



Written and Designed: Neil Gow Art: Peter Frain Editors: Iain McAllister and Andrew Kenrick

Playtesters: Andrew Watson, David Grundy, Ben Clapperton, Nigel Robertson, Matt Prowse, Malcolm Craig, Mike Sands, Jason Pollock, Stefan Tyler, Steve Ironside, Kerry Adam, David Avery, Stephen Thomson, Tracey West, David Snoddy, Andrea Civiera, Ian O'Rourke, Colin West, Belinda Lund, Graham Hart Ideas and Input : Rich Stokes, Jason Morningstar, Chris Bennett, Robert Earley-Clark, Jez Grey, Brennan Taylor, Mick Red

Feedback: The wonderful folk at Collective Endeavour (http://www.collective-endeavour.com/)

Dedicated to my great grandfather, Gunner Thomas Watson of the Royal Field Artillery, 1914-1920, veteran of the Somme.

© 2008 Omnihedron Games. All Rights Reserved. Reproduction without the permission of the publisher is expressly forbidden, except for purpose of reviews. Any similarites to characters, places, situations or institutions etc. (without the purposes of historical accuracy) are purely co-incidental Artwork p43,54,94 © 2008, clipart.com

1809 Edition - the second printing of the game (2009)

# Europe Aflame! October 1810

Estor

The spectre of the Emperor Napoleon hangs heavy over the sovereign states of Europe. From the smoke of the bloody French Revolution one man has managed to galvanise the French people into one mind –: the conquest of the continent and the establishment of a great Republic.

However, there are those that stand against Napoleon and his near unstoppable columns of blue-clad troops. To the east, the grand old states of Prussia and Austria are constantly pressured and Russia maintains a state of fragile neutrality.

Overseas the island of Great Britain remains resolute in its opposition to this dictator. King George will not allow this madman to sweep across Europe and spread his republican ideals. His armies make a stand in the last western European state still free of Napoleon's rule – Portugal.

After a failed thrust into Spain, Britain's greatest General – Arthur Wellesley, the Duke of Wellington – has been forced to fight a slow retreat back towards Portugal's capital, Lisbon, and the newly-erected fortifications at the Lines of Torres Vedras. His scorched earth policy has hurt the Portuguese as well as the French but now his enemies have been halted and are retreating back from the front. It is time to march forward and retake Portugal, Spain and then Europe!

The future of a free Europe depends on the men of the British army, considered by some to be the most lethal fighting force in the world. Gathered from across the British Isles, the King's regiments, resplendent in their bright red tunics, march forth into the Iberian Peninsula. Drilled to within an inch of their lives, these men will stand under fire from the heaviest cannon, march across the battlefield in perfect order and then unleash volley after volley of withering musket fire into their enemy before descending down on them in a vicious bayonet charge. Supported by the finest horse cavalry and strong supply lines ensured by the British domination of the seas, the Redcoats will stand against the French columns or die.

However, there are some circumstances where a few men can succeed where hundreds would surely fail. Buoyed by the success of his new Light Infantry units and his Rifle regiment, Wellington has encouraged his commanding officers in the field to form detached units of soldiers, lead by capable officers, who can be given missions of great importance.

You are those men!

VALSER-

# Introduction

## What is Duty & Honour?

Do you enjoy a good bodice ripping yarn of daring-do? Do you get a shiver up your spine when you hear Richard Sharpe screaming at his men to fire four rounds a minute? Do the words 'Beat to quarters and run out the guns!' fill you with excitement?

Duty & Honour is a role-playing game that puts you and your friends in the roles of the men who fought during the Napoleonic Wars. However this is not the bloody, gritty and torrid reality of these harsh battles – rather it is told from the perspective of the thrilling works of fiction that has built up around this time – Sharpe, Hervey, Hornblower, Aubrey, Kydd et al.

Each player in Duty & Honour has their own character and together with the other players tell the story of that character's own personal war. Some may be destined for greatness, others may perish on the field whilst others may claw and scrape away to ensure that everyone but them perishes. This game is their story.

## What do you need to play Duty & Honour?

You need some friends – three or more – one of whom is willing to act as the arbiter for the game, commonly known as the Game Master (GM). You will need somewhere to play – a house, a game club, an online space or even a VOIP connection. Each player will need a character sheet, a pencil, some mission cards and a pack of ordinary playing cards, with one joker included but another available.

## What sort of a game is Duty & Honour?

In Duty & Honour the progress and plot of the game are thrown open to the players to direct as they try to complete their missions, both personal and professional. Alongside the GM, the players suggest the sort of adventures that they would like to participate in and how they can overlap to create a great story. This requires both the GM and the players to think on their feet and be able to work together to create an exciting and compelling story.

### Notation

Cards that are overturned are noted by Number first and Suit second. For example: AS is the Ace of Spaces. 5D is the five of diamonds. KC is the King of Clubs. 10H is the Ten of Hearts.

The characters that the players control are called 'Player Characters' or PCs

The characters that the GM controls are called Non Player Characters or NPCs

# War in Europe The View of General Abercrombie Scots Foot Guards (retired)

Never, in all my years in the military, have I known a time of such desperation. Across the world it would appear that forces are conspiring against King George and his empire. The damnable Irish are stirring for trouble, the Indians are barely civilised, the Americans are barely capable of managing their newly won independence and across Europe the armies of France are cutting territory left and right for their Emperor Napoleon.

Let no one underestimate the danger of the words and deeds that have flooded from Paris over the last twenty years. Revolution no less! The purging... no, murder, murder of the aristocracy, destruction of centuries of fine artworks and the imposition of a military dictatorship. Oh, there are those that view Napoleon as a military genius, but a true soldier knows that an army exists to serve the people rather than to enforce the will of one man and by God, that one man's will is being imposed.



Having studied their fractured country, I never expected the Italian states to hold fast against an organised army but I expected the Prussians to show more of a fight. Once again it comes down to the British to make a stand and face down this madman. We tried once before, but our excursion into the Lowlands taught us but one thing. We were lacking; Lacking organisation, lacking coordination and lacking discipline.

Those things have changed. I remember hearing of young Wellsley's actions in India a few years ago and I marked him as a man on the rise. He's taken command in the Peninsular and things will be changing. I have read Wellsley's comments on supplies and I have to say I am impressed. He has embraced the lessons that the Rifles and our experiences in America have taught us about the use of light infantry and skirmishers. Even eschewing the traditional three-ranked volley for a faster two-ranked disposition, it all points to a bountiful change.

Our forces have landed in Portugal easily, thanks to the free seas we enjoy after the victories of Nelson and Cochrane. Portugal is a small country but by God, they are a stubborn people. The last allies we have in Europe I wager. From there we will meet Napoleon's troops, beat them, drive into France and then on to Paris. We have to beat this man or everything that we hold dear will be destroyed.

Would the French ever have the audacity to invade England? Napoleon took men into Egypt and beyond, I cannot see the cliffs of Dover being any barrier to his ambitions. The idea of a French column marching across the fields of our blessed country sends a shiver down my spine. That is why we are in Portugal you see? We must fight for that which is clearly right – the freedom of the people to be ruled by their rightful King, not the imposition of some petty dictator.

I only pray that Wellesley can indeed turn his slender foothold in Portugal into something more solid. Many men are going to die before that happens, I wager. There are some that think this war will be over within the year. I fear otherwise.

VAJER-

EAD

# War in Europe The View of Colonel Moreau



There has never been a grander sight than the one that I see before me. I stand here watching the Emperor's armies as they march through the heartland of Spain and my heart swells. Before me I see rank upon rank of proud Frenchmen, armed and ready to take Spain, Portugal and then eventually the accursed Britain in the name of Napoleon. Look as they carry their muskets tall and proud? Look at the glittering majesty of the Imperial Eagles, touched by Napoleon himself? See the lines of fine horses and the shining cuirasses of the riders? Hear the chants of 'Vive Le' Empereur'? Can any army stand against us?

I have heard tales from those overseas on what apparently happens in France and I can assure you that the levels of exaggeration and misinformation are staggering. You would think that every street in Paris was running crimson with the blood of innocents! That children were being burned alive by the dozen. Nothing could be further from the truth!

The revolution righted the greatest ill of our society - the domination of the aristocracy over the common people. Why should one man be judged more worthy than another because of his birth rather than his abilities and his actions? Why should one man live in such debauched opulence when hundreds scrape a meagre existence serving him? If you suffered this injustice, it would be a crime, no? If you and your family had perpetuated this crime for generations, justice would be swift and absolute, no? Then we are agreed!

The revolution has afforded the people of France the opportunity to achieve their rightful position in Europe and beyond, unfettered by the greed of the aristocracy. My father was a printer of books before the revolution and I am proud to say that his printing works were at the forefront of the dissemination of ideas. The freedoms gave me a chance to practice what I had read and join the army – an army, I remind you, that rewards me on their merit rather than on the rarity of the blood that courses through their veins. I have marched in every direction of the compass under the orders of Napoleon and at every turn I have experienced victory. Sweeping, glorious victory over whosoever thought they could stand against us.

And now we turn our attention to Spain. Once an ally, now the Spanish are just another country ruled by fools who will succumb. I have heard tell that those simpletons, the Portuguese, are refusing to surrender their country. We will defeat them in time and their English allies.

Ah, the English, sitting on their windswept island with their aspirations. They look at the globe and they see their fragile empire and they know that it cannot hold. The Americans have abandoned them and they will carry their interests in India too far. Greed and commerce will never sit well there. They see Europe and they see a chance for power. They will come and they will stand against us but not for the greater good. It is merely the exercise of their power to leave a mark and extend their Empire, mark my words.

Damn the English and grind them into the dust!

- AND

Car Car

MARA -

# **Character Creation**

Now shut your mouths and sit your arses down on that bench and I'll tell you everything you need to know about the King's army. Oh yes, I've served. 5th Northumberland and proud of it, a redcoat all of my years. I remember when I was a nipper, running through the streets seeing the men coming home from battles in place I had never heard of. I watched them until my mother dragged me back into the outhouse to finish off my jobs. I knew that one day that would be the life for me. Of course, I was just a lad then and all I saw was muskets and the bright uniforms. If I had listened to the words of my father I would have known different...

Character Creation is a journey from the base beginnings of the character's life, through their formative years, their army training and their military experiences to the time the game starts.

### What Makes a Duty & Honour Character?

A character in Duty & Honour is defined by seven sets of parameters (Measures, Reputations, Skills, Experiences, Regiment, Traits and Wealth). Below is an outline of each which will be expanded on later in the book

### Measures

Duty & Honour has four measures which define the important resilient qualities of the character; Guts, Discipline, Influence and Charm.

### Reputations

Reputations represent the loyalties and favours that the character has with various institutions and personages within the campaign. They are split into two sorts – Institutions (which are derived from the characters Influence measure) and Personalities (which are derived from the characters Charm measure).

### Skills

Skills are the everyday talents that the character can perform. They are gained throughout your characters life. At the beginning of the character creation all skills are set to zero. This will change as you gain Experiences, see below.

### Experiences

Every character will have had a number of experiences prior to the beginning of play. Each experience brings with it the opportunity to accumulate Measures, Skills, Wealth and Reputations. Experiences need not be military in nature although if you wish your character to be an effective soldier it would be better if a few were! It is important to note that an Experience does not have a specific length of time attached to it – it can take place in a day, a week or the space of years.

### Regiment

Your regiment is your family, your pantry, your nursemaid and the one thing that you will die for on the field of battle. All players are in the same regiment and together they define the exploits, personas and traditions of that regiment, during character creation.

VARA-

### Traits

Traits are special personal, social, military or professional advantages that the character has which single him out amongst the masses of the British army. Traits are bought at the end of character creation and you have a finite number of points to spend on them.

### Wealth

Wealth is your character's ability to command monetary sums beyond his normal wages and other assets. It is an abstract representation of the characters means and is dependent on rank and campaign history.

MY LORD - In my letter of May 28th, I had the honour to inform your Lordship, that, in obedience to your Lordship's instructions, the British army was then embarking. On the 31st we sailed, and anchored to the eastward of Salon Point, on the evening of the 2d instant; on the 3d the army disembarked and invested Tarragona.

Previous to coming to anchor, I detached Lieutenant-Colonel Prevost's brigade, under convoy of the Brune, to attack the Fort of St. Phillipe; and in the night, General Copons, at my request, detached a brigade of infantry to co-operate. The brigade of Colonel Prevost consists of the 2d, 67th, and the battalion of Roll Dillon, and to these was subsequently joined the brigade of Spanish troops commanded by Colonel Lauder - The fort has been taken, and I have to honour to enclose Colonel Prevost's report to me, with returns which he has sent.

This capture, in the present situation of our affairs, is of great importance, as it blocks up the nearest and most accessible road from Tortosa to Tarragona.

Admiral Hallowell, with that alacrity and seal for which he is so much distinguished, sent Captain Adam in the Invincible to conduct the naval part of the expedition, and added the Thames, Captain Payton: Volcano, Captain Carrol: Strombolo, Captain Stoddart; Brune, Captain Badcock. Lieutenant-Colonel Prevost speaks highly of the exertions of these officers and their men, and I know how valuable and important their services were found to be. The troops of both nations bore their fatigue and performed their duty to the greatest alacrity and spirit and deserve every commendation. The Lieutenant-Colonel has, in a former dispatch, particularly noticed the gallantry and good conduct of Ensign Nelson, of the 67th, and Ensign John Dermot of Roll Dillon's battalion - I have, &c.

(signed) J.MURRAY, Lieut-Gen. His Excellency Marquess of Wellington, &c.&c.

P.S. I have omitted to say that Captain Carrol's services were particularly meritorious; and Lieutenant Corbyn, of the Invincible, who commanded a battery manned by seamen, kept up a well directed and heavy fire. The importance of this acquisition, and the rapidity with which the fort has been taken, make it quite unnecessary for me to say how much I approve of the conduct of Lieutenant-Colonel Prevost, and of Captain Adam.

LONDON GAZETTE EXTRAORDINARY Tuesday July 20th 1813

RAND

- CAN (BP)



#### How good is my Measure?

A Measure of 1 reflects a real weakness for the character.

Measures of 2-3 reflect an average ability for the character

Measures of 4-5 reflect an area of strength for the character

Measures of 6 or higher reflect a real dominant area for the character.

# Measures

What sort of a man do you think you are then? Do you think you can take a musket ball in your shoulder and then drag yourself back to your feet and keep fighting? Can you stand in a line while your friends are being blown apart by canister shot all around you and keep firing with a sergeant bellowing in your ear? Or are you the sort of man who plays with the ladies and has a bevy of young lasses chasing you. Aye, Jimmy Higgins, that's you laddie. Or are you maybe the sort that isn't fixed as a private soldier but destined to be an officer? I tell you all now, only when you know the measure of a man, do you know what he is capable of...

### What are Measures?

Measures are the four parameters that define your character's resilience and ability to recover from setbacks, be they physical, social, military or financial. Each Measure represents the characters ability to resist the travails that the Peninsular War throws at them. A high Measure would be indicate true hardiness and resourcefulness in that area whereas a low Measure would be a weakness and vulnerability.

**Guts** – is the measure of the character's resilience to physical injury. A character with low Guts will succumb to the slightest injury in battle, unable to muster their strength. A character with high Guts will brush off even the most serious wounds and continue fighting.

**Discipline** – is the measure of the character's cool head in battle and their ability to take and give orders. For a member of the rank and file, it dictates how much aid they can receive from their officer. For an officer it dictates how much aid they can give their men and how proficient they are at marshalling their subordinates. A character with low Discipline is unruly or uninspiring. A character with high discipline is regimented and brave and can lead his men into the jaws of death itself.

**Influence** – is the measure of the character's ability to move in society (be that high society or low society) and to forge and reforge relationships between themselves and institutions. A character with low Influence has only the most passing relationships and finds it difficult to maintain them if they are fractured. A character with a high Influence has contacts in the highest echelons of modern society and has no trouble surviving the occasional scandal!

**Charm** – is the measure of the character's ability to forge and keep personal relationships. A character with a low Charm forges weak relationships, easily made, easily broken and difficult to regain. A character with high Charm has long-lasting strong relationships, which can survive the sorts of trials that war can throw at them.

# **Initial and Increasing Measures**

All Measures begin the game at 1. You gain Measures as you progress through the character creation process. The points that are gained are added onto this base of 1.

AJRA)

# Reputations

It's only when you are far away from home that you begin to miss the things you took for granted back at home. No, you daft bastard, I don't mean a warm bed ... I mean things like knowing everyone in your village or trusting that your brother will be there if you need him.

When its not there, you surely miss it. So you have to carve yourself a new life as best you can. You need to make friends and use what little you have to put some leverage on others. And people get to know you and what you're about. I've seen the frogs falter when they realise they're fighting the 5th. They know what's good for them!

# It's Not Always What You Know...

Reputations are a representation of the influence that your character has with individuals and institutions in the game. No man is an island and everyone has their own network of contacts, confidantes and interests that they can seek to exploit and manipulate. A reputation can be a boon to you when you involve it in the story, but you risk damaging and perhaps even destroying it if you are careless.

Reputations define the place your character inhabits in the game. Are you courting the lords and ladies of high society? Do you have favour with your senior officers? Do you have a network of ladies whom you have romanced? Are you the trusted ally of the scum of the docks?

Not all reputations are positive, affirmative associations. You can have a reputation with someone who fears you, whether that person is a private who you bully mercilessly or even a French regiment that you have humiliated in battle.

## **Gaining Reputations**

You can gain Reputations in two ways; through your experiences in character generation and through completing Missions during the game. Reputations that are gained due to an experience should be related, in some way, to that experience e.g. reputations that are gained after completing a Mission should be related to that Mission.

## **Institutional Reputations**

Institutional Reputations represent your relationships with bodies of people or administrative units. It could be your regiment, your family name and honour, a mercantile house or a gang of brigands.

You cannot have an Institutional Reputation higher than your Influence measure.

# **Personality Reputations**

Personality Reputations represent your relationships with individuals that are important to your life. It could be your wife, your lover, your commanding officer, your father or the leader of the local militia. Note that if the person you have a relationship with is part of an institution your friendship does not naturally convey an Institutional reputation.

You cannot have a Personality Reputation higher than your Charm measure.



