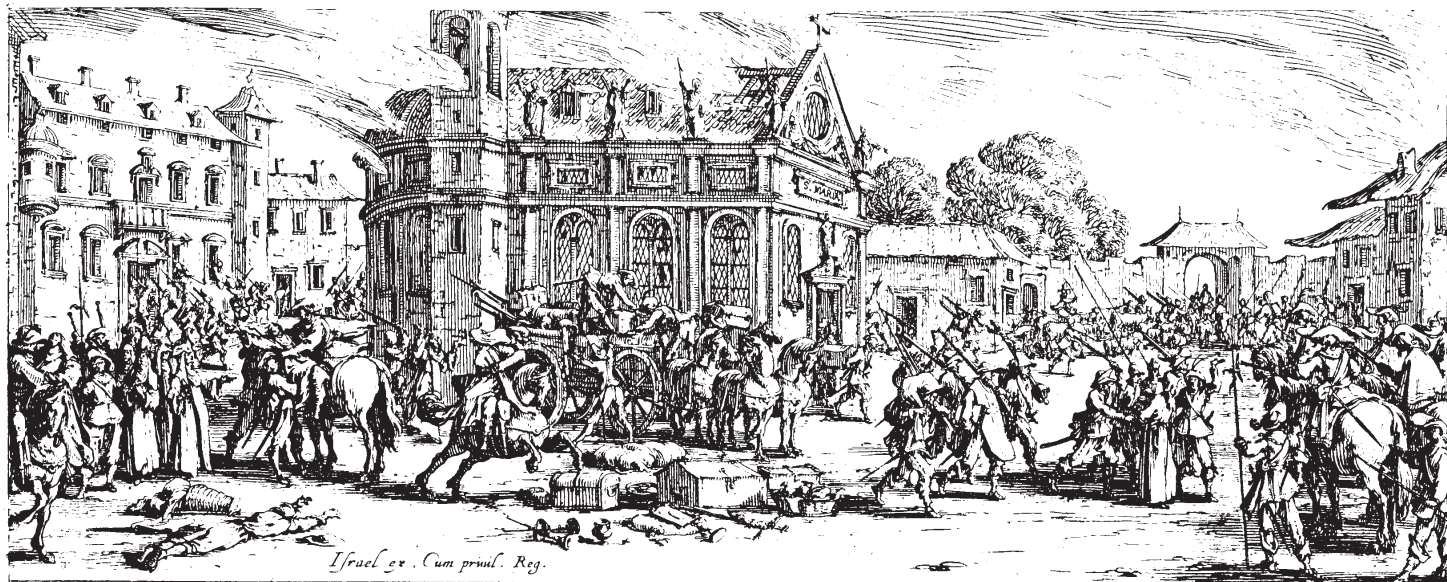
Starting Equipment for the Philosopher

In addition to the ingredients necessary for the various admixtures, the philosopher also carries a sapsack containing a bottle of rum, a lantern, a flask of whale oil, flint and steel, and a candle.

The philosopher wears a wide-brimmed hat, knee-length breeches, socks, a leather belt, leather shoes, and a jacket.

Suggested Names for Philosophers

Maupin, Rene, François, Rotrou, Cyrano, Charles, Antoine, Melchior, Alain



Israel ex. Cum priul. Reg.

*Icy par vn effort sacrilege et barbare
Ces Demons enragez, et d'une humeur auare*

*Pillent, et brulent tout, abattent les Autels ;
Se moquent du respect qu'on doit aux Immortels,*

*Et tirent des sancts lieux les Vierges desolees
Quils osent enleuer pour estre violées . 6*

Necromancer

While most pretend they go below for gold, glory or God, the Necromancers knows the truth. Something is wrong down there. Some terrible has disturbed the natural order. Armed with her book of forbidden rites, the necromancer seeks to go below and commune with the dead to learn their secrets.

Trucking with the dead requires a supple mind and a strong stomach. Thus Wisdom and Constitution are the prime stats for Necromancers. If both are 13 and higher, you reduce your experience point requirement per level.

Necromancers concentrate on the world of spirits, angels and demons. They do not train to fight and do not wear armor. They may use pistols and daggers as weapons.

In order to cast her spells, a necromancer must have a spell book and a means with which to draw circles on stone—even if it's just a piece of charcoal.

Level	XP	HP	Class Points	Title
1	0	2D2	—	Devotee
2	2500	+1D4	1	Occultist
3	5000	+1D4	1	Conjuror
4	10,000	+1D4	1	Abjurist
5	20,000	+1D4	1	Excorist
6	40,000	+1D4	1	Seer
7	80,000	+1D4	1	Summoner
8	160,000	+1D4	1	Diabolist
9	240,000	+1D4	1	Necromancer
10	320,000	+1D4	1	Magus

Necromancer Spells

Necromancers start with the *Sentio Vos Exanimus* spell. Using their class points, they may invest in it further if they so choose or buy other spells. Each spell may be cast once per day. After which, the necromancer's mental reserves are tapped and she must rest.

IURO VOS PRAESEPUULTI

I command you who were entombed to appear and answer truthfully my question! This spell allows the necromancer to ask one question and receive one answer from a corpse or similar remains (so long as it includes a skull). Additional class points spent on the spell grant additional questions and answers. The spell takes one turn to cast.

SENTIO VOS EXANIMUS

Chanting this spell, the necromancer can sense the presence of the restless dead. He can detect their presence within 120' (plus 20' per additional class point invested). He cannot determine specific entities, only general quantity like "great" or "few" and rough direction. This spell takes one turn to cast.

ABSTERGO INSOMNIUM

Those below often suffer from savage night terrors. The necromancer can cast this spell over the sleepless and give them succor. This spell grants a save vs nightmares. Each additional class point spent will protect one additional person. The spell takes one turn to cast.

CONIURO VOS EXANIMUS

I conjure you who were formerly dead! The necromancer can draw the spirits of the dead to him. If there are dead within 120' feet radius, 2D6 HD worth will make their way to the necromancer as rapidly as they are able. Additional class points invested will summon an additional 1D6 HD per point. This spell takes one turn to cast and grants no control over the dead.

IMPERITO VOS EXANIMUS

I command you who were formerly dead! This spell creates dominance over a single undead creature. The target must make a saving throw vs magic. If failed, it will do the necromancer's bidding. Creatures of 1-3 HD serve for one week. Creatures of 4-6 HD serve for one day. Creatures of 7+ HD serve for one hour. Additional class points spent on the spell give a -1 penalty to the save per point. The spell takes one round to cast.

AUGURIUM

Calling upon the Saints, those recently deceased and any of the Princes of Hell who happen to be nearby, the necromancer charges them to help him find what is lost. Name a specific object or person. If within range of the spell, the necromancer will get a tingling sensation in his hands that indicates the direction (but not distance). Range is 3D6x10'. Roll each time spell is cast. Additional class points may be spent to increase range by 1D6x10' per point. This spell takes one turn to cast and lasts for one turn per level of the necromancer.

MORTUUM INFUNDERE SPIRITUM

One of the highest arts of the necromancer is to call back the spirits of the recently departed to their mortal coil. This spell restores a dead person up to one hour after death. Additional class points may be spent to extend the window of resurrection by one hour each. This spell takes one night to cast and must be done as part of full camp instead of rest, watch, eating or drinking. It is limited to necromancers of 7th level (Summoners) and higher. The restored permanently lose one point of Wisdom since they have seen the gates of Heaven (or Hell).

ARTE INVISIBILITATIS

Sacrifice a black cat and plant its body with heliotrope seeds in a closed garden with water. Feed the seeds with human blood mixed with water. From the carcass, a strange plant will grow. One of the seeds of said plant will grant invisibility when placed in the mouth under the tongue. This spell takes one night to cast and must be done as part of full camp instead of rest, watch, eating or drinking. Fifteen days are required for the plant to grow and bear its seed.

