

Eureka Miniatures presents



...And One For All!

Cinematic Swashbuckling with Miniatures

By Greg Hallam

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Introduction

The object of *...And One For All!* is to recreate the feel of swashbuckling films such as the 1970's "Three Musketeers". It does this by encouraging you to perform **swashbuckling actions** about the table with your figures. The more actions a figure makes, the more dice it rolls in combat!

In the basic game, one player has D'Artagnan and the Three Musketeers. The other has Rochefort and four Cardinal's Guards. The object for both sides is to eliminate each other's figures. This is mainly achieved by attacking or **duelling** an enemy figure. A figure performs actions in order to accumulate a pool of dice. Each action performed adds a dice to this pool. If the figure duels an enemy figure during its turn, the accumulated "swashbuckling dice" are used in the attack.

1A. Figures

These rules are designed to accompany the new range of 40mm Musketeer figures sculpted by Mike Broadbent, and available from Eureka Miniatures. www.eurekamin.com.au

1B. Dice

Six-sided dice are used. Each player should have a handful of ten or so.

1C. Set Up

A good size for the playing area is 18"- 24" square. Place lots of terrain! If the game is in a courtyard, place stairs, tables, stools, barrels, a well – the more objects on the table the better. Then each player places his figures on opposite sides of the board and rolls a dice. The highest roller has the starting initiative.

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Perform an Action

The most important concept in the game is that a **figure can interact with anything on the table**, simply by the player announcing it. If you want Athos to jump on top of a table, you just move him to the table and place him on top. Or you want D'Artagnan to roll a barrel at a guard? Then move him to a barrel and roll the barrel. The action has taken place exactly as you announced it, without any other rules.

2A. What is an Action?

An action is one interaction with another object on the table. An object is any **model, figure** or **piece of terrain** sitting on the playing area.

Examples of actions:

- Dodging an object or person.
- Picking up and throwing a plate
- Pulling a rug
- Leaping onto or off a table or barrel or other object
- Leaping over a table or barrel
- Jumping and grabbing a chandelier
- Swinging on a chandelier
- Sliding down a banister
- Running up or down a flight of stairs
- Slapping or punching or kicking
- Rolling a barrel
- Insulting and taunting an enemy

Some actions may be split into two separate actions if you wish, eg picking up an object, then throwing it, or pushing over a barrel, then rolling it. The reason for doing so is to accumulate **swashbuckling dice** (see section 3D *Swashbuckling Dice*)

Duelling

Note that sword combat, or duelling, is not on the above list. It is not considered an action in game terms (see Section 4, *Duelling*).

2B. Starting a Turn & Movement

You have the initiative. Pick one of your figures and **move it in a straight line as far as you want**, until the figure reaches an object, or stops in the open. **There are no movement distances in the game.**

If the figure encounters an object it must either stop and end its turn, or perform an action with that object. If it performs an action and does not lose the initiative (see section 3, *Determine Outcome of Action*), then it may make another move and action, and so on. A figure can continue moving and performing actions until it stops or loses the initiative.

If the figure encounters an object and stops, or stops in the open, it has made a "**free move**", and **its turn ends**. You may now move a new figure. A free move means that the figure has moved to another point on the table without interacting with an object.

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Determine Outcome of Action

The **outcome** of the action must be resolved to

- a) See if you still have the initiative after performing the action, and
- b) See if the opponent has successfully avoided the result of your action, for example, to see if the guard manages to dodge the rolled barrel.

Remember, **you are not rolling dice to see if you performed the action.** The action has happened, you are simply rolling for the result of it.

To determine the outcome, roll dice equal to the number of actions the figure has performed this turn. So if this is the 1st action, roll one dice, the 2nd action two dice, 3rd action three dice and so on. These dice are termed your **swashbuckling dice**. If the action affects an enemy figure, it rolls a fixed number of dice, see 3B. *Opposed Actions & Ratings*.

3A. A '1' loses the initiative

If you are the active player and you roll a '1' on any dice at any time, you lose the initiative, and it is now the opposing player's turn. **Note that your action still took place.** So the results of your action are still determined, for example to see if the guard has dodged the barrel you just rolled. After the action is resolved, the opposing player starts a turn.

3B. Opposed Actions & Ratings

An opposed action is one which is directed at an enemy figure, such as throwing a plate, rolling a barrel, punching, kicking, insulting, etc. In this case, the enemy figure rolls dice equal to its **Rating**:

4 Superb	Rochefort & D'Artagnan
3 Magnificent	Three Musketeers
2 Dashing	Cardinal's Guards
1 Good	Other figures

3D. Swashbuckling Dice

Swashbuckling dice are the dice a figure accumulates by performing actions. This is always equal to the number of actions the figure has performed this turn. So after two actions, it has two dice, after three actions three dice, etc. Note that duelling is not considered an action so does not add to the swashbuckling dice a figure currently has.