What happens if I lose Influence or Charm? If, as a result of a failed Mission, you lose Influence or Charm and your Reputations exceed that Measure, they are temporarily reduced to that level. Should your Measure be increased again to its former level, the Reputations are restored.



~~~



### What is an Institution?

An Institution need not be a formal military body. It can be any representation of an organisation, club, group, family, ship etc. that the character has an overall standing with. It need not even be on the British side. A character who is the scourge of a particular French regiment could well have a Reputation with them.

# **Example Reputations**

### **Institutional Reputation: Regiment**

This reputation concerns your standing with your regiment as a whole. It measures how the higher ranked officers regard you en masse and also how you are viewed as a paragon for your regiment and its traditions.

### **Institutional Reputation: Officers' Mess**

Even within the regiment there are tighter bonds that form and one such place for this to happen is the Officers' Mess. This reputation measures your honour as perceived by your fellow officers, the strength of your word to them and in some cases the validity of your line of credit in their eyes.

### **Institutional Reputation: Horseguards**

Those that are well connected could have connections as high as the army command at Horseguards in London. This reputation will carry little weight amongst the rank and file but it could be more effective when trying to pressure for promotion or better assignments or even extra munitions.

### Institutional Reputation: Spanish Guerrillas

The character has a good name with the native forces who fight back against their French invaders. This will make it easier for the character to get passage through the Spanish hills and aid from the guerrillas.

### Institutional Reputation: The Black Market of Lisbon

Every roguish knave needs a good supply network and having a reputation with the black market of a certain city can definitely provide it. This reputation is used when you are trying to get something dodgy whilst in the city of Lisbon or through connections in that city.

### Institutional Reputation: The Voltigeurs of the 10th Leger

The character has harried and beaten the light infantry of Napoleon's 10th Leger time and time again. These troops believe him to be a talisman against him and they are not eager to face the character again. One victory, however, may change that mood.

### **Personality Reputation: Lady Beaverbrook**

Having the favour of a rich and influential lady can only be a good thing, can't it? This reputation measures the goodwill towards you that a certain lady possesses. You can use it to get her to do things or influence decisions on your behalf.

### **Personality Reputation: Commanding Officer**

Being in the good graces of your commanding officer is very very useful if you are to progress within the ranks. This reputation helps you get better missions, dodge possible disciplinary actions and have your word believed over another before your superior.

VALSER)

### Personality Reputation: Messrs Willingham and Sutch,

The upwardly mobile officer really needs to have a good relationship with the company tailors if he is going to cut a dashing figure in society at a price which doesn't cripple him. Of course, these tailors also have a lot of confidential information regarding other officers that they may be willing to divulge... to their friends.

### **Personality Reputation: Corporal Jenkins**

Sometimes the bonds between two soldiers go beyond that of officer and subordinate. Occasionally two soldiers become associated with each other as a partnership where they can be called upon to act as one and vouch for each other in times of trouble.

### Personality Reputation: El Lobo De Plata, Bandit Leader

The Silver Wolf is the bandit leader of a particular gang of mountain rebels but you have beaten him in combat and he considers you his equal. Whilst you carry no weight with the rest of the rebels, word from El Lobo will carry weight for you wherever his name is known.

### **Personality Reputation: Captain Benoit**

A gallant French officer has been your personal nemesis for years. In peacetime you met him at a ball and he snaffled that pretty young lass from under your nose. In wartime you have battered his company across the Peninsular. It is inevitable you will meet again, one-on-one.

Amongst the Company at dinner were, Sir John Doyle, Sir James Saumarez, Dir William Scott, Lord Castlereagh, the Spanish, Sardinian and Algerine Ambassadors, Mr. Sheridan, Sir Francis Burdett, Mr. Sylvester, &c. &c. &c After dinner, amongst the toasts given were - "Lord Wellington and the Army in Portugal." - "General Graham and the Army in Spain," - both of which were received with enthusiasm. - "The Spanish Ambassador" - in whose name Mr. Sheridan returned thanks in an elegant speech ; after which his own health was drank, - "Sir John Doyle," who also returned thanks.

> The Morning Chronicle LONDON: Tuesday, April 16, 1811

~~~

Car and



#### How skilled am I?

A Skill of 1 reflects passing familiarity in the area for the character.

Skills of 2-3 reflect an average ability for the character

Skills of 4-5 reflect an area of strength for the character

Skills of 6 or higher reflect a real area of expertise for the character.

# Skills

Your character has a set of skills, which he has accumulated through his experiences in life and the military. These skills are used to overcome tests and challenges in the game. Not everyone has the same set of skills and not everyone has the same degree of ability within these skills.

# **Initial Skills and Increasing Skills**

All skills start at o. You gain Skills as you progress through the character creation process. The points that are gained are added onto this base of o. Some items or situations within the game give you a temporary addition to your skills.

## **Skill Definitions**

Awareness – Used to spot hidden items, detect ambushes or sense falsehoods and subterfuge.

Command - Used where an officer needs to get his troops to do something above and beyond the call of duty, or to rapidly change an order that is already being carried out. Command is tested at the end of a skirmish to see whether the battle was a success and it is used to repair a Company' morale.

Courtesy - Used where a character has to impress someone with their gracious and polite demeanour and is equally useful impressing scared peasants as it is impressing minor royals! Courtesy is used to repair the damage done to a Personality Reputation

Diplomacy – Used when dealing with large official bodies such as governments, boards of enquiry, court martials and local townspeople. Diplomacy is used to repair the damage done to a Institutional Reputation.

Engineering - Used in the building of any large item such as a bridge, embrasure, road or tower. Note that Engineering is used to build things and Siege is used to blow them up!

First Aid - Used for patching up fallen soldiers, giving them a better chance of surviving their wounds. A crucial skill for a soldier, First Aid is tested to repair a character's injuries that have been sustained in battle.

Gambling - Used to adjudicate tests involving cards, dice and other games of chance

Haggle - Used in tests involving trading and bartering with locals and marketplaces. Haggling will help you get items from the local population through legitimate means.

Intimidate - Used when you want to scare or coerce someone through the force of your personality or your potential to commit violence towards them.

Intrigue - Used in tests involving secrecy, discovering information or concealing information from people who are looking for them. Intrigue is a fine pursuit for spies and exploring officers, as well as gentlemen at court, but it is not necessarily seen as honourable in all circles.

AND-

Maritime - Used in tests involving sailing and things nautical. Maritime skills covers the most basic aspects of naval action rather than the more complicated areas such as navigation, gunnery and shipwrighting.

Music - Used in tests involving impressing people, or uplifting people, with music. Choose whether you sing, play an instrument or do both and what sort of music you excel in.

Profession (insert) - Used to detail the area of expertise that a character pursued prior to their enlistment in the army. These can be professional skills such as printing, accounting and wigmaking or more practical skills like animal handling, blacksmithing or carpentry. Oh, and brewing. Everyone likes brewing.

Quartermaster - Used in situations where you are managing a companies inventory or you are trying to get items from said inventory above and beyond those normally assigned to a soldier.

Riding - Used in tasks involving horsemanship. Any value in this skill indicates more than passable riding ability

Romance - Used when a character is trying to woo a lady into his bed. This lady can be a fleeting liaison on the campaign road or it can be a long held target of the characters adoration.

Scavenge – this is used when the player is trying to find items when he is away from his regiment, in the field, without paying for them. It can also be used to see whether the character can recover anything of value from a battlefield.

Siege - Used during the besieging of enemy cities. This skill is also used for the positioning and use of cannon fire and other bombardments.

Skulduggery - Used in tests involving the planning and execution of criminal schemes. These can run from the simple pick pocketing or mugging of a traveller to complex schemes involving skimming from the commissary and fencing rifles to the enemy.

Soldiering - Used in tests where the soldier needs to prove his ability to follow orders, standing orders, regulations etc. Superior officers can use Soldiering to try to catch out a subordinate for not following the many myriad army rules.

The Arts - Used to impress people with knowledge of literature, history, science and other matters intelligent.



#### **Experiences and The Game**

- Your characters experiences act as signals to the GM about the sort of things you want your character to undertake in the game. If you create a sweetheart who you have had to leave behind, don't be too shocked if her new beau appears in your regiment! When you are choosing your experiences, make sure that they will have some impact on the game ahead rather than simply being back story.

# Experiences

In my regiment there were men who had stolen kisses from ladies and knickers from queens. They had sailed the seven seas and pissed away their lives in alehouses in towns you'll never likely see. I met men who had travelled Europe and ones who had even seen the shores of America. There were veterans as well. Those that had fought across Flanders and Portugal. There were even a sergeant who retreated from Lexington when he was just a kid. All sorts join the army lads, and when you get there, you never quite know where its going to take you.

# What are Experiences?

Experiences are a representation of the things of note your character has done before they join the army or during their time in the army before the game.

The GM will tell you how many Experiences your character can undertake before the start of the game. It is up to you to split them between those prior to recruitment and those that have taken place in the army.

You create and expand your experiences yourself. You take your character through their journey to the battlefields of Europe, highlighting those moments in the past that have made them the men they are today.

For each Experience that you detail, your character will receive points to put into skills and/or measures and some spoils from their adventures.

Experiences must fit within the concept of your character. A farmer cannot attend university in Naples and study alongside Prussian princes. Similarly it is highly unlikely that a young man born to a high-ranking Army officer is going to spend a formative experience serving as a hand onboard one of His Majesty's Ships of the Line!

Experiences can take any length of actual time for the character. A weekend spent in the presence of the Prince of Wales could be as much of an Experience for a character as ten years working as a scribe to a tight-fisted accountant.

VALEA-

#### LONDON GAZETTE EXTRAORDINARY TUESDAY JULY 20, 1813

#### WAR DEPARTMENT DOWNING STREET, July 19, 1813

Dispatches, of which the following are extracts, have been this day received at Earl Bathursts Office, addressed to his Lordship Field Marshal the Marquess of Wellington

#### Ostuz, July 3, 1813

General Clausel, having retired towards Logrono, after finding our troops at Vittoria on the 22d of June, and having ascertained the result of the action of the 21st, still remained in the neighbourhood of Logrono on the 24th, and till late on the 25th, and had not marched for Tadela, as I had been informed, when I wrote my dispatch of the 24th ultimo; I conceived, therefore that there was some prospect of interupting his retreat; and after sending the light troops towards Roncevalies in pursuit of the army under Jospeh Buonaparte, I loved the light, 4th, 3d and 7th divisions and Colonel Grant's and Major-General Ponsonby's brigades of cavalry towards Tadela, and the 5th and 6th divisions, and the househiold and General D'Urban's cavalry from Vittoria and Salvatierra, towards Logromo, in hopes that I should be able to intercept General Clausel....

#### Tolosa, June 26, 1813

MY LORD - It was so late on the 23rd when I received the order to march by the Puerto St. Adrian on Villa Franca, and the weather and the road were so extremely bad, that but a small part of the column could get over the mountain that day; and it was not until late on the 24th that I could move from Segura on Villa Franca, with Major-General Anson's brigade of light divisions, the light battalions of the Kings German Legion, and the two Portuguesse brigades; the rest of the troops not being yet come up.

The rear of the enemy's column was then just passing on the great road from Villa Real to Villa Franca, and he occupied considerable force, some very strong ground on the right of the great road and of the river Oria, in front of the village on Olaverria and about a mile and a half from Villa Franca.

Major General Bradford's brigade marched by Olaverria and was employed to dislodge the enemy on the right, while the remainder of the troops advanced by the Chausee, defended by the enemy's tirailleurs on the heights and a strong body at the village of Veasayn....

...The conduct of all the troops concerned in this attack was highly creditable; that of the line battalions on the Pampeluna road, and of the light battalions at the Vittoria gate, was such as was to be expected from these distinguished corps, and the column of the left did equal honour to the Spanish and Portuguese arms.

I have not yet got the return, but I believe about two hundred prisoners were taken by the two Spanish corps, and many wounded men were left here. The enemy's losses in killed, too, must have been considerable.

I have the honour to inclose a return of the killed and wounded of the British and Portuguese in these two days; which, considering the nature of the service, could not have been expected to be less than considerable. The Spaniards lost several officers killed and wounded yesterday, but I have not had any return of them. I have the honour to be, &c. (signed) T.GRAHAM, Lieut-Gen. The Marquess of Wellington &c. Car and



# **Character Creation Overview**

So now you know what makes the men of the British Army the way they are, how do you actually go about carving a name for yourself? The steps below will take you through the process for creating a character:

### **Step One – Character Concept**

You will decide your character's concept, the number of experiences he is built upon and whether he is an officer or a member of the rank and file.

# **Step Two – Personal Station**

Decide your character's Nationality, Religion and Social Class, which will give you points to spend in Measures and Skills and you will also discover your character's base Wealth.

# Step Three - Life before Recruitment

You can allocate any number of your experiences to your life before you are recruited and detail what you did during that experience, what you learned and what you materially gained.

## **Step Four – Your Regiment**

Now, as a group of players, you should detail some members, honours and traditions of your regiment. These details will inform your choices in the next stage and they will provide a backdrop for your game.

# Step Five - Military Recruitment and Training

You receive points in Measures and Skills to reflect your basic training and you then choose which role you take within your regiment.

## **Step Six – Military Experiences**

You then allocate the remainder of your experiences to your Military life. You will discover the major military missions you have been on, what you learned from them and the spoils you walked away with. You will also detail the skills you discovered along the way.

### **Step Seven – Traits**

You detail the special traits which set you apart from the ordinary soldier, e.g. being an expert shot, having connections back in London or being an expert thief.

### Step Eight - Wealth

Looking at your Social Class and spoils from experiences and traits, you can now define your final Wealth score

## Step Nine - The final details

Finally fill in the details about your character – appearance, name, age, personality etc. – and you are ready to take the field and fight against the dictator Napoleon!

VAJER-

# **Step One: Character Concept**

## **One: What is your Concept?**

The first thing to do is think of the sort of character you want to play. Do you want to play a scoundrel or a noble? A rugged riflemen or a wide-eyed drummer boy? Every choice you make during the creation of your character must hold true to this character concept. Think carefully about it and then note down a one-sentence word sketch of the character you want to play.

*Example: Sitting down to create a character Dave decides that he will be a 'Handsome rugged Captain with a penchant for danger'. This is his core concept that will be built upon later.* 

### Two: How many Experiences have you had?

At the beginning of the game your character will have had a number of experiences in his life that have made him the man he is. These experiences can be before or after recruitment into the Kings Army. Your GM will tell you how many Experiences you have had. Note this number.

A game with under 4 experiences will create relatively inexperienced characters which will have to scrap for every inch of the battlefield. 4-6 experiences will deliver characters that are capable of giving the frogs a good seeing-to and 7 or more experiences will deliver iconic characters.

Example: Ben, the GM, informs Dave that this will be an eight experience game.

# Three: An Officer or Rank & File?

Is your character an officer or a member of the rank & file? In general, the game works best when there is only one officer in the group, a maximum of two. Each player should decide now which rank they enter the game at. Officers cannot start the game higher than Captain. Rank & File cannot start the game higher than Sergeant.

## **Rank and File**

**Private** – the lowest rank in the army and by far the most frequent rank, the private soldier (known as the redcoat, because of the scarlet coat that was worn into battle.) marches, fights and dies for King and Country. Virtually anyone could be a redcoat, even convicted criminals would have their sentences commuted if they took the King's shilling. They are Wellington's scum of the Earth but their massed ranks of musket fire are also one of the most feared weapons on the battlefield.

**Corporal** – a private who performs consistently well will be promoted to Corporal. He will now have rank over his fellow men as well as some responsibility for them! Corporals oversee the day-to-day business amongst the rank and file. If you serve in the artillery, Bombardier is the correct title.

**Sergeant** – with higher authority over the rank and file and responsibility for discipline, drilling and order in battle, the sergeant is a fearsome fellow. They work alongside their officers to maintain their company in fierce fighting order.

Higher ranks of rank and file include Staff Sergeant, Sergeant Major and Regimental Sergeant Major.



