

# *Blunte's*

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# RESCUE

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A Scenario for *Chosen Men*

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## Overview

*Blunte's Rescue* is a skirmish scenario for up to six players and was intended for the *Chosen Men* rules but could be played using any set of Napoleonic skirmish rules.

Any similarity between the scenario and a certain series of books by Bernard Cornwell is entirely intentional and both the players and the umpire may wish to play this up as much as they wish.

## Figure Requirements

The scenario requires figures for each of the six characters (Blunte, Murphy and Parris of the 95<sup>th</sup> Rifles and Vice, Fotheringay and Hogswill of the North Essex) each is accompanied by 3 men (either of the 95<sup>th</sup> Rifles or the North Essex as is appropriate) bringing the total to 24 figures. The Umpire will require a suitable number of French figures depending on the specific level of difficulty selected but casualties can always be recycled as required and a figure for Major Wogan.

## Terrain Requirements

Any size of table from 6 x 4 feet up to 12 x 6 feet may be used; however the larger the table the longer the scenario will take to play out. Trees, tents, camp equipment and some appropriate walls and buildings will be needed.

## Briefings

The following sheets provide a historical background for the scenario and a specific briefing with victory conditions for each player. If you intend to play this scenario it is suggested that you do not read all the briefings but if you are a fan of the books (or TV series) referred to earlier you are likely to be able to guess the main threads without.

The main objective in any event is to have fun!

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# RESCUE

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1811  
PORTUGUESE / SPANISH BORDER

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Anticipating that Massena will advanced from Ciudad Rodrigo to relieve Almeida, Wellington has sent his Exploring Officers to discover when the advance will take place and in what strength.

Unfortunately Major Wogan, an Engineer and senior Exploring Officer has been captured by the French. Wogan has detailed knowledge of the British strength and positions. Wellington cannot afford to have such knowledge fall into French hands. Accordingly he selects an officer to take a small group of men behind the French lines to recover Major Wogan.

## *Captain Richard Blunte*

### **Background**

Raised from the ranks Blunte is not popular with the other officers or with many of the troops who do not consider him a "proper" officer. However, the men of the 95<sup>th</sup> are supremely loyal to him.

Blunte knows Sergeant Hogswill of old, they served in India together. Hogswill will not be seen to disobey an order but is not to be trusted under any circumstances.

Vice is young, bored and drunkard. Fotheringay is little more than a child and eager for action, he must be watched lest his enthusiasm and inexperience get the better of him.

Blunte is under no illusions, Wellington has selected him as he is expendable and success is his only chance of promotion.

### **Men**

You have divided into small groups to maximise your chances and minimise the risk of capture. You have three men with you.

### **Objective**

Rescue Major Wogan and return with as many of your men as possible.

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1811

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## *Lieutenant Harry Vice*

### **Background**

The youngest son of a strict religious family, Harry is a rebel without a pause in his single minded pursuit of debauchery. It was the gambling debts and unwanted bastards that urged Harry's father to first purchase his son a commission as Ensign, then, four years later, another as Lieutenant. The rest of the Company think Harry isn't long for the world, if not from a French bullet, then from drink, the pox, a jealous husband or sheer exhaustion.

Blunte is a rough sort of fellow but seems to know what he is doing. Fotheringay is little more than a child and eager for action. Hogswill is an excellent sergeant.

Vice is under no illusions, he was selected as he is expendable and success is his only chance of keeping his current rank.

### **Men**

You have divided into small groups to maximise your chances and minimise the risk of capture. You have three men with you.

### **Objective**

Find some really excellent brandy – oh yes, and rescue this Wogan fellow!

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## *Sergeant Patrick Murphy*

### **Background**

Murphy, one son of a large and poor family, joined the British army as a way out of poverty. At first he violently disliked Blunte as he was raised from the ranks and not a "proper" officer. However, their experiences together have now made Murphy fiercely loyal to Captain Blunte and to the Chosen Men.

Lieutenant Vice is clearly a drunkard and Ensign Fotheringay a mere child thus both are potentially dangerous. But Murphy is deeply suspicious of Hogswill who may be one of those Sergeants who exploits his men – the type of man Murphy despises.

### **Men**

You have divided into small groups to maximise your chances and minimise the risk of capture. You have three men with you.

### **Objective**

Keep Captain Sharpe and as many of the men of the 95<sup>th</sup> alive as possible.

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## *Sergeant Obidiah Hogswill*

### **Background**

Hogswill is probably insane and certainly evil. He joined the army to evade being tried for various crimes where he later recruited a young 16 year old Blunte, and proceeded to make life hell for the boy both during training and then in India. Hogswill presents the appearance of the perfect sergeant to the officers but ruthlessly exploits the men under him. Blunte is a terrible danger to his position as he knows the truth. If Blunte didn't return from this mission it would please Obidiah no end.

Vice is young, bored and drunkard. Fotheringay is little more than a child and both think Hogswill is an excellent sergeant.

### **Men**

You have three men that you trust with you.

### **Objectives**

Ensure Blunte does not return. Avoid any potentially dangerous situation but never been seen to have disobeyed an order. Enrich yourself at any possible opportunity.

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## *Rifleman Parris*

### **Background**

Formerly a teacher, now serving as a Rifleman as a result of some bad debts Parris is fiercely loyal to Captain Blunte. In comparison to the remainder of the men Parris is an intellectual, speaks fluent French and is able to translate French book codes, especially if they're based on Voltaire.

### **Men**

You have divided into small groups to maximise your chances and minimise the risk of capture. You have three men with you.

### **Objective**

Watch Captain Blunte and Sergeant Murphy's backs and it would be a good score if any dead Frog had books in their packs.

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## *Ensign Nigel Fotheringay*

### **Background**

Sixteen years old with weeks of experience, young Fotheringay is desperate to see some action. He almost hero worships both Captain Blunte and Lieutenant Vice as they have both seen plenty of action against the French.

Hogswill also seems very experienced and certainly keeps the men in line but he makes young Fotheringay extremely nervous for some reason.

Fotheringay volunteered for this mission once he heard Blunte and Vice were going – quite against their advice. He sees this as a real chance to prove himself.

### **Men**

You have divided into small groups to maximise your chances and minimise the risk of capture. You have three men with you.

### **Objective**

Impress Blunte and/or Vice with your derring-do.

# PLAYERS SHOULD READ NO FURTHER

## UMPIRE'S NOTES

### Difficulty Level

The scenario may be played at three levels of difficulty:

*Easy:* All the characters are Veteran with the exception of Fotheringay who is Green. The men accompanying the characters are all Veteran. The French forces are all Green and none of the optional forces (see below) are available.

*Moderate:* All the characters are Veteran with the exception of Fotheringay who is Green. The men accompanying the characters are all Experienced. The French forces are all Experienced and the optional forces marked “\*” are not available.

*Difficult:* Only Blunte and Murphy are Veteran, the other characters are Experienced with the exception of Fotheringay who is Green. The men accompanying the characters are 50/50 Experienced and Green (this may be shown by the split between 95<sup>th</sup> and North Essex). The French Voltigeurs and Dragoons are Veteran with the remainder of the French being Experienced and the optional forces (see below) are all available.

### Player Entry / Exit

The players may enter within 6 inches of either road A or B (see the map on the next page) and must leave from the same map edge.

### French Forces

The French camp contains:

Line: 15 figures including 2 officers and 2 pickets.

Voltigeurs: 15 figures including 2 officers and 2 pickets

The French HQ contains:

2 sentries (1 at each gate) and 4 officers in the building.

The following forces are optionally available:

*Troops returning to camp:*

Line: 15 figures including 2 officers

\*Voltigeurs: 15 figures including 2 officers

Dragoons: 10 figures including 1 officer

*Other forces:*

\*2 additional sentries at the French HQ

\*1 additional picket for each of the Line and Voltigeurs in the camp



## The Scenario

The players have marched will behind the French lines and are now approaching the camp – they may elect to conduct reconnaissance or not (If they do place all tents, camp equipment, buildings and any other clearly visible items on the table. If they do not then only place terrain on the table as it comes into sight) and they may choose to attack at any time. If they attack at night then visibility is reduced to 6 inches and only the French pickets will be awake.

If the alarm is raised or there is firing the French troops will arouse at 2d10 per turn thereafter (this will randomly include officers without which they will do little except defend themselves).

If the optional forces are included a d10 roll should be made each turn and the numbers added. Once the total reaches 20 the French Line will arrive, on 30 the Voltigeurs and 40 the Dragoons. The units will arrive on one of the entry roads (determined randomly for each unit as it arrives – use a d6 with 1=A etc.)

## Major Wogan

The Major is being held in the French HQ. He has been awaiting a rescue (he is confident that Wellington will not leave him with the French). Ever a resourceful man he will wait for the alarm to be raised or firing to start and will then overpower his captors and taking a pistol will escape. This escape will take d10 turns following the alarm or firing and he will remain in the area of the HQ compound until help arrives.

For a more dramatic arrangement Wogan can simply free himself just before help arrives and swagger out of the HQ building at the most appropriate moment.

## Umpiring Tips

Given the basis for the scenario it is intended to be run in a Sharpe style. Accordingly the Umpire may take whatever liberties with the foregoing that makes the scenario run better in that vein.

The key in running the scenario is to keep pressure on the players. In the initial phases they are likely not to want to rouse the camp and so every opportunity should be taken to get them to detail exactly what they are doing and make then roll for anything that might cause a noise or otherwise be noticed. The Umpire may choose to act on these rolls or not (but the players should always be made to think they are important!). Assuming Wogan is rescued it is always best to arrange matters so that the rescuers are chased off the table. This may require dispensing with the random reinforcement arrival rules or adding further reinforcements if the players have been lucky.

In summary it's really up to you how you run it – stick to the rules laid out or do what you think best!

Your objective is to make sure the players enjoy themselves – so ensure there is brandy available for Mr Vice and that Major Wogan and any other figures the players interact with are suitably roleplayed – and encourage the players to take on their roles to the full.