The spell lasts until the seed is spat out or swallowed, or until the invisible interferes with another creature of God. If kept in the mouth for long period, make a Constitution check to hold the seed under the tongue, as it is quite uncomfortable.

VT SCIENCIA SIUE ARS POSSIT AB ALIQUO AUFERRI

To drive one mad, confront them and announce their name. Then write their names along with the names of Mirael and ten demons on a piece of

linen. Bury the linen beneath the door and then urinate on it. Then inscribe a candle with your foe's name and burn it. Extinguish the candle. In seven days, your opponent shall become demented.

This spell requires the procedures as above, and a half camp respite. The victim gets a saving throw vs Spells on the seventh day. Failure indicates they've become mad and forgotten all they used to know (but they think they are quite sane). Save again every seven days.

ARTEM OBTINENDUM DIGNITATEM ET HONOREM

To obtain the favor of another, carve their image on a soft rock, and then coat said rock with pure molten silver while inscribing the names of demons on their head, heart and stomach. This spell requires you to know the name of your target before casting. It requires a full camp to cast. The victim is allowed a save vs spells once it is complete. If the save is failed, then the victim believes the necromancer is worthy of great dignity and honor and will act accordingly.

The victim receives a saving throw periodically according to his or her Intelligence score: 18 Int once per hour. 16-17 Int saves twice per day. 13-15

saves once per day. 9-12 saves once per week. 6-8 saves once per fortnight. 3-5 saves once per month.

HEC CLAVIS PLUTONIS

Key of Pluto to Open All Locks. This incantation, spoken over a one-toothed key, will allow the necromancer to open any lock. It costs one turn to cast and works on one lock. The necromancer must insert the key into the lock in question. It does not bypass or disarm any traps triggered from opening said lock.

Starting Equipment for Necromancers

Grimoire, poignard, pistol, pistol shot (10), priming flask (10 charges), powder (10 charges), crucifix, charcoal, chalk, candles (16), flint and steel, snapsack, shirt, pants, shoes, cloak.

Suggested Names for Necromancers

Jubertus, Hartlieb, Michael, Roger, Isidore, Johannes, Adene, Riccola



Israël ex. Com. Brail. 1849.

*Ceux que Marr entretient de ses actes méchants
Accommodent ainsi les pauvres gens des champs*

*Ils les font prisonniers ils brûlent leurs villages,
Et sur le bétail même exercent des ravages,*

*Sans que la peur des Loix non plus que le deuil,
Ny les pleurs et les cris les puissent effrayer.*

Exploration

Whilst below, your company moves and acts in a particular manner. Exploration is undertaken during turns of 10 minutes each. During each turn, the characters move in their chosen direction, map, discuss their actions and take exploration actions.

Exploration movement is done at the rate of the slowest member of the group.

Exploration Movement

- Full cuirass, tassets, helmet and weapon: 60' of exploration per turn.
- Light armor and weapons plus equipment: 90' of exploration per turn.
- Weapon or equipment, but no armor: 120' of exploration per turn.
- No weapons (larger than dagger), no armor, no equipment: 150' of exploration per turn.

Exploration Actions

There are a number of universal or basic actions all characters can use during exploration: force open, listen, search, and traverse. These actions all require one turn of exploration time. Convince and be surprised are special actions that are used during encounters while exploring.

Force open allows the character to force open a locked or stuck door or locked chest. If forcing a locked chest, any delicate items within are damaged.

Listen allows the character to stand just outside the entry way to a room, or at a bend in the corridor and attempt to listen to discern what lays beyond. Failure indicates the character comes away with the wrong information.

Search allows a character to search a room, area or item for hidden compartments or doors. Failure indicates hidden areas or items are not found.

Traverse allows a character to safely cross narrow ledges, climb ropes or scale steep inclines. Failure indicates that the ascent is impossible, that the character has fallen and taken 1d6 points of damage or that the character has dropped and lost something of value.

Convince is used during a parley to attempt to persuade the other side to act on your behalf.

Be surprised refers to the chance of being surprised in an unexpected encounter.

BASIC ACTIONS	RESOLUTION	MODIFIER	PROGRESSION
<i>Force Open</i>	1 on D6	Strength Bonus/Penalty	+1 per class point, max 5
<i>Listen</i>	1 on D6	Intelligence Bonus/Pen	+1 per class point, max 5
<i>Search</i>	1 on D6	Wisdom Bonus/Pen	+1 per class point, max 5
<i>Traverse</i>	1 on D6	Dexterity Bonus/Pen	+1 per class point, max 5
<i>Convince</i>	9 on 2D6	Charisma Bonus/Pen	+1 per class point, max 3
SPECIAL CIRCUMSTANCE			
<i>Be surprised</i>	1-2 on D6	—	reduce 1 per class point

IMPROVING EXPLORATION ACTIONS

All classes can spend their advancement points earned from gaining levels on improving one or more of their basic abilities. Doing so indicates that you forgo one of your possible level abilities for one of these essential improvements.

Le Combat

Combat takes place one when one group attacks another. It happens in four phases: declare, movement, exchange and morale. During the movement phase, each character rolls to see how far he or she moves according to the equipment they're carrying. During the exchange, each character acts in turn according to what weapon they're using (modified by their initiative). After the exchange of fire or blows, tally the fallen and test morale if applicable.

DECLARE

Each player states which weapon or she will be using this round, or what spell he or she will cast, or what other action he or she will take. During the round, you may abort your action if you do not wish to act. If you abort a spell or prayer action, it's considered cast and expended.

MOVEMENT

- Roll as described below;
- Or redress ranks or exploit
- Or flee

EXCHANGE

- Act in initiative order according to weapon or action type
- If attacking, roll to hit
- If you score a hit, roll for damage
- If hit, roll for armor to subtract damage
- Apply final damage

MORALE

- Calculate casualties
- Roll for morale if applicable
- Flee if morale is failed (move in following move phase)

Combat Movement

The distance moved in combat is determined by the roll of a die.

- 1d2 x 10' (10-20)—full cuirass, tassets, helmet and weapon
- 1d3 x 10' (10-30)—light armor and weapons plus equipment
- 2d2 x 10' (20-40)—weapon or equipment, but no armor
- 2d3 x 10' (20-60)—No weapons (larger than a poignard), no armor, no equipment

If you move within 5' of an opponent, you must stop.

RACING

If two characters are racing, the higher die roll wins. If the roll is tied, the character with the higher movement rate/die wins. If the roll is tied and the movement rates are the same, it's a tie. Both reach the area at the same time.

MOVE AND ATTACK OR FIRE

Muskets, minion drake and falconets cannot move and fire. All other weapons can be used with a move.



Israel ex. cum Priust. Reg.

*A l'écart des forêts, et des lieux solitaires
Bien loin de l'exercice et des soins militaires,*

*Ces infâmes Voleurs vivent en Assassins
Et leur bras tout sanglant ne se plait qu'aux larcins*

*Tant ils sont possédez d'une cruelle envie
D'ôter aux Voyageurs et les biens et la vie .*

8

REDRESS RANKS

If within 5' or less of a friend, during the movement phase, you may swap places—without having to roll for movement. This represents your friends stepping in front of you to protect you, or pulling back to safety to shield you.

Doing so causes a -1 step initiative penalty for both characters for this round.

EXPLOIT

If you are within 5' of an enemy and did not move in the movement phase, you may step 5' forward provided there is a gap or opening in the enemy formation.

Doing so causes a -1 step initiative penalty for you this round.

Engaging the Enemy

If within 5' of an enemy, you may attack with melee weapons. If within 5' of an opponent, you may not use any firearms except pistols. If engaged in melee, you may not use any firearms except pistols. At 15', you may make melee attacks with pikes (and engage your enemy in melee).