Why become a Redcoat? The hard life and high chance of death or dismemberment that is the future of any new Redcoat would seem to be a deterent to joining the army, so why did men do it? The primary reason was unemployment and the promise of food and shelter. There were those that thought that life in the army would be easy or a lark. Some were criminals, seeking to escape punishment whilst others were seemingly respectable people who had fallen upon misfortune. Some joined through grief, others through boredom and some - a scant few - joined because their ambitions sought a career in the army.

~~~



**Company Structure** Characters in Duty & Honour will normally act within a company, formed of approximately 100 soldiers.

#### A Company consists ot:

1 Captain 2 Lieutenants 1 Ensign 3 Sergeants 4 Corporals 2 Drummers 71 Private Soldiers

Most companies are Battalion Companies, consisting of redcoats. However, there are two flanking companies (so called because in a line of battle, they sit at the far left and right flanks of the regiment). The first is the Light Company, skirmishers who work in pairs, advancing ahead of the line and providing covering fire for the Battalion Companies. The second is the Grenadier Company, the biggest and best men, used as 'shock troops'

# D---

Officer

**Ensign** – the lowest rank of commissioned officer, these are usually young men you have been bought into the regiment by their families. Their official role is to carry the regimental colours into battle, but as the lowest officers they are also tasked with a number of menial and odious duties. If an Ensign cannot purchase promotion, they must earn it in battle. Needless to say, the life expectancy of a plucky ambitious Ensign can be very short indeed!

**Second Lieutenant** – if your character is attached to the artillery or the engineers, rather than using the term 'Ensign', the lowest ranked commissioned officer is called 'Second Lieutenant'

**Lieutenant** – Lieutenants command small groups of troops and are given small yet important tasks to perform, such as securing a farmhouse, patrolling an area or escorting a dignitary. This is an excellent starting rank for an officer in Duty & Honour.

**Captain** – A Captain commands a company of over 100 men. They are tasked with substantial military duties such as attacks on a battlefield, taking a village or town and holding a fort against the enemy.

Higher ranks include Major, Lieutenant-Colonel, Colonel, Major General, Lieutenant General, General and Field Marshal. These ranks are not available to players at the start of the game but they may be achieved through promotion within the game.

### Create the right troop balance

The game plays best when there is a workable balance between officers and rank and file. This allows for the full gamut of stories to be presented without the grouping being implausible. Below are some suggestions as to the balance of a group. These are, as always guidelines. Privates and corporals are the lowest ranks and they should represent the larges number of men in a party. In general, above them there should only be one of each of the 'superior' ranks.

| Group Balance Table |   |   |   |   |   |
|---------------------|---|---|---|---|---|
| Players             | 3 | 4 | 5 | 6 | 7 |
| Privates/Corporals  | 2 | 2 | 3 | 3 | 4 |
| Sergeants           | 0 | 1 | 1 | 1 | 1 |
| Ensigns/Lieutenants | 1 | 1 | 1 | 1 | 1 |
| Captains            | 0 | 0 | 0 | 1 | 1 |

## Why would I ever play a Private?

The position of officer does appear to bring with it a greater number of opportunities and benefits alongside a good proportion of the attention at the table, when compared to the rank of Private. However, this is not the case.

As the highest-ranking soldier in the group, the officer has effective power over his subordinates. The British army works within a strict and sometimes violent hierarchy and the officer can enforce that hierarchy. It gives that player

UP SAD

an effective veto over the planning of Military Missions and the direction that the group takes (though this is not necessarily absolute). They have access to the officers' mess, beautiful noble ladies, fine wine and dashing uniforms. They are also absolutely responsible for the actions of their men and their failings in camp and in battle. They are held by a code of honour and practice that ties their hands and rules their behaviour.

The rank and file are more prone to getting their hands dirty. Whilst an officer may stand off in a battle, the rank and file are the ones sticking their bayonet through French ribs. They live in a thriving camp, every bit as competitive as the Officers' Mess. They may have their sergeants to deal with, but they tend to be below the attention of the superior officers allowing them to partake of less savoury activities such as thieving, smuggling, brawling, whoring and other acts of skulduggery.

Mechanically within the game, players of both officers and rank and file have the same opportunities to input into the story and to author their own personal missions. In the field, the rank and file will have a varied skill set that will compliment that of the officer rather than be eclipsed by their superior.

*Example: Dave has already stated in his concept that he wants to be a Captain, so he is clearly an officer of the rank of Captain* 

~ Comp

- CALER



Names – Sometimes coming up with a name can be really difficult, especially if you are wanting to avoid clichés, retreads of modern surnames or copies of fictional characters. Appendix IV has a list of surnames from a number of countries that you can dip into for inspiration.

# **Step Two: Personal Station: Nationality, Religion and Class.**

Now listen here, I know what you are thinking. The army is just full of toffs on horses and stupid lads from the workhouse who know nothing better than a cuff around the ear and a bowl of slurry. Well you'll be wrong. I've fought alongside Scots and Irish, even a few yanks and once a blackamoor. I've ate with scum who would slit your throat as well as look at you and men of education who can read ... and write. As long as they keep their noses clean even the bloody papists can get into the army. Wellington doesn't care where you come from and who you are as long as you can fire your musket and follow your orders.

# One: Where was your character born?

Choose one of the Nationalities on the list below. This era is a highly prejudiced time with slavery only just on the brink of abolition and the American War of Independence still very present in people's minds. As such the list below carries the stereotypical view of each of the nationalities that were present in the British Army as well as the prejudice shown towards them as seen through the eyes of Major Cuthbertson, an English officer of the 22nd Lothian Borderers (more on them, later!)

Note: Your GM may wish to have some limits on the nationalities that exist within your companies to restrict a 'league of nations' feel. In general, the majority of the characters should be English, Scottish or Irish.

# **Nationality List**

# English

Stereotype: The English redcoat has, by the time of the Peninsular War, gained a reputation as a well-drilled, disciplined cog in a ruthless killing machine. The conscripts in the British Army are ill-educated, drilled and flogged into submission and marched to the ends of the earth but their legendary 'stiff upper lip' attitude keeps them going, for King and Country!

Prejudices: "The weakness in our English forces is its strength – the men that wear the King's uniform. Only a scant few Englishmen understand the correct way to behave in polite society. The vast majority are uncouth ruffians, raised in the gutter by gin-addled fools, scraping together enough to feed themselves. If only they shared the appreciations of the true gentlemen, society would be a far better place."

# Scottish

Stereotype: The Scots have a reputation of being fearsome fighters, unmoved by the worse dangers of battle. They are violent, short-tempered and superstitious but fiercely loyal and unwavering under command.

Prejudices: "I have heard tell of the bravery of Scottish troops but I say that too many have forgotten that it was not long since we had to crush the insolent rebels once and for all. These highlanders have a streak of independence that they show as their insistence on their damned highland dress. Ignorant, brutal and terminally ungiving, I'm glad the army has use for them in the forefront of battle because they are of precious little use anywhere else."

ALCA-

### Irish

Stereotype: The vision of an Irish soldier is a untrustworthy ruffian who isn't above thieving and pillaging. They are however, hardy and vicious fighters, fiercly proud of their regiments.

Prejudices: "The Irish are rebels to the core and they will stab you in the back for their blessed independence as soon as you let your guard down. Light-fingered, insubordinate, ill-educated and foul-mouthed, they are, with a scant few expection such as His Grace, an unreliable and dangerous lot. Bog-trotters, the lot of them!"

## Welsh

Stereotype: The Welsh soldiers are simple folk, drawn from the valleys and mines of the principality. Rugged and pragmatic, the Welsh make excellent Redcoats, but they are never thought of as efficient or elegant as their English counterparts.

Prejudices: "I have commanded the Welsh and they are useful soldiers, in the same way that oxen are useful when carrying munitions. They are a simple folk, used to their basic hardworking existence and easily adapt to orders. They lack the finesse of the English but they fight, oh yes, they fight."

### Iberian - Spanish or Portuguese

Stereotype: Swarthy, hot-tempered, passionate, ill-disciplined and very Catholic, the Spanish are strange allies – they were our sworn enemy within living memory! Portugal is our ally, but a poor nation of peasants whose army is hardly capable of fighting La Grande Armee.

Prejudices: "Your average Don is a poor and wretched fellow, scraping a living in a barren hot country whilst prostrating themselves to a papist church. Ah, they have their ways, their music, their song and their own attractions but they are a lesser people. We have spent years beating them, and now we have to save them. A subtle irony, methinks?"

## Hanoverian

Stereotype: The Kings German Legion is made up of the displaced soldiers of the conquered Hanoverian kingdom. These men are proud, strong soldiers who have refused to surrender and now they form a regiment to fight again. Excellent riders and fighters, the Hanoverians are well respected.

Prejudices: "Do not let the reputation of the KGL cloud the fact that these are a defeated people who have fallen under the musket fire of the Frogs. So much for their much valued Germanic military strength and their excellent doctrine eh? And remember, to have got here in the first place, they must have retreated and ran from the field. Heroes? I see cowards and broken men."

## American

Stereotype: These are not the American rebels who fought for independence – they are the loyalists who did not turn their back on their homeland and their King. Still, these men have all of the qualities of their countrymen – they are schooled in the saddle, fighting in the wilderness and filled with a swaggering arrogance unlike anything civilised and European.

- AND

-cat cree

ALE AD

Prejudices: "I have no time for Americans, even those that are apparently loyal to the King. They bring with them an air of revolution almost worse than the French. Some, the common men, are simply too rugged and steeped in the wilderness to be of any use in a real man's army. Those that try to be officers are simply out of their depth and do not understand civilised society."

# Two: What religion do you follow?

Religion is one of the defining facets of a person in this day and age. Your religion can open and close doors, ease your passage through the army or halt it in it's tracks. This is still a time when Catholicism is heavily frowned upon, however it is not unknown. Similarly, whilst many people are deeply and passionately religious, there are others that pay the Church lip service to keep their superior officers happy and nothing more. Choose a religion for your character from the list below.

# **Religion List**

### Protestant

(Anglican, Church of Scotland, Calvinist, Methodist etc)

Stereotype: The protestant religions have rejected their Papist teachings and have embraced a more austere religious path. They are a dour people, filled with religious fears and superstitions. They live within strict limitations and imposed hardships in order to penance for their lives.

Prejudices: "I wonder whether the men who claim to follow the Church are actually believers? A true Christian would not live the debauched life they seem to aspire to and rarely do I see them filled with the joys of faith when the Chaplain reads the sermon on a Sunday morning."

# Catholic

(You recognise the Pope and the Church of Rome.)

Stereotype: The Catholics and their European brethren are the cause of most of Britain's problems. They rebel in Ireland. They fall before the French in Spain and Italy and there are even catholics in France. The Test Act – barring them from public office – stops their sort from spreading their old fashioned superstitions into our modern society

Prejudices: "If I had my way, there were be not papists in the entire army – even if that meant we lost the Irish regiments. It's a division we can do without and every single one of them is a potential cause of trouble. Still, we tolerate them and their fellows in Spain. However, I still don't trust them and I'd baulk at the thought of an officer under my command considering the Pope over the King."

### Jewish

(You are one of Europe's many Jews.)

Stereotype: Not many common people understand the Jewish people and thus assumptions are rife. Laws in some countries have restricted the employment of Jews, forcing them to focus on financial endeavours, which tarnishes many

VALER-

people's views. Like so many things, what people do not understand, they fear and attach any number of misgivings to.

Prejudices: "Personally, I have no issue with the Jew. I believe our regimental agent is of Jewish stock. Truth be told, I know very little of them and their ways. One man bleeds much like the other in this army."

### Without God

You follow no God and seek your own protection.

Stereotype: There are those who live their lives in spiritual isolation, without a guiding light to show them the way. They are selfish, wanton beings ruled by their basic urges and without the higher instincts of a man of faith. Their word cannot be trusted and upon death well ... they are without redemption.

Prejudices: "The faithless are a sorry lot. They cannot know the glory of the worship of the Lord and they will never know his redemption. I find the presence of a man who claims to think more of himself than the Almighty to be disconcerting at least and an afront to the King at worst."

### Three: What Social Class do you belong to?

In some ways, social class is everything. It dictates who you can socialise with, how you are treated and whether you will achieve a commission or remain in the ranks. The army takes everyone from the criminal scum dragged from the gutters to the sons of Dukes and Earls. Decide which class your character was born into from the Social Class list. Your GM may wish to give you guidance on what classes they feel are appropriate to the campaign. A social class consists of the following

Name and Description: The common name of the class and how it interacts with society

Wealth: The number of points you gain in Wealth

Measures: The number of points you have to allocate to Measures

**Skills:** The number of points you can allocate between the social classes' skills

**Skill List:** The skills that are available to this social class. You may not put points in any other skills at this stage.

**Special:** Any special restrictions or traits associated to the social class. **Restriction:** Any restrictions that the social class places on your rank.

## A Note on Wealth

Each social class has an associated base level of Wealth. This is the assumed 'normal' wealth level for characters of that class. If your character concept envisages your character as poorer than normal you can swap Wealth points for Skill points on a 1-for-1 basis. If your character concept envisages your character as richer than normal you can purchase higher Wealth with Traits later in character creation.

*Example:* Dave mulls over the possibility of something a little more interesting than English and he decides that his concept is suited by being Scottish. He chooses to be Protestant (choosing Church of Scotland). Looking over the options open to an officer, Dave chooses to have been born the son of a Military Officer, as he wants his character to have a strong heritage to

-Carlo



#### **Class and Rank**

Certain social classes are excluded from becoming officers. People from those social classes have neither the connections, the education nor the wealth to get a commission. Even someone whose family is a rank and file soldier does not have what it takes to be an officer. There is nothing to stop people from these social classes being promoted in game however. draw upon. He accepts the Wealth of 2 and the free Read & Write trait. He allocates his 4 points in Measure as Charm +2, Discipline +1, Influence +1. He chooses the following 4 skills – Courtesy +1, Riding +2 and Diplomacy +1. He says that his Captain's upbringing was definitely 'in society' rather than in the field of battle and Ben suggests that his father might have been stationed at home rather than in the field?

## **Social Class List**

### Criminal

Joining the army is a way to avoid the clutches of the law and many soldiers come from less than savoury origins. You are either a convicted criminal who has been conscripted into the Kings Army, someone accused of a crime who is running from the authorities or someone who has grown up within a community of thieves, cheats and murderers.

Wealth: 0 Measures: 4 Skills: 6 Skill list: Awareness, Gambling, Haggle, Intimidate, Skulduggery, Scavenge Special: You are illiterate. If you wish to read and write you must take the Read and Write talent

Restriction: You cannot choose this social class if you are an officer

### Worker

British society is still built upon the toiling masses earning money for the rich upper classes – or that is what the agitators down the mill would have you believe. Workers perform all of the unskilled jobs that keep the money flowing into the hands of the rich. However, when the recruiting sergeant is promising food, drink, bounty, a steady wage and adventure in foreign lands many succumb and sign up for the rest of their lives.

Wealth: 0 Measures: 5 Skills: 5

Skill list: First Aid, Courtesy, Haggle, Skulduggery, Quartermaster, Riding Special: You are illiterate. If you wish to read and write you must take the Read and Write trait

Restriction: You cannot choose this social class if you are an officer

## Farmer

Britain is still a rural country and many men toil in the fields or work with animals to earn a living. However many farm workers need to look further afield for their living and many find themselves in the army. This social class also includes those men that fish for a living as well.

Wealth: 0 Measures: 6 Skills: 4

Skill list: Awareness, First Aid, Haggle, Maritime, Profession, Quartermaster, Riding

Special: You are illiterate. If you wish to read and write you must take the Read and Write trait

Restriction: You cannot choose this social class if you are an officer

### Artisan

Working materials with your hands using traditional crafts is still at the heart of British industry. Without skilled carpenters, for example, the ships of the Royal Navy could not rule the waves. Many men with finely honed skills can find themselves out of luck or in the wrong place at the wrong time and end

ARA

up serving the King. Wealth: 0 Measures: 3

Skills: 7

Skill list: Courtesy, Haggle, Profession, Music, Quartermaster, The Arts Special: You may choose whether you are literate or illiterate. If you are literate, you gain the Read and Write trait for free.

Restriction: You cannot choose this social class if you are an officer

# Military, Rank and File

You are born into the army, the son of a member of the rank and file. Your first memories are of being screamed at by a cook or chased across the camp by an irate commissary officer. You watched your father march off on a new campaign and you knew that you would follow in his footsteps.

Wealth: 1 Measures: 5 Skills: 4

Skill list: Awareness, Courtesy, Gambling, Intimidate, Scavenge, Soldiering Special: You are illiterate. If you wish to read and write you must take the Read and Write trait

Restriction: You cannot choose this social class if you are an officer

# Church

Your family is heavily involved in the running of a church. You are almost certainly the son of a vicar or related in some way. Your upbringing has been strictly religious and you carry your belief in the Lord with you into the battlefield.

Wealth: 1Measures: 4Skills: 5Skill list: Courtesy, Diplomacy, First Aid, Intrigue, Music, The ArtsSpecial: You are literate. You receive the Read and Write trait for free

## Professional

The rapidly developing world requires men of great education and mental prowess to help it achieve its burgeoning goals. Scribes, lawyers, accountants, teachers and entrepreneurs have all found their way from the streets of the city into the books of His Majesty's Army. And many of them have found a niche for their skills within the ranks as well...

Wealth: 1 Measures: 3 Skills: 6 Skill list: Courtesy, Diplomacy, Engineering, Profession, Quartermaster, The Arts

Special: You are literate. You receive the Read and Write trait for free

# Merchant

Britain is one of the pre-eminent trading powers in the world and its merchants travel thousands of miles to bring goods to the people at the right price. Your family is one of merchants, whether these are based at home, on the sea or part of the East or West Indies Trading Companies. You have an eye for a bargain, honed from the cradle.

Wealth: 2 Measures: 3 Skills: 5 Skill list: Awareness, Courtesy, Diplomacy, Haggle, Maritime, Quartermaster

Special: You are literate. You receive the Read and Write trait for free



Noble ... in the Rank & File? Noble members of the Rank & File are called Volunteers. These are nobles who have not been able to purchase a commission to Ensign but who still feel that they want to fight. They join the army as a private soldier and wait for a time when they can purchase a commission. They serve in the rank and file but they mess with the officers, as befits men of their station in society.

~ JE



**Ranks of Nobility:** The ranks of the nobility within Britain are thus:

Kings Princes (and other royals) Dukes Marquess Earl Viscount Baron Baronet Knight

## **Military**, Officer

You were born into the bosom of the military, the son of an officer. You have met senior officers at your father's side, heard tales of heroics from across the world and grown up with the smells and sounds of the Officers' Mess all around you. Soldiering is in your blood.

Wealth: 2 Measures: 4 Skills: 4

Skill list: Command, Courtesy, Diplomacy, Quartermaster, Riding, Soldiering

Special: You are literate. You receive the Read and Write trait for free

### Noble

You have been born into the highest ranks of British society. Whether you are merely the son of a knight or another lower member of the landed gentry or actually related to a Duke, Earl or even a Prince, you are socially, morally and educationally superior.

Wealth: 3 Measures: 4 Skills: 3 Skill list: Courtesy, Diplomacy, Music, Riding, Romance, The Arts Special: You are literate. You receive the Read and Write trait for free

(D) sta-

# **Step Three: Life Before Recruitment**

# **One: How many Experiences?**

Your GM will inform you how many Experiences your character has in total and you now decide how many of those Experiences you had before you were recruited into the army and the nature of those experiences.

For each experience, overturn one card and consult the following table. Note that the Measures and Skills chosen should also match with the Experience and the Character Concept you have chosen. The skills can be any from the Skills list – they are not restricted to those skills from your Social Class.

Any Number Card – Gain 1 point in a Skill of your choice. Any Face Card – Gain 1 point in a Measure of your choice Ace/Joker Card –Gain 2 points in Measures and 1 point in a Skill

# **Two: Experience of Life**

For each Experience you gain 1 level of Skill, 1 point of Measure or 1 point of Reputation. These points can be spent on Skills or Reputations that you already have, or used to create new ones.

# **Three: The Spoils of Experience**

For each experience, overturn another card and consult the Loot table below to detail what your character took away from this experience

| Spoils Table: Life Before Recruitment |                                                                                                                                            |  |  |
|---------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------|--|--|
|                                       |                                                                                                                                            |  |  |
| Diamond Number                        | Gain +1 Wealth or 1 point added to a Skill                                                                                                 |  |  |
| Diamond Face                          | Gain +2 Wealth or 2 points added to a Skill                                                                                                |  |  |
| Diamond Ace                           | Gain +3 Wealth or 3 points added to a Skill                                                                                                |  |  |
| Heart Number                          | You are owed a favour by a notable individual.<br>Gain +1 Personality Reputation: (Individual)                                             |  |  |
| Heart Face                            | You are owed a favour by a senior figure<br>associated with your Experience. Gain +2<br>Personality Reputation: (senior figure)            |  |  |
| Heart Ace                             | You have caught the eye of most powerful<br>person associated with your experience<br>Gain +3 Personality Reputation: (Powerful<br>Person) |  |  |
| Spade Number                          | You have proven yourself to be a trusted by an<br>Institution. Gain a +1 Institution Reputation:<br>(Named Group)                          |  |  |
| Spade Face                            | Your reputation goes before you a particular<br>Institution. Gain a +2 Institution Reputation<br>(Named Group)                             |  |  |
| Spade Ace                             | You have changed the face of an Institution.<br>Gain a +3 Institution Reputation: (Named<br>Group)                                         |  |  |

~ F

- 67 - 67 - 6

# Spoils Table: Life Before Recruitment

| Clubs Number | You have a small item of note, a curio or some<br>other object. It gives you a +1 card modifier<br>to one Skill.                                                  |
|--------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Clubs Face   | You have a item which holds great sway with<br>an individual or institution. When used it<br>raises your Reputation with that individual<br>or institution by +1. |
| Clubs Ace    | An extraordinary, priceless item has come<br>into your possession which, when used, gives<br>+2 to a skill or Reputation.                                         |
| Joker        | Choose any card from the above                                                                                                                                    |

*Example: Dave decides that he has had 3 of his experiences prior to joining the Army. This gives him plenty of scope to detail his various daring army exploits with five experiences.* 

For his first experience he decides that he fought off a band of highwayman who were robbing a carriage carrying a young noble woman. He overturns a Joker, giving him 2 points to spend in measures and 1 on skills, and gains +1 Guts(measure), +1 Charm(measure) and +1 Awareness(skill).

For his second experience he decides that he was sent by his father to live for sometime with an old retired General in the rugged mountains of Cumbria. He overturns 6H and gains +1 Command.

For his third experience he decides that he was educated in a high class school and fought more than his fair share of duels over the honour of ladies. He overturns KH and gains +1 Discipline

*He has three points to allocate to Skills, Measures or Reputations from Experience for Life. He decides to establish two Reputations.* 

The first is Personality Reputation (Lady Elaine Spencer) – the young woman he rescued. He thinks that she is more than a little infatuated with him and takes the Reputation at +2.

The second is Personality Reputation (General Gerard Abercrombie) – he decides that the retired General still has some sway with the authorities at Horseguards and with his father's regiment. Ben reminds Dave that this reputation cannot be used as a catch-all and they agree that the old General's influence will be rather gentle. He takes the Reputation at +1

Finally Dave overturns some cards to discover the Spoils he has gathered from these early years. He overturns 4S, 6S and 10C. He has two +1 Institution reputations and a +1 Skill curio. He ponders that the only real Institution that he has been in contact with is his school, so he takes Institutional Reputation (St. Andrews)+2. He also says that General Abercrombie has given him a small selection of texts on warfare that he reads nightly and these give him +1 Command.

A.C.

# **Step Four: Your Regiment**

I remember the day I took the Kings Shilling like it was yesterday. I wasn't like the other lads who had to be persuaded by the Regimental Sergeant and his never-ending stream of ale. I was ready when the recruiting party came around to the village. It was my chance to get away and make something of myself. It could have been any regiment but as God is my witness I am glad that it was the 5th. The hardest group of bastards you would ever want to meet. Don't take any of that rubbish from the Irish about their mad fighting, only the 5th could have stormed that breach in '95.

Your characters journey has now reached the time that they join the army and the first step of that recruitment is deciding which regiment he has joined. All of the characters are members of the same regiment and all of the players have an input into the nature and character of the regiment.

### **One: Choose a Regiment**

The first part of this process is choosing the name of your regiment.

In Appendix III there is a comprehensive list of the regiments that were formed in the Napoleonic Wars. Remember as well that it isn't necessary to go straight for a 'glamour' regiment like the Rifles, the Black Watch or the Connaught Rangers. Despite the trappings, this is a role-playing game rather than an exercise in historical accuracy – who's to say what role the gallant few of the 58th Rutlandshire could have played in Spain?

Alternatively, you could create your own fictional regiment. Pick a county and a direction and a number and you're set! The regiment list in the appendix has a number of omissions that you can easily fill! In some ways this is a more satisfying experience because it is not impaired by possible inaccuracies that might be brought to the table if anyone decides to get overly historical.

Each regiment has essential aspects which should be detailed by the players: Staff, Traditions and Honours.

*Example: Dave decides that his regiment will be the 22nd Lothian Borderers* – *a wholly fictional regiment!* 

# **Two: Your Regiment's Staff**

The players should now define some of the men who form the body of their regiment. In each category, except obviously Commanding Officer, you should identify a couple of individuals. These might end up being people with whom you have Reputations or they may be people who the GM uses to harass and annoy you.

### The Good and the Bad

Each member of staff will have a positive and a negative side. The players can choose which one that they define and the GM defines the other side. The trick is to fill these characters with interesting story potential. Bland ciphers will not add anything to the campaign.



Each army has its own particular structure and disposition but you do not have to be an expert in this to play Duty & Honour. In Appendix I there is a handy guide to the basic building blocks of an army and the terms associated with them.

