

# UN POUR TOUS!

*The Miniatures game  
of  
Swordplay & Derring-do  
in the 17th Century*



*Legends of the Old West Variant*

# UN POUR TOUS!

*Legends of the Old West – 17th century variant*

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*Based on rules by Mark LATHAM*

## INTRODUCTION

Welcome to Un pour tous!, the game of Swordplay & Derring-do that takes place during the 17th century in western Europe. Un pour tous! uses Legends of the Old West's mechanisms. You need a copy of the Legends of the Old West ruleset to be able to play Un pour tous!

At first you will probably want to play individual games (see the Warbands section for more details) rather than a campaign. This will allow you to learn the rules, and also give you the opportunity to decide which type of warband is most suited to your particular style of play.

If you are playing in a campaign, you will have the chance to expand and improve your warband after each game. By winning battles your warband will gain money and renown and may also have the opportunity to recruit mercenaries.

*This variant was originally published in the special issue #8 of the french magazine Vae Victis. It contains scenarios and special characters such d'Artagnan or Rochefort.*

<http://vaevictis.histoireetcollections.com/publication-1996-vaevictis-hors-serie-n-8.html>

## HISTORY

King of France, Henri III is murdered the 1st of August 1589. Before dying, he named his successor, Henri de Navarre, a protestant. But Henri de Navarre had to conquer his Kingdom, ripped up by the religions war. After the siege of Paris, Henri de Navarre decided to become a catholic. He entered the city of Paris and is crowned as Henri IV. Though some important noblemen joined the new king, it's the victories in the war against Spain that deprived of support his major opponents of the Catholic Ligue. Finally the 30th of April 1598, the Edit de Nantes is signed, ending 30 years of civil war in France by allowing the protestant religion in the Kingdom.

Between 1598 and 1610, the Kingdom of France was peaceful and wealthy. King Henri married Marie de Medecis, an italian Princess after his first union was cancelled by the Pope. In 1601, the Queen gave him a son, Louis. Unfortunately, the 14th of May, 1610, King Henry IV is murdered by François Ravaillac. Louis, a 9 years old boy, is crowned King of France as Louis XIII but I can't rule. His mother, Marie the Medicis was the new Regent. She commissioned the Marquis d'Ancre, Concino Concini, Marshal of France. But the french Nobility is offended for this marshal never fought a single battle. But the new marshal d'Ancre and his wife, Leonora Galigai, an italian adventuress who was also the Queen's confidante, were really busy embezzling the wealth of the french kingdom

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In 1614, the Prince de Condé, annoyed by the Regency, asked for the Etats Généraux, the french council. On the 2nd of October, the King Louis attained majority, and he gathered the Etats Généraux on the 27th of October. He confirmed his wedding with Anne of Austria, a spanish and catholic princess what was badly received by the Nobility for it reinforced the catholic party. The Prince de Condé rebelled against the King and rallied the Protestant nobility. Louis XIII married Anne of Austria but in 1616 the Edit de Nantes is confirmed and the Kingdom was peaceful again. Despite the King's majority, Marie de Medicis and Concini were still ruling the kingdom. The King decided to rally the Duke of Luynes and some followers in order to kill Concini (in april 1617). King Louis sacked the ministers ( one of them is named Richelieu) and sent his mother out of Paris, to the city of Blois (along the river Loire).

The same year, the 30 years war began in Germany. The Habsbourgs, the family of the Emperor who are catholics received the support of France for the french Queen, Anne of Austria, is a Habsbourg. Away from Paris, Marie de Medicis has been plotting against his son and in february 1619. she managed to escape from the castle of Blois. Louis XIII wanted to negotiate and called back, the Bishop of Luçon, Richelieu, still favored by the Queen Mom. By the end of the month, Richelieu negotiated the Treaty of Angoulême, giving the province of Anjou to Marie de Medicis, but without any right in the council. In october 1619, the Prince de Condé was freed from his prison in Vincennes near Paris. It was a denial of Marie de Medicis's politic. The Queen Mom started to plot once more, gathering a part of the nobility like the Vendôme, King's half brothers, the Duke of Montmorency and some protestant noblemen led by the Duke of Rohan. The 7th of August 1620, the 2 armies clashed near Angers in a battle named the "drôlerie des Pont-de-Cé", the clowning of the Pont-de-Cé. The King's army crushed the Queen-Mom army. The 10th of August, a new treaty was signed. Richelieu was now Cardinal and Marie de Medicis was back in the Council. But in Octobre 1620, The Protestants rebelled again when the province of Bearn is attached to the Kingdom. The King controlled Pau and set up a parlement. In November, the King forbade the Protestants the right to gather. They decided to take the arms against the King. In 1621 and 1622, several protestant towns are besieged, Saint-Jean-d'Angély, Montauban, Mont-de-Marsan and Aigues-Mortes.

