

# A Damned Serious Business

Napoleonic Peninsular War Sharp Practice at Roll-Call 2018



## The Fine Fellows They Are

### Your Force

Your force should come to 85 points in total (Groups, Leaders, etc). We're not going to quibble if you need an extra point to fit something in. But don't take the piss. Taking the piss will result in much sad shaking of the head, possibly even a stern look, and it's unlikely that either the Horse Guards or the Emperor will look favourably upon your future career.

When you have compiled your force please sent it by email [to this address](#) with the subject *A Damned Serious Business*. You will need to include:

- Each Leader, his seniority, rank, name and status, also any retinue you may have added to accompany him.
- The number of Groups of each type and their identifier, as found in the [Unit Rosters](#), and also any specialists you may have added to a particular Group.

For example:

1. Status III Captain Willoughby Trump (Force Commander), Drummer	10 pts
2. Status II Lieutenant Dustin May	6 pts
3. Status II Ensign Harry 'Red' Adair	6 pts
4. Status I Serjeant Ezekiel Strange	3 pts
5. Status I Serjeant Obadiah Herring	3 pts
4 Groups of 1/88th Foot (Connaught Rangers)	28 pts
3 Groups of 1/43rd (Monmouthshire) Foot (Light Infantry)	27 pts
Total:	83 pts

### A Remarkably Clever Fellow (Your Commander and Leaders)

Your Force Commander may be of any Status level from I to III. Obviously most will want him to be Status III, and that's fine. Try to have one Status I Leader for each Status II or Status III Leader you have. Don't feel this is some kind of absolute rule, it's a guideline and we'll happily discuss individual forces with you. As a rough rule look to spend 3 points on leaders for every 6 you spend on Groups and aim to have roughly one Status I Leader for every Status II or Status III Leader in your force. One thing that

is very important is that every leader should have a name, rank and seniority so you know who he is and who he may command.

As a rough guideline, you will probably wish to spend 25-30 points on Leaders, Musicians and (possibly) Specialists, Holy Men and Physics. Note that these latter characters have some extra restrictions placed upon them which will be found below.

So you may, and purely as an example, wish to have your Leaders thus:

- |   |        |
|---|--------|
| 1. Status III Captain Willoughby Trump (Force Commander), Drummer | 10 pts |
| 2. Status II Lieutenant Dustin May                                | 6 pts  |
| 3. Status II Ensign Harry 'Red' Adair                             | 6 pts  |
| 4. Status I Serjeant Ezekiel Strange                              | 3 pts  |
| 5. Status I Serjeant Obadiah Herring                              | 3 pts  |

which would come to 28 points. The number assigned to each will determine their corresponding chip in the draw and also their seniority (so Lieutenant May may command Ensign Adair or either of the Serjeants).

An alternative might be:

- |   |        |
|---|--------|
| 1. Status III Lieutenant Hugo de Nigot (Force Commander), Drummer | 10 pts |
| 2. Status III Lieutenant Jean Mont-Saint-Marie                    | 9 pts  |
| 3. Status I Sous-Lieutenant Alexander Craitant                    | 3 pts  |
| 4. Status II Sergent Henri Henry                                  | 6 pts  |
| 5. Status I Sergent Jacques Cousteau                              | 3 pts  |

which would come to 31 points. Although the number will again determine their seniority for command purposes, notice that Sergent Henri is higher Status than Sous-Lieutenant Craitant. That's fine and obviously indicates Henri is a great veteran of the wars, perhaps soon destined for service in the Guard, while Craitant is fresh to the service.

In addition, your Force Commander will have a Personality that you will choose from the Commander Personality Traits (below). This will dictate certain tasks he must perform to achieve extra Event Points.

### Such A Set Brought Together (Your Soldiers)

Choose your Groups from either the Allied or French rosters found here: [Unit Rosters](#). The more astute commanders amongst you, who will have probably been educated at Eton or Angers, will have immediately noticed that some entries differ from those in the rulebook, and that there are, generally speaking, more available options. Nonetheless these rosters are not wholly comprehensive and we'll be only too happy to add any sort of unit you might want which served in the Peninsula from 1809-1812. Email any such requests [to this address](#).

We do not wish to be dogmatic about force selection with regard to troop types because you'll obviously be limited to an extent by the figures you will have painted. However we'd encourage you to have some kind of backstory for your force (as simple

as them all being gallant fusiliers and voltigeurs of the 69e Ligne, for instance or as detailed as you like). Although I have put a specific unit identifier for each troop choice, feel free to have your men as part of whatever Peninsular regiment you'd like that is of the same sort.

You'll probably want to spend about 50-60 points on your Groups. As with officers, that's only a guideline. It is probably advisable to include 3 or 4 Groups of Line Infantry in your force, but do not look upon that as a requirement. Equally having at least a couple of Groups of Skirmish Troops is probably a good idea, but again is in no way compulsory. The rulebook provides some good examples of possible force compositions, but note that the points assigned by the rulebook contain some errors, so please do use the [Unit Rosters](#) to determine their abilities and costs.

Note that limits will be placed upon the abilities of Allied Leaders to command officers and men of other Allied nations. So, for example, a British Leader will need to spend an additional Command Initiative to command a Spanish unit. So mixing up your force composition between nationalities is fine, and will look splendid, but will slightly strain your ease of command. Note that the French have Polish, Swiss, etc available but there's no such issue with them.

Your force will have been assigned a Force Morale level before the day begins (it will be between 9 and 12 points depending upon the precise composition of the force, high quality and homogeneous forces will tend to have higher morale than more heterogeneous forces or those comprising mainly conscripts and rabble).





## Publish and Be Damned

### Rules Tweaks

These are (fairly minor) tweaks to gameplay which slightly improve consistency between some rules entries and help balance some troop types.

#### Artillery

- Artillery fire straight ahead, the arc of fire being drawn between the wheels of the gun, not the base it is mounted on (slight modification to p.46).

Artillery Crew who Evade may only do so if they if they have not yet Activated and Evading counts as their Activation for the turn. This means Evading may only be performed once per turn (a change to the FAQ concerning p.32).

#### Command and Seniority

- The precedence and subordination of Leaders will be determined by their Rank (with the player specifying the order of seniority of Leaders of the same rank), not by Status level.
- All forces get 4 Command Cards, regardless of the number of Groups they contain (i.e. ignore the second paragraph on p.26).

#### Skirmish Troops

- Irregular Skirmishers get a free movement Action, just like other Skirmish Troops (a change to p.10).

- Skirmish Troops not defending a minor or major obstacle will always count as taken in flank/rear if contacted by Cavalry who are at the canter or gallop (addition to the table on p.55).
- Skirmish Troops (and Artillery Crew) may only Evade if they have not yet Activated and Evading counts as their Activation for the turn. This means Evading may only be performed once per turn (a change to the FAQ concerning p.32).

### Specialists and Supporting Characters

- Holy Men are only available to officers commanding Spanish troops and may only affect Spanish Troops.
- Physics are only available to the French (who had a better medical service).
- Marksmen may only be assigned to Groups of rifle-armed Skirmish Troops.
- Musicians can be:
  - part of a Leader's retinue (and so may be killed or injured like any character who accompanies a Leader) and who will count for the purposes of Shock but not Shooting or Fisticuffs.
  - Or,
  - embedded in a unit where they will act as an ordinary member of that unit for all purposes but may only be used by a Leader who is attached to that particular Group.

### Unit Characteristics

- British Line Infantry are no longer *Aggressive* by default.
- *Stubborn* and *Thin Red Line* have been modified (the former very significantly).
- Several new Characteristics have been added. These are: *Carronade*, *Gallop At Anything*, *Half-Trained*, *Horse Gun*, *Lances*, *Pikes and Cutlasses*, *Pistols*, *Scotland Forever* and *Tap Reload*.