The more swashbuckling dice you have, the more chance you have of rolling higher than your opponent in opposed actions and duels, but the more chance you also have of rolling a '1' and losing the initiative.

Once a figure's turn ends it loses its swashbuckling dice, and must start afresh next time it is activated.

3C. Highest Single Dice Wins an Opposed Action

Whoever rolls the highest number on any **single dice** wins, e.g. Player A rolls four dice and gets 2, 3, 3 & 5. His highest dice is 5. Player B is rolling two dice, and gets 2 & 6. His highest dice is 6, so he beats Player A.

If both players roll equal on their highest dice, the attacker wins ties.

If a figure rolls more than one '6', then each extra '6' adds one to the total, e.g. two '6's makes a total of 7, three '6's make a total of '8'.

If an enemy figure loses an opposed roll, it takes hits equal to the difference in the dice, e.g. Porthos throws a plate at a guard – he rolls two '6's, which becomes a 7. The guard's highest dice is a 5, so he takes two hits. On a tied roll, the attacker still inflicts one hit. The results of hits are determined on the Swashbuckling Hits Table and Duelling Hits Table (Section 5)

Only the enemy figure can take hits in an opposed swashbuckling action! If the attacking figure "loses" it does not take hits, e.g. Athos punches a guard, but the guard rolls higher. The guard has avoided the blow but has not "punched back". Duelling is an exception (see Section 4 *Duelling*).

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Duelling

The end result of a figure's swashbuckling actions is to engage an enemy in sword combat or duelling. Duelling is not considered an action as such, and does not add to the number of swashbuckling dice the figure has accumulated this turn.

If a figure wishes to duel an enemy, the player announces he is moving the figure into contact and duelling. A figure may, of course, move into contact with an enemy and punch, kick, insult, etc, in order to accumulate extra swashbuckling dice, and **then** announce he is duelling. The risk in this of course is that he may roll a '1' before he has a chance to duel

When the attacking figure finally duels, both players roll dice. The duel consists of one round of dice rolls. The attacking figure rolls its accumulated swashbuckling dice **plus** its Rating dice, **plus** any bonuses (see Duelling Bonuses).

The defending figure rolls its Rating dice, plus any bonuses. The results are worked out similarly to opposed swashbuckling actions, ie the highest roll on a single dice wins. The difference in totals is the number of hits taken by the loser. Note that the attacker **does** take hits if it loses, unlike swashbuckling actions.

Duelling hits are also converted into Setbacks and Wounds, but on the Duelling Hits table (Section 5).

4A. Duelling Bonuses

Figures may get bonus dice to their duelling rolls:

- Elevation:** +1 dice
- Each extra friendly figure** in contact with enemy: +1 dice
- Opponent Weaponless:** +1 dice
- Impetus:** +1 dice (see Section 7, *Optional Rules*)

4B. Disengaging & Continuing Actions

If the attacking figure doesn't roll a '1' in the duel, it may continue its turn, even if it lost the duel and took hits. If still in contact it may duel again, using the same number of swashbuckling dice, or it may disengage and continue swashbuckling actions, picking up from the number of actions performed before duelling.

Disengagement is automatic – simply move the figure away to its next action. In swashbuckling films, characters regularly disengage from each other with impunity.

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Hits, Setbacks & Wounds

When a figure takes hits as a result of a swashbuckling action or duelling, the appropriate Table is consulted, and the hits are converted into setbacks and wounds. Markers should be placed beside a figure to indicate setback. To indicate wounds, simply adjust the base on the figure. When a figure takes its third wound, it is unconscious (or dead!), and lain down. The prone figure now becomes a further obstacle!

5A. Swashbuckling Hits table

1 st hit	Pushed Back
2 nd hit	Stunned
3 st hit	Dropped Weapon
4 th hit +	Wounded

5B. Dueling Hits Table

1 st hit	Pushed Back
2 nd hit	Wounded
3 st hit	Dropped Weapon
4 th hit +	Wounded

5D. Table Explanations

Pushed Back: The figure is moved directly backwards until it touches an object. If it is already against an object it is Stunned instead.

Stunned: The figure may not move and has -1 dice to all rolls until it has recovered. If a stunned figure takes another stun, it drops its weapon instead. Recovering from a stun is a normal swashbuckling action.

Dropped Weapon: A weaponless figure cannot initiate a duel. If defending in a duel, the attacker has +1 dice. If the weaponless figure wins a duel, it uses the swashbuckling hits table, rather than the duelling hits table. If a weaponless figure takes another Dropped Weapon result, it is wounded instead. Recovering a dropped weapon is a normal swashbuckling action.

Wounded: The third hit and onwards are wounds. If a figure takes three wounds it is unconscious (or dead!). Wounds cannot be recovered during a game.