If unengaged, you may fire when ready...

Exchange

The order of the exchange of fire and blows is determined by the weapons the combatants are using.

INITIATIVE

Do not roll for initiative. After all characters have made their desired movements, the game master instead calls out each weapon or action type in order, from first to last. Each character then acts on that interval. Thus pistols fire first, then harquebus, then musket, etc.

Your Dexterity, Encumbrance and movement in combat can modify the interval on which you act.

ORDER OF OPERATIONS

WEAPON OR ACTION	INIT RANK
Pistol (at range)	1st
Musketoon	2nd
Harquebus	3rd
Musket	4th
Rifle	5th

WEAPON OR ACTION	INIT RANK
Falconet	6th
Minion Drake	7th
Pike	8th
Halberd	9th
Plug Bayonet	10th
Rapier	11th
Long Sword	12th
Spell, Prayer	13th
Saber	14th
Poignard	15th
Pistol (in melee)	16th
Cutlass, Hanger	17th
Cudgel	18th
Thrown knife	19th
Bare fist or kick	20th
Reloading, Opening a door, etc.	21st
Bomb, Greek Fire, Fumigant, Alkahest, Holy Water	22nd

Roll to hit:

MISSILES

Target number is factored according to range and the difficulty of the shot. See the Weapon Ranges table for the appropriate target number.

HAND-TO-HAND

Target number to hit is your opponent's Strength if he/she/it is attacking with a melee weapon or Dexterity if they are defending, fleeing, casting a spell or shooting.

SHIELDS

Shields add +1 to your defense against hand to hand attacks. Shields do not protect against firearms.

Damage

If you hit with your weapon, then roll for damage for your weapon. Subtract from your damage any amount absorbed by the armor of your opponent.

ARMOR PROOF

Armor absorbs damage. When hit, roll to see how much damage your armor absorbs. After your armor has absorbed the damage, reduce the armor's total damage protection by the amount absorbed on the attack. When the total reaches 0, the armor is ruined and useless, but still counts toward encumbrance until discarded.

ARMOR TYPE	ARMOR PROOF	
Helmet, Gorget, Breastplate, Tassets, Gauntlets	1d3 per atk/5 pts total	Reduce the armor's total damage protection by the amount absorbed on each attack. When total reaches 0, armor is ruined and useless.
Helmet, Breastplate	1d3 per atk/4 pts total	
Breastplate	1d3 per atk/3 pts total	
Mail shirt	1d2 per atk/4 pts total	
Buff coat	1 pt per atk/10 pts total	
Helmet (morion, burgonet)	1 pt/1 pt total	

If armor is damaged so that it couldn't absorb the amount indicated on the die, step the die down—1d3 to 1d2 and 1d2 to 1 point of damage per hit—until the armor is completely destroyed.

Morale

Test the morale of opponents and NPCs (including hirelings) under the following conditions: after the first casualty, after a group or unit has been reduced to half or less of its starting numbers (or if a large creature is reduced to half or less of its HP) or if under fire from a cannon.

First test is at their morale or morale of their leader. Second test is at that number -1 or -2 if their situation is particularly bad. If the leader is killed (or flees), test at the individual morale values.

If either morale test is failed, the opponent or NPC flees on its next available movement. They will not attack again unless they are attacked again. They are considered broken for the duration of the fight. They may be rallied later.

Fleeing

Retreat movement is half of normal movement. Roll movement and divide by half. If on the next round there are no opponents within 5', you may move as normal.

Formations

Your formation in battle is very important. The battle space determines how your companions can support one another during the press.

RANK AND FILE

In combat, it's important to keep a tight formation.

- In confines of 8'-10', you may fight two abreast.
- In narrow corridors of 5', you may fight in single file.
- In wider areas of 12'-15', you may fight three abreast.

Each rank takes 5' of depth. Thus you can fit four people standing in a 10' x 10' area.

REACH

You may attack any opponent within your reach.

- Characters in the first rank may attack the opposing first rank with swords, pistols, cudgels, poignards and halberds if in close combat, and firearms if at range.
- Characters in the second rank may attack the opposing first rank with halberds if in close quarters and firearms in either close quarters or at range.
- Pikes in the first rank may attack the enemy first, second or third rank depending on the distance of the unit.
- Pikes in the second rank may attack the enemy first or second rank, depending on the distance of the units.
- Pikes in the third rank may attack the enemy first rank.



Israel ex. Cum Primi.

Regis.

*Après plusieurs excès indignement commis
Par ces gens de neant de la gloire ennemis ,*

*On les cherche par tout , avec beaucoup de peine ,
Et le Præost du camp au quartier les ramène ,*

*Affin dy recevoir comme ils l'ont merité ,
Un chastiment conforme a leur temerité*

9

Weapons

Weapon Type	Damage	Fighting Rank	Price	Encumbrance
<i>Harquebus</i>	1d6	1, 2	£8	A
<i>Musket (dog lock)</i>	2d4	1, 2	£24	A
<i>Rifle</i>	1D8	1, 2	£30	A
<i>Musketoön</i>	1d6+1 or 1d4 to 1d3 targets	1, 2	£12	A
<i>Musket (match lock)</i>	2d4	1, 2	£6	A
<i>Falconet</i>	shot: 1D10. ball: 2d6	—	£1200	E
<i>Minion Drake</i>	shot: 3d6. ball: save vs death. Save } maimed.	—	£2000	E
<i>Pike</i>	1d6	1, 2, 3	£10	A
<i>Halberd</i>	1d6	1, 2	£1	A
<i>Plug Bayonet</i>	1d4	1, 2	£4	B
<i>Rapier</i>	1d4	1	£8	C
<i>Long Sword</i>	1D8	1	£11	A
<i>Saber</i>	2d3	1	£12	C
<i>Poignard</i>	1d4	1	£2	B
<i>Pistol</i>	1d4	1, 2	£7	B
<i>Cutlass</i>	1d6	1	£3	C
<i>Cudgel</i>	1d4	1	2s	C
<i>Fist</i>	1d2	1	—	—
<i>Thrown knife</i>	1d3	1	£3	B
<i>Bomb, Greek Fire, Alkahest</i>	1D8	Any	—	D

Encumbrance: A } 1 item, carried. B } 2 items plus Con bonus, as part of your harness. C } 1 item plus Con bonus, in hand or on your harness. D } An item that is packed inside of a carrier or container. E } requires a team to move.

Weapon Range Table

Weapon Type	Short Range	Shot	TS	Medium Range	Shot	TS	Long Range	Shot	TS
<i>Musket</i>	30 yards	12	16	100 yards	16	19	200 yards	18	20n
<i>Harquebus</i>	50 yards	12	15	200 yards	15	19	400 yards	17	20n
<i>Rifle</i>	50 yards	12	14	200 yards	14	18	400 yards	16	20
<i>Musketoon</i>	10 yards	12	16	50 yards	16	20	100 yards	20	20n
<i>Pistol</i>	10 yards	12	17	20 yards	15	19	30 yards	17	20n
<i>Falconet ball</i>	100 yards	12	15	800 yards	16	20n	1600 yards	20	—
<i>Falconet shot</i>	75 yards	12	12	150 yards	12	16	250 yards	16	20
<i>Minion Drake ball</i>	200 yards	12	14	600 yards	15	19	1250 yards	18	20n
<i>Minion Drake shot</i>	100 yards	12	12	250 yards	12	16	400 yards	16	20
<i>Bomb or Greek Fire</i>	5 yards	12	18	10 yards	16	20	20 yards	18	20n
<i>Thrown weapon</i>	10 yards	12	17	20 yards	15	19	30 yards	17	20n

Shot } number to hit under normal conditions (bad lighting, under pressure, rushed, wounded, etc.)

TS } tough shot. Number to hit for an extreme shot under tough conditions.