## The Business of the Day

### Your Games

There will be five games played and you will play once on each table against a different opponent from the opposing side. Each table will have a specific mission assigned to it and you will win that particular game by achieving the victory conditions or by breaking enemy morale or if the enemy quits the field like the cowardly dog he undoubtedly is.

The games will be taken from the rulebook and will be:

Table One: The Portuguese Lieutenant's Woman (Escort Duty)

Table Two: The Guns (Attack on an Objective)

Table Three: The Prisoner of Zahara (Rescue Mission)

Table Four: Chasing Chickens (Sweep the Table)

Table Five: Tilting at Windmills (An Encounter)

You will not roll for supports, any supports available for either attacker or defender will be pre-defined by the particular mission (and will be supplied by the organisers).

Your force will have been assigned a Force Morale level before the day begins (see above). You will begin each game with your Force Morale at that level.

If you win a game you will gain 2 Event Points and every other player on your side will gain 1 Event Point. In addition, whether you win, lose or draw you will gain Event Points equal to half your remaining Force Morale (round up). Again, the more astute commander will have immediately grasped that one gains little from continuing pointless slaughter, but that a drawn battle is as good as lost (being simple butchery to no gain).

## Generally Understood To Be a Madman

### Commander Personality Traits

The three objectives for whichever trait is chosen may be accomplished in any order but, in general, no more than one may be claimed in any given game (player's choice of which to claim if two or more are performed in a single game). Some conditions, italicised, need to be achieved in all games and in such cases another condition can naturally be accomplished in the same game. All objectives may only be claimed once.

## THE NEPOTIST

Your nephew will accompany your Force Commander as part of his retinue. The Force Commander must achieve the following three objectives, and the nephew must be alive and uncaptured at the campaign's end:

1. Deliver a Crashing Volley against an enemy at close range.
2. Charge into Fisticuffs as part of a Line or Column Formation.
3. *The nephew must survive and remain uncaptured in all games.*

## THE SPYMASTER

The spy is a Minor Character who may act whenever the Force Commander's chip is drawn, or may join with any friendly unit. The following three tasks must be accomplished:

1. Move the spy across the table and exit from the edge furthest from your Primary Deployment Point.
2. Capture an enemy Leader.
3. Move the spy onto the table from the edge furthest from your Primary Deployment Point and exit him from your Primary Deployment Point

## THE HERO

Your Force Commander must achieve the following objectives:

1. Lead an outnumbered unit into Fisticuffs and win.
2. Be wounded in battle.
3. Kill an enemy leader in a duel.

## THE COWARD

Your Force Commander achieve the following objectives:

1. *Not fight in Fisticuffs in any game*
2. *Not allow any unit he accompanies to move closer to the enemy than 12" range in any game(if it is the enemy who closes the range that's fine).*
3. *Only shoot with Skirmish Troops from outside Close Range in every game.*

## THE TRADITIONALIST

Your Force Commander may only accompany Line Infantry. He must achieve the following objectives:

1. *Only fire Controlled Volleys with Line infantry in all games.*
2. *Never initiate Fisticuffs with Skirmish Troops and so only initiate Fisticuffs with Cavalry (in any formation) or with Line Infantry in Attack or Close Column in all games.*
3. *Never decline a duel in any game.*

## THE SCOUNDREL

Your Force Commander must achieve the following objectives:

1. Seduce a female minor character.

2. Launch an Ambuscade.
3. Loot a building.

Achieving an objective gains you 3 Event points. If you achieve all three objectives, you get a bonus of 3 Event Points to your total.

## Nothing So Melancholy

### Winning

Total your Event Points:

2 for each battle you won.

1 for each battle that another commander on your side won.

1 for every two points of Force Morale (rounded up) that you ended a battle with.

3 for every Commander Personality Trait objective you achieved.

3 if you achieved all three Commander Personality Trait objectives.

The commander with the most event points who is on the side that won most battles will have proved himself the Most Successful Commander, and will doubtless receive his just rewards from a grateful government (perhaps promotion to command of a newly raised battalion in the West Indies or of a regiment destined for Moscow in 1812).

