

Hard Pounding

Napoleonic Peninsular War- Rollcall 2019



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 really 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 organisers, with the subject Hard Pounding . 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 I Ensign Harry 'Red' Adair 3 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) 32 pts
3 Groups of 1/43rd (Monmouthshire) Foot (Light Infantry) 27 pts
Total: 84 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 Physicists. 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 Alexandre Craimant 3 pts
4. Status II Sergeant Henri Henry 6 pts
5. Status I Sergeant Jacques Cousteau 3 pts

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

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 there is 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 have been 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 Portuguese unit. 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 be assigned a Force Morale level before the first game begins (it will be between 9 and 11 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).



Published and be Damned

These are clarifications and tweaks to gameplay which slightly improve consistency and help to better balance some troop types. They are not to be taken as official errata or FAQ out with these events.

Activating Leaders, Units and Using Command Initiatives

- Whenever a Leader or a Unit is Activated, try and remember to express your intent before actually rolling any dice. In particular, movement direction should be specified. This is

important because very often awkward rules interpretations can be sorted before anything actually happens, which invariably gives a happier result.

Artillery

- **Artillery may only Deploy from a Primary Deployment Point .**
- 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 may pivot while remaining loaded. Dice for distance as usual, both Actions are required (i.e. you cannot, therefore, pivot and fire unless you use Step Out to do so).
- **Skirmish Troops fired at by round shot always count as if in Hard Cover .**
- **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).
- Note that the **Master Arsenal** has changed the way canister works. **You no longer get a universal +1 to hit but you do get a Close Range where Shock is doubled** (hence equivalent to the old canister benefits and range, so there is no difference to that). **However canister may fire to Effective and Long Ranges** (as specified in the **Master Arsenal** , **hitting targets like canister would in the rules but not doubling shock or getting a bonus to hit** . Canister was effective and in normal use at ranges beyond the length of most Sharp Practice tables.

Cavalry

- Cavalry (or Limbered Horse Artillery) who have not yet been Activated, and who are at the Walk or who are halted, may Evade if charged by Infantry. They Evade 2d6" away from the enemy, breaking Formation to do so, and end the move at the Canter.
- Cavalry in Formation who elect to fire from the saddle will break Formation.
- Cavalry (or Limbered Artillery) who are at the Canter or Gallop may not be charged by any troops except other Cavalry. However Cavalry (or Limbered Horse Artillery) who have Evaded were not at the Canter when they were charged, so they are the single exception - they may be contacted by any Group that had caused them to Evade.
- Cavalry (and Limbered Artillery) may increase or decrease speed by two levels in any Turn but to do so must take two Shock per Group and break Formation (a change to p.39). They may increase or decrease speed by one level per Turn (as per p.39) and remain in Formation if desired.
- Cavalry (and Limbered Artillery) whose move would take them through friendly troops that they cannot interpenetrate, or would cause them to enter terrain that would be impassable to them at their current speed, may (or must in the case of impassable terrain) pull up, stopping an inch short of the obstacle/unit. Pulling up in these circumstances will cause two Shock on each Group for each level of Speed they are dropping and will break their Formation.

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 (ignore the second paragraph on p.26).
- **Leaders who are killed may not be replaced** (ignore the rule and table on p.48).
- **British officers must use an additional Command Initiative to activate a Portuguese unit and vice versa. Neither may order Spanish units and Spanish officers may not give orders to British or Portuguese units.**

Deployment

- All Skirmish Troops (including Light Infantry as Skirmish Troops) Deploy up to a basic 12" from a Deployment Point.
- Many Light Infantry in Line have been given the Light Bobs Characteristic allowing them to deploy up to 9" from a Deployment Point (clarifying the intention of the table on p.25).
- No troops may be deployed within 12" of an enemy Deployment Point.
- **A Secondary Deployment Point must be placed within 12" of the Primary Deployment Point and in contact with a table edge. If Moveable, it may only be used by units with the Moveable Deployment Point Characteristic.**
- **A Scout-granted Secondary Deployment Point must be placed within 24" of the Primary Deployment Point and within 12" of a table edge. If Moveable, it may only be used by units with the Moveable Deployment Point Characteristic.**

Duels

Ignore the rules governing duel mechanics on p.67 and use the ones below instead (this is mainly just to give faster resolution).

- An officer engaged in a duel does not add any dice to Fisticuffs. He's busy . . .
- Only officers will duel. Those Leaders ranked as sergeants may not issue challenges and may ignore them without penalty, though they may accept.
- Any officer may challenge another. Declining a challenge results in a Loss of Face roll on the Bad Things Happen table. However, a wounded officer may always decline a duel without Loss of Face.
- When a challenge is accepted, both players roll 2 dice and compare totals. An officer of higher Status adds +1 to his total (NB not plus one per Status higher!). A Swordsman adds +1 to his total as well (cumulative). The Leader whose total is lower is the loser of that bout and suffers according to the difference in scores as follows:
 1. Lose by 1. Disadvantaged! Your opponent may force you to reroll one dice in the next bout.
 2. Lose by 2. Wounded! Your opponent may force you to reroll one dice in every subsequent bout.
 3. Lose by 3. Run Through! Roll only one dice next bout, and your opponent may force you to reroll one dice in every subsequent bout.
 4. Lose by 4 or more. Done For! Killed.