20n } Natural 20. Only a rolled 20 hits for these tough shots.

Firearms Rules

Firearms are powerful weapons, but they have their quirks and drawbacks. They benefit from special rules to hit by range and critical hits. They also suffer from misfires and cannot be fired when wet and must be reloaded after each shot.

RELOADING

Firearms cannot be reloaded on the move (unless one is mounted and using a pistol, musketoon or harquebus).

CRITICAL HIT RULES FOR FIREARMS

When discharging a firearm, on an *adjusted* to hit roll of 20 or more, you hit and roll an additional die for damage. For example a musket rolls 2d4 + 1d4, whereas a cannon firing shot rolls 2d6 + 1d6.

If a natural 20 is required to hit, then no critical hit is possible for that shot.

FIREARM MISFIRES

On the roll of a 1 to hit, roll 2d6

- 2-3 Ramrod shot—You accidentally fire your ramrod along with ball and powder: At long range, shot falls short and automatically misses; at medium range, roll to hit and do normal damage; at short range, automatically hit for regular damage +1. Ramrod ruined. You cannot reload until you acquire or borrow another ramrod.
- 4 Pan flashes—Powder in pan flashes, reprime pan and fire as normal next round.
- 5-8 Powder fizzles—Your powder was improperly packed, you must clear the ball and wadding. Cannot fire next round.
- 9 Match/Flint fails—Your match cord has gone out. Relight it on an open flame or your cigar before you can fire again. If you're using a wheel lock or dog lock weapon, the pan doesn't ignite. You can recock and fire next round.
- 10 Bad shot—Ball breaks up as it leaves the muzzle. No hit, no damage. Fire as normal next round.
- 11-12 Backfire—Powder explodes in the chamber; take 1D2 of damage. Gun ruined. May be repaired by gunsmith.

MUSKETS

After being fired, it takes two rounds to reload a musket.

Muskets cannot move and fire. Matchlock muskets require a lit matchcord (or similar source of ignition) to touch off the priming pan to fire. The matchlock must be kept dry and sheltered from too much wind lest it go out.

Dog lock muskets are primitive flintlocks that do not require a matchcord to fire.

Neither type of musket can fire when wet. They must be dried, cleared and cleaned before they can be fired again.

HARQUEBUS

Harquebus is an arquebus or caliver—a light musket with a smaller, tighter bore designed to be fired on the move. It takes three rounds to reload a harquebus after firing.

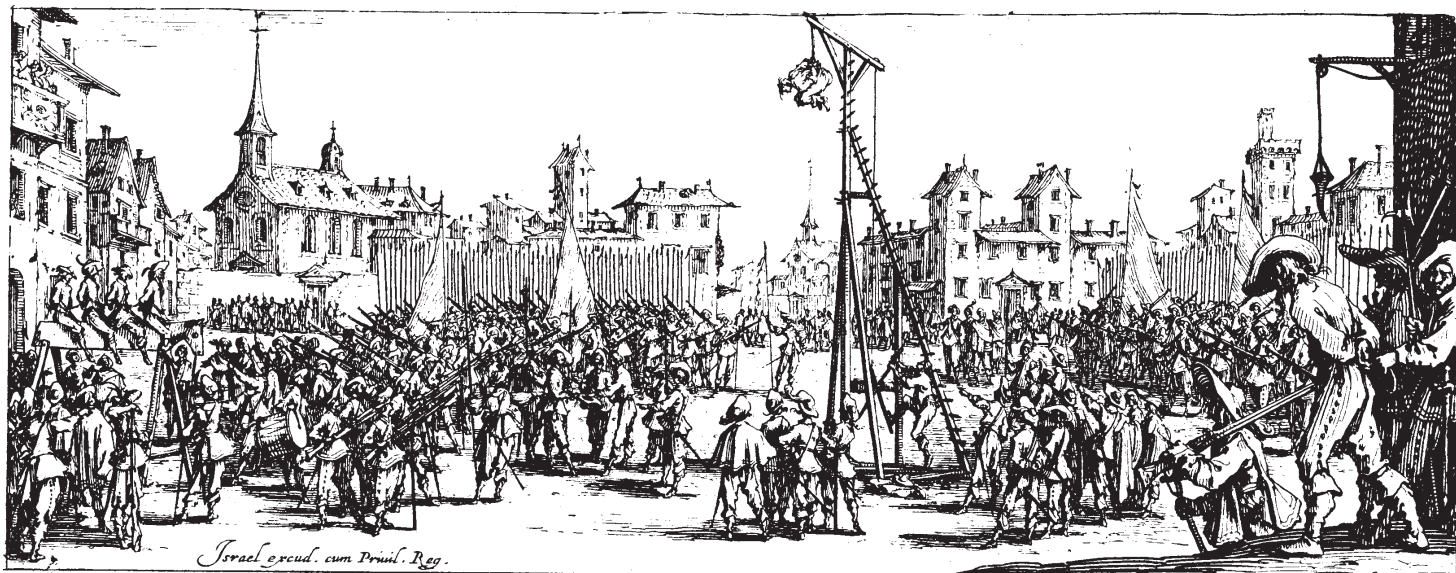
Harquebus does not require a matchcord. The harquebus cannot be fired when wet. They must be dried, cleared and cleaned before they can be fired again.

MUSKETOON

A musketoon is a shortened musket of a heavier bore designed to fire shot or heavy balls. Its barrel is typically flared at the mouth to assist in loading. It takes two rounds to reload a musketoon.

If firing shot, roll 1d3 for the number of targets hit and then roll to hit each target individually.

A musketoon does not require a matchcord. It cannot be fired when wet. If wet, it must be dried, cleared and cleaned before it can be fired again.



Israel excud. cum Privil. Reg.

*Ce n'est pas sans raison que les grands Capitaines
Comme bien aduisez, ont inuente ces peines.*

*Contre les faineants, et les Blasphémateurs
Traîtres a leur devoir, querelleux, et menteurs*

*De qui les actions par le vice, aveuglées
Rendent celles d'autrui lacher et desreglées*

RIFLE

The rifle is a musket with a rifled barrel firing a tighter bore ball. They're more accurate at longer ranges but they require four rounds to reload and clean before they can be fired again. Thus they're ideal for sharpshooters at range willing to shoot and move.

Rifles use flintlock firing mechanisms and do not require a matchcord. The rifle cannot be fired when wet. They must be dried, cleared and cleaned before they can be fired again.

PISTOL

A pistol is a smaller wheel lock firearm with a 10" or longer barrel. They're smoothbore, but use a tighter bore ball in a similar manner to the harquebus. A pistol requires six rounds to reload. They're meant to be fired on the charge and then reholstered for close combat. Usually a spare is kept to provide a covering shot for withdrawal.

The pistol's wheel lock firing mechanism does not require a matchcord. The pistol cannot be fired when wet. They must be dried, cleared and cleaned before they can be fired again.

FALCONET

The falconet is a small cannon requiring only a crew of two. It can fire a 1 lb ball or a bag of shot.

MINION DRAKE

The minion drake is a light cannon requiring a crew of five. It fires a 5 lb ball or a bag of shot.

BOMB (GRENADE)

The grenades of this period are hollow cast iron or glass balls containing a powder charge. All had fuses held in place by cylinder-like extensions of the spherical grenade. The fuse of a bomb must be lit before it will detonate. Typically, this is done before it's thrown. On a hit, a bomb will do damage to everyone standing in the square in which it lands.

If a bomb is wet, it must be cleaned and dried before it can be used again. The powder within is ruined and discarded.