~~~



#### Colours

Each regiment has two 'colours' - flags which stand as a rallying point for the men. One is the King's Colours, a union flag, and the other is the Regimental Colours. Each colour is carried by an Ensign and protected by sergeants - the Colour Party. To lose the Colours is one of the most dishonourable acts an officer. can perform and many men died protecting these flags rather than let them fall into the hands of the French.

The French version is the Eagle, a sculpture of an eagle atop a pole, said to be kissed by the Emperor himself. To capture a French eagle, defeating the leather-apron wearing, axe-wielding guards that protected it, was considered a high honour indeed!

### New or Young member of the Regiment

Every regiment has a young, almost too young, soldier on the roster. They can be an urchin who hangs around the camp, a drummer boy or a wide-eyed ensign.

*Example:* Little Tommy Tomkins is a new drummer boy for the regiment. He is also the son of the lady-in-waiting of Lady Spencer. Ben decides that the shenanigans that this could cause are enough complication for one character!

### Members of the Rank and File

Who are the characters in the ranks? Who are the scoundrels and bullies? Who are the loveable rogues? Who are the ill-fated romantics? Create a couple of rank and file characters that can be added into the game.

*Example: Private Macintosh is a new recruit to the regiment and comes from a long line of highland farmers. He is at home in the hills and mountains and looks perfect to join the Pioneers. Ben adds that he is a unrepentant thief* 

### **Non-Commissioned Officer**

If none of the players are Sergeants, this will be a Sergeant. If you have a Sergeant, this will be the Regimental Sergeant Major.

Example: Sgt. Jones is a Welshman who has a very practical view on managing his men. The application of a solid fist brings most people into line faster than a flogging. Ben adds that whilst he is dependable he isn't the sharpest tool in the box and isn't known for his initiative.

### Officers

Who are the officers who rank around the PC Officer? Who are the officers who are directly above him? Who is his competition for promotion? Detail a couple of officers who can makes things complicated for everyone involved.

*Example:* Dave invents Major Cuthbertson, a former peer of his characters who has been advanced faster by purchase. Cuthbertson is his rival for the eye of many wealthy ladies. Ben adds that Cuthbertson is another student of St Andrews and they have fought duels in the past.

### **Commanding Officer**

Your commanding officer will define a great deal about the atmosphere within your regiment. He will be the man who sends your characters on missions and judges them on their results.

*Example:* He imports Col. Jeffers from his list of reputations as the commanding officer of the Borderers. He decides to author Jeffers' good side as someone who is very much in favour of deploying his Pioneers as 'expeditionary' roles – another word for spy! Ben adds that Jeffers has no time for those that philander with women whilst in the field.

## **Three: Traditions**

Every regiment has its own colours, motto and traditions. These can be songs that are sung, changes to traditional army dress, codes of conduct among

AJRA)

officers or before, during or after battle. Define two traditions that your Regiment upholds

*Example: Dave decides that on parade, all officers are expected to wear a sprig of heather in their hat. Ben decided that on March 12th, the anniversary of the founding of the regiment, there is a massive feast where each officer is expected to provide choice cuts for his men.* 

### **Four: Honours**

Define two battles that your Regiment has taken part in. Detail one where it has distinguished itself and one where it has failed.

*Example: Dave decides that the most famous victory that the Borderers have had was during a battle in the American Revolutionary War. He also decides that their greatest failure came in the same war when they massacred a retreating baggage column, killing dozens of civilians.* 

It is generally understood, that as soom as the reinforcements which have been sent to Lord WELLINGTON shall arrive in the Tagus, it is the Noble Lord's declared intention to proceed himself, with 16,000 British troops across the Tagus, to join with Marshal BERESFORD, and to raise the siege of Badajos. If he shall succeed in this operation, he would make the position of MASSENA very critical.

> The Morning Chronicle LONDON: saturday March 9, 1811

-Carla

-CARER

### RABA -

#### The Redcoat

The basic fighting unit in the British army is the 'Redcoat' the common fighting soldier. Common they may have been, but ordinary they were not. Redcoats came from a myriad of backgrounds and had a fiercesome reputation for their ability to march, drill and most of all deliver withering volleys of musket fire at their enemies. Wellington may have described them as the scum of the Earth, but they were his scum and he wouldn't have commanded any different troops in the field of battle!

The moral of this tale is, of course, don't shy away from taking the 'Infantry' option as a profession. Whilst it may not seem as glamorous as the others at first glance, the true glory and spoils lie with the men on the front line rather than the bridge builders or provosts! **Step Five: Military Recruitment and Training** 

Aye, I was too eager to get myself out of the village and into the army. If someone had told me what it was like I might have thought twice. Drill sergeants screaming in your ear, no sleep, forced marching, crappy rations and the weakest beer you can imagine. We drilled morning, noon and night like our lives depended on it. And I tells you, they did. When you see them Hussars coming down at you on their horses you'll damned well be glad you learned how to form a square as fast as you did.

So far we have discovered what your character's station is in life and how they spent their time before they joined the army, as well as the details of their regiment. Now the real work begins as they pass through their basic training and are prepared for war!

### **One: Conscription and Basic Training**

Each character receives a degree of basic training before they are thrown into the field. That training differs substantially between Rank and File soldiers and officers.

### Rank and File Basic Training (Rank and File characters only)

As a member of the rank and file you are taught the strict discipline and rigour that will turn you from the feckless commoner that you are into one of the finest fighting machines in Europe. You receive +1 Guts, +1 Discipline and +1 to Soldiering, First Aid, Awareness and Quartermaster. You may also assign +1 to any four skills. You also gain Institutional Reputation: Rank & File at +1 and Institutional Reputation: (Your Regiment) +1

### **Officer Basic Training (Officer characters only)**

Some officers receive the wisdom of decades of tactical thinking from the greatest minds in Europe's military. Others are taught on the job ready to deal with whatever the battlefield throws at them. Regardless they are ready to lead their men. You receive +1 Discipline, +1 Influence and +1 to Command, Diplomacy, Quartermaster and Courtesy. You may also assign +1 to any four skills. You also gain Institutional Reputation: Officers Mess at +1 and Institutional Reputation: (Your Regiment) +1

### **Two: Soldiering Profession**

You may now choose the profession that your character was trained into during his time in the army. Choose a Profession from the list below, each of which will give you some extra skill points.

### **Profession List**

**Commissary** – An army marches on it's stomach, it's shoes and it's grog. You are in charge of providing them all. You gain the +2 QUARTERMASTER and +2 AWARENESS skills

**Engineer** – Engineers build things so that the army can progress – bridges, cannon positions, roads etc. You gain the +2 SIEGE and +2 ENGINEERING skills. This profession is restricted to those social classes that can become officers.

AJRA)

**Grenadier** – The biggest and bravest recruits are drafted into the Grenadiers, but face the hardest battles. You gain the +2 INTIMIDATE and +2 SOLDIERING skills.

**Infantry** – You are the heart of the great British army, an unstoppable wave of muskets and bayonets. You gain the +2 SOLDIERING and +2 SCAVENGING skills.

**Pioneer** - Rugged bearded men who march before the army clearing the way and preparing the land. You gain +2 AWARENESS and +2 ENGINEERING skills.

**Provost** – Every army has to enforce discipline under the Provost Marshall and his military police. You gain the +2 INTRIGUE and +2 INTIMIDATE skill. This profession is restricted to those social classes that can become officers.

**Rifleman** – Trained to use the more accurate Rifle, you are deployed as a sharpshooter on the fringes of battle. You gain the +2 AWARENESS and +2 SOLDIERING skills.

**Skirmisher** – you form a screen in from of the redcoats and cavalry, harrying the advancing enemy. You gain the +2 AWARENESS and +2 SCAVENGE skills.

Example: As an officer Dave gets the following basic training: +1 Discipline, +1 Influence and +1 to Command, Diplomacy, Quartermaster and Courtesy. He then assigns +1 to Soldiering, +2 Intimidate and +1 to Awareness for his additional skill points. He also gains Institutional Reputation: Officers Mess at +1 and Institutional Reputation: 22nd Lothian Borderers +1

As a profession, he wants his character to be one that can handle himself on solo missions and he references the 'rugged' reference in his concept. He decides he will be a Pioneer. As such he gains +2 Awareness and +2Engineering



#### Cavalry

If you want to create a game which centres around cavalry rather than foot soldiers, there are special rules in Appendix II.

#### **Other Professions**

There are three other roles within a regiment. The first is the **Drummer** - a young boy who plays the marching drum and acts as an aid to the second role - the Surgeon. Surrounded by the dead and dying, the **Surgeon** is a fearful figure at the rear of the battle, dealing with the results of the carnage. And for those that pass away under the surgeon's knife, the final role is that of the **Chaplain**, a relatively new addition to a regiment.

~ JE

RABAD

# **Step Six: Military Experiences**

When I was a lad all I wanted to do was wear the uniform. I never really thought about the things the men in the uniform did for me, far away overseas. I know what they are now and still I cannot quite believe that I have done them. I have seen villages burned to the ground in India. I have seen men cut down by sabres running from pristine cavalrymen. I have heard the thunder of massive cannon as they destroy ancient walls and I have killed, oh yes lads I have killed. By musket or bayonet I have killed for the King. That's what those bright red uniforms do, my lads, better than any other army in the world. They kill.

At the beginning of character creation your GM will have allocated you a number of experiences. You have already spent some of them on your characters life before they enlisted into the army. Your characters remaining Experiences happen during their time in the army, prior to the beginning of the game. Each Experience that a character has in the army gains him skills, spoils, reputations and scars from the battles that he undertakes for King and Country.

### **One: How did you serve?**

For each Military Experience you have, overturn a card and consult the 'Years of Service Resolution' table. These are the things that have happened to you during your time of service. Look at them and put them into some sort of order that tells the story of your character.

Military Experiences		
Diamond Number	You take part in a wide-ranging campaign, fighting in a number of skirmishes and battles. You fight with distinction but moreover you survive! Gain 1 point in a skill of your choice.	
Diamond Face	You take part in an act of daring-do during a prolonged campaign and you are commended for your bravery. Gain 1 Influence or 1 Guts.	
Diamond Ace	You commit an act of unparalleled bravery in the face of the enemy. You are a hero. Gain 1 Influence and 1 Guts and add 1 point to a Skill of your choice.	
Heart Number	You take part in a siege of an enemy town and you are part of the reserve that secures the victory. Gain 1 point in a skill of your choice.	
Heart Face	You take part in the storming of an enemy town, flooding the breach. You fight well and loot the town with impunity. Gain 1 Guts or 1 Discipline	

VARA-

Military Experiences		
Heart Ace	You have survived a 'Forlorn Hope' – the first men into the breach when a besieged town is stormed, a suicide mission. Gain 1 Guts and 1 Discipline and add 1 point to a Skill of your choice	
Spade Number	You fight in a campaign but you are injured and have to retreat from the field. You are battered and scarred but otherwise fine. Gain 1 point in a skill of your choice.	
Spade Face	You fight in a campaign but you are wounded. You lie on the battlefield but are rescued. Gain 1 Guts or 1 Discipline	
Spade Ace	You fight in a campaign but you are sorely beaten – thrashed by the enemy and turned, your tail between your legs. You learn never to let it happen again. Gain 1 Guts and 1 Discipline and add 1 point to a Skill of your choice.	
Clubs Number	You serve in a non-combat function such as an minor aide, a quartermaster's assistant, cattle driver or other support role. Gain 1 point in a skill of your choice.	
Clubs Face	You serve in a non-combat role with a degree of responsibility and command such as an aide, a quartermaster or master of the baggage. You gain 1 Influence or 1 Charm.	
Clubs Ace	You serve in an authority position within a non-combat role and are recognised for your accomplishments. Gain 1 Influence and 1 Charm and add 1 point to a Skill of your choice.	
Joker	Choose any card from the above	

# **Two: Spoils**

For every Experience that you have had, overturn a card and consult the Spoils table. You may wish to embellish a certain item of Spoils with a backstory to better tie it in to your tale.

Spoils Table: Military Experiences		
Diamond Number	Gain +1 Wealth or 1 point added to a Skill	
Diamond Face	Gain +2 Wealth or 2 points added to a Skill	
Diamond Ace	Gain +3 Wealth or 3 points added to a Skill	
Heart Number	You are owed a favour by an officer. Gain +1 Personality Reputation: (Named Officer)	

-CARDE

-CERTER RES-
	and the second	AB CR	2~		
No.					to a free
				No.	

# Spoils Table: Military Experiences

Spons Table. Mintary Experiences			
Heart Face	You are owed a favour by a senior officer at Regimental level, or senior staff. Gain +2 Personality Reputation: (Named Officer)		
Heart Ace	You have caught the eye of Wellington Gain +3 Personality Reputation: (Wellington)		
Spade Number	You have proven yourself to be a fine and reputable man. Gain a +1 Institution Reputation: (Named Group)		
Spade Face	Your reputation goes before you with someone. Gain a +2 Institution Reputation: (Named Group)		
Spade Ace	You are a hero and have been lauded as such. Gain a +3 Institution Reputation: (Named Group)		
Clubs Number	You have a small item of note, a curio or some other object. It gives you a +1 card modifier to one Skill		
Clubs Face	You have an unusual weapon for your rank and profession. It gives you a +1 card modifier in combat.		
Clubs Ace	An extraordinary, priceless item has come into your possession which, when used, gives +2 to a skill, combat or Reputation.		
Joker	Choose any card from the above		

# **Three: Experience of battle**

For each Experience you gain 1 level of Skill, 1 point of Measure or 1 point of Reputation. These points can be spent on Skills or Reputations that you already have, or used to create new ones.

*Example:* Dave has five experiences to resolve for his military career. He overturns five cards and then puts the experiences in an order which tells the story he wants for his character

*Experience 1: 3H - He takes part in a siege of an enemy town and is part of the reserve that secures the victory. He gains +1 First Aid* 

*Experience 2:* 4S - He fights in a campaign but he is injured and had to retreat from the field. He is battered and scarred but otherwise fine. Dave decides that he ranged too far into enemy territory and was caught out, having to make a fighting retreat whilst being harried by enemy cavalry. He gains +1 Scavenge

Experience 3:8S - He fights in a campaign but he is injured and have to retreat from the field. He is battered and scarred but otherwise fine. Once again, Dave decides that he went too far in pursuit of information on the enemy and was this time driven out of the mountains. He gains +1 Soldiering

VARA-

*Experience 4: QD - He takes part in an act of daring-do during a prolonged campaign and he is commended for his bravery. Dave decides that he retrieved a set of invasion plans from a French spy. He gains +1 Influence.* 

Experience 5: AC - He serves in an authority position within a non-combat role and is recognised for his accomplishments. Dave decides that his knowledge of the local area has him instated as an Aide-De-Camp. He gains +1 Influence and +1 Charm and gains +1 Intrigue

He now overturns five cards to illustrate the spoils that he has received in his military career. He gets JS, 9C, 6D, 10H and KC. This gives him the following:

The JS gives him a +2 Institution Reputation. He decides that this will be with the French Cavalry troop that he managed to evade and who now know him as 'The Fox'

The 9C gives him an item of note which he decides is a very accurate Chinese made telescope, which offers him +1 Awareness.

The 6D allows him +1 Wealth or +1 to a Skill. He decides to take the +1 Wealth.

*The 10H gives him a +1 Personality Reputation with an Officer. He decides that he has the favour of the Colonel that he delivered the invasion plans to.* 

The KC gives him a +1 weapon. He takes an exceptionally well-made sabre

Finally he has his Experience of Battle – five points to distribute between skills, measures and reputations. He adds +1 to Guts, +1 to his Reputation with Col. Jeffers and +1 to Courtesy, Riding and Intrigue.

~ Compose

-CA Ch



**Creating New Traits** With the approval of the GM it is possible for you to create your own Traits.

Each point that a trait costs delivers either +1 to a Test under a certain circumstance or +1 to a Reputation.

If, for example, you wanted your character to be a former supervisor from a coal mine and an expert in excavations, giving him +1 to Siege rolls during sapping and other similar activities you could create the trait as follows:

Miner Cost: 1 You are a veteran of the coal mines and understand how to mine and collapse structures safely. You gain +1 card to any test involving undermining and sapping.

GMs should be careful not to make the bonus too generic (for example, a +2 bonus against the French!)

# **Step Seven: Tricks of the Trade -**Traits

Of course, the way the Frogs would have you believe, us Redcoats are just one long line of fawning simpletons dragged up from the same gutter. Nothin' could be further from the truth. In my company alone we had Macgregor, a borderer who preached the word of The Lord as well as any pastor I have ever met, Corporal Dobson - a massive beast of a man with arms as wide as my neck and Captain Percy who had the voice of an angel, the luck of the Irish and the quickest sword arm I have ever seen. We might all die the same but like my old dad said, every one of us is different.

When the time comes for your character to end their journey and begin their adventures at the gaming table, you can assign them the traits that will set them apart from other soldiers. You have TEN points to buy traits for your character. Some traits have pre-requisites that must be met before they can be purchased.

### PERSONAL TRAITS

Educated

Cost:1 You can quote from the classics and generally be clever. You gain +1 card in tests involving the use of academic knowledge.

Swimming Cost:1 Unlike so many people in this society, you can swim and find no fear being in water. In fact you are a fine swimmer, like a fish.

#### Read and Write

You can read and write English. This may seem like a simple trait to use, but it is invaluable in many situations when a simple note can be the difference between success and failure. Note that some social classes receive this trait for free.

#### **Pitch Perfect**

You have a beautiful voice or can play an instrument well. You gain +1 card in tests involving the performance of music, singing or other entertainment.

#### Second Language

Cost:1 You can speak a second language - French, Spanish etc. If you take this trait more than once, you can speak another language in addition to the second one.

#### God's Servant

Cost: 1 You are known as a god fearing man and a fierce advocate of your church. You gain +1 card in tests involving the clergy, scripture, prayer or preaching.

#### Natural Rider

Cost: 2 You are an excellent rider, born in the saddle. You can perform daring deeds from horseback as well as maintain the order and composure needed to be an excellent dragoon. You gain +2 cards when performing a riding test.

#### Strong as an Ox

You are a massive beast of a man, rippling with muscle and power. Some men avoid you, others seek you out to prove their manhood. You gain +2 cards when performing a feat of strength and in one-on-one brawling.

## Duty & Honour

Cost: 2

A.C.

#### Cost: 1

#### Cost:1

#### Fearless

#### Cost: 2

You have no fear of death, injury or horror. You gain +2 cards when resisting torture or intimidation during a test and +2 cards to Command tests when reforming an outnumbered or outgunned company.

Fair of Face Cost: 2 You have a silent charm, a handsome face or a silver tongue. When you enter the room, all of the ladies heads turn. You gain +2 cards in a test when you are interacting with a woman socially.

Hard as Nails Cost: 3 No simple Frog musket ball can stop a man with the determination and fortitude that you possess. Gain +3 cards when making a Guts test when maimed to continue with challenges.

Stiff Upper Lip Cost: 3 You are fearless beyond comprehension. You inspire men who would otherwise retreat, rout or back down. When faced with defeat you gain +3 cards to your Discipline or Command test to regroup your company.