5C. Hits on Multiple Opponents

If a figure wins a duel against multiple opponents, the winning player may allocate the hits as he wishes amongst the losing figures, e.g. if Athos wins a duel against two guards and inflicts three hits, the winning player may say that one guard is pushed back, wounded, and weaponless, or that one guard is pushed back, and the other pushed back and wounded.

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Continuing Actions

A figure can continue actions and duels until it rolls a '1', or decides to stop. If it stops, then the player may activate a new figure. There is no "turn sequence" as such. A player can keep activating figures until a '1' is rolled. The player may even come back to a previously activated figure and move it afresh. Note that because this is a fresh activation, the figure starts again at the first action. Actions and swashbuckling dice do not "carry over" from previous activations or turns.

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Optional Rules & Variants

Damage Bonuses for Objects: Being hit by a barrel, table, or falling object is more likely to cause damage than being hit by a piece of fruit or a goblet. If the figure takes a hit from a large object, or falls from a large height, increase the number of hits by one or two, depending on the size of the object or the distance fallen.

Impetus: If a figure moves into duelling by **leaping** off an object, **swinging** from an object, or **sliding** along or down an object, then it has **impetus**, and gets one bonus dice for its duel.

Extended Swashbuckling: Instead of losing the initiative when a '1' is rolled, you lose the initiative when a figure rolls its **second** '1' during its turn. This gives the figure more opportunity to swashbuckle, but note it will also make the figure more deadly.

Extended Turns: When a '1' is rolled, the **figure's** turn ends, but the player still has the initiative and may move another figure. The player's turn ends when a second '1' is rolled.

Guidelines for Measuring

There is no measurement as such in these rules, but situations will arise such as “How far can I throw a chair”, or “How high can I jump”. We suggest this should be a matter of what is cinematically appropriate, but here are some rough guidelines. Feel free to change these as long as all players are in agreement.

- A figure may leap down or horizontally its own height.
- A figure may jump vertically up to half its own height.
- A figure may pick up any object up to chair or small barrel size
- Barrels that are too big to throw may be rolled.
- When throwing an object at a person, intervening figures may block line of sight, unless the thrower has elevation – if there is doubt, settle the dispute with a friendly dice roll.
- For an action to affect multiple opponents, they must be within a base-width of each other.

Getting The Most Out of the Game

Be creative with your actions, colourful in their descriptions, and inventive in the rationalisation for the actions. For example: You throw a banana at a musketeer and manage to cause five hits, enough to kill him! You describe to your bemused opponent that the banana hit the musketeer in the eye, he was blinded and staggered back against a barrel, dropping his weapon, and falling over the barrel and cracking his head open!

Or you and a guard are standing on opposite ends of a table. You kick over a flagon of wine along the length of the table, and slide along the wet surface into dueling combat with the guard (and getting the Impetus bonus!).

Frequently Asked Questions

How far can I move a figure?

You can move a figure as far as you want in a straight line. There are no movement distances. But as soon as it reaches an object, it must either stop or perform an action.

Can I move to an empty spot?

Yes. This is a “free move”.

When is a figure's turn over?

A figure's turn ends in one of three ways:

1. When it rolls a '1' for an action or a duel. In this case the player's turn is also over.
2. If it makes a free move, i.e. one that does not result in an action.
3. If the player chooses to stop performing actions with that figure and activate a new figure.

When is a player's turn over?

When you roll a '1'.

If I dodge an enemy figure, why isn't it possible for the enemy to block me?

Two reasons:

1. It is inconsistent with one of the basic premises of the rules, i.e. that an action always happens.
2. Its not cinematic!

Why can't an enemy stop me from disengaging from a duel?

See the above.

If the attacking figure loses a duel and is pushed back or wounded, does his turn end?

Only if the figure has rolled a '1'! Otherwise he may still continue his turn (see section 4B).

If a figure continues actions after a duel, does it still have its swashbuckling dice?

Yes. If the figure has performed actions then duelled, and not rolled a '1', it still has the swashbuckling dice accumulated up to the duel. Duelling does not “use up” the swashbuckling dice. So if the figure performed three actions before duelling, it still has three swashbuckling dice and the next action it performs will be its fourth.

If I slap, kick or punch an enemy and he rolls higher, do I take hits?

No. Nothing happens. The enemy has simply avoided the kicks and punches by rolling higher (See section 3C).

Can I cause hits by insulting an enemy?

Yes! It is an opposed action. The enemy is mentally fending off the onslaught of your invective! But you must provide a suitable rationalization if you manage to score wounds on an enemy by insulting him!

Why doesn't a figure's rating affect how well it performs a swashbuckling action?

Firstly for game balance. We found that higher ratings become too powerful. As the rules stand, every figure has the same chance to perform actions, but figures with higher ratings will be around longer to do them. So the end result works out the same. Secondly, the current system makes it easier to keep track of accumulated swashbuckling dice.

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