BOMB MISFIRES (2D6)

- 2 After it's thrown, bomb flashes and flares, creating a blinding light for the rest of the round. Does not detonate. Targets lose next attack.
- 3 Before you throw, bomb flashes and blinds you for 1d4 rounds. You cannot attack.
- 4-8 Dud bomb. Does not detonate. Must be repacked before being reused.
- 9-10 Slow match doused on the throw. Bomb inert. Can be relit and reused.
- 11 Slow match burns agonizingly slowly. Bomb won't detonate until end of next round.
- 12 Bad fuse. Bomb detonates in hand and does 1D8 damage to everyone in your square.

La Compagnie

While on the surface, at the Hotel de Belle Etoile, the company may make inquiries about hiring additional members to assist the expedition. It costs 10 pistoles to make such an inquiry at first level.

If an inquiry is made, roll 1d3 to see how many respondents there are. Then roll 2d6 on the appropriate table to see just who appears.

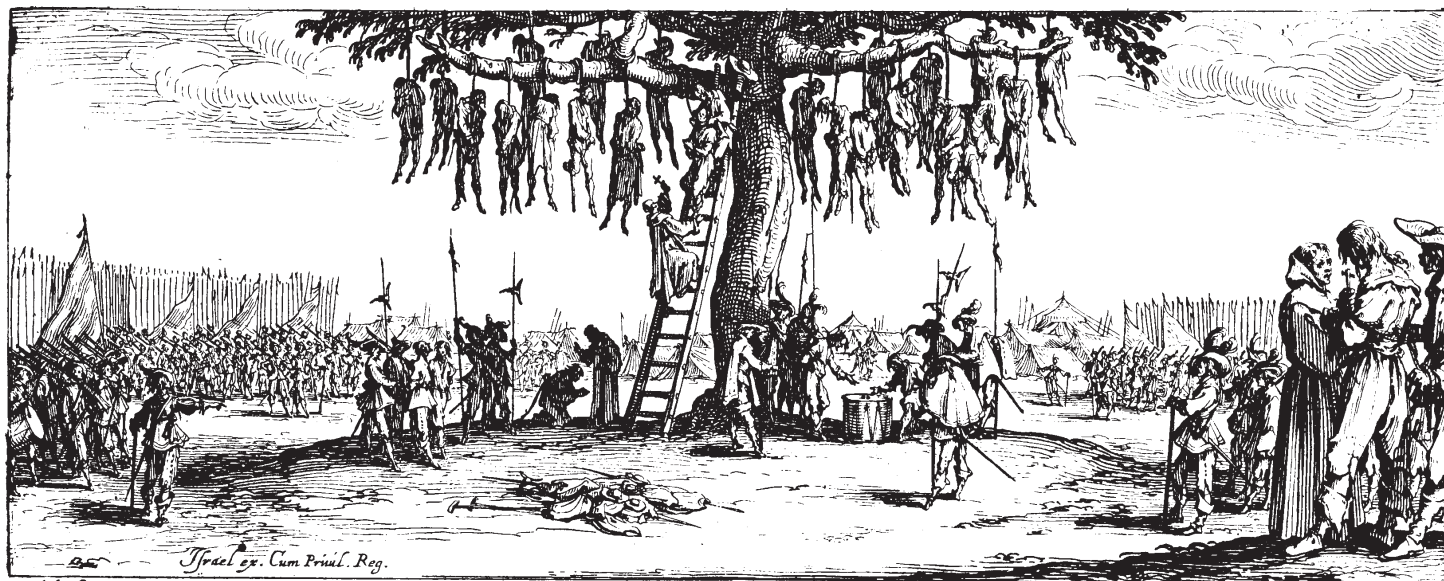
If you would like to hire the group that appears, you can make an offer equal to, greater than or less than their fee.

Roll 2d6 for reaction. Add Charisma modifier. If your offer was low, subtract 1. If your offer was generous, add 1.

- A total result of 5 or less indicates the prospective group walks away.
- A total result of 6-8 indicates the prospective group is willing to negotiate for the position. If the hiring party offers additional stipulations like bonuses, shares, equipment or loot, then the group agrees without further roll. If the hiring party simply attempts to convince, roll the 2d6 again using only the Charisma modifier. The second result stands as the final offer.
- A total result of 9 or higher indicates the group agrees to the terms.
- A total result of a 12 indicates the group joins and gets a permanent +1 morale.

Level 1 Inquiries (2D6)

- 2-7** *Deserters* 1d4 appearing (fleeing from worse wars). HP 1d4. Armor: Helmet. Weapons: Poignard, cudgel. Can use pikes if equipped with them. Fee: 20 pistoles each. Will not take front rank. Roll for nationality, religion and politics. Roll for gender: odd } male; even } female.
- 8-10** *Les Gamins* 1d3 appearing (looking for an easy mark). HP 1d3. Armor: none (cannot wear). Weapons: none. Can use poignard if equipped. Will not fight unless cornered. Fee: 3 pistoles each. Roll for nationality, religion and politics. Roll for gender: odd } male; even } female.
- 11-12** *Escapee* 1 appearing (fleeing the horrors of the sugar plantations). HP 1D8. Armor: none (can wear any). Weapons: none (can use cutlass, poignard and firearms if provided). Escapee is American. Roll for Religion and Politics.



Israel ex. Cum Priul. Reg.

*A la fin ces Voleurs infames et perdus ,
Comme fruits malheureux a cet arbre pendus*

*Monstrent bien que le crime (horrible et noire engeance)
Est luy mesme instrumet de honte et de vengeance ,*

*Et que cest le Destin des hommes vicieux
D'esprouver tost ou tard la iustice des Cieux . 11*

Level 2 Inquiries (2D6)

- 2-5** Jesuit Brother (1): HP 2D3. Str: Roll. Dex: Roll. Armor: None. Weapons: Pistol, poignard. Religion: Catholic. Politics: Roll. Nationality: Roll. Prayer: *Sanctify Water*.
- 6-8** Mercenaries (1d3): HP 2D4. Str: Roll. Dex: Roll. Armor: Cuirass, Morion (-1d3/4 pts). Weapons: Cutlass. Pike. Religion: Roll. Politics: Roll. Nationality: Roll. Class Ability: *Melee*: +1 to hit in hand to hand.
- 9** Companion (1): HP 2D4. Str: Roll. Dex: Roll. Armor: Cuirass (-1d3/4 pts). Weapons: Harquebus, cutlass. Roll. Politics: Roll. Nationality: Roll. Class Ability: *Search* (2/6).
- 10** Devotee (1): HP 2D2. Str: Roll. Dex: Roll. Armor: None. Weapons: Poignard. Religion: Roll. Politics: Roll. Nationality: Roll. Class Ability: *Sentio Vos Exanimus* (sense the dead).
- 11-12** Neophyte (1): HP 2D2. Str: Roll. Dex: Roll. Armor: None. Weapons: Pistol. Religion: Roll. Politics: Roll. Nationality: Roll. Class Ability: *Willow Bark* or *Fumigant*

Servants

Starting at level 2, all characters except urchins may seek out a servant. Servants cannot be hired. They must be found. You may search for a servant once per level.

SERVANT SEARCH ROLL

- First level characters: 1 on d6 indicates a servant is found.
- Second level characters: 1-2 on a d6 indicates a servant is found.
- Third level characters: 1-4 on a d6 indicates a servant is found.
- Fourth and higher level characters: 1-5 on a d6.

Once a suitable candidate is found, test against your character's Charisma to impress your prospective servant to stay. If you pass the test, the servant stays. No pay is required, but servant must be fed and equipped at your expense. Reasonable pay or benefits do increase your servant's morale by one.

SERVANT XP

Servants gain 10 XP per outing survived. Plus 5 XP per ability used on each outing (only earned once per ability per outing).

SERVANTS IN THE COMPANY

Servants will never take front rank. If they ever find themselves in the front rank by mistake, they will retreat to a safer position before taking any other action. If engaged in hand to hand, a servant will attempt to best an opponent equal to or less than his or her level. If the opponent is of greater level, the servant will retreat as above.