Destined for Greatness Cost: 3 You can gain +3 cards when you are attempting to complete the final Promotion Mission challenge.

Heartbreaker Cost: 3 You quite literally have a woman in every port, city and town you have passed through. You gain two +1 Personality: (Lady) reputations to reflect your past conquests and +1 card in any conflict involving further seductions.

Is But A Scratch, Sir!

Cost: 5

You have an additional wound level before Injured. You may ignore the first wound you take that would make you Injured. If the first wound you take would make you Maimed, it makes you Injured instead.

#### **MILITARY TRAITS**

Under the Lash

Cost: 1

You have been flogged for a crime and survived, earning the respect of your peers . Decide whether or not you were actually guilty of the crime. You gain +1 Institution: Rank and File reputation.

At Home in the Mess Cost: 1 You find it very easy to live and socialise in the sometimes heated atmosphere of the officers mess, and can gauge the feelings of other officers, diffusing dangerous situations should they arise. You gain +1 Institution: Officers Mess reputation.

Student of war Cost: 1 You have studied the great strategists of your time and you can apply these lessons to your companies movements on the battlefield. You gain +1 card to your Command skill test in a skirmish challenge.

Known around camp Cost: 1 You are known as a loyal and trusted member of the regiment and are welcome at any campfire, to share a brew and a bite to eat. Even when the situation looks at it's worst, you are still a welcome face. You gain +1 Institution: Rank and File reputation

#### Disciplinarian

Cost: 1

Your men fear your enforcement of the regulations - you are known as a flogger! When you allocate your Discipline in a skirmish challenge, you count as having +1 Discipline.

#### Born for Battle

Cost: 2

You stand in the midst of battle and all around you can see that you are made for this moment. Your Discipline is considered to be 2 greater than it is for purposes of receiving Discipline cards from your Commanding Officer.

#### Respect of the Men

Cost: 2

You are known for your fairness and have the men's respect. If you are taking part in a test where you have to call upon your men to undertake an overtly dangerous task, you may have +1 card. You gain +1 Institution: Rank and File reputation

#### Chosen Man

Cost: 3

You are marked out as an especially competent soldier and a valuable asset to your regiment. Once per Military Mission, when you have failed a Test, you may ask for the failed Challenge or Test to be repeated, with the previous result ignored. This can include the test to pass the final challenge within a mission.

## SOCIAL TRAITS

#### Lap of Luxury

Whatever your social class, you are simply a cut above the rest when it comes to disposable income. Note exactly why you are so stinking rich – is it family money? A wealthy wife? Vast gambling winnings or a massive ruby plucked from the head-dress of an Indian sultan? You gain +2 Wealth

Cost: 2

Cost: 2

#### Blameless

Whatever happens, no matter how bad things seem, you never seem to be pinned with the blame for any disasters that befall your company. Indeed, even when a crime has been committed rarely does the finger of blame point to you. You gain +2 cards when trying to avoid being pinned with a crime or being laden with fault for a misdeed.

Letter from London

You have the backing of various notables in London, or you give the impression that you do! You gain +2 cards when trying to influence a superior during a test by virtue of your connections. You gain a +1 Institutional Reputation to reflect these contacts.

Cost: 3

#### Family Connections

Cost: 3

Your family is noted for some reason or another and can leverage influence on your behaviour. You gain +2 cards when trying to impress with money or status. You gain a +1 Personality Reputation to reflect your family ties.

AJRA)

Duty & Honour

rank than the person who is accusing you of some misdeed, he can overrule their judgement. You gain a +3 Personality: (Named Officer) reputation.

Cost: 3 An officer thinks highly of you and will youch for you once or twice. This is a valuable favour to have at your disposal, for as long as the officer is of higher

#### **COMBAT TRAITS**

Officer Patron

Cheat Death! Cost:2 Once per session you may negate a Death result in combat. Should you suffer a wound which would take you from Injured to Dead or Maimed to Dead, you can ignore that wound through suitable narration. This trait can be taken up to three times.

Crackshot Cost: 1 You gain +1 card with a musket or a rifle in a test. You may take this Trait a maximum of three times.

Duellist Cost: 1 You gain +1 card when using a pistol in a test. You may take this Trait a maximum of three times.

Strong Swordarm Cost: 1 You gain +1 card when using a sabre or sword in a test. You may take this Trait a maximum of three times.

Handy in a Scrap Cost: 1 You gain +1 card when using a brawl or musket brawl in a test. You may take this Trait a maximum of three times.

Hack and Slav Cost: 1 You gain +1 card when using an axe, polearm or halberd in a test. You may take this Trait a maximum of three times

Perfect Shot Cost: 1 You gain +1 card when using the Siege skill in a test involving artillery. You may take this Trait a maximum of three times

#### **PROFESSIONAL TRAITS**

Cutpurse

Cost: 1

You are a practiced thief - you are never short of money, but your friends are... You gain +1 card when undertaking a test involving stealing or physical deception.

Scoundrel Cost: 1 You are renowned for having the gift of the gab and the ability to weave words and lies to suit your own needs. A superb liar, you gain +1 card when undertaking a test that requires someone to be misled.

Agitator

#### Cost: 1

You are a political activist for any one of a number of causes - emancipation of Catholics, Irish independence, workers rights, freedom for slaves etc. Note which cause you are attached to and why. You gain +1 card when a test is tied to your chosen cause. Your officers may not look kindly upon your activities.



~ Comp

#### Sailor

Eston

#### Cost: 1

You have served on board some sort of ship or boat and understand the workings of such. You can easily fit into a crew as a 'hand' and if called upon could help out if caught at sea. You gain +1 cards when involved in test at sea.

Grappler

Cost: 1

You are known for your wrestling and brawling prowess. Plenty of lads have tried their hand and carry the bruises to prove it. You gain, +1 card in a brawl test.

#### Keen eyed

#### Cost: 1

You have been raised at the knee of a master trader and you know a thing or two about the value of the best things in the world. You can quickly appraise the value of most items that are presented to you and you gain +1 card when evaluating an object.

#### Cosmopolitan

#### Cost: 1

You have travelled far and wide, taking in the sights and sounds of the Empire. You have an understanding of the customs and politics of the world at large and are rarely caught out in a strange situation. You gain +1 cards in tests when you are confronting new customs or peoples.

#### Thief in the Night

You are well practiced in sneaking, skulking and hiding in dark places. You gain +2 cards when using Skulduggery to move with stealth during a test.

Cost: 2

Example: Dave makes a shortlist of the traits that he would like his character to have – Educated, Second Language, Fair of Face, Is But A Scratch Sir!, Student of War, Cheat Death. Dead Eye and Strong Swordarm. That's 14 points of traits and he only has 10 to spend. He looks at 'Is But A Scratch Sir'! which is expensive but he really wants it as it mirrors the rugged nature of the character. He decides against Educated and Dead Eye and Fair of Face. He isn't especially academic nor does he need to be a good shot and he is willing to have to work for the ladies! That leaves his traits as:

#### Second Language (1 pt) – he speaks fluent French

**Is But A Scratch Sir!** (5 pts) – he has an additional wound level before *Injured* 

**Student of War** (1 pt) – he has studied battle and gets +1 to Command tests in skirmish challenges.

**Cheat Death** (2 *pts*) – *he can negate one Death result in combat per session* 

**Strong Swordarm** (1 *pt*) – *he has* +1 *card in tests involving swordfighting.* 

ALCA-









# **BRITISH TROOPS**

British Dragoon Guard
British Infantryman
British Horse Artillery
British Officer
British Hussar
Highlanders





-Carpone



#### Live Like A ...

Each level of Wealth equates to the ordinary living standard of a level of society. With that level of Wealth, you can reasonably expect to be able to live the lifestyle associated with it, outside of the army.

- o Destitute, Poor House
- 1 Peasant, Farm Worker
- 2 Shopkeeper, Craftsman
- 3 Trader, Artisan
- 4 Clergy, Doctor, Merchant
- 5 Land Owner, Fleet Magnate
- 6 Lesser Nobility, MP
- 7 Generals, Admirals
- 8 Upper Nobility
- 9 Lower ranks of Royalty
- 10 The Royal Family

# Step Eight: Wealth

So you ask whether it was worth it? I cannot tell a lie, I was never going to get rich from a Private's pay. A few shillings before deductions, rarely paid out as I recall. Just enough to keep a man in vittels and ale. Of course, that doesn't really explain how I managed to settle myself here, owning an ale house and serving you young buggers? Lets just say that when Boney's little brother decided to leave Spain in a hurry after ... Vitoria, yes, that was it, Vitoria, I managed to pick up a few odds and ends from his wagon train and a very respectable Jew in Newcastle paid a pretty penny for them

trinkets. Oh lads, the pay was terrible but the loot, now that was worth the risk.

### Wealth

All characters have a Wealth rating and this measures the access the character has to funds over and above their regimental pay.

### **Calculating Wealth**

Step One: Note the character's Wealth from his Social Class (adjusted if the character has decided to take extra skills in lieu of Wealth) Step Two: Add any Wealth that has been won as Spoils Step Three: Add any Wealth that has been awarded through your Traits

Step Four: If you are an Officer, add +1 Wealth

*Example: Dave has a base Wealth of 2 with one added from his spoils. He adds one as an officer. This gives him a Wealth of 4.* 

# **Step Nine: The End of One Journey, the Start of Another**

Now your character is ready to take the field of battle. He has gone from his peaceful (or not so peaceful) life as a civilian, been trained as a soldier and then adventured across the world alongside Dukes and Generals. Your character has faced a number of life-changing experiences and through them he has developed skills, traits and measures as well as a swathe of reputations and a pocket full of loot. He has a regiment, filled with intriguing characters and a company of soldiers to battle with.

The final step in this process is to look over the character and pull it all together. Talk to the rest of your group and the GM about the character. What does he look like? What does he sound like? How old is he? How does he relate to the other men in the company? What does he think about the regiment?

Bounce ideas off each other about the former exploits of the company. Look at your military experiences and weave some of them together, linking the characters actions in the past. Remember that the experiences are not chronological nor are they limited in length to a certain time period.

When everyone is happy with their characters and they way that their company and regiment feels, it's time for the GM to talk to you about Missions!

VAJER-

# **Captain John Lonsdale**

(Scottish, Protestant, Son of an Officer, Pioneer) 22nd Lothian Borderers



**Discipline:** 4 Influence: 5 Charm: 4

Skills: Awareness+4, Command+4, Courtesy+3, Diplomacy+2, Engineering+2, First Aid+1, Intimidate+2, Intrigue+2, Quartermaster+1, Riding+3, Scavenge+1, Soldiering+2

Wealth: 4, Book on the Art of War (+1 Command), Chinese Telescope (+1 Awareness), Exceptional Sabre (+1)

Reputations: Personality (Lady Elaine Spencer)+3, Personality (General Abercrombie)+1 Personality (Colonel Jeffers)+2, Institutional (St Andrews School)+2, Institutional (French Cavalry) +3, Institutional (Spanish Guerrillas)+3, Institutional (22nd Lothian Borderers) +3 Institutional (Officers Mess) +1

Traits: Read and Write, Second Language (French), Is But A Scratch, Sir!, Student of War, Cheat Death, Strong Swordarm x1

-Carpel

-CARER

# The Story of Corporal Jenkins

Andrew is creating a character to play alongside Dave's Captain Lonsdale. He decides that as a foil to the educated officer, he will create a wily old veteran who is more at home in the gutter than the ballroom. He decides that the character will be a Corporal – Corporal Jenkins. He notes that he will have 8 experiences.

He looks over the choices for Personal Station and decides that he will be Welsh, Protestant and a Criminal. From his Criminal background he notes that he is o points in Wealth, 4 points in Measures (he takes +1 Guts, +1 Discipline, +1 Influence and +1 Charm) and 6 points in skills from the Criminal skill list (he chooses +2 Awareness, +3 Skulduggery and +1 Scavenge). He also notes that he is illiterate.

He now considers his life before recruitment. Andrew wants to character to have been a career soldier, growing up in the armed forces and only knowing the soldiering life. He chooses to have one single experience of note before recruitment. After thinking he says that the experience was being caught stealing and being condemned to capital punishment and then accepting the army life before he was punished. It will be the experience that teaches him that he can exist on the wrong side of the tracks.

He overturns KD and gains one point in Measure (+1 Discipline). For his Experience of Life he chooses +1 Skulduggery. For his Spoils, he overturns 2D and gains a Favour from a notable individual. He decides that he was stealing for a member of a mercantile family whose son is now an officer in his regiment and the son is more than aware of his knowledge about his families activities. (He thus gains +1 Personality Reputation: (Ensign Mansfield))

He now moves onto his period of military training and recruitment. As a raw recruit to the Rank and File he gains +1 Guts, +1 Discipline and +1 to Soldiering, First Aid, Awareness and Quartermaster. He also gains an additional +1 Soldiering, +1 First Aid and +2 Intimidate. Andrew knows that Jenkins will be a Redcoat and as such gains +2 Soldiering and +2 Scavenge. He also gains Institutional Reputation (22nd Lothian Borderers) +1 and Institutional Reputation (Rank & File) +1

As he begins his career in the infantry, Jenkins has the following profile:

Private Jenkins (Welsh, Protestant, Criminal) Guts: 3 Discipline: 4 Influence: 2 Charm: 2 Skills: Awareness +3, Skulduggery +4, Scavenge +3, Soldiering +4, First Aid +2, Quartermaster+1, Intimidate +2. Wealth: 0 Reputations: Personality (Ensign Mansfield)+1, Institutional (22nd Lothian)+1, Institutional (Rank & File)+1

Special: Jenkins cannot read or write

Jenkins now undergoes his military career. Andrew overturns SEVEN cards (the remaining experiences, having used one for his previous experience) to

UP SAD

Estas)

detail the experiences he has had in the army. He overturns 6D, 4S, 6S, KS, 2H, JH and QC. He rearranges them into an order which tells the tale he wants for the character.

6D: You take part in a wide-ranging campaign, fighting in a number of skirmishes and battles. You fight with distinction but moreover you survive! Gain 1 point in a skill of your choice.

4S: You fight in a campaign but you are injured and have to retreat from the field. You are battered and scarred but otherwise fine. Gain 1 point in a skill of your choice.

6S: You fight in a campaign but you are injured and have to retreat from the field. You are battered and scarred but otherwise fine. Gain 1 point in a skill of your choice.

2H: You take part in a siege of an enemy town and you are part of the reserve that secures the victory. Gain 1 point in a skill of your choice.

JH: You take part in the storming of an enemy town, flooding the breach. You fight well and Wealth the town with impunity. Gain 1 Guts or 1 Discipline

KS: You fight in a campaign but you are wounded. You lie on the battlefield but are rescued. Gain 1 Guts or 1 Discipline

QC: You serve in a non-combat role with a degree of responsibility and command such as an aide, a quartermaster or master of the baggage. You gain 1 Influence or 1 Charm.

Andrew decides that Jenkins's long history of campaigning finally hospitalised him and he has been allocated as an aide to one of the regiments higher ranking officers – a bagman of sorts – but he was busted from that possession under suspicion of pilfering and has fell in with Captain Lonsdale, Dave's character.

From the choices he has to make he takes +1 First Aid (for the 6D), +1 Awareness (for the 4S), +1 Soldiering (for the 6S), +1 Intimidate (for the 2H), +1 Guts (for the JH) and +1 Discipline (for the KS)

He now has to see what spoils he received in this time. Once again he overturns SEVEN cards

10H: You are owed a favour by an officer. Gain +1 Personality Reputation: (Named Officer)

3C: You have a small item of note, a curio or some other object. It gives you a +1 card modifier to one Skill.

KS: Your reputation goes before you with someone. Gain a +2 Institution Reputation: (Named Group)

AC: An extraordinary, priceless item has come into your possession which, when used, gives +2 to a skill, combat or Reputation.

7C: You have a small item of note, a curio or some other object. It gives you a +1 card modifier to one Skill.

Duty & Honour

-CA Cr

A BAR

8C: You have a small item of note, a curio or some other object. It gives you a +1 card modifier to one Skill.

Joker (Taken as AD): Gain +3 Wealth or 3 points added to a Skill

He chooses the favour to be from a Captain in a cavalry unit that he helped with some smuggling (+1 Personal Reputation (Captain Jones)). He has three curios – a set of lock picks (+1 Skulduggery), a set of faux reading glasses (+1 Diplomacy because people think he is cleverer with them on!) and a set of French cavalry spurs (+1 Riding). His institutional reputation he takes with one of the dock gangs in Lisbon (+2 Institutional Reputation (Dock Gang)).

He chooses his Joker to be AD which gives him the choice of +3 Wealth or +3 to a skill. He chooses +3 to a skill and takes a final +3 Skulduggery, cementing his concept of being a right piece of work.

Finally he considers his AC. He chooses to have a package of herbs and ointments that he found on a dead Jesuit priest, which gives him +2 to his First Aid skill

There are two final step for his military career he must choose his Experience of Battle

He has SEVEN points to distribute due to his Experience of Battle and chooses +1 Diplomacy, +2 Courtesy, +1 Charm, +1 Influence and + 2 Personal Reputation (Captain Lonsdale). Most of his experiences have taught him that he needs to be able to talk his way out of a problem as well as fight.

Currently as he approaches the final parts of character creation his stands as follows

Corporal Jenkins (Welsh, Protestant, Criminal, Redcoat Infantry) Discipline: 5 Influence: 3 Guts: 4 Charm: 3 Skills: Awareness +4, Skulduggery +7, Scavenge +3, Soldiering +5, First Aid +3, Quartermaster+1, Intimidate +3, Diplomacy +1, Courtesy +2 Wealth: 0, Lock picks (+1 Skulduggery), Faux Reading Glasses (+1 Diplomacy), Riding Spurs (+1 Riding), Herbs and Ointments (+2 First Aid) Reputations: Personality (Ensign Mansfield)+1 Reputations: Personality (Captain Jones)+1 Reputations: Personality (Captain Lonsdale)+2 Reputations: Institutional (Dock Gang)+2 Reputations: Institutional (22nd Lothian)+1 Reputations: Institutional (Rank & File)+1 Special: Jenkins cannot read or write

Andrew is pleased with Jenkins so far – he has some very high skills and looks to be a very potent veteran, in line with Andrew's concept. Now, it is time to underpin that concept by choosing Jenkins's 10 points worth of traits.

He chooses Known Around Camp for 1pt (giving +1 Institution Reputation: Rank and File), Blameless for 2pts (+2 in tests where he is being accused of a crime), Handy in a Scrap twice, for 2pt (giving +2 cards in a brawl), Cutpurse for 1pt (+1 in tests where involving physical deception or stealing), Thief in

VALSER)

Estas-

the Night for 2pts (+2 to stealth tests using Skulduggery) and Cheat Death for 2pts (allowing him to ignore one dead result in combat)

He decides rather than introducing more reputations he will consolidate those he already has. He raises his Reputations with Ensign Mansfield to +2, Captain Jones and Captain Lonsdale to +3 and the Dock Gang to +3. This costs him 5 of his 8 points. He buys a Personal Reputation: Maria at +3 to reflect his passion for his wife.

He has yet to discover any great fortune so his Wealth stays at 0.

