

Blunte's **SILVER**

A Scenario for *Chosen Men*

Overview

Blunte's Silver is a skirmish scenario for up to eight 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 eight characters (Blunte, and Murphy of the 95th Rifles; Dunnit and Hogswill of the North Essex; and the French - La Monnaie, Scarlette, Cochon and Verte). In addition you will require 7 men of the 95th Rifles, 8 men of the North Essex, 8 French Line and 4 French Dragoons.

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.

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 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!

OCULUS

Blunte's

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1809
SPAIN

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In May Wellesley marched north to deal with Soult. After crossing the Douro, Wellesley defeated the French at Oporto.

By June Wellesley had forced Soult out of Portugal and was free to move against a fresh French army under Victor. Wellesley crossed into Spain and joined forces with the Spanish general Cuesta at Oropesa.

Wellesley intends for you to demoralise the French further by intercepting their pay.

Lieutenant 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 95th are 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.

Dunnit is an officer of the old school and has no confidence in officers raised from the ranks. He purchased his commission and has little actual experience of combat.

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

Men

You have three Veterans of the 95th with you.

Objective

Assist Major Dunnit in locating and capturing a French Paymaster and the pay he is transporting for the French Army.

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Major Archibald Dunnit

Background

A middle son of an unremarkable but aristocratic family, Archibald is tries to be a model officer exhibiting all the proper signs of his class.

Hogswill is an excellent sergeant who knows his place unlike that upstart Blunte who clearly should never have been raised from the ranks. Hogswill shows the proper respect whereas Blunte seems intent on challenging your every decision, the impudence of it!

Despite being of high breeding Dunnit knows that if he doesn't succeed in this mission his position and reputation will be irreparably damaged.

Men

You have four Regulars of the North Essex with you.

Objective

Locate and capture a French Paymaster and the pay he is transporting for the French Army.

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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.

Major Dunnit is a proper officer and so is 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 four Veterans of the 95th with you.

Objective

Keep Captain Sharpe and as many of the men of the 95th 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.

Major Durnit is an officer of the old school who thinks Hogswill is an excellent sergeant.

Men

You have four Raw but likeminded men 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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Marshal Soult conducted a clever tactical withdrawal from Portugal in an attempt to get Wellesley to overextend himself. He is now moving against a fresh French army under Victor. So if morale can be maintained victory is certain.

Morale amongst the French forces is very low, getting their pay to them will be critical in the upcoming battle.

Major Pierre La Monnaie

Background

You have recently been appointed as Paymaster and understand the criticality of this mission.

Captain Scarlette, who is in command of the detachment guarding you and the pay, appears superficially reliable but his Sergeant is another matter.

Unbeknown to Scarlette and his men you have also secured the services of a detachment of Dragoons under Lieutenant Vert. These may come in useful in the event your worst fears regarding the guard detachment are realised.

Men

Captain Scarlette has placed two of his Regulars under your direct command. You ensured you selected the most reliable of his men.

You also have command of the pay wagon.

Objective

Ensure the pay reaches its destination.

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Captain Jean Scarlett

Background

You have never served with Major La Monnaie before but he is clearly a careful and conscientious officer. He treats the pay as if it were his own.

You have been given command of the detachment guarding the pay and it seems to be the sort of safe assignment you prefer. You intend to end this war alive and with enough booty to ensure you never have to march anywhere again!

Should anything serious happen you cannot rely upon Sergeant Cochon. Of course if anyone should see you run away you will face a court martial – so there had better be no witnesses.

Men

You have three Regulars with you.

Objective

Stay alive – better to be a rich coward than a dead hero.

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Sergeant Charles Cochon

Background

Cochon is probably the most devious and cowardly man in the French Army. Cochon presents the appearance of typical army sergeant to the officers but will exploit any opportunity to enrich himself and avoid any potential danger.

Men

You have three Regulars with you who you can rely upon to be as mercenary as yourself.

Objective

Leave the table alive and richer than when you arrived.

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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 Dragoons and placed under the command of the Paymaster, Major La Monnaie. La Monnaie 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).

Men

You are in command of four Regular Dragoons.

Objective

Ensure the pay reaches its destination and impose a crushing defeat on any British with the temerity to try to attack!

UMPIRE'S NOTES

Player Entry / Exit

The French Paymaster, pay wagon and guard detachment enter at “A” and must proceed by the track to “B”. The Dragoons follow from “A” just out of sight of their troops.

The British may arrive anywhere on the table edges “C-B” and “B-D”. If they secure the pay they must withdraw up the track to “C”

The Scenario

The scenario may be played with the Umpire controlling the French or British troops if you have insufficient players. Lt. Vert is an obvious candidate for umpire control as he should be unknown to anyone except the Paymaster.

The players have conflicting objectives which should provide some interesting play but if you wish to play the scenario with less players ensure that their characters have compatible objectives.

Keep the existence of the Dragoons concealed from both sides if possible. They may choose to use hidden movement to avoid detection.

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.

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.