In november 1622 after the failure of the siege of Montpellier, a treaty of Peace was signed confirming again the Edit de Nantes. However the Protestants had to destroy their strongholds and accept the King's authority. The same year, Louis XIII created a new unit, the 1st Company of the King's Musketeers. He was the captain of the company which was led by a Lieutenant-Capitaine. The 29th of April, 1624, Richelieu entered the Council, thanks to Marie de Medicis. The 13th of August, Richelieu became the prime minister of the Council. A second company of Musketeers was created, the Guards of the Cardinal. In February 1626, a Royal Edit forbade Duels in the Kingdom. Richelieu favored

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the local bourgeoisie or the traders who bought a nobility title. But all these decisions displeased the Nobility and some of them began to plot. Some wished to crown the king's brother, Gaston. Others wanted to murder the Cardinal de Richelieu. Gaston finally married Marie de Bourbon, Princess of Montpensier and became Duke of Orléans.

In 1627, Louis XIII and Richelieu besieged La Rochelle held by protestant rebels. English troops led by the Duke of Buckingham, landed on the island of Ré to help the protestants but they can't break the siege. The following year, La Rochelle surrendered and in 1629, a treaty of peace is signed in Alès with the protestants. In 1630, the Duke of Mantoue died without heir. One of his nephews, the Duke of Nevers should succeed but Spain didn't want a french nobleman in Italy. King Louis XIII sent troops against Spain in Italy but they had first to cross the duchy of Savoie. The Duke of Savoie refused, and the french army invaded the duchy.

In november 1630, Marie de Medicis once again tried to discredit the Cardinal de Richelieu, but she failed and was banned from the kingdom. In 1631, the Duke of Montmorency and Gaston of Orléans, the king's brother plotted against the french king. They failed, Montmorency was executed but Gaston was pardoned. Without children, King Louis XIII can't execute the heir of the french kingdom. France declared war to Spain in 1635, entering the 30 years war. 2 years later, Louis XIII uncovered the secret mailing between the Queen and Spain but after 22 years of marriage, the Queen gave birth to a son, Louis, who will become Louis XIV. In 1640, Louis XIII conquered the Artois in northern France. In 1642, a close friend of the King Louis is beheaded in Lyon after plotting against Richelieu with the help of Spain. The Cardinal finally died the same year. The Cardinal Mazarin became the new prime minister. King Louis XIII died the following year. Louis XIV is only 5 years old, Anne of Austria became the Regent of the Kingdom and the Cardinal Mazarin was her prime minister.

## CHARACTERISTICS

### Main Characteristics

In Un pour tous!, the fighters have different abilities, some being better at certain actions, for example, fighting, shooting or climbing, than they are at others. This variety in each warrior is represented in the form of *characteristics* and *skills*. Right now don't worry about skills – these come later with practice and battle experience. For now we just need to consider a warrior's characteristics.

Each model is defined by the same set of characteristics than Legends of the Old West :

*Fighting, Shooting, Strength, Grit, Wounds, Attacks and Pluck.*

### Other Characteristics

To represent their inspirational presence and pious ability to cheat death, Heroes have two extra characteristics on their profile that set them apart from other fighters – Panache (PA) and Faith (FA). Panache is LotOW's Fame and Faith is LotOW's Fortune.

## THE GAME TURN

In Un pour tous!, the game turn is the same than in Legends of the Old West so we only list the modifications.

### MOVING PHASE

In some situation, a model may perform a really spectacular action or acrobatics such as jumping from roof to roof, stunting, swinging from rope to rope, catching a hanging candelabrum, etc.