And so ends the journey of Corporal Jenkins – from the filthy streets of Cardiff, through many years in the army to the dry fields of Spain to fight for his king. Along the way his has picked up a scrape or two as well as a few friends and enemies. He's a good soldier and a better thief and the perfect foil to the dashing Captain Lonsdale.

~~~

-CARE RES-



# **Corporal Jenkins** (Welsh, Protestant, Criminal, Redcoat Infantry) 22nd Lothian Borderers

Guts: 4 Discipline: 5 Influence: 3 Charm: 3

**Skills**: Awareness +4, Skulduggery +7, Scavenge +3, Soldiering +5, First Aid +3, Quartermaster+1, Intimidate +3, Diplomacy +1, Courtesy +2

Wealth: 0, Lockpicks (+1 Skulduggery), Faux Reading Glasses (+1 Diplomacy), Riding Spurs (+1 Riding), Herbs and Ointments (+2 First Aid)

**Reputations**: Personality (Ensign Mansfield)+1, Personality (Captain Jones)+1, Personality (Captain Lonsdale)+1, Institutional (Dock Gang)+2, Institutional (Rank & File) +2, Institutional (22nd Lothian)+1.

**Traits**: Known Around Camp, Blameless, Handy in a Scrap x2, Cutpurse, Thief in the Night, Cheat Death!, Cannot read or write.



(D) (D)

# Tests, Challenges, Skirmishes and Missions

# Tests

A test is a decision-making mechanism when a character tries to do something of dramatic importance to the story. Loading your musket is not usually an action of dramatic importance. Loading your musket in time to get that one shot off in order to bring down the fleeing French spy carrying the secret plans of the invasion of Devon? THAT'S of dramatic importance!

All tests follow the same procedure.

#### The GM's Deck

The GM's deck is a standard 52 card deck with NO Jokers.

#### **ONE: State your intent.**

In the first step, everyone involved must agree what is happening in the Test and what will happen when the Test is won or lost. These consequences of the test must be explicit, comparable and agreed.

Example: Corporal Jenkins wishes to break into the company stores whilst everyone but the guards is asleep and pilfer some brandy. If the Test is won, he manages to pick the lock and grab a couple of bottles. He suggests to the GM that if he fails, he cannot open the lock. The GM decides that whilst this is explicit, it is not comparable to thieving! He suggests that if Jenkins fails he is seen by another soldier carrying out the deed. Jenkins can still get the brandy however. These consequences are explicit, comparable and finally agreed.

# TWO: Decide the Card Pool that will take part in the Test

Decide which Skill you are going to test and then form a card pool using the following steps::

1. Take the value of the skill being used, adjusted for damage or any other effects which reduce the number of cards you have in your card pool.

2. If you have any traits which can add to this skill in a test, add the appropriate number

3. If you have any equipment which adds to this skill in a test, add the appropriate number

4. If you wish to apply a Reputation, add the appropriate number

The GM will decide what the card pool is for the other participant. This will usually be a combination of skill, reputation, equipment and traits belonging to the character opposing the player.

Example: Corporal Jenkins wishes to pick the lock. He has to build a card pool. His Skulduggery skill is 7. He is not injured so he has no negatives to this number. His Cutpurse trait is applicable here, giving him +1 cards. He also has his special lock-picks that add another +1 to this card pool. He considers suggesting that his friend, Ensign Mansfield is commanding the



**Unnecessary Tests** 

There are occasions when the GM will have to make a judgement call on whether to ask for the test or not. The rule of thumb I would use is that a test should be called if the result – success or failure – would create an interesting twist in the action. If it would act as a roadblock to the action, then just let it ride, don't call for a test. If it would make an absolute difference to the Mission – that's a Challenge, and that comes next.

#### Consequences

The outcome of a test should be explicit, comparable and agreed. That is - both sides should know what is at risk if they fail the test and what they stand to gain if they succeed in the test. These risks should be comparable with each other and the difficulty of the test being undertaken. The state of these consequences should be agreed between both the player and the GM .





guard that evening so he could include his Reputation, but he decides not to risk that reputation on something so minor as this. His final card pool is therefore 9 cards... nice and substantial. The GM determines that the opposition to this Test will be the patrolling guardsman. He gives them a card pool of 4 cards.

### **THREE: Determine the Card of Fate**

The GM overturns one card from his deck. This is the Card of Fate (CoF) that all participants will be tested against.

*Example: The GM overturns a 4S. This is now the Card of Fate (CoF). He does NOT shuffle this card back into his deck.* 

### FOUR: Test Your Fortune.

Now it is time to see if this test is going to go in the player's or the gm's favour. The player overturns cards from his deck equal to the character's card pool

If a card is the same SUIT as the CoF count one SUCCESS. If a card is the same NUMBER as the CoF, count one CRITICAL SUCCESS. If a card is the SAME CARD as the CoF, count one PERFECT SUCCESS. If a card is the JOKER, you can choose it to be ANY CARD and count the appropriate result

If a card does not match SUIT or NUMBER, it is a FAILURE

*Example:* Corporal Jenkins overturns the 9 cards in his card pool. He overturns KS, 4D, 2S, 4C, 2D, 7H, AH, QH and AS. Remember, the Card of Fate is 4S

4C and 4D are the same number as the CoF – this is 2 Critical Successes KS, 2S and AS are all the same suit as the CoF– this is 3 Successes 2D, 7H, AH and QH match neither number nor suit - these are all Failures

Jenkins has two Critical Success, three Successes and four Failures.

The GM overturns the 4 cards in his card pool – 4C, 10D, KH, 2S

4C is the same number as the CoF – this is a Critical Success 2S is the same suit as the CoF – this is a Success 10D and KH match neither number nor suit - these are both Failures

The GM has one Critical Success, one Success and two Failures

## **FIVE: Determine the Victor.**

Success is determined by who has the most Perfect Successes, and then Critical Successes and then Successes. If the first number is tied, the comparison passes down to the next level of success. In the unlikely event that this iteration results in a draw, compare the highest Success' card value to the opposing highest success' card value (and onwards down the chain of successes). Highest number wins - aces high.

*Example: First, we check for Perfect Successes. Neither participant has one. We now check for Critical Successes. Jenkins has two. The GM has one.* 

AND-

Jenkins wins the Test.

If you have included a Reputation in your card pool and you lost, that Reputation is INJURED. If it is already INJURED, it becomes MAIMED. If it is MAIMED, it is DEAD. For more information on Damage see pg. 55

#### **SIX: Resolve the Intent**

The GM and the players now revisit the consequences, from step 1, of the Test and apply them.

*Example: Jenkins checks to see that no-one is watching him and slips his lockpicks from his sleeve. He makes short work of the lock and slides into the company stores, grabbing a couple of bottles of brandy and then making his escape.* 

### **SEVEN: Shuffle your deck**

After each Test, return all overturned cards to the deck and shuffle it.

#### **Static Tests**

Most tests in Duty & Honour will be 'contested' between two sides, however occasionally the test will be static - the character against a fixed item (like needing to break down a locked door). Simply generate a Card of Fate and a card pool, apply any modifiers and overturn the cards. The highest level of success is the one that is applied to the test.

Example: The ever-resourceful Corporal Jenkins now needs to slip his stolen brandy into the locked footlocker of Sergeant Masters, a particularly nasty piece of work who has been causing him strife for weeks. The picking of the lock is a static test as no-one is opposing it. Jenkins only has to gain one success in a test to break into the locker.

### **Unskilled** Tests

If you have no appropriate skill to use in a test, you still have a slim chance of success. In this circumstance you can overturn a single card. You cannot add any cards for Reputations to this card nor can you add Discipline cards to it if it is in a skirmish. Regardless of your overturned result, the best you can achieve with this card is a Success. If you score a Critical or Perfect Success it counts as a Success only.

Example: Sadly, Jenkins' luck cannot hold and he is caught and has to flee the scene, pursued by the furious Sergeant Masters. Masters is faster than the old soldier and he will catch him, but Jenkins spots a horse! Seeing a way to put distance between him and Masters, he leaps onboard and spurs the horse on. The GM calls for a static Riding test and Jenkins' player is aghast as he realises that Jenkins has no Riding skill. The GM overturns the Card of Fate (8D) and Jenkins takes a deep breath and overturns the one single card he is allowed to overturn in an unskilled test. He overturns 8D! A Perfect Success ... in any other test but this. In this test it only counts as an ordinary Success, however that is enough to make his escape from the pursuing Sgt. Masters.

## **Mutually Failed Tests**

If both sides of a test fail to score a success each side should shuffle their decks, redraw the same number of cards and retest.

### **Assisted Tests**

You may wish to aid an ally in a test. To do so you must have a skill that can be reasonably applied to that test. If you do, add your skill to the card pool of the player you are aiding to a maximum total addition of 3 extra cards. If more than one character chooses to aid another, the maximum cumulative bonus that can

-Carla

-CAR ER





# **ALLIED TROOPS**

Spanish Officer
KGL Grenadier
Spanish Guerilla
Portuguese Officer
Hessian Infantry
Spanish Infantry









5

ELD P

# **Damage and Healing**

Whenever a character takes a test there is the risk of picking up some damage from the fallout. In Duty and Honour that damage comes in one of four flavours; Health, Reputation, Company Morale and Wealth.

#### **Damage States**

Each of the four areas listed above exists in one of the following states throughout the game.

Normal: You are fine to act using this function

**Injured**: A character who completes a Test where their opponent's highest card is a Success is INJURED. e.g. battlefield had a horrendous task to perform. They did save lives,

Health: A character who has been injured in combat is stunned and scratched.

Reputation: A character who has an injured reputation has been rebuked or come under scrutiny.

Company Morale: A character who has his company morale injured has lost the confidence of his men

Wealth: A character who has his Wealth injured has momentarily been caught short of funds.

If that character suffers another Success to that same area, the status changes to MAIMED. If the character suffers a Critical Success to that area, the status change to DEAD.

All subsequent uses of the area that is Injured suffers a -1 card pool penalty.

**Maimed**: A character who completes a Test within a Challenge where their opponent's highest card is a Critical Success is MAIMED. e.g.

Health: A character who is Maimed has taken a devastating hit from a weapon and is bloodied and broken.

Reputation: A character who has a reputation Maimed has been revealed as a liar or totally betrayed

Company Morale: A character who has his company morale Maimed has seen his company routed by the enemy.

Wealth: A character who has his Wealth Maimed has ran out of money or credit and needs to scrape around for pennies.

If that character suffers another Success to that same area, it is considered DEAD

All subsequent uses of the area that is Maimed require an appropriate Measure test for the character to attempt a test. In addition all subsequent uses of a Maimed area suffer a -3 card pool penalty.

**Death**: A character who completes a Test within a Challenge where their opponent's highest card is a Perfect Success is DEAD. e.g.

#### Under the Surgeon's Knife

-93

No anaesthetic, no sterilisation, no antibiotics and precious little real understanding of the nature of medicine, the surgeons and assistant surgeons on the to perform. They did save lives, but most men that came under their knives either died there and then or suffered agony in makeshift wards, riddled with infection and died eventually of their wounds. Amputations were common and were performed quickly with the crudest of instruments.

If a character has to have a challenge to recover from a DEAD result for Personal Health, he will most likely have to survive this horrific process in some way. Good luck!



#### **Optional Scar Rule**

Additionally, if a character's Health is Maimed they should overturn a card upon their return to Normal Health to see if there were any ongoing complications caused by the injury.

#### RED number – you have a notable, ugly scar

BLACK number – you suffer a life-threatening infection and are bed ridden for some time. Choose one Mission that you are undertaking and reduce the Deadline by 1.

RED FACE CARD – you are heavily scarred and deliriously sick, ranting through the night lose 1 Charm or 1 Influence BLACK FACE CARD – your body is physically wracked by illness lose 1 Guts or 1 Discipline ACE CARD – You are crippled in some way - you lose an eye, a limb or some such - be creative. Health: A character who is Dead is just that – physically dead. Your body may be taken back to your lines, or the enemy may ransack it. Your possessions will be auctioned off to the other men of your regiment and a letter will be sent back to your home. Such is the life of a soldier in Wellington's army.

Reputation: A character who has a reputation that is Dead has totally lost all connections to the character or institution.

Company Morale: A character who has his company morale reduced to Dead has been abandoned by his troops, who have scattered to the four winds.

Wealth: A character who has his Wealth reduced to Dead is bankrupt, penniless and has exhausted all lines of credit.

Example: An officer has put his reputation with his commanding officer on the line in a Challenge to another officers word. He failed and his Personal Reputation is 'injured'. Before he has a chance to use his considerable Courtesy skill to smooth the relationship and repair the reputation, the accused officer ups the ante and he has to enter another test with the same Reputation. This time he has -1 to his card pool because the Reputation is injured. He loses again and his Reputation is now Maimed. His commanding officer is disgusted with his behaviour and considers him no more than an incompetent. To try to use the Reputation at this point requires a successful Charm test and even then the subsequent card pool has a -3 card modifier. Only the strongest relationships can still be useful at this stage. If the reputation is harmed again before this can be done, it is considered Dead and the player is unable to use it at all, no matter how strong the Reputation is.

#### Healing

Healing depends upon the level of damage that a function has sustained.

If an area is Injured, then a simple test with the appropriate skill is needed to repair it to Healthy.

If an area is Maimed, then a challenge is needed to repair it to Healthy. This challenge will have to be built into a mission.

If an area is Dead, then a mission is needed to repair it to Healthy. Note that no Mission can bring a character back from the dead!

Example: A redcoat takes a glancing blow from a frog musket butt and his Health is Injured. During the lull in the fighting he passes a First Aid test and his Health returns to Normal. Later, the same redcoat is slashed with a sabre and is Maimed. As part of a mission he comes under the hooked needle of the company 'medic', a former vet from Oxford who sews up his cut. His Health is returned to Normal.

If a character FAILS a roll to heal an area they cannot try again on that area until they have successfully completed another challenge. The following table details the areas that can be damaged and their related Measures and Skills for healing.

ALA-

| Area                         | Damaged By                   | Measure    | Skill to Heal |
|------------------------------|------------------------------|------------|---------------|
| Physical                     | Combat and<br>Danger         | Guts       | First Aid     |
| Company<br>Morale            | Skirmishes<br>and Battles    | Discipline | Command       |
| Institutional<br>Reputations | Humiliation<br>and Failure   | Influence  | Diplomacy     |
| Personality<br>Reputations   | Lies, Deceit<br>and Betrayal | Charm      | Courtesy      |
| Wealth                       | Overspending<br>and Gambling | Influence  | varies        |

#### DUEL DUBLIN - May 10

Yesterday morning, a meeting took place, on Dromcondra road, between JAMES CORRY, Esq. of Lurgan Street and \_\_\_\_\_ NEWBURGH, Esq. in consequence of a dispute, and, as alleged, the provocation of a blow given by the latter to the former.

The latter gentleman was accompanied on the ground by Captain Warring of the 24th dragoons, as his second - the other by \_\_\_\_\_ Weir, Esq. one of the attornies. Having taken their ground, the signal was given to fire; Mr C's pistol went off without effect, Mr N's missed fire; he was prepared to fire it afterwards, when his second called to Mr N. telling him that snap in duelling was considered as a fire. Both gentlemen then were provided with other pistols, and got the signal to fire again, which they did, and Mr N. was shot through the heart and expired.

> HOUSE OF COMMONS Caledonian Mercury EDINBURGH, Scotland, Thursday May 15, 1800

RUPP

- CAR AR



#### Currency

For those who wish to add realistic currency to your games, at the time the British Empire still used the Pounds (£), Shillings (s) and Pence (d) system

There are 20 shillings to the pound and 12 pennies to the shilling - therefore 240d to 1£

More terms and conversions that you may wish to use:

2 farthings = 1 Halfpenny 2 halfpence = 1 penny (1d) 3 pence = 1 thrupence (3d) 6 pence = 1 tanner (6d) 12 pence = 1 'bob' (1s) 2 shillings = 1 florin 2 shilling and 6d = 1 half crown 5 shillings = 1 Crown

 $\pounds 1 = 1$  Sovereign 1 guinea =  $\pounds 1$  1s

A guinea was considered a more gentlemenly amount than £1. In general, you paid common labourers and tradesmen in pounds, whilst deals between gentlemen, officers and artists were carried out in guineas.

# Wealth and Equipment

Sometimes when you are in the field you just really need to get your hands on a small luxury, some much needed bandages or maybe just a flagon of ale to wash away the memory of the Frenchmen you just bayoneted. Whatever it is you need there are various ways to go about it.

### **Using Wealth**

A character's Wealth is used to acquire items, entertainment and services which are beyond their usual means. Wealth is not a limitless resource and depletes and regenerates as it is used.

To use your Wealth, make a test against the GM. The GM will set the number of opposition cards depending on the price and the rarity of the item or service being required. In this test, your Wealth area can be harmed.

If Wealth is Injured, then a simple Diplomacy test is needed to repair it to Healthy.

If Wealth is Maimed, then a Haggle, Diplomacy or Skulduggery challenge is needed to repair it to Healthy.

If Wealth is Dead, then a mission is needed to repair it to Healthy.

If Wealth is Injured, you get a -1 card penalty.

If Wealth is Maimed, you get a -3 card penalty and it requires an Influence test to make any purchase.

Example: Captain Lonsdale has Wealth 4 and is able to maintain himself in a relatively affluent lifestyle. However, he has been invited by The Duke of Wellington himself to attend a ball in Lisbon and he needs a new dress uniform. The GM decides that this is above and beyond his normal means and he must test his Wealth. The CoF is 2D and he draws 10C, 3C, 10H and 3S. The GM decides that his card pool will be four cards as well and draws 5D, 10S, QH, AH. Lonsdale has no successes, the GM has 1 success. Lonsdale fails. His Wealth is Injured. The GM tells him that there appears to have been some misunderstanding between the company agent and the factor of his bank and his line of credit has been temporarily suspended. He will have to understake a Diplomacy test to heal his Wealth - i.e. remind the company agent to hurry along with his payment. If he continues to attempt purchases of such an extravagant nature in the meantime he will operate at -1 card to his Wealth.

### **Using the Quartermaster Skill**

If characters wish to acquire items from the Commissary (the part of the army that deals with supplies and inventory), above and beyond the items that they would normally be able to acquire, they may use their Quartermaster skill. The role of the Commissary is naturally to find reasons why they should not have them - it complicates their lists! Characters make a test against the Quartermasters skill. They may enhance their skill with Reputations.

VAJER-

### **Using the Scavenge Skill**

If the characters are in the field and they have access to neither the Commissary nor the wares of local traders or the East India Company, they may seek to use their Scavenge skill to acquire items from the local population and countryside. Make a simple Scavenge test to see whether you can get the items you require. Soldiers should note that looting from the local population is expressly forbidden by Lord Wellington and could result in the perpetrator being hanged by the neck until dead.

### Equipment

The army provides for it's soldiers and ensures that whilst they might not get fed and watered exactly on time, they always have approximately the equipment needed to slaughter the French. Each member of the army receives their uniform, their weapon – usually a musket and a bayonet, ammunition for the musket, flints and other materials to ensure clean firing, a greatcoat, camping gear and the necessaries to keep their equipment spick and span. Soldiers are exceptional scavengers and they generally pick up a number of interesting items on the way. Some officers are sticklers for regulations and expect their soldiers to be presented in the exact regimental order whilst others are a little more lax in their application of said orders.

Officers are in a far better position. By virtue of their position and their ability to achieve and maintain that position, they have money and resources to spend on their dress uniforms and any number of other accessories and weapons. They may own a number of horses, have menservants and maintain stocks of fine food and wine in the Officers' Mess. They may even have their own large tents in which to camp when in the field. The higher the rank of the officer, the more elaborate their trappings are expected to be - a perfect uniform is the baseline.

-Carla

-CAR CR

# RABA D

# **Missions and Challenges**

### **Missions and Challenges**

Characters in Duty & Honour are tasked with a number of Missions by the GM, themselves and other players. By completing or failing in these missions they tell the story of their character's life in the army. Missions can be military in nature, but they can also be social, romantic or even creative. Each Mission is constructed from a number of Challenges, the completion of each bringing the mission towards its close.