SERVANT LEVELS

Level	XP	HP	Title	Ability
1	0	1D3	Lackey	May carry items for his or her master, cook and make simple deliveries.
2	15	+1D4	Valet	May reload his or her master's weapons
3	50	+1D6	Follower	May fight his or her master's enemies with a cudgel or knife
4	120	+1D8	Companion	May wear a helmet and buff coat and fire a musket
5	225	+1D10	Servant	May independently undertake complex tasks as instructed by his or her master
6	365	+1D12	Major Domo	

Company Morale

At the end of each expedition (or in the midst of a particularly long expedition), the game master rolls against the morale of each NPC employed by group except servants. Give bonuses or penalties if the NPC

has been well or poorly treated respectively. Rolling equal to or less than the NPC's morale indicates they'd like to be rehired and they'll stay on.

Rolling higher than their current morale indicates the NPC walks. They might be available to be rehired in the future, but they're not taking your money right now.

Making Camp

Le Répit (Half Camp)

Half camp requires four hours time. Half camp consumes one meal of food and one skin of water or wine.

During half camp, characters may rest, work or watch. If a character rests, eats and drinks during half camp, then he or she recovers one hit point.

If a character works during le répit, replenish one class ability as stated on the ability. Or clean, maintain and repair guns.

Full Camp

Requires eight hours for eating, sleep and work on recipes, cleaning guns, molding bullets and prayer.

Full camp consumes two meals of food and one skin of water or wine.

If undisturbed during a full camp and you've eaten and drunk your proper share, your recovers 1D3 HP. You can also recover spells, prayers and recipes as indicated in your class abilities.

Watches

Players may determine who is on watch. Full camp watches count as rest so long as they are undisturbed. Half camp watches do not count as rest.

Full camp requires three watches.

Half camp requires two watches.

ENCOUNTERS

Roll to check for an encounter once for each watch. On a 1 on a d6 the watch has an encounter. Roll on the appropriate table for the encounter. Roll 2d6 to determine how far away the encounter begins before it's noticed.



Israel ex. cum Privileg. Reg.

*Ceux qui pour obeir a leur mauvais Genie
Manquent a leur deuoir, vsent de tyrannie,*

*Ne se playent qu'au mal violent la raison ;
Et dont les actions pleines de trahison*

*Produisent dans le Camp mil sanglans vacarmes
Sont ainsi chastiez, et passez par les armes*

12



SAVES	LEVEL	POISON	SPECIAL	TERROR	ARTILLERY	NECROMANCY
Soldier	1	12	13	14	15	16
	2	12	13	14	15	16
	3	11	12	13	14	15
	4	10	11	12	13	14
	5	9	10	11	12	13
	6	9	10	11	12	13
	7	8	9	10	11	12
	8	7	8	9	10	11
	9	7	8	9	10	11
	10	6	7	8	9	10

SAVES	LEVEL	POISON	SPECIAL	TERROR	ARTILLERY	NECROMANCY
Chaplain	1	11	12	14	16	15
	2	11	12	14	16	15
	3	10	11	13	15	14
	4	9	11	12	14	14
	5	9	10	11	13	13
	6	8	10	11	12	13
	7	8	9	10	11	12
	8	7	8	9	10	11
	9	7	8	9	10	11
	10	6	7	8	9	10

SAVES	LEVEL	POISON	SPECIAL	TERROR	ARTILLERY	NECROMANCY
Urchin	1	13	11	12	13	15
	2	13	11	12	13	15
	3	12	10	11	12	14
	4	12	10	11	12	13
	5	11	9	10	11	12
	6	11	9	10	11	11
	7	10	8	9	10	10
	8	10	8	9	10	9
	9	9	7	7	9	8
	10	8	6	6	9	7

SAVES	LEVEL	POISON	SPECIAL	TERROR	ARTILLERY	NECROMANCY
Philosopher	1	12	13	13	15	15
	2	12	13	13	15	14
	3	11	12	12	14	13
	4	10	11	11	13	12
	5	9	10	10	12	11
	6	9	10	9	12	10
	7	8	9	8	11	9
	8	7	8	7	10	8
	9	7	8	6	10	7
	10	6	7	5	9	6

SAVES	LEVEL	POISON	SPECIAL	TERROR	ARTILLERY	NECROMANCY
Explorer	1	10	11	12	13	14
	2	10	11	12	13	14
	3	9	10	11	12	13
	4	9	10	11	12	12
	5	8	9	10	11	11
	6	8	9	10	11	10
	7	7	8	9	10	9
	8	7	8	9	10	8
	9	6	7	7	9	7
	10	5	6	6	9	6

SAVES	LEVEL	POISON	SPECIAL	TERROR	ARTILLERY	NECROMANCY
Necromancer	1	13	14	13	16	15
	2	13	14	12	16	15
	3	12	13	11	15	14
	4	12	13	10	15	13
	5	11	12	9	14	12
	6	11	12	8	14	11
	7	10	11	7	13	10
	8	10	11	6	13	9
	9	9	10	5	12	8
	10	8	9	4	11	7



Israël ex. Com. Proul. Reg.

*Ces ennemis du Ciel qui pechent nul fois
Contre les saints Decrets et les diuines Loix*

*Font gloire mechamment de piller et d'abatre
Les Temples du vray Dieu d'une main idolatre ;*

*Mais pour punition de les auoir brulez,
Ils sont eux mesmes enfin aux flammes immolez. 13*

Encumbrance

Encumbrance by item class.

- A } items that must be carried, and require two hands for use unless otherwise noted.
- B } items that can be carried in a bandolier
- C } items that can be carried on a belt or baldric
- D } Items that can be packed in a satchel or snapsack
- E } Items that require a crew or team of animals to move
- F } Items that can be held in a wallet or pockets
- G } Items that can be worn

Your character can carry one item A, two item B, one item C.

You can carry a snapsack or satchel. You can carry twelve items D in your snapsack.

And up to 40 items F in your wallet or pockets—but this includes pistol-sized coins.

OVERENCUMBERED

If overencumbered, reduce initiative by one step—or two steps if you're really carrying a lot.

Equipment

ITEM	COST	ENCUMBRANCE
Powder Flask	3s	F
Powder Horn	12s	G
Bullet Flask	2s	F
Flint and steel	5s	D
Bullet mold	£3 10s	D
Snapsack	£4	G
Dice	1s	F
Cards	£3	F

ITEM	COST	ENCUMBRANCE
CLOTHING		
Suit of plain clothing (includes: shirt, waistcoat, knee length breeches, undergarments and one pair of socks)	£15	G
Leather waist belt	£1	G
Leather shoes	£1 5s	G
Socks	£2 15s	G
Leather leggings	£5	G

ITEM	COST	ENCUMBRANCE
Falling Band (collar)	£3	G
Shirt	£2	G
Cape, plain	£8	G
Cloak, plain	£10	G
Fur-lined cloak, plain	£55	G
Fur cap	£20	G
Wide-brimmed hat	£1 13s	G
Knitted wool cap	6s 10d	G
Justacorps	£700	G
Fashionable cloak	£900	G
Jacket	£4	G
Riding boots	£5	G
Coat	£9	G
Le loup (fashionable mask for women)	£25	G
ARMOR		
Cuirass (with tassets and pauldrons)	£90	G
Mail jacket	£75	G
Buff coat	£40	G
Helmet (burgonet, morion, birnhelm)	£30	G (cannot use with long gun)
Skull cap	£12	G