#### SPRINGING

1	<b>Fall</b>	<i>the model fails and falls to the ground and suffers a single Strength 2 hit. If he survives he is placed lying down.</i>
2-5	<b>Success</b>	<i>The model can do nothing else for that turn.</i>
6	<b>Into action</b>	<i>The model perfectly succeeds in. It can complete any remaining move.</i>

### FIGHTING PHASE

#### Who can fight

Models whose bases are touching are engaged in hand-to-hand combat. This can only happen once a warrior has charged his enemy, as models are otherwise not allowed to move into contact.

All close quarter fighting is worked out in the Fighting phase. Regardless of whose turn it is, all models in hand-to-hand combat will fight. A warrior can fight against enemies to his side, front, or rear. In reality the fighters are constantly moving, dodging, and weaving as they struggle to kill their adversaries. Models fighting in hand-to-hand combat do *not* shoot in the Shooting phase. They are far too busy fighting for their lives. Any very close range shots they are able to make using pistols are treated like close combat weapon attacks (see the Weapons & Armour section). who strikes first

All attacks and parries are simultaneous. A charging model gains one additional attack if the charged model is engaged in a fight.

#### Which models fight

A model can fight if its base is less than 1" from the base of an enemy model. Even models attacked from the side or rear can fight.

If a warrior is touching more than one enemy, he can choose which to attack (or all of them). If he has more than 1 Attack he can divide them in any way the player wishes, attacking and/or parrying.

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## Fighting with two weapons

Some skilled or vicious fighters carry two weapons, one in each hand, so they can rain a flurry of blows on their enemies. A warrior armed with two one-handed weapons may make 1 extra Attacks with the additional weapon.

## Fighting with an height advantage

In some circumstances like fighting on a staircase, a warrior can have an height advantage over his opponents. A warrior who is higher than one of his opponents may make 1 extra Attack.

## Hitting the enemy

To determine whether hits are scored, roll a D6 for each model fighting. If a model has more than 1 Attack roll a D6 for each attack and/or parry. You may use dice of different colours for the attacks and the parries.

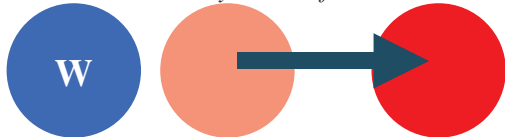
The model successfully attack and/or parry if the result of the dice is greater of equal than its Fighting characteristic.

All the successful dice are kept, then the players compare the results to see how many attacks are really effective. Every parry negates an attack. So only the not-parried attacks are taken into account to score a hit.

## Passes

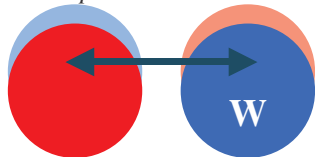
The model which scored more hits may :

- Push back the enemy model of 1"



If the pushed back model's base is less than 1" of a new enemy model not yet engaged into hand-to-hand combat, the enemy model can charge it immediately, gaining an additional attack

- Swap the models' positions



If a swapped model's base is less than 1" of a new enemy model not yet engaged into hand-to-hand combat, the enemy model can charge it immediately, gaining an additional attack.

- Move an extra 1" (away from enemy model)



If the moving model's base is less than 1" of a new enemy model not yet engaged into hand-to-hand combat, the moving model

can charge it immediately, gaining an additional attack.

In case of deuce, the positions remain unchanged. However in this case, some experienced fighters may win the fight (see *veteran soldier* ability)

## Weapon modifiers

Unlike hits from shooting, the Strength of the attacker is used to determine wounds, rather than that of the weapon itself. However, some weapons confer a bonus on the attacker's Strength (see the Weapons & Armour section for full details).

## Roll to wound

Follow the same procedure for wounding and causing critical hits as in the Shooting section of Legends of the Old West.

# HEROES

## HEROIC ACTIONS USING PANACHE

As we have already described, the initiative is established at the start of each turn by rolling a dice. However, Heroes can push themselves beyond these normal boundaries with extraordinary feats of daring and derring-do, and act out of the usual sequence.

### To me, Monsieur (A Moi, Monsieur!)

A Hero who makes a Heroic Action at the start of the Movement Phase will move before other models that are not making Heroic Action. In addition, a Hero can shout *To Me, Monsieur*, if he engages an enemy already fighting in hand to hand combat with another model. The late model is considered as disengaging the fight.