Leaders who survive a Duel wounded lose one Status level for each Wounded! or Run Through! result suffered, just as if suffering a Wounded result from Shooting or Fisticuffs. Note that regardless of number of injuries, you may only ever be forced to reroll one dice per bout. If the number of Wounded! Or Run Through! Results reduces your Leader's Status below 0, he will expire at the end of the round of Fisticuffs, not at the end of that bout (so the dying man may get a chance to take his foe with him . . .). A challenge lasts for three bouts per round of Fisticuffs. If the Fisticuffs of which it is part continues beyond the first round then the challenge may continue if reissued, in which case a Wounded! or Run Through! officer may retire with honour without forcing a Loss of Face roll.

Firing

- Leaders may Control the fire of any Unit they are attached to and Activate (regardless of whether the firing is Controlled or Uncontrolled). This adds dice equivalent to the Leader's Status level to the firing and costs no additional Command Initiatives (see FAQ).
- Leaders may Direct the fire of any Formation which they Activate which allows that Formation to concentrate its fire on a particular enemy Unit (see FAQ and p.46).
- The 4" proximity rule (p.46) is intended only to apply with regard to Formations firing. A Group of Infantry may fire at any Unit within its arc and hit only that Unit (see FAQ). Note that neither single Groups of Artillery nor Cavalry firing mounted benefit from this.

Fisticuffs

- Groups of firearm-equipped Infantry (only) who engage in Fisticuffs become Unloaded once Fisticuffs is over (FAQ).
- Groups of Artillery engaged in Fisticuffs never benefit from meeting an attack Presented, however they also never suffer from meeting an attack Unloaded.
- In order to provide Support in Fisticuffs a unit must be unengaged and either immediately adjacent if part of a Formation (as per p.52) or, if not part of a Formation, be within 2" of an attacking unit that is within its front arc (clarifying just what 'close proximity' means).
- The dice contributed by Groups providing Support are reduced by Shock upon those as normal, though, obviously, no Group may be reduced below zero dice.
- Cavalry who are defeated by 1 or 2 in Fisticuffs will end at the Walk, if defeated by 3, at the Canter, and if by 4, at the Gallop (extrapolated from the FAQ).

Formations

- Groups that have the Formation - No Shock characteristic may not join or change formation if they carry any Shock. Generally this applies only to Militia.
- **A Infantry Unit in Attack, Open or Closed column will roll 3d6 and choose the highest two dice to determine the distance rolled, unless they are on a road for their full movement in which case they move the full 3d6 as usual .**
- Units may normally make just one Formation Change per Activation, using one of their Actions (p.33ff.). However, **the Drill characteristic may be used to perform two Formation changes per Activation (using just one Action to do so). Formations using Drill to wheel may roll an extra dice and choose the highest of those thrown in all circumstances .** This makes Drill somewhat useful, especially for larger Formations.

Skirmish Troops

- Irregular Skirmishers get a free movement Action, just like other Skirmish Troops (a small 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 (an 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).
- **Skirmish Troops who Evade break Formation to do so .**
- **Skirmish Troops fired at by round shot always count as if in hard cover .**

Specialists and Supporting Characters

- Marksmen (p.66) may only be assigned to Groups of rifle-armed Skirmish Troops. A Marksman's special shot is performed via a separate Command Initiative and is addition to any normal firing performed by that Group or figure and unaffected by and with no bearing upon being loaded/unloaded (FAQ).
- Musicians (p. 81) can be either:
 1. 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 for Shooting or in Fisticuffs.
 2. embedded in a Group, 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 , Clumsy Musketry, Gallop At Anything, In Every Shady Bottom, Half-Trained , Horse Gun , Lances , Light Bobs, Pikes and Cutlasses , Pistols , Reluctant Infantry, Panache, Scotland Forever and Tap Reload . The [Unit Rosters](#) have the details.



The Business of the day

Your Games

There will be five games played over Saturday and Sunday, and you will play once on each table against a different opponent from the opposing side. The scenarios will vary from round to round and will be a mix of Missions and Battles. The mission pack specific to your chosen side will be made available at least two weeks before the event. It would be inadvisable to share your version of the scenarios with anyone from the opposing side.

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 normally begin each game with your Force Morale at that level.

If you win a game you will gain 3 Event Points. 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 objectives for whichever trait is chosen may be accomplished in any order but only one italicised objective may be claimed per game and italicised objectives may only be claimed once.