# What is a Challenge?

A Challenge is a test that has a dramatic storyline outcome within a Mission. Challenges are definite steps towards completing a Mission, rather than a simple test just to see whether an outcome is achieved or not.

*Example:* A character wishes to shoot off their musket and hit an apple hanging on a tree. This is a simple Test. If the same character wished to shoot a fleeing French spy before they reached the safety of the tree line, that is a Challenge.

## What is a Mission?

Missions have six parts

Name: This is the name given by the instigator of the Mission. Examples could be 'Capture Major Dupois.', 'Breach the Town of Fortuna.' or 'Gain the hand in marriage of Lady Smitherson.'.

Challenges: This is the number of successful challenges that a character (or group of characters) must complete in order to fulfil the mission. This gives a gauge for the length of the mission and the potential for reward. Shorter missions are concluded faster but they deliver less reward for the participants. The number of challenges in a mission is determined by the creator of a mission – the GM or the players themselves. More on creating your own missions later!

Challenges must be successfully completed to complete the mission as a whole. If you fail a challenge, you can always try a new challenge in its place. However, there is a limit on the number of challenges you can fail as a whole – the deadline for the mission (see below).

The only challenge that cannot be repeated is the FINAL challenge of a mission. This is a one chance only challenge. If it is failed, so is the mission.

Reward: This indicates whether there is any material, social or other benefit for completing the mission. Rewards can be different for Officers and Rank and File for the same mission – they can even be different for individual characters.

Failure: What happens if the characters should abandon or fail this mission. For some, this will be minor. For others, this could be fatal! Deadline: A mission is failed if it is not completed by the deadline. A deadline

AND-

has two parts. The first is a storyline narrative deadline (e.g. 'Before the French attack' or 'within three days'). The second is a number of challenges that can be failed before the mission is considered to be failed due to incompetence. Usually, this number is equal to the number of challenges in the Mission.

Example: In the mission below, if you fail four challenges before you succeed in four challenges, you have failed to meet the mission deadline and you fail the mission.

An example Mission would be:

Name: Deliver 200 Muskets to Spanish Guerrillas Challenges: 4 Reward: +2 Institutional Reputation (Guerrillas) Failure: Personality Reputation (Commanding Officer) is MAIMED Deadline: Before the nearby French column crosses the southern river ford (4 failed challenges)

Another mission might be:

Name: Seduce Lady Pemberton Challenges: 4 Reward: +2 Personality Reputation (Lady Pemberton) Failure: Personality Reputation (Lord Pemberton) is MAIMED Deadline: No deadline (4 failed challenges)

# **Planning Missions**

When the players are given a mission, the game enters a planning phase where the group discusses the sort of scenes they would like to see as the mission is played out. Everyone should feel free to throw in ideas at this stage and then, like a good piece of military planning, the mission is laid out. This is the perfect skeleton of the mission as imagined by the commanding officer and the frame that the GM hangs the challenges on for the rest of the mission.

Note that during this process the players should not create the challenges within the mission – they merely suggest the scenes that will be the backdrop for the challenges that arise.

Example: In this mission;

Name: Deliver 200 Muskets to Spanish Guerrillas Challenges: 4 Reward: +2 Institutional Reputation (Guerrillas) Failure: Personality Reputation (Commanding Officer) is MAIMED Deadline: Before the nearby French column crosses the southern river ford (4 failed challenges)

The players ponder the mission and suggest that they would like to see the following – march across arid Spanish countryside, stopping in a small Spanish village, heated discussions with the guerrillas, a rock fall, a seduction



~ Comp



of a Spanish maiden and at least one clash with the French. The GM mentions that the rock fall would be a challenge within the mission and the players decide that the scene they would be leading their wagon along a mountain cliff.

The GM takes these scenes and decides that the challenges that are initially planned for the mission are

- 1. A rock fall as the soldiers drag the cart along a tortuous mountain path
- 2. Gaining the trust of the reclusive guerrillas

3. A conflict as the sister of the guerrilla leader seduces one of the young soldiers and is found by her brother

4. Surviving a French attack on the village.

The French attack is the final challenge – if it is failed, the mission is failed, so some part of the challenge would have to be the destruction of the muskets.

### **Completing a Mission**

A Mission is complete when the character(s) have successfully completed the final Challenge. They only get ONE CHANCE AT THE FINAL CHALLENGE.

### **Failing a Mission**

There are three ways that a Mission can be failed.

The characters voluntarily abandon the Mission before it is completed.
The characters do not manage to fulfil the Mission before the deadline passes.
The characters fail the final challenge in the Mission

VAL RA

# **Initial Missions**

At the beginning of any game of Duty & Honour each player will have TWO missions.

- 1. Their Current Military Mission
- 2. A Mission of Personal Importance

They may also have a Promotion Mission as well (see page 79.)

# **The Current Military Mission**

This mission is the same for all players within the group and it details their objective for the session – 'the adventure' in other words. The GM generates these missions but it is always good practice to talk to the players about the sort of missions they want to be pursuing. Remember to leave these missions quite generic outside of the basic structure – the players will want to embellish the challenges within them with twists and turns of their own.

### The Mission of Personal Importance

Each player also defines one mission, which runs alongside his Military Mission. This can be literally anything -a story of love, revenge, avarice, desertion or friendship -a slong as the player can quantify it in terms of a mission.

*Example:* Captain Lonsdale starts the game with two missions. His military mission is the capture of a French Spy who has secreted himself in the Spanish hills to the north of his regiment's position. He also decides that he wants to create an interesting love triangle between himself, Contessa Perez and another so his Personal mission is to 'Impress and Seduce Major Cuthbertson's Wife' - Pursuing the wife of his superior officer – a man who is already suspicious of men of bravery seems like a suitable challenge!

*Example: Jenkins has the same military mission as his officer. As his personal mission he picks up on something from his history and decides that a Spanish officer is seducing his love, the Spanish girl Maria, but has the worst intentions in his actions! He decides that his mission should be to 'Protect the Honour of Maria' – a mission that brings him in direct confrontation with a superior officer and thus big trouble.* 

# **Gaining Missions**

During a game of Duty & Honour the players and the GM can assign new missions to their characters. There is no limit to the number of missions a player can be engaged in, however pursuing dozens of missions will slow play. As players, you should be watching for the opportunity to add a Mission to your character's story. When you want to do something and it has a long term execution and consequence, it should be a Mission. Missions are the only way that your character can advance your measures, skills and reputations. – if you want to advance a certain Reputation or Skill, suggest a Mission that will focus on that area and deliver a specific reward there.

-centra to

# ALE AD

# **Creating Missions**

### What makes a Player Created Mission?

Eventually the players will want to initiate their own Personal Missions within the game. This is absolutely the imperative of the players rather than the GM – the joy of creating the Military missions lies with the GM, although that follows the same process.

What constitutes a Mission? A Mission should have a distinct impact on the character and the game. It should either introduce a new element to the game or change an existing one. It should advance the story of the player's character or provide a complication to their life. Finally it should also be something that can fail – Missions cannot have guaranteed positive outcomes.

# How to make a Mission

#### One: Give your Mission a name.

This will be something that you will reference when you involve yourself in other peoples missions. Additionally decide that the broad intent of the Mission is going to be.

#### Two: Define the reward for your challenge.

Consulting the chart below. Again, this reward should be in keeping with the tone of the Mission. If you have a Mission which is about wooing a Spanish maiden it would be highly unlikely that the resulting reward would be an increase in your Institution Reputation: East India Company! Remember that the reward can be different for each character, or for the Officers and the Rank and File.

| Reward                  | Cost in Challenges |  |
|-------------------------|--------------------|--|
| +1 to a Measure         | 2                  |  |
| +1 to a Skill           | 2                  |  |
| +1 to a Reputation      | 2                  |  |
| +1 point to buy a Trait | 2                  |  |
| +1 to Wealth            | 4                  |  |
| Heal a DEAD Reputation  | 4                  |  |

#### Three: Decide the number of Challenges in the Mission.

The minimum number of Challenges is two. There is no maximum number of challenges but remember that a large number will result in a challenge that you may not be able to complete for a long time.

#### Four: GM places the Deadline.

This should be a logical or dramatically appropriate deadline. It should not be an arbitrary deadline.

#### Five: GM decides the cost of failure.

Again, this depends on the number of Challenges that are undertaken in the Mission.

VARA)

| Failure            | Cost in Challenges |  |
|--------------------|--------------------|--|
| -1 to a Measure    | 2                  |  |
| -1 to a Skill      | 4                  |  |
| -1 to a Reputation | 2                  |  |
| Reputation INJURED | 1                  |  |
| Reputation MAIMED  | 4                  |  |
| Reputation DEAD    | 8                  |  |

Example: Ben decides that following the rescue of the fair Contessa Nabarro he would like his character, Lt. Johnson, to romance her and take her as his lover. Everyone agrees that this changes both characters and can be failed so it is a viable Mission. Ben names the mission 'The Seduction of Contessa Nabarro' – pretty obvious really. He does not want this to be a Mission that takes a long time but he does want the resulting reward to be at least useful so he settles for four challenges. This will allow him to gain a decent reputation with the Countess, +2.

The GM suggests that as the Count Nabarro has been introduced as a Spanish politician, there should be some sort of confrontation between Lt. Johnson and the Count. The players disagree and think that the confrontation should come much later. Ben suggests that one scene he would like to see is an official function – a ball – that he can use as a way to sweep the Contessa off her feet. It is agreed that this should be part of the Mission. The GM suggests that it is the final challenge and Ben agrees. Everyone also discusses what the deadline is on this courtship. After some discussion the GM decides that whilst the date of the Ball can be dramatically appropriate, if the lady has not been seduced by then - two failed challenges - she never will be.

As a reward Ben wants Personality Reputation: Contessa Nabarro +2. He has the four challenges within the Mission, so that is wholly appropriate. The GM decides that failure will result in some embarrassment in public for Lt. Johnson as he will have been revealed as a potential adulterer in the midst of the Ball. Therefore he decides that Ben's Institution Reputation: Officers Mess will be MAIMED. This costs him all of the four Challenges in the Mission.

Ben now transcribes this onto his Mission Sheet.

Name: The Seduction of Contessa Nabarro Challenges: 4 Deadline: 2 failed challenges - not seduced before the ball. Reward: Personality Reputation (Contessa Nabarro) +2 Failure: Institutional Reputation (Officers Mess) is MAIMED

-Carla



#### Why no combat skills?

Rather than have individual combat skills, Duty & Honour gives everyone the same baseline chance of success. The horrors of combat being a great leveller of men. If you wish for your character to be especially proficient with a weapon or a style of fighting, you can choose a number of Traits to reflect that.

#### No Joker? No Shuffle?

As the GMs Card of Fate comes from the same deck as the cards he overturns to test himself in combat, he can never achieve a Perfect Success against a player's soldier. This is intentional - these heroes shouldn't be randomly killed, unless they are foolish enough to go into combat injured.

# **Combat Challenges**

Combat is an inevitable part of life as a soldier. It is fast, dangerous and unpredictable. Combat is not a case of offence and defence – it is a case of killing your opponent before they kill you. An entire battle can be represented with one set of card overturns rather than an extended series of rounds.

# Hand to Hand Combat Challenges

During a hand-to-hand combat challenge, both adversaries test their weapon against a Card of Fate. The card pool is generated by the weapon that is used, adjusted by traits and reputations. Each adversary acts simultaneously and each delivers the HIGHEST result from their card overturn upon their enemy as damage.

### **Ranged Combat Challenges**

A ranged combat challenge against a target without a gun is carried out very much like a static challenge. No matter how good you are, you cannot dodge bullets! The attacker matches their skill with their weapon against a Card of Fate. If your opponent can return fire, it is resolved in the same manner as a hand-to-hand combat. Each adversary acts simultaneously and each delivers the HIGHEST result from their card overturn upon their enemy as damage.

### No Engagement?

What happens when your foe offers no defence? If he is unconscious or maimed, this is effectively a coup de grace and he dies. If your opponent is active, but is ignoring you – i.e. he is in the middle of a combat with someone else, or has chosen to focus solely on one combatant, you continue to match your cards against the Card of Fate but you gain TWO EXTRA CARDS added to the number you can overturn.

## A Challenge is a Complete Combat

A challenge is not a volley or a series of sword thrusts – it is the complete battle from the drawing of the sword to the cleaning off of your enemies blood. If neither side dies, they cannot 'go back for seconds' – the battle has moved on and other matters need to be attended to.

# **Tools of the Soldier**

# **Ranged Weapons**

### Musket

The volleyed musket fire of the British Army has won many a battle. To do it effectively, the soldier must be calm and collected under fire. Notoriously inaccurate at long range but deadly nearer to the enemy, the Musket is the mainstay of most firefights.

Range Point Blank Normal Long Extreme Distance 10 feet 50 feet 100 feet 250 feet Card Pool 5 cards 3 cards 2 cards 1 card

Duty & Honour

A sta

# Pistol

Pistols are the chosen discharge weapon of officers and duellists. Whilst they are not effective at long ranges, their small size means that they are fast to reload and can be carried in pairs

**Range** Point Blank Normal Long Extreme Distance 5 feet 20 feet 50 feet 100 feet Card Pool 4 cards 3 cards 1 card 1 card

# Rifle

Rifles are a new addition to the General's arsenal and have recently proved to be highly effective in skirmish and light activities. Their perception as slower to reload and harder to hand makes Horseguards reluctant to use them wholesale, but in the right hands they are lethal.

| Range       | Distance | Card Pool |
|-------------|----------|-----------|
| Point Blank | 10 feet  | 6 cards   |
| Normal      | 100 feet | 5 cards   |
| Long        | 200 feet | 3 cards   |
| Extreme     | 400 feet | 1 card    |

# Hand to Hand Weapons

#### Sabre/Claymore - 4 cards

Whether the sturdy sabre of a Hussar or the broad-bladed claymore of the Highland companies, a sword is a daunting hand to hand weapon, especially in the right hands.

#### Bayonet - 3 cards

A long knife attached to a musket or rifle, the bayonet is the hand to hand weapon of choice for most infantrymen.

#### Musket Brawl – 3 cards

Occasionally, the only weapon an infantryman has at his disposal is the butt of his rifle, used as a club. Note that a Musket Brawl challenge cannot result in a Maimed or Dead result. This is considered as beating your opponent unconscious.

### Halberd/Axe - 4 cards

Sergeants and some French troops use an axe or halberd. This is a devastating weapon, if slightly clumsy in the heat of battle.

#### Brawl – 2 cards

Fists, feet, head, teeth, nails, knees and elbows – the human body is replete with weaponry! In a blood and guts combat, sometimes the only weapon left is the fist. Note that a Brawl challenge cannot result in a Maimed or Dead result. This is considered as beating your opponent unconscious.

#### Ranges?

Ranges are included for missile weapons as a guide when narrating combats. All gunpowder weapons have prime fighting distances - usually the nearer, the better! These ranges allow you to simulate that inaccuracy within the game. They are also useful in Skirmish combats for marking down the approach of a French column!

~ Compose



# Military Missions and Company Actions The Skirmish Rules

# What is a Skirmish?

The characters in Duty & Honour are soldiers in the middle of a war zone. It is inevitable that they will come across, or be part of, clashes with the enemy. A skirmish is a small, fast combat between forces of fewer than 50 troops – usually the detachment that the characters are part of. In military challenges the characters will sometimes act as individuals but most of the time they will act as a unit. The Skirmish Rules allow every character to contribute to the success or failure of their endeavour.

# Involving all of your players

Everyone should have a place in a battle. From the lowly private, desperate to survive the horror of the encounter, to the opportunist lieutenant, quietly hoping that his Captain is injured or worse to increase his promotion chances. These are dangerous and exciting occasions, and everyone will want to be part of it. Moreover, whatever rank the characters inhabit they are the central characters in the skirmish. Their actions are the ones that are paramount to the success of the fracas. Each and every one of them should have a role to fulfil.

# **Military Missions and Skirmishes**

When the characters act as a group during a challenge in a Military mission, they undertake a skirmish. This does not necessarily mean that they are in combat - it can be an act of subterfuge, a forced march or even a parade under the eye of an angry officer ... however it will most likely be a fight!

Each skirmish takes the form of one set of Tests - one for each character involved. In each Test each player performs an action and the success or failure of that action contributes to the success or failure of the skirmish.

Example: Three redcoats and their Captain have been trapped by a French patrol and have decided to fight their way out. The Captain and the GM agree the stakes for the skirmish - if the British win they will escape the patrol and if they lose they will be captured.

### **One: Tactics**

The commanding officer (the highest ranking player) and the GM will decide what the consequences are for the skirmish, whether it results in a victory, defeat or comes to a stalemate. The Commanding Officer will then allocate tasks to the members of his company and they will carry out their orders. Each character should be given one action - i.e. Fire a shot with your rifle and then charge the enemy with your bayonet.

*Example: After a quick moment of consultation the Captain announces that they will be pulling back towards a wood to the East in skirmish formation. The GM announces that the French will be pursuing them. Each character is given a Test to take against their French opposition.* 

VALSER-

#### **Two: Applying Discipline to Skirmishes**

After these actions have been assigned to the characters, the Commanding Officer may distribute a number of bonus cards to the other characters card pools equal to his Discipline. The maximum number of cards that each of them can receive is limited by the Commanding Officer's Discipline.

*Example: The Commanding Officer allocates 2 cards to each player from his Discipline of 6 as the men retreat slowly towards the trees, covering each other from the French onslaught.* 

#### **Three: Perform the actions**

Each character will perform their actions – such as a combat or skill test and apply any results that occur such as injuries.

*Example: After each player has performed their tests, three scored successes and one of the redcoats failed, leaving him Injured but still moving.* 

#### Four: The Final Test for Success

After all of the individual tests have been completed and narrated, the leader of the company (usually the officer) needs to make another test against the opposing commander. This is a test of their Command skill (or another skill where appropriate).

Each player notes whether their character has succeeded in his test.

For each character that lost an individual test, the commanding officer has -1 card per lost test for this final test

For each character that won an individual test, the commanding officer has +1 card per victorious test for this final test.

If the player Commanding Officer wins the final test, he will narrate his success, noting the consequences that were set at the beginning of the skirmish. If the GM (the opposing commanding officer) wins the final test, he narrates the player's defeat, noting the consequences that were set at the beginning of the skirmish.

Example: The Commanding Officer now makes a Command roll. With three successes and one failure, he gains +2 cards (3 cards from the successes minus 1 card for the failure) to the test ... however he fails! The GM narrates how the brave British soldiers worked towards the woods but when their fellow was injured this gave the French the opening they needed to swarm forward and overpower them. They are now captured by the Frogs!

#### **Five: Company Morale**

If you lose a skirmish your Company Morale is damaged by one level. If your Company Morale is INJURED all card pools in any future Skirmishes are at -1 card. The Commanding Officer must make a Command test to recover Company Morale back to Normal. If he fails this test he cannot make another one until he has won another Challenge.

~ Comp

Contraction of the second seco

If your Company Morale is MAIMED your Company has lost it's cohesion and cannot act as a unit. You require a Discipline Test to be able to bring the unit into battle and even then all pools are at -3 cards. The Commanding Officer is required to successfully perform a Challenge to make it Healthy again. If he fails this Test he cannot make another one until he has won another Challenge.

If Company Morale is DEAD your Company has scattered to the four winds in a desperate rout. Only the Commanding Officer and a few stalwarts remain. You cannot undertake Skirmish Missions until you have succeeded in a Mission to recover your Company.

Example: Moreover their Company Morale is INJURED – it is going to take some stern word of encouragement from the Captain to convince them that they can escape and only if he gets a chance to speak to them before they are executed!

The retreat of Massena from Santarem took place on the 5th instant, and was so precipitate, that he left behind him a large quantity of heavy baggage, camp equipment, &c. The reinforcements under Sir J.S.Yorke, our readers will recollect, reached the Tagus on the 4th.

When the Ganges sailed, Lord Wellington was still in pursuit of the enemy, and several skirmishes had taken place between our van and the rear of the French army, in which the British troops made a number of prisoners. A cutter was left waiting at Lisbon, ready to start with official dispatches, which are hourly expected to arrive.

> Caledonian Mercury EDINBURGH: Thursday March 28, 1811

Duty & Honour

ARA

# **Expanded Skirmish Rules**

The standard Skirmish system provides a way to resolve a simple fire-fight but sometimes players will want to engage in fuller conflict with an enemy, bordering on a full-scale battle. These expanded rules allow for more tactical battle to be fought by the players, with functions such as cover, formation and manoeuvring to be taken into consideration

### **Player Characters and Skirmishing**

Remember that the players' characters are the focal point of the game, even within a larger skirmish and it is their tests that determine failure or success in the game. These rules are not designed to give a detailed analysis of a larger battle, rather they focus down on the actions of the players' company. The success or failure of that company in their endeavour will determine the success or failure of their side in the wider battle.

#### One: Establish the Battlefield and Disposition of the Company

The GM should describe the state of the battlefield and the disposition (that the players know about) of the two forces - i.e. how many troops are in each force.

Each side declares the formation that they begin the battle in from one of three choices: Line, Square or Skirmish (See 'Tactical Orders' for more information on these formations).

If one side has a tactical advantage (cover, higher ground) they gain +2 cards in combat tests.

#### Two: Determine the Number of Skirmish Phases

The GM should then decide the number of phases that the skirmish will pass through. A small skirmish would be 2-3 phases. A major engagement would be 4-5.

#### **Three: Plan your Tactical Orders**

The players should lay down their perfect battle plan by assigning a tactical order for each phase. The GM should do the same.

#### Four: Numerical Advantage

If one side outnumbers the other by 2:1, they gain +2 cards in all combat tests. If one side outnumbers the other by 3:1 or above, they gain +4 cards in all combat tests.

#### **Five: Resolve the Tactical Orders**

Each side should reveal their tactical order for this phase and resolve it. Note which side scored the most success in the phase. That side is considered to have won that phase.

The side that lost the phase has their Company Morale INJURED. The Commanding Officer – or his deputy – may want to make a Test of his Command skill in the subsequent phase or risk the company being routed by further damage to their Company Morale.



The Expanded Skirmish Rules are best used to detail a larger unit combat. This does not, however, stop individual player characters from undertaking a task of their own, such as singling out an enemy commanding officer or capturing an Eagle or rushing an injured commanding officer from the field. If they choose to do this, rather than fight with their company, they cannot give or receive Discipline nor do they receive any bonus cards due to formation or tactical order. They do, however, suffer any negative effects of formation or tactical orders.


#### The Importance of Good Sergeants

If an Officer is taking time to try to repair injured Company Morale, he will not be able to distribute Discipline amongst his troops. This is the time that a good Sergeant character can step up and take command, urging on the troops and using his Discipline in lieu of his Officer's.

#### Command against Dead Morale

Normally, the final Command test in a Skirmish is made as a contested test between the two Commanding Officers. However, if your opponent has had their Company Morale reduced to DEAD, they are no longer in control of their troops and the Command test is made against a static Card of Fate.

#### **Personal Health Damage**

Unless a player is in a one-on-one combat situation with a NPC they should not be facing death in a skirmish. They are the heroes of the piece and they cannot be killed by a random bullet. If the players take a level of damage in a battle one of their company suffers THE NEXT LEVEL OF DAMAGE HIGHER instead – until there is no company left. Remember to take these losses into consideration when you begin each phase, in case it changes the numerical advantage that one side has over the other.

*Example: A player takes a MAIMED result in a skirmish. Rather than be hurt, a nameless infantryman is DEAD.* 

The GM should keep track of Dead in the company and when they have all been killed, these injuries begin to happen to named NPCs – possibly friends of the characters or people they have Reputations with. When all of these are dead, the characters have nowhere to hide!

In the same vein, the successes of the PC actions dictate the damage dealt by the company as a whole. For every successful test that that players make, one of the enemy is removed from the battlefield – MAIMED or KILLED.

#### **Six: Revise Tactical Orders**

The losing side then declares whether it wishes to revise its subsequent tactical orders. They may revise as many orders as they desire however every time they revise their orders, they have a cumulative -1 cards to the final Command test for the skirmish - i.e. The first time it is -1, the second time -3 (-1 from the first time and -2 from the second time), the third time it is -6 (-1 from the first time, -2 from the second and -3 from the third)

The winner is then offered the chance to revise their orders, suffering similar penalties if they choose to do so.

Repeat Step Four, Five and Six until everyone is dead, the phases have ran out or someone has Left the Battlefield.

#### Seven: Make your Command test

After all of the skirmish phases have been completed and narrated, the leader of the company (usually the officer) needs to make another test against the opposing commander. This is a test of their Command skill.

For each phase which a side won, they gain +1 cards to this test. The winner of this test is deemed to have won the skirmish.

ALCA-

## **Tactical Orders**

#### **Form Line**

The company forms into a line in order to offer a volley of musket fire. British armies form line in two ranks, other armies in three. Enemy cavalry units gain +2 cards when attacking troops formed in line. If you are in Line formation and you choose to Volley or Sustained Volley, you gain +1 card.

#### **Form Square**

The company changes formation into a square of two or three ranks with bayonets fixed around the perimeter. This is used to repel cavalry charges. Enemy infantry units gain +2 cards when firing at the infantry square. However enemy cavalry units suffer -4 cards when attacking them.

#### **Form Skirmish**

The company deploys in twos into a loose ordered formation, using the terrain for cover. They lay down an irregular blanket of fire targeting individual enemy soldiers and officers and provide covering fire for another unit. Skirmishers and Riflemen gain +2 cards in this formation, whilst Infantry have -2 cards when firing like this. Additionally, any revision of tactical orders taking an Infantry company from Skirmish to another formation results in a -2 penalty to the final Command test. Enemy cavalry units gain +4 cards against troops in Skirmish formation.

#### Volley

The company stands and fires their muskets and rifles in a withering burst of fire. Infantrymen in this formation gain +1 card to their test in this phase.

#### **Sustained Volley**

Whether firing by company, half company, rolling volley or at will, the company stands and fires again and again and again into the enemy. This can only be ordered after a Volley order. The company gains +2 cards to their test when firing upon the enemy however they are unable to revise their tactical order in the next phase of the battle. Infantrymen in this formation gain an additional +1 card to their test.

#### **Cease Fire**

The company ceases its actions and regroups in regimental fashion. No attack is made.

#### **Bayonet Charge**

After a command of 'Fix Bayonets' (or 'Fix Swords' for the Rifles) the company rushes forward, screaming in rage, wielding 15" steel blades on the end of their rifles and enter hand-to-hand combat with the enemy. Both sides in the battle now engage using hand-to-hand combat skills (Bayonet, Musket Brawl, Sabre, Pistol) rather than Musket or Rifle. Grenadiers gain +1 card in this test.

#### **Slow Withdrawal**

In an ordered manner, the company moves off the battlefield, usually returning sporadic fire. This is not a retreat or a rout – this is a planned manoeuvre.

Skirmish Range. There are three default 'narrative' ranges in the game.

**Too Far to Shoot** - you can see the enemy, but you are too far away to try to shoot at them. This is beyond Extreme range for your weapons.

Near Enough to Shoot - you can shoot at the enemy! This is anywhere between Extreme and Point Blank. If you are at this range and choose to Bayonet Charge, you move into Hand to Hand range.

Hand to Hand - you can see the whites of their eyes and smell the garlic on their breath. This is everything from Point Blank range inwards

~ Compose



#### **Retreating with Dignity**

British soldiers do not turn and run in a paniced rout. Rather, they walk backwards, slowly, facing their enemy. They may even give occassional fire. Officers will be heavily reprimanded if their men do not follow this procedure and show cowardice in the face of the enemy. Both the company and their enemy have -2 cards on their test this phase. If you choose this order twice in a row, you are considered to have left the battlefield.

#### Retreat

This is the full scale removal of the company from the battlefield. When the Retreat is ordered, the Commanding Officer must make a standard Discipline test. If he fails the test, the company is in a shambles. Company Morale is INJURED, your company has -4 cards on attacks that they make during the retreat. If he succeeds, the company makes an orderly controlled retreat from the field and attacks made by the enemy are at -2 cards. If you choose this order twice in a row, you are considered to have left the battlefield.

#### Pursue

Pursue can only be ordered when your enemy has chosen to Retreat or their Company Morale is DEAD. When you have ordered Pursue, your enemy cannot revise their tactical orders for the rest of the battle unless they choose to Stand and Fight. The Commanding Officer of the pursuing company may make an immediate Command test to heal Injured morale, if necessary. If you choose this order twice in a row you are considered to have left the battlefield.

#### **Stand and Fight**

In the face of greater enemy forces, the company resolves to stand and fight regardless of the consequences for themselves. The Commanding Officer must make a standard Discipline test. If he succeeds, the company suffers no penalties from INJURED or MAIMED company morale. However their opponents receive +3 cards for this round of tactical orders. The company cannot suffer injuries to morale for the remainder of the battle.

#### Example

The 3rd Company, 2nd Battalion, 20th East Lancashire, an infantry company, have come face to face with a company of French infantry advancing down a road through scrubland towards the ford in the river that the East Lancs. are guarding. A skirmish between the two companies is inevitable.

The GM describes the two forces as roughly equal in size, 20 troops, but the Redcoats are behind barricades along the road which counts as a tactical advantage and thus the redcoats have +2 cards on their combat tests.

The French are testing the British lines so this will be a quick skirmish of three phases.

The player Commanding Officer consults his fellow players and they plan their tactical orders thus:

Phase 1: Volley – they want to test the French before they commit Phase 2: Sustained Volley – they decide to lay down the fire hard and fast in order to drive them off Phase 3: Bayonet Charge – note that following the Sustained Volley they cannot revise this order

AJRA)

The French Commanding Officer (the GM) chooses the following tactical orders.

Phase 1: Volley – lets see what they have Phase 2: Slow Withdrawal – this is meant to be a test Phase 3: Slow Withdrawal – this will have them Leave the Battlefield

The Commanding Officers reveal their Phase 1 orders and both sides unleash a volley of musket fire at each other. Remember that the French have -2cards because the English are in cover and as both sides are comprised of infantrymen they both gain +1 cards to their tests. All of the players make their tests with great success, the French less so... One English infantryman is MAIMED (rather than a PC be injured) but three of the French are MAIMED or DEAD. The English win this Phase giving +1 cards towards the final Command test. The French company morale is INJURED. Their subsequent tests are at -1.

The French Commander realises that he is outgunned and in no position to take this ford without artillery support. He decides that an order to Retreat would result in chaos and the loss of his company so he maintains his order. The English Commander is happy to stand and fire and maintains his order for Sustained Volley however he does not want to see his men chase after his blatantly fleeing enemy so he chooses to alter his final order to Cease Fire.

As the French begin to walk slowly out of the range of the English muskets, the fire from behind the barricades continues unabated. The French have a total of -3 cards on their tests (-2 for Slow Withdrawal and -1 for Injured Morale) whilst the English are at +3 cards (-2 for Slow Withdrawal, +2 for Sustained Volley, +2 for cover, +1 for infantrymen). The English easily win this phase with no further injuries and pick off a few more of the beaten French, gaining an additional +1 cards towards the final Command test. The French morale is now MAIMED and the French are on the verge of routing.

The French commander makes a Discipline test and succeeds – thus being able to carry out his final order which he changes to Retreat in order to attempt to save what remains of his men. The English Officer contemplates breaking ranks and pursuing the enemy but he decides to leave it for now.

The French officer retreats and his Company Morale is now DEAD. His men have scattered to the four winds and he will have to answer to his superiors for this embarrassing defeat. The English Officer orders his men to Cease Fire and they congratulate themselves for a job well done – but mourn the loss of one young private. The English are deemed to have won this final phase and gain an additional +1 cards for the final Command test

The final Command test is now made. The English Officer has a total of +3 cards from net successes in the skirmish but suffers -1 for changing his orders in mid-combat, leaving him with +2. Testing his Command skill of 5 generates a card pool of 7 cards which easily passes the test.

They have been successful and one of their challenges in their Mission 'Protect the Ford' is successful. However they can hear the rumbling in the distance and they know that a greater test is approaching – horse drawn cannon!

-Carla

On Saturday morning, Capt. Freemantle arrived at the War Ofrice with Dispatches from the Marquis of Wellington, announcing that his Lordship had obtained a splendid and decisive victory over the French army near Vittoria, in Spain. This important intelligence was instantly communicated to the Lord Mayor...

#### BRITISH OFFICERS KILLED

11th Lt. Ds. Lieut. Hon.H.Thellusos of the 16th 12th do. Cornet Hammond 18th Hussars Capt. Turning 4th Foot 1st bat. Lieut. Thorn and Adjt. Barker. 5th Foot, Capt. Adams and Ensign Bolton. 47th Foot, 2d bat, Lieuts. Harley and Hill. sist Foot, Lieut. Percy. 42nd Foot, 1st bat. Capt. Curry 48th Goot, Capt. Anderton, Ensign Parvin 71st Foot, 1st bat. Lieut.-Col. Hon-H. Cadogan, Capt. Hall. Lieut. C.M'Kensey 82nd Regt. 1st bat. Lieut Carrol. 83rd Ditto, 2nd bat. Lieuts Bloxam and Lindsay 87th Ditto, 2nd bat. Ensign Greedy. 95th Ditto, 3rd bat. Lieut. L. Campbell. 4th Ditto, 1st bat. Volunteer Enright.

Amongst the wounded we fine Capt. Hancom and Lieut. the Hon.J.Finch, of the 15th Hussars, both slightly.

#### TOTAL LOSS

Total British Loss: - 1 Lieutenant-Colonel, 5 Captains, 10 Lieutenants, 4 Ensigns, 1 Staff, 15 Sergeants, 4 Drummers, 460 rank and file, 92 horses, killed; 1 General Staff, 7 Lieutenant-Cols, 5 Majors, 40 Captains, 87 Lieutenants, 22 Ensigns, 5 Staff, 125 Sergeants, 13 Drummers, 2504 rank and file, 68 horses, wounded....

(Signed) AYLMER, Dept. Adj. Gen

The Leeds Mercury LEEDS: Saturday, July 3, 1813 GLORIOUS VICTORY IN SPAIN!

ARA

ABARD-

## Artillery

One aspect of the Napoleonic Wars that you cannot escape is the booming thunder and horrific devastation of cannon fire. Walls fall, cities are sundered and men are blown into bloodied fragments by the roundshot and canister. They were terrible weapons ... and therefore it is inevitable that players will want to use cannon rather than experience them!

#### **Types of Cannon and Ammunition**

There are many types of cannon, based on the size of the cannon and the weight of the cannonball or canister. For simplicity, Duty & Honour simplifies these into a number of categories: Light cannon (including horse drawn artillery) and Heavy cannon (including siege cannon), roundshot (traditional cannonballs) and canister shot (metal canisters filled with musket balls).

#### **Firing a Cannon**

Players with the Siege skill are capable of firing cannon against enemies and walls. On a successful Siege test, the cannon finds its mark.

Troops under artillery fire require their commander to make a DISCIPLINE test or their Company Morale is INJURED.

Light Cannon (Firing roundshot): Overturn a Card of Fate. If it is BLACK, one person is MAIMED or DEAD. If it is RED, two people are MAIMED or DEAD. If it is a FACE card, four people are MAIMED or DEAD. If it is an Ace, miraculously something went wrong and no-one is killed

Heavy Cannon (Firing roundshot): Overturn a Card of Fate. If it is BLACK, two people are MAIMED or DEAD. If it is RED, four people are MAIMED or DEAD. If it is a FACE card, eight people are MAIMED or DEAD. If it is an Ace, miraculously something went wrong and no-one is killed

Firing Canister Shot: Results are as per roundshot, but the number of people MAIMED or DEAD is reflected by the number overturned on the Card of Fate (J=11, Q=12, K=13)

Accuracy: For every round that trained artillery fires on a stationary target, they may add +1 card to their test.

Example: Captain Matthews has unlimbered his horse artillery and his firing upon a French supply depot. His Siege skill is 3, he has a light cannon and his men are firing roundshot. In the first phase, the CoF is 10C. He overturns 6H, 9H and AS – missing the depot. Adjusting his aim, he tries again, knowing that his fire will have awoken the guard. The CoF is 6C and he overturns four cards (three for his Siege skill and one for having fired on a stationary target for two rounds). He overturns KD, 3C, 3D, 8S – a success. He spins another CoF – QC – it is a black face card which means that two Frenchmen are thrown into the air, killed or maimed by the blast. Next phase he will overturn five cards but he had better be ready to make a swift escape!



Avoiding Canister Shot Three methods can be used to avoid the ravages of cannister shot. The first is to simply lie down. Whilst this does not do much for your position in battle, it does make you less prone to being hit! The second is to hide behind the ridge of a hill - a tactic beloved of Wellington. The third is to get so near to the guns that the shots explode behind you rather than in front of you.

#### Rockets

The British army did employ rockets, invented by William Congreve, on occassion. Rockets were mounted on long sticks and fired in salvos, but they were notoriously innaccurate and tended to be more of a distraction than an actual threat.

~ F

#### **Artillery against Players**

ABA Do

As tempting as it may be to have player characters come under fire from cannon, they may not be too happy about the chance of instant death or maiming! Quite simply, player characters should never come under direct cannon fire - it should happen around them blowing their comrades to smithereens rather than them. The fate of the players should be tied to personal challenges and events rather than a single cannonball.

#### WAR OFFICE - Dec 21. 1811

4th Regiment of Dragoon Guards - Cornet Fredrick Horn to be Lieutenant, without purchase, vice Warren, promoted.

2d Regiment of Dragoons - John Ord Honeyman to be Cornet, without purchase, vice Falconer, promoted.

14th Regiment of Light Dragoons - Lieutenant L.B.Bradcock to be Captain of a troop, by purchase, vice Brotherton, promoted in 3d dragoon guards.

Ist Regiment of Foot Guards - William Fredrick Johnstone to be Ensign, by purchase, vice Gunthorpe, promoted.

3d Ditto - Ensign Harry Hawkins to be Lieutenant, without purchase, vice Campbell, who retires.

1st Regiment of Foot - Lieutenant David Deuchar to be Captain of a company, by purchase, vice Clayhills, who retires.

5th Ditto - Sergeant-Major William Colls to be Quartermaster, vice Irwin, promoted to the 10th royal veteran battalion.

17th Ditto - Ensign Daniel Macalpine to be Lieutenant without purchase, vice Campbell, promoted. John Church to be Ensign, vice Macalpine.

23rd Ditto - Second Lieutenant R.P.Holmes to be First Lieutenant, by purchase, vice Jolliffe, promoted

30th Ditto - Francis Kelly to be Ensign, without purchase, vice Stephens, who resigns.

Calendonian Mercury EDINBURGH - Monday January 6, 1812

Duty & Honour

YARA-

## Promotion

Every soldier stands to be promoted within his regiment although some may never actively pursue the option, being happy with their lot. To be promoted is to move through the hierarchy of the armed forces, gaining greater financial reward, influence and responsibility. There are a number of ways that a soldier can be promoted

Purchase – Officers can buy higher commissions from superiors who have themselves been promoted or who are selling out of the army. Each higher rank costs more and more money and it is generally accepted that the list price for a promotion is only the baseline for the actual, higher payment. Note that this method of promotion is only available to officers.

Tenure – Soldiers can simply wait at their current rank until someone above them dies and they are promoted as the next person in line. Whilst this is the simplest method, it is by no means a certainty, especially for the rank and file. Even for officers, they can still be passed over in favour of someone who has purchased their rank.

Valour - Soldiers can be promoted after an act of exceptional valour or a series of actions of valour in the presence of their superiors. This method of promotion can even allow a soldier from the Rank and File to rise into the ranks of the Officers if the act of valour is appropriately extreme.

#### **Is