

En coulisse de l'Hôtel de Bourgogne

Introduction

For the King's Musketeers

The King has entered a wager with the Cardinal. The prize is the health of France. French naval secrets have been stolen from the Palais Royal. A spy for the Ministry of Justice reports that the thief is English actor and comedian Jacob Latchkey, currently set to open at the Bourgogne Grand Theater on Wednesday night. The spy does not know where the papers currently are, but is certain they will be hidden somewhere in the Grand Theater once the play opens.

It is your duty to win this wager for the King and incidentally to save the secrets of France.

We will muster here at the barracks one hour from now, which is one hour before the play opens, and travel to the Hotel de Bourgogne to find and retrieve the papers. Arrive dressed appropriately for the theater. You will not bring your firearms, heavy weapons, nor heavy armor! Be aware that the Cardinal's Red Guards will also be on the premises. We all know that the Cardinal's guards are ill-humored and quick to fight but murder at the theater will not be tolerated.

It is critical that the papers be retrieved. The English spy must be left alone, at least until the end of the play. You all know who the Archbishop D'Orleans is; his favor is difficult to find but his disfavor is deadly and easily granted, and he is a great fan of English comedies and of this English actor in particular. Do not disturb the play and for the sake of God, of France, and of your own reputation do not disturb the Archbishop!

Are there any questions?

For the Cardinal's Guards

The Cardinal has entered a wager with King Louis. French naval secrets have been stolen from the Palais Royal. A spy for the Ministry of Justice reports that the thief is English actor and comedian Jacob Latchkey, currently set to open at the Bourgogne Grand Theater on Wednesday night. The spy does not know where the papers currently are, but is certain they will be hidden somewhere in the Grand Theater once the play opens.

It is your duty to win this wager for your Cardinal and incidentally to save the Ministry of the Navy from embarrassment.

We will muster here at the barracks one hour from now, which is one hour before the play opens, and travel to the Hotel de Bourgogne to find and retrieve the papers. Arrive dressed appropriately for the theater. You will not bring your firearms, heavy weapons, nor heavy armor! Be aware that the King's Black Musketeers will also be on the premises. We all know that the King's Musketeers are ill-mannered and vicious but murder at the theater will not be tolerated.

It is critical that the papers be retrieved. The English spy must be left alone, at least until the end of the play. You all know who the Archbishop D'Orleans is; his favor is difficult to find but his disfavor is deadly and easily granted, and he is a great fan of English comedies and of this English actor in particular. Do not disturb the play and for the sake of God, of France, and of your own reputation do not disturb the Archbishop!

Are there any questions?

Notes about the wager

1. The prize for the bet is a Chateau in Strasbourg. Since it's a prize no matter who wins, it's a good bet that neither of them currently own it.
2. France is not known for its naval forces in 1637. Jean Baptiste Colbert, taking over as Minister of the Navy after Richelieu's death in 1643, would build the fleet into a formidable force. Richelieu was unwilling to use the navy to confront the English at La Rochelle in 1627. In 1636, Richelieu appointed his nephew Jean Armand de Maillé to the new post of Grand Admiral of France. Maillé would have a notable victory at Cádiz in 1640 and again against Spain in 1643, but die defeated in Orbetello in 1646.
3. The Comte de Tréville became Captain of the Musketeers in 1634. He was exiled for a plot he did not partake in on December 1, 1642, but recalled after Richelieu died on December 4. The Musketeers were disbanded in 1646 because Mazarin disliked Tréville.
4. Any deaths will be treated as murder and, worse, as treason. But a good trouncing of someone on the opposing side is always a favorable to your reputation.

The play is Pierre Corneille's comedy *La Place Royale*, a five-act comedy that tells the story of Alidor who tries to trick his fiancée Angélique into breaking their engagement. Alidor's friend Cléandre is in love with Angélique who is in love with Alidor who is in love with himself. Alidor and Cléandre plant a fake love letter to a fictional Clarine where Angélique finds it, thinks it is from Alidor, and ends their relationship. Angélique's friend Phylis sends her brother Doraste to catch her on the rebound before Cléandre can move in, and Angélique agrees to marry Doraste that evening. Alidor and Cléandre create a second plot to kidnap Angélique from a garden before the marriage, be seen spending the night with Cléandre, and so be forced to marry him. But their kidnappers take Phylis instead. Phylis and Cléandre fall in love, Angélique is devastated by how far Alidor is willing to go to be free of her and enters a convent, and Alidor is happily single.

The Comédiens du Roi at the Hôtel de Bourgogne became the official Troupe Royale in 1629.