THE COLD-STEEL MERCHANT

Your Force Commander must accompany Line Infantry and must achieve the following objectives:

1. Do not shoot with any Line Infantry in a game (3 points).
2. Win a Duel (3 points).
3. Charge into Fisticuffs with Line Infantry (1 point per game to a max. of 3).

THE COWARD

Your Force Commander must achieve the following objectives:

1. Avoid fighting in Fisticuffs or in Duels (1 point per game to a max. of 3).
2. Avoid moving closer to the enemy than 12" range in any game. If it is the enemy who closes the range, that's fine but the Coward must get out of close range as soon as he can (1 point per game to a max. of 3).
3. Survive unwounded (1 point per game to a max. of 3).

THE NEPOTIST

Your nephew is a Minor Character (you need to provide a model) who will accompany your Force Commander as part of his retinue. The Force Commander and his nephew must achieve the following three objectives:

1. Command a unit that delivers a Crashing Volley against an enemy at close range (3 points).
2. Command a Formation that charges into Fisticuffs (3 points).
3. Ensure the nephew survives and remains uncaptured (1 point per game to a max. of 3).

THE GAY HUSSAR

Your Force Commander may only accompany cavalry and must achieve the following objectives:

1. Seduce a female minor character (1 point per game to a max. of 3).
2. Win a duel (3 points).
3. Charge into Fisticuffs with a unit of Cavalry (1 point per game to a max. of 3).

THE GUERILLA

Your Force Commander must achieve the following objectives:

1. Launch an Ambuscade (3 points).
2. Kill every man in an enemy Group (3 points).
3. Capture an enemy Leader (3 points).

THE HERO

Your Force Commander must achieve the following objectives:

1. Lead an outnumbered unit (model count) into Fisticuffs and win (3 points).
2. Be wounded by enemy action (3 points).
3. Fight a duel (3 points).

THE LIGHT BOB

Your Force Commander must achieve the following objectives:

1. Kill an enemy officer with fire from Skirmish Troops (3 points).
2. Rout an enemy unit in Fisticuffs with a unit of Skirmish Troops (3 points).
3. Use the Step Out trait (1 point per game to a max. of 3).

THE SCOUNDREL

Your Force Commander must achieve the following objectives:

1. Seduce a female minor character (1 point per game to a max. of 3).
2. Launch an Ambuscade (3 points).
3. Loot a building (1 point per game to a max. of 3).

THE SPYMASTER

The spy is a Minor Character (you need to provide a model) who may act whenever the Force Commander's chip is drawn, or may join with any friendly unit. The spy will always move at the speed of the unit to which he is attached, or with 3d6 if moving independently. 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 (3 points).
2. Capture an enemy Leader (3 points).
3. Move the spy onto the table from the edge furthest from your Primary Deployment Point and exit him from your Primary Deployment Point (3 points).

THE TRADITIONALIST

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

1. Only fire Controlled Volleys with Line Infantry (1 point per game to a maximum of 3).
2. Never initiate Fisticuffs with Skirmish Troops (1 point per game to a max. of 3).
3. Where possible, always offer and never decline a Duel (1 point per game to a max. of 3).

THE VILLAIN

Your Force Commander must achieve the following objectives:

1. Abduct a female minor character (1 point per game to a max. of 3).
2. Capture or kill the enemy Force Commander (3 points).
3. Fight a duel (3 points).

Achieving an objective gains you the assigned number of Event Points. Once you have played all the games, if you have accumulated 9 Event Points, you get a bonus of 3 Event Points to your total.



Nothing so Melancholy

Winning

Total your Event Points:

Up to 4 for each battle you fought.

- 1pt for every two points of Force Morale (rounded up) that you ended a battle with.
- 3pts for every Commander Personality Trait objective you achieved.
- 3pts 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 the command of a newly raised battalion in the West Indies, or of a regiment destined for Moscow in 1812).



All the business of war

What to bring

All the models for your chosen force plus any necessary sabot bases.

- A set of Sharp Practice chips plus a bag to hold the chips (preferred), or cards.
- A goodly amount of dice.
- Something with which to record Shock upon each of your Groups.
- Means of recording Activated Units, Presented, Controlled and Uncontrolled Fire, etc (Charlie Foxtrot do some great markers for these).
- Cotton wool or similar material to show unloaded units.
- At least one, and possibly two or more Deployment Points (you may have purchased a Secondary, Moveable or Dummy Deployment Points in addition to your Primary). Ideally these will be of 60mm rounds but slightly smaller or larger is fine.
- A copy of your army list, detailing your Leaders, Groups, etc and including your chosen Commander Personality Trait. This is for your own use, there's no need to inform your opponent of anything until it's necessary in the game.
- Any terrain you may have most kindly offered for use.