

# *Blunte's*

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# SPANIARD

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A Scenario for *Chosen Men*

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## Overview

*Blunte's Spaniard* is a skirmish scenario for up to seven 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, and Murphy of the 95<sup>th</sup> Rifles, Chomondley-Smythe of the North Essex, Jeune and Vert of the French Line Infantry and Rouge of the Voltigeurs) each side will consist of around 30 figures with a ratio of 2:1 line to Voltigeurs/95<sup>th</sup>. These may be split between the players.

The number of figures may be varied to suit those available but the key is that the opposing forces should be of roughly equal size. The Umpire also requires a number of figures for El Matarife and his men.

## Terrain Requirements

Any size of table from 6 x 4 feet up to 8 x 6 feet may be used; however the larger the table the longer the scenario will take to play out. Trees, 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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1813  
SPAIN

The British dispatched an expeditionary force, originally intended to occupy part of Spanish America, to the Iberian Peninsula in 1808. In the next year, a larger contingent under Arthur Wellesley, later duke of Wellington, followed. Elements of the Spanish army held Cadiz, the only major city not taken by the French, but the countryside belonged to the guerrillas, who held down 250,000 of Napoleon's best troops under Marshal Soult.

In 1812 Wellington advanced as far as Madrid. However with winter setting in again in October and the failure to take Burgos he decided discretion was the better part of valour and retreated from the centre of Spain. It is clear he will soon go on the offensive again.

Both sides need the guerrillas working for them and an opportunity to secure the services of the renowned bandit El Matarife has just presented itself.

### *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.

You have been given command of a section of chosen men from the 95<sup>th</sup> Rifles [Veterans] and are the command of under Colonel Chomondley-Smythe.

Colonel Chomondley-Smythe's wife has been kidnapped by a Spanish guerrilla called El Matarife. You have been ordered to take a consignment of muskets and coin to secure her release and El Matarife's support against the French.

You are on your way to meet El Matarife at the bridge at Castillio del Morte.

#### **Victory Points**

- Each Enemy Green/Regular Casualty +5 points
- Each Enemy Veteran Casualty +10 points
- Each British Green/Regular Casualty -5 points
- Each British Veteran Casualty -10 points

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## *Colonel Reginald Chomondley-Smythe*

### **Background**

Your commission in the North Essex was recently purchased and you have just arrived in Spain to give the French a bloody nose!

Unfortunately your wife who was following you to Spain has been kidnapped by a Spanish guerrilla called El Matarife! He has demanded a substantial ransom but you believe you can secure your wife's release and El Matarife's support against the French!

You have been given command of the new arrivals, the North Essex regiment, and Captain Blunte and his men of the 95<sup>th</sup>. Blunte is a rough old sort (having been raised from the ranks – would you believe!). It clearly falls to you, a gentleman, to set the example and see to the French (avoiding all danger to one's self of course).

### **Victory Points**

- |                                       |            |
|---------------------------------------|------------|
| ▪ Secure your wife's release          | 25 points  |
| ▪ Secure El Matarife's support        | 25 points  |
| ▪ Loss of the ransom                  | -25 points |
| ▪ Each Enemy Green/Regular Casualty   | +5 points  |
| ▪ Each Enemy Veteran Casualty         | +10 points |
| ▪ Each British Green/Regular Casualty | -5 points  |
| ▪ Each British Veteran Casualty       | -10 points |

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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.

Blunte has been given command of a section of chosen men from the 95<sup>th</sup> Rifles. It is your job to ensure that the men of the 95<sup>th</sup> follow Blunte's orders, but also to get them home safely.

#### **Victory Points**

- Each Enemy Green/Regular Casualty +5 points
- Each Enemy Veteran Casualty +5 points
- Each British Veteran Casualty -10 points

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### *Colonel Henri Feune*

#### Background

You have been recently promoted and this mission appears an excellent chance to justify your superior's confidence in you.

Unfortunately, your wife who was to join you from France has been kidnapped by a Spanish guerrilla called El Matarife. He is demanding a substantial ransom for her release.

You have been given command of Voltigeurs [Veterans] under Captain Rouge and new recruits of Line Infantry [Green] under Lieutenant Vert (an inexperienced new officer)

You are taking a consignment of muskets and coin to El Matarife. This will secure the release of your wife and, you hope, his support against the British.

You are on your way to meet El Matarife at the bridge at Castillio del Morte.

#### Victory Points

- |                                       |            |
|---------------------------------------|------------|
| ▪ Secure your wife's release          | 25 points  |
| ▪ Secure El Matarife's support        | 25 points  |
| ▪ Loss of the ransom                  | -25 points |
| ▪ Each Enemy Green/Regular Casualty   | -5 points  |
| ▪ Each Enemy Veteran Casualty         | -10 points |
| ▪ Each British Green/Regular Casualty | +5 points  |
| ▪ Each British Veteran Casualty       | +10 points |

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## *Captain Pierre Rouge*

### **Background**

You have never served with Colonel Jeune before but his recent promotion appears to have been an indication of his ability.

Jeune has been given command of Voltigeurs and new arrivals of Line Infantry under Lieutenant Vert (an inexperienced new officer). It is your job to ensure that the Voltigeurs follow Jeune's orders, but also to get them home safely.

Jeune has been ordered to take a consignment of muskets and coin to a Spanish guerrilla called El Matarife. This gift will secure the release of his wife and his support against the French and enable him to attack supply lines in their rear.

### **Victory Points**

- Each French Green/Regular Casualty                      -5 points
- Each French Veteran Casualty                                -5 points
- Each British Veteran Casualty                                +10 points

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### *Lieutenant Louis Vert*

#### **Background**

You have recently secured your commission recently and you have just arrived in Spain to teach the British a lesson!

You have been given command of some newly arrived Line Infantry and placed under the command of Captain Jeune. Jeune is an older officer and seems a bit over cautious. It clearly falls to you to set the example and see to the British (if the chance presents itself).

Jeune has been ordered to take a consignment of muskets and ammunition to a Spanish guerrilla called El Matarife. This gift will secure his support against the French and enable him to attack supply lines in their rear.

#### **Objective**

- Each French Green/Regular Casualty +2 points
- Each French Veteran Casualty +5 points

## UMPIRE'S NOTES

### Options

Either the Umpire or a player may play El Matarife. It is a challenging role as he can easily end up fighting both the British and the French.

### Player Entry

The players may enter within 6 inches of the points marked on the map.

### El Matarife's Forces

10 men (all Regulars). These may be positioned anywhere on the table.

### The Scenario

The Marquis Juan Domingo al Porto del Grande, also known as El Matarife, is a Spanish guerrilla leader. He has a band of loyal followers who have been growing richer due to his exploits. They are good men against untrained troops but he has always used his guile to avoid a stand up fight.

He has persuaded both the British and French that a consignment of muskets and ammunition will secure his support against the other and enable him to attack supply lines in their rear.

In reality you see this as an opportunity to enhance your firepower and your control over the region!

As an added bonus he has managed to capture two women for ransom. He is currently awaiting the consignments of weapons near the bridge at Castillio del Morte.

### 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 the players guessing and play one side off against the other. In the initial phases they are likely not to want to antagonise El Matarife and clearly will not want him doing business with the enemy.

It is critical that the players role play their parts as their differing characters will affect how the scenario pans out. In this respect a little type casting of players to roles does not go amiss.

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 any figures the players interact with are suitably roleplayed – and encourage the players to take on their roles to the full.



