

Tréville



Tréville is the captain of the Musketeers. He starts in the Vieux Colombier. There are two ways to use him:

- **Normal game:** in this kind of game, the players may decide to replace one of the four basic Musketeers with Tréville.
- **6-player game:** in this kind of game, Milady faces five Musketeers.

Special ability (charismatic leader): once per turn during the Musketeers' phase, when it is Tréville's turn to play, he may give any of the Musketeers **one 'order'**. This costs Tréville **1 action**. The Musketeer carries out this free action at once according to normal rules (i.e. draw a card, move, fight, etc.).

Equipment: Tréville starts the game with a Toledo blade taken from the stock.

6-player variant

6 players: the 6-player game is identical to the 5-player game (the Musketeers have 3 actions each). However:

- **Milady cards:** Milady starts the game with **5 Treachery cards** (picked randomly) and **2 Paris cards** of her choice.
- **Time:** at the beginning of the game, place the Time marker **on the third space of the time track** instead of the usual space (see below).