The leader is Pierre le Messier, "Bellerose". He is married to "Mademoiselle Bellerose"

Jacob Latchkey	Alidor	The English spy
Pierre le Messier	Cléandre	Bellerose, married to Mlle Bellerose
Nicole Gassot	Phylis	Mlle Bellerose, "a good actress", "most popular actress of the theater"
Isabelle Mestivier	Angélique	Mlle Le Noir, "as pretty... as one could find"
Charles Le Noir	Doraste	married to Isabelle; murdered Aug 9 1637
L'Espy	Lysis, lover of Phylis	
Jodelet	Alidor's servant Polymas	
Jaqueman Jadot	Doraste's servant Lycante	
Alizon	other actor	
Madeleine de Pouget	other actress	Mlle Beachateau
Jeanne Buffequin	other actress	Mlle LaFleur

Always round up! “For every two points” means “and fraction thereof”. Divided by 3, round up.

Attacks use expertise, plus weapon modifier, modified by defense and then situational modifiers.

Light wounds inflict base damage. If made by half or less, it is a **serious wound**, which adds d6.

If the attacker’s strength is lower than **MinSTR**, reduce damage by one for every two points difference. If the character’s strength is higher than **AdvSTR**, add 1 to all damage.

Parrying requires a weapon. Only attacks with daggers, foils, rapiers, longsword, sabres, cutlasses, and 2-H swords may be parried, and these are the only weapons with which one may parry. Successful parries require a breakage test. Parry chance is chance to hit modified by:

- +3 if attack form guessed or if it’s a 2-H sword, which can only strike
- x attacker’s weapon bonus if positive
- +x weapon parry bonus
- x expertise, if lower than attacker: -1 for every two points difference
- +x French Style defenders gain +3 for main gauche, +2 for baton, cloak, hat, or buckler, and +1 for sword or normal dagger, in left hand
- +1 Italian Style defenders get +1 for main gauches, bucklers, and batons
- x -1 for every previous parry this turn

Blocking requires a thing to block with (**improvised**), unless against unarmed attack (**brawling**).

Grapple:	str vs. str	defender immobilized for one turn (light) or two turns (serious), plus optional 1 point damage.
Tackle:		attacker and defender fall, otherwise same as grapple if desired
Punch:	str vs. end	stunned, plus 1 damage if serious, another 1 on str 16+; helmets/cuirasses reduce damage by 1 each; if both, punches ineffective
Haymaker:	str vs. end	as punch but +1 damage
Kick:		2 pts on serious, +1 for str 16+; may roll to stun as for punch

Stunned means the character loses all remaining actions that turn, and may only take one (normal) action on the following turn. If stunned 2+ times in a turn, no actions may be taken.

Brawling blocks are strength vs. strength or dexterity vs. dexterity resistance roll, chosen by the attacker. The higher expertise brawler gets +1 for every two points higher.

Improvised blocks are rolled against dexterity divided by three, modified by the attacker’s weapon bonus and expertise, comparing weapon expertise against brawling expertise. Improvised blocks may break in the same way as parry weapons.

Sidestep moves one meter to either side. **Counterattacks** may be parried or defended normally.

Wheellocks get +1 to hit.

In **resistance rolls** (such as **brawling blocks**) the first character rolls; how much they made or missed their roll modifies the second character's roll.

If the **head** takes 2+ points, or the **chest/flank** 4+ points, from one attack, a character is stunned. If total damage equals $\frac{1}{2}$ hit points, 1d6 hours unconsciousness. If exceeds $\frac{1}{2}$ hit points, the character dies. If an **arm** or a **leg** take 3+ points from a single blow, make an endurance roll or the limb is useless for 1d6 days. If total equals or exceeds $\frac{1}{2}$ hit points, uselessness is automatic.

A **useless arm** may not hold a weapon, parry, or grip, etc. A **useless leg** reduces movement by $\frac{1}{2}$ and restricts from using long action attacks.

If **total damage** equals hit points, 1d6 hours unconsciousness. If exceeds total, character dies.

When using a **cloak** as a left-hand weapon, **entangle** may be used as a **counter** action. Roll to hit as normal for right-hand weapon. If it, opponent must roll against Dexterity-3 or become entangled, losing all actions on the next turn.

A character with a **dueling weapon** may **disarm** an opponent with a **dueling weapon**, after making a **successful parry** or instead of a normal **counter** action. The weapon used to disarm must have equal or greater strength as the opponent's. The character and their opponent make a resistance roll based on weapon expertise. If successful, the opponent drops their weapon.