ITEM	COST	ENCUMBRANCE
BULK GOODS		
Powder Keg (38,400 grains/100 charges)	£10	A
A bushel of beans and peas mingled with oats for provender in Inns.	8s 6d	A
A kilderkin (18 gals) of good ale or double beer with carriage.	10s	E
A full quart of the best ale or beer by measure sealed.	3d	D
A stone of the best beef at the butchers.	3s 6d	A
A fat goose the best in the market.	3s	A
A couple of lean chickens.	2s	A
A pound of tallow candles made of wick.	1s	D
A hundred good oak boards with carriage	£4 5s	E
A quart of the best claret at the vintners	3s 6d	D
A good supper including meat, fish and egg	1s 6d	—
Vinegar (1 gallon)	1s 6d	A
100 lbs of gunpowder (384,000 grains/320 charges)	£35	E
1 lb of sugar	£1	D
Lead (1 lb)	1s 7d	A
Lead (100 lbs)	£8	E

ITEM	COST	ENCUMBRANCE
KIT		
Bandolier	£2	G
Leather baldric	£2	G
Powder Horn	£10	G
Priming Flask (20 charges)	£5	G
Ramrod	£2	D
Mess kit (wooden bowl, spoon, knife, fork, cup)	12s	D
Musket tools (pick, tompon, etc.)	£1	D
Wadding	6d	D
Wallet	£5	G
AMMUNITION		
Musket ball of lead	2d	F
Musketoone ball of lead	4d	F
Musket charge (100 grains)	2s 3d	F
Priming Powder (100 charges)	£1	D (in flask)
Cartridges (12 fully prepared)	£2	G (bandolier)
Matchcord	1s per foot	G (bandolier) or D
TOOLS		
Felling axe	6s	A
Hammer	3s	C

ITEM	COST	ENCUMBRANCE
Handsaw	15s	C
Pickaxe	5s 6d	A
Hatchet	10s	C
Fishing hook and line	6s	D
Lantern	15s 3d	A
A great pail	2s 6d	A
A short oak ladder	2s 6d	A
Cart	£13	E
Chisel	1s 6d	D
Gimlet	5s 6d	D
Lock and pair of fetters	6s	D
Shovel	£1 5s	A
Flask of whale oil	£12	D
LIVESTOCK		
A good warhorse	£800	—
A fine warhorse	£1500	—
Andalusian courser (black)	£1000	—
A discolored, sway-backed nag	£20	—
SERVICES		
Post horse	20s/post	—
Laborer	12s/day	—

ITEM	COST	ENCUMBRANCE
Renting a carriage	£7/day	—
A feather bed with necessary apparel for one man one night and so depart	3d	—
A chamber with two beds good furniture one night and so depart	1s	—

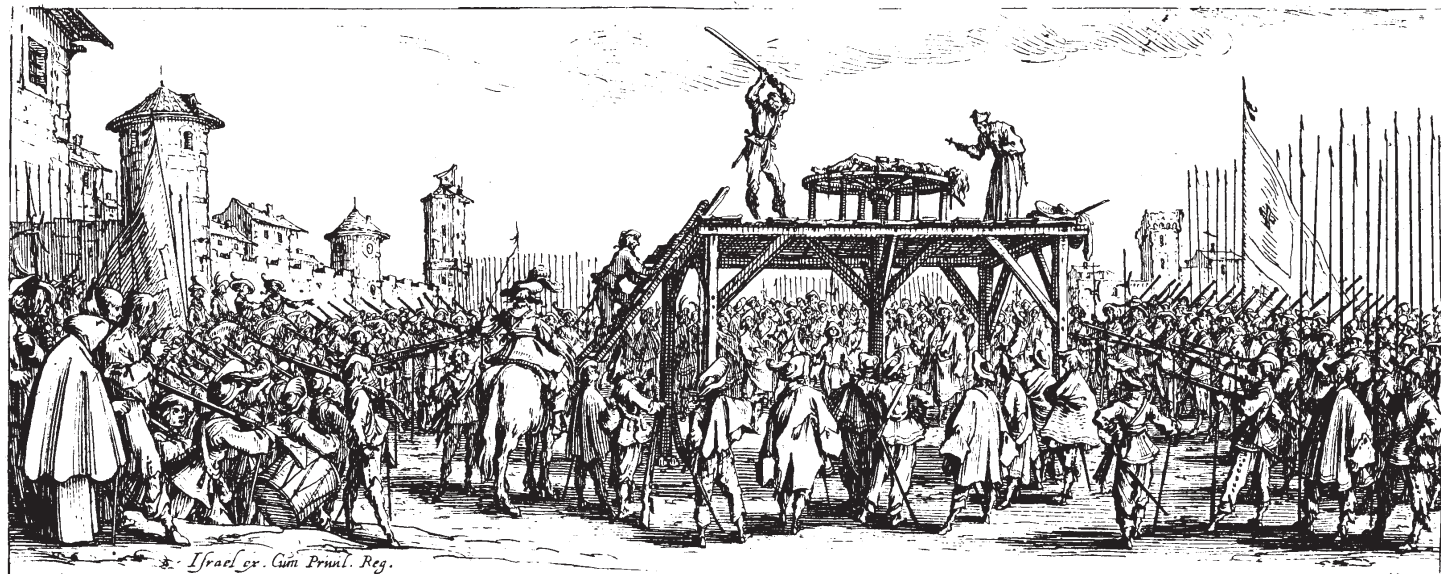
ITEM	COST	ENCUMBRANCE
Pay for a soldier	£10/month	—
Night at an inn for a young nobleman	2 ecu	—

Money

1 ~~POUNCE~~ } £3

1 ~~LIVRE~~ (£) } 20 ~~SOL~~ } 240 ~~DENIER~~

1 ~~PISTOLE~~ } £10



Israel ex. Cum Princ. Reg.

*L'œil toujours surveillant de la divine Astée
Bannit entièrement le duel d'une contrée ,*

*Lors que tenant l'Espée, et la Balance en main
Elle juge et punit le voleur inhumain ,*

*Qui guette les passans, les meurtrit, et s'en iouë ,
Puis luy mesme devient le iouët d'une roüe .*

14

Opponents

Robbers

Robber Leader (1): Soldier L3. HP 12. Armor: Buff Coat (-1 hp). Str 13. Dex 12. Morale 7. Move: 1d3 x 10. Weapons: Musket (2d4), Pistol (1d4), Cutlass (1d6+1), Poignard (1d4+1). Religion: Catholic. Class Abilities: *Melee*: +1 to hit. Accuracy: +2 to hit. XP: 50

Robber Lieutenant (1): Soldier L2. HP 7. Armor: Buff Coat. Str 12. Dex 13. Morale 7. Move: 1d3 x 10. Weapons: Pistol (1d4), Sabre (2d3), Dagger (1d4). Class abilities: *Melee*: +1 to hit. Parry (13 defense). Religion: Catholic. XP: 25

Robbers (18): L1 HP 3. Armor: none. Str 11. Dex 12. Morale: 6. Move: 2d2 x 10. Weapons: Poignard (12), Cutlass (4), Halberd (2). Religion: Catholic. XP: 10

Urchins (2): L1 Urchins. HP 3. Armor: None. Str 9. Dex 13. Move: 2d3 x 10. Weapons: Poignard. Religion: Catholic. Class Ability: *Dodge*. XP: 6

Landsknecht

Musketeer (6): L2 Soldier. HP 8. Armor: Buff coat (-1 hp). Str 12. Dex 11. Move 1d3 x 10. Morale: 8. Weapons: Musket (2d4), sabre (2d3+1). *Melee*: +2 to hit. Accuracy: +1 to hit. Religion: Protestant. XP: 25

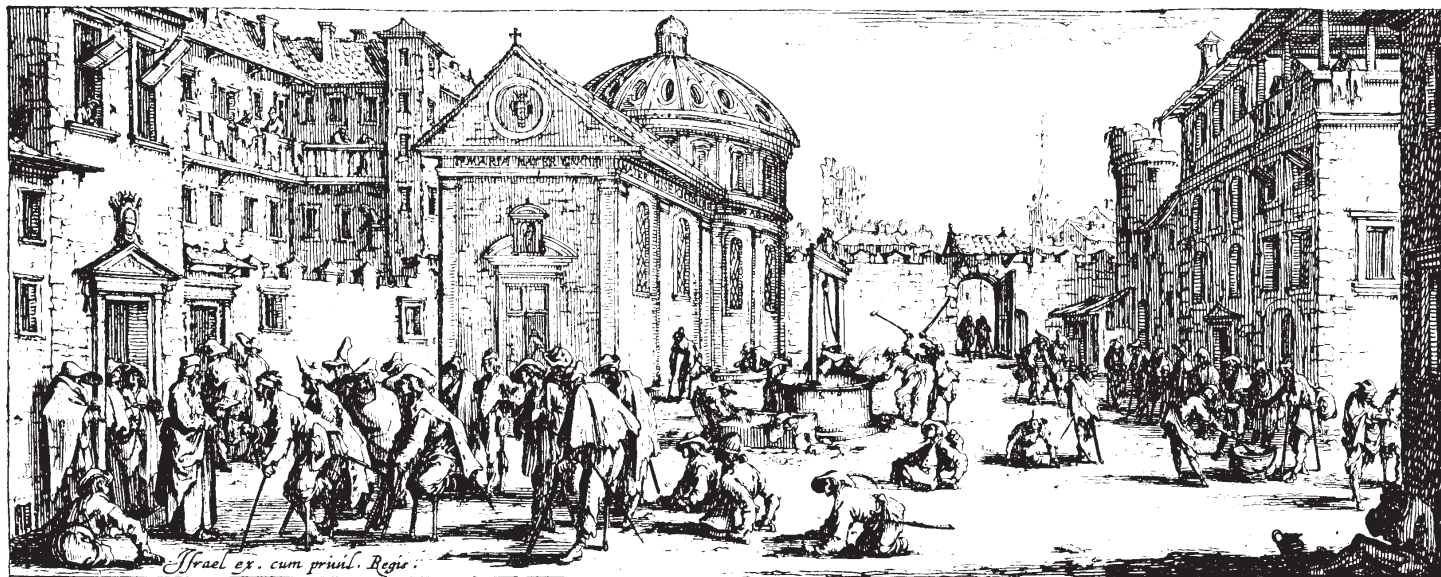
Doppelsoldner (2): L2 Soldier. HP: 8. Armor: cuirass (-1d3/4 pts). Str 13. Dex 11. Move 1d3 x 10. Morale: 7. Weapons: Long sword (1D8+1d4). Poignard (1d4). *Melee*: +1 to hit. Force: +1d4 damage in close combat. Religion: Protestant. XP: 25

Landsknecht Pike (12): L1 Soldier. HP 4. Armor: Helmet (-1 once). Str 12. Dex 11. Move 1d3 x 10. Morale: 7. Weapons: Pike (1d6) and cutlass (1d6). *Melee*: +1 to hit. Religion: Protestant. XP: 10

Colophon

THIS DOCUMENT WAS CREATED USING A INTEL I7-2700K PC 3.90 GHZ WITH 8GB OF RAM RUNNING WINDOWS 7 PROFESSIONAL 64 BIT AND THE ADOBE CREATIVE SUITE 6 (SPECIFICALLY INDESIGN CS 6).

THE TYPEFACES, **ALL IN GODDARD**, Adobe Jenson Pro, IM Fell *Script*



Israel ex. cum privit. Regis :

*Voyez que c'est du monde et combien de hazards
Persecutent sans fin les enfans du Dieu Mars*

*Les uns estropiez se treignent sur la terre
Les autres plus heureux s'élèvent à la guerre*

*Les uns sur un gibet meurent d'un coup fatal,
Et les autres s'en vont du Camp à L'Hospital*

15



Israël exilé par le Roi.

*Que du pauvre soldat déplorable est la chance !
Quant la guerre finit, son mal-heur recommence ;*

*Alors il est contraint de s'en aller gueusant ,
Et sa mendicité faict rire le paysant ,*

*Qui maudit son abord, et tient pour une injure
De voir l'objet presant des peines qu'il endure* 16



*Après plusieurs dégâts par les soldats commis
A la fin les Paisans, qu'ils ont pour ennemis*

*Les guettent à l'écart et par une surprise
Les ayant mis à mort les mettent en chemise,*

*Et se vengent ainsi contre ces Malheureux
Des pertes de leurs biens, qui ne viennent que de eux* 17

Credits

Concept and Design

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Layout

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Research

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Inspiration

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Advice and Consultation

Gordon Frye

Source

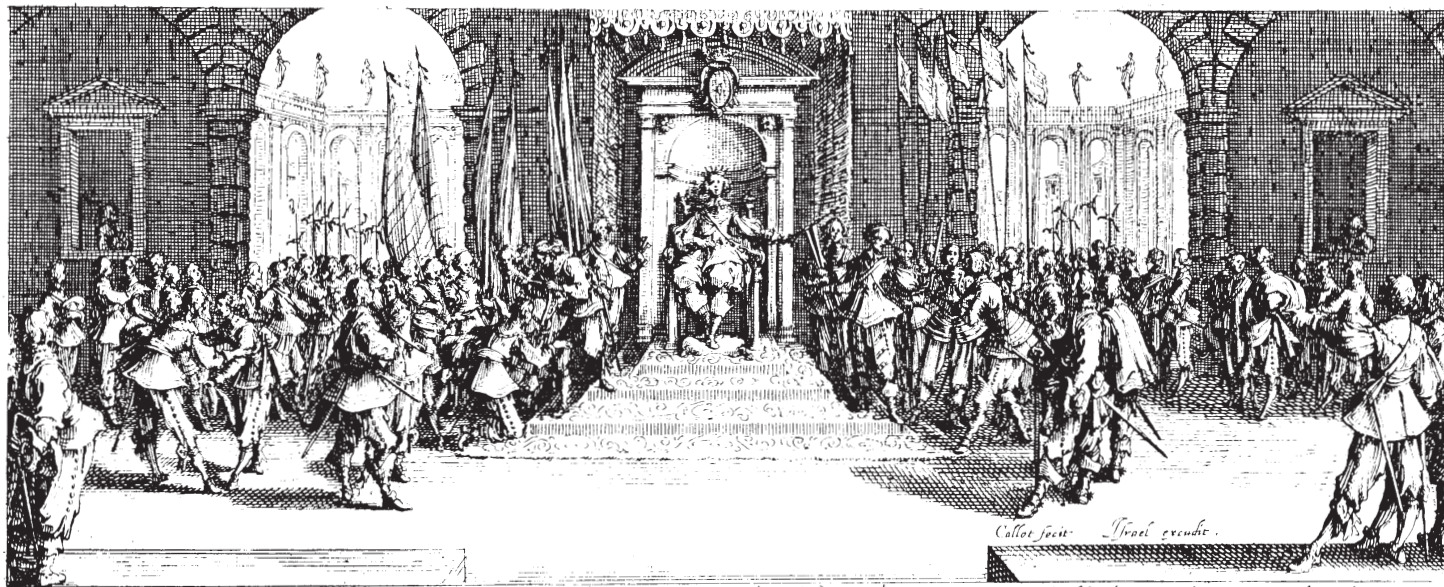
Basic Dungeon & Dragons (1980-81 Edition); Editor, Tom Moldvay

Engravings

“Les Grandes Misères de la guerre” by Jacques Callot (1633)

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www.burningwheel.com



Calot fait. Sirel exerce.

*Cet exemple d'un Chef plein de reconnaissance ,
Qui punit les méchants et les bons récompance ,*

*Doit picquer les soldats d'un aiguillon d'honneur ,
Puis que de la vertu dépend tout leur bon-heur ,*

*Et qu'ordinairement ils reçoivent du Vice ,
La honte, le mépris, et le dernier supplice .* 18