### Softly, gentlemen!" (Tout beau, Messieurs)

A Hero who makes a Heroic Action at the start of the Shooting Phase will fire before other models that are not making Heroic Action. In addition, a Hero can challenge each enemy model not engaged in hand to hand combat, within 6" of the Hero. Each model must pass a Pluck test. If the test fails, the model drops its weapons to the ground. The model can't fire this turn and if charged, he suffers a -1 Attack / Parry penalty for every weapon that he decides to pick up during the charge.

### At the envoi's end, I touch! (A la fin de l'envoi, je touche!)

A Hero who makes a Heroic Action at the start of the Fighting Phase will gain an additional Attack/Parry for each expended point.

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## WEAPONS & ARMOUR

Hand weapons	Range	Strength	Special rules	Cost
<b>Fists</b>	Close Combat	As user –1	+1 Enemy armour save	-
<b>Dagger</b>	Close Combat	As user	+1 Attack/Parry if Rapier / Cutlass in the other hand	2
<b>Club</b>	Close Combat	As user	<i>Concussion:</i> any successful hit puts the opponent unconscious even if the warrior isn't wounded.	2
<b>Hand Axe</b>	Close Combat	As user	-	2
<b>Rapier</b>	Close Combat	As user	-	6
<b>Cutlass</b>	Close Combat	As user	-	5
<b>Fork</b>	Close Combat	As user +1	Two-handed	3
<b>Halberd</b>	Close Combat	As user +1	Two-handed	10
<b>Stone, Mug</b>	User's strength x 2	As user	<i>Concussion:</i> any successful hit puts the opponent unconscious even if the warrior isn't wounded <i>Half Movement Penalty:</i> The warrior can pick up a mug on a table or a stone on the ground and throw it at an opponent in the same turn or subsequent ones. The mug breaks once used.	-
<b>Throwing dagger</b>	User's strength x 2	3	<i>Half Movement Penalty:</i> The fighter throwing a dagger can't move more than half of his movement if he wants to be able to aim.	7
<b>Bow</b>	18"	3	<i>Move or fire:</i> You may not move and fire a bow on the same turn, other than to pivot on the spot to face your target or to stand up.	8
<b>Crossbow</b>	18"	4	<i>Move or fire:</i> You may not move and fire a crossbow on the same turn, other than to pivot on the spot to face your target or to stand up. <i>Slow reload:</i> The weapon requires one full turn without movement or fight to reload <i>Restricted:</i> This weapon can't be used by noble and galant characters. Only Adventurers and Plotters can use it.	12

Powder weapons	Range	Strength	Special rules	Cost
<b>Flintlock Pistol</b>	6"	3	+1 Attack in close combat: a Warrior with a Rapier and a loaded Pistol may discharge his weapon during the hand to hand fight. <i>Half Movement Penalty:</i> The fighter firing a pistol can't move more than half of his movement if he wants to be able to aim. <i>Slow reload:</i> The weapon requires one full turn without movement or fight to reload <i>Misfire:</i> A roll of a 1 on any to hit dice will be a 'misfire' result. Roll a D6: <b>1, 2 or 3</b> One additional turn to clean the weapon before reload it <b>4, 5 or 6</b> You can use the weapon on the next turn	12
<b>Caliver</b>	8"	4	<i>Close combat:</i> Two-handed <i>Half Movement Penalty:</i> The fighter firing a pistol can't move more than half of his movement if he wants to be able to aim. <i>Slow reload:</i> The weapon requires one full turn without movement or fight to reload <i>Misfire:</i> A roll of a 1 on any to hit dice will be a 'misfire' result.	15
<b>Musket</b>	12"	4	<i>Close combat:</i> Two-handed <i>Move or fire:</i> You may not move and fire a n arquebuse on the same turn, other than to pivot on the spot to face your target or to stand up. <i>Slow reload:</i> The weapon requires one full turn without movement or fight to reload <i>Misfire:</i> A roll of a 1 on any to hit dice will be a 'misfire' result.	20

Armor	Special rules	Cost
<b>Helmet</b>	<i>Avoid stun:</i> A model that is equipped with a helmet has a special 4+ save on a D6 against being stunned and becoming <i>unconscious</i> . If the save is made, ignore the <i>stunned</i> result. This save is not modified by the opponent's Strength. <i>Ungalant:</i> Wearing a helmet for a swashbuckler isn't really fine. A beautiful hat with plumes is far better. So the cost of Panache points for performing heroic action is doubled.	15
<b>Breastplate</b>	<i>Heavy:</i> A warrior wearing a breastplate suffers a –1 penalty on all climbing, passing over and springing dice rolls.	30

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## WARBANDS

### MUSKETEERS

These men are members of the 1st Company of King's Musketeers.

**Preferred Skills :** Fencing, Firing and Moving

#### Heroes

#### Brigadier (1)

**Cost:** 40 Ecus

The Brigadier is the leader of a small group of Musketeers.

S	F	St	G	W	A	P	Pa	Fa
4+	4+	3	4	2	2	4	2	0

**Special Rules:** Leader, Botte Gasconne

*Botte Gasconne :* Add +1 attack for every opponent involved in the fight

**Experience:** Starts with 8 experience points.

#### Musketeers (0-3)

**Cost:** 25 Ecus

The Musketeers are loyal to the King and follow their Brigadier's orders

S	F	St	G	W	A	P	Pa	Fa
5+	4+	3	3	1	2	3	1	0

**Special Rules:** Loyal

#### Henchmen

#### Manservants (0-4)

**Cost:** 5 Ecus

The manservants are loyal to their master and try to help them the best they can.

S	F	St	G	W	A	P
6+	6+	3	3	1	1	2

**Special Rules:** Loyal

### CARDINAL'S GUARDS

These men are members of the 2nd Company of King's Musketeers. These men are loyal to the Cardinal Richelieu.

**Preferred Skills :** Fencing, Firing and General

#### Heroes

#### Brigadier (1)

**Cost:** 40 Ecus

The Brigadier is the leader of a small group of Cardinal's Guards.

S	F	St	G	W	A	P	Pa	Fa
4+	4+	3	4	2	2	4	0	2

**Special Rules:** Leader, Fearsome reputation

*Fearsome reputation :* Opponent must pass a Pluck test to charge the model.

**Experience:** Starts with 8 experience points.

#### Veteran Guards (0-2)

**Cost:** 25 Ecus

These guards are veterans, loyal to the Cardinal and follow their Brigadier's orders

S	F	St	G	W	A	P	Pa	Fa
5+	4+	3	3	1	2	3	0	1

**Special Rules:** Loyal

#### Henchmen

#### Guards

**Cost:** 10 Ecus

The guards are loyal to the Cardinal and follow their Brigadier's orders

S	F	St	G	W	A	P
6+	5+	3	3	1	1	3

### ADVENTURERS

In these times of warfare, some noblemen or civilian decide or were forced to live their own way.

**Preferred Skills :** Fencing, Moving and General

**Special Rules:** Life is cheap

#### Heroes

#### Swashbuckler (1)

**Cost:** 40 Ecus

The swashbuckler is the leader of a small group of Adventurers. He's a charming guy, very pleasant but very

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dangerous too. He can be a protector of the poor or a highwayman.

S	F	St	G	W	A	P	Pa	Fa
4+	4+	3	4	2	2	4	1	1

**Special Rules:** Leader, Repartee

*Repartee* : Opponent must pass a Pluck test in order to wound the model.

**Experience:** Starts with 8 experience points.

## Swordmen (0-2)

**Cost:** 25 Ecus

These swordmen are long time friends of the swashbuckler.

S	F	St	G	W	A	P	Pa	Fa
5+	4+	3	3	1	2	3	1	0

**Special Rules:** Life is cheap

## Henchmen

### Brave fellows (0-5)

**Cost:** 10 Ecus

The brave fellow joins the swashbuckler and follows him into adventures.

S	F	St	G	W	A	P
6+	5+	3	3	1	1	3

### Apprentices

**Cost:** 5 Ecus

A former young farm boy or gutter snipe who decide once to help the swashbuckler.

S	F	St	G	W	A	P
6+	6+	3	3	1	1	2

## NOBLEMEN

The Nobility is very important in these times, but the power of the King is more and more important.

**Preferred Skills** : Fencing, Firing and General

### Heroes

#### Nobleman (1)

**Cost:** 40 Ecus

A member of a noble family, travelling with his friends, his knights and some bodyguards.

S	F	St	G	W	A	P	Pa	Fa
4+	4+	3	4	2	2	4	1	1

**Special Rules:** Leader, Courtisan

*Courtisan* : Extra Income 2D6 Ecus.

**Experience:** Starts with 8 experience points.

### Knights (0-2)

**Cost:** 25 Ecus

Friends or subjects of the Nobleman who travel with him.

S	F	St	G	W	A	P	Pa	Fa
5+	4+	3	3	1	2	3	0	1

**Special Rules:** -

## Henchmen

### Bodyguards

**Cost:** 15 Ecus

Fighters protecting the nobleman and his knights.

S	F	St	G	W	A	P
5+	5+	3	3	1	2	3

## PLOTTERS

The 17th century is shaped by the last of the great wars of religion and by the struggle within and between kingdoms.

**Preferred Skills** : Fencing, Moving and Firing

**Special Rules:** Life is cheap

### Heroes

#### Master Plotter (1)

**Cost:** 40 Ecus

The Master Plotter is the leader of this small group of plotters of a secret cause.

S	F	St	G	W	A	P	Pa	Fa
4+	4+	3	4	2	2	4	2	0

**Special Rules:** Leader, True Grit

*True Grit* : May re-roll its first Pluck test.

**Experience:** Starts with 8 experience points.

### Plotters (0-2)

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**Cost:** 25 Ecus

They support the master and fight for the triumph of the cause.

S	F	St	G	W	A	P	Pa	Fa
5+	4+	3	3	1	2	3	0	1

**Special Rules:** Stealthy

*Stealthy* : May not be targeted or charged if 6" away from an enemy model

## Henchmen

**Spies (0-2)**

**Cost:** 15 Ecus

The spy is an important member of the plotters providing information and intelligence.

S	F	St	G	W	A	P
5+	5+	3	3	1	2	3

**Men-at-arms**

**Cost:** 5 Ecus

The base agent of the cause.

S	F	St	G	W	A	P
6+	6+	3	3	1	1	2

## SOLDIERS

In these times of trouble, many soldiers and mercenaries travelled the lands, fighting and plundering without mercy.

**Preferred Skills** : Fencing, Moving and Firing

**Special Rules:** Life is cheap

## Heroes

**Officer (1)**

**Cost:** 40 Ecus

The Officer is the leader of this small group of fighters. This professional soldier of many a battle is now leading a group of veteran men-at-arms.

S	F	St	G	W	A	P	Pa	Fa
4+	4+	3	4	2	2	4	2	0

**Special Rules:** Leader, Veteran Soldier

*Veteran Soldier* : Wins any duce hand-to-hand combat.

**Experience:** Starts with 8 experience points.

**Sergeant (0-1)**

**Cost:** 25 Ecus

A long time brother in arms of the officer, the Sergeant is loyal to him.

S	F	St	G	W	A	P	Pa	Fa
5+	4+	3	3	1	2	3	1	0

**Special Rules:** Loyal

## Henchmen

**Brigadiers (0-2)**

**Cost:** 15 Ecus

Seasoned fighters, they lead the soldiers into the battle following the orders.

S	F	St	G	W	A	P
5+	5+	3	3	1	2	3

**Soldiers**

**Cost:** 10 Ecus

Soldier by need or greed, they try to fight and survive in these times.

S	F	St	G	W	A	P
6+	5+	3	3	1	1	3

## HIRED SWORDS

**EXECUTIONER**

**Recruitment Fee :** 30 Ecus

**Retainer :** 10 Ecus

A dreadful character who inspires terror upon the

S	F	St	G	W	A	P	Pa	Fa
6+	4+	5	4	2	2	5	0	2

**Equipment:** A large 2 handed Axe (counts as a Halberd)

**Special Rules:** Fearsome Reputation

**Renown** : adds 20 points to the renown (Infamy Rating) of the warband

**SWORDMASTER**

**Recruitment Fee :** 35 Ecus

**Retainer :** 12 Ecus

The swordmaster is an expert in fencing who sells his talents.



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S	F	St	G	W	A	P	Pa	Fa
6+	3+	4	4	2	3	5	1	1

**Equipment:** A rapier and a Dagger

**Special Rules:** Botte Florentine, Fine Lamé

**Renown :** adds 15 points to the renown (Infamy Rating) of the warband

## JESUITE

**Recruitment Fee :** 20 Ecus      **Retainer :** 7 Ecus

The jesuite is a member of the Company of Jesus, a very pure religious order. Once a bloodthirsty soldier is now seek redemption.

S	F	St	G	W	A	P	Pa	Fa
6+	5+	3	3	1	1	5	0	3

**Equipment:** A club

**Special Rules:** Holy Bible (similar to LotOW)

**Renown :** adds 11 points to the renown (Infamy Rating) of the warband

## PURITAN

**Recruitment Fee :** 35 Ecus      **Retainer :** 12 Ecus

The Puritan is a veteran fighter who hunts down heretics .

S	F	St	G	W	A	P	Pa	Fa
4+	4+	4	4	2	3	5	0	2

**Equipment:** A rapier and a Dagger, Pistol (+12 Ecus)

**Special Rules:** Fearsome reputation, Veteran Soldier

**Renown :** adds 20 points to the renown (Infamy Rating) of the warband

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## EXPERIENCE

The experience in *Un pour tous!* follows the basic rules of *Legends of the Old West* but the upgrades and skills charts are different!

### UPGRADES

2D6	Heroes
2-4	Roll for a new skill
5	-1 Shooting
6	-1 Fighting
7	+1 Attack <i>or</i> +1 Strength
8	+1 Grit
9	+1 Wound
10	+1 Pluck
11	+1 Panache <i>or</i> +1 Faith
12	Choose any new skill

1D6	Henchmen
1	+1 Strength <i>or</i> +1 Grit
2	-1 Shooting <i>or</i> +1 Wound
3	+1 Attack
4	-1 Fighting
5	+1 Pluck
6	Becomes a hero

### SKILLS

1D6	Moving Skills	
1	Acrobat	Add +1 to any Springing dice roll
2	Nimble	May re-roll any Passing over and Climbing dice roll
3	Stealthy	May not be targeted or charged if 6" away from an enemy model
4	Fast	May move 1D6" in the Firing phase if not firing or fighting
5	Dodge	May ignore any firing wound if he scores a 6 on a D6.
6	Ranger	Ignore difficult terrain penalty

1D6	Fencing Skills	
1	Botte Gasconne	Add +1 attack for every opponent involved in the fight
2	Fearless swordsman	Gains an additional attack when charging
3	Coup de Jarnac	Any successful wound reduces the opponent movement by half. <i>The model suffers an automatic leg wound and -1 Movement characteristic penalty from now on</i>
4	Botte Florentine	Gains an additional Parry
5	Fine Lame	Disarmed the opponent if a 5 or 6 is rolled to hit
6	Botte de Nevers	Add +1 to any wound roll in hand-to-hand combat

1D6	Firing Skills	
1	Sharpshooter	Add +1 when firing at someone
2	Fast shooter	If the model owns a loaded flintlock pistol, it may fire once if charged in hand-to-hand combat.
3	Musketeer	The model may re-roll to hit dice if he uses a musket
4	Deadeyed	Add +1 to any wound roll in firing phase.
5	Trick reloader	May reload a weapon while moving
6	Pistolier	May fire twice if the model owns 2 flintlock pistols

1D6	General Skills	
1	True Grit	May re-roll its first Pluck test
2	Veteran soldier	Wins any duce hand-to-hand combat
3	Duelist	May challenge an enemy hero for a Duel. (*)
4	Repartee	Opponent must pass a Pluck test in order to wound the model
5	Courtisan	Extra Income 2D6 Ecus
6	Fearsome Reputation	Opponent must pass a Pluck test to charge the model

#### (\*) *Duel Special Rules*

The two models move towards the dueling place. When they are at less than 5" from each other, they stop, they salute each other and the duel begins as a standard fight but using rapier or rapier/dagger only. No bonus for charging are allowed.

The duel may be fight to *first blood* or to *the death*. If the duel is to first blood, it stops as soon as a wound is scored.

The model winning the duel, gains immediately 2 experiences points. The model loosing the duel shall leave the board as soon as possible (if he can). If the model is the leader of the warband, a Pluck test must be passed immediately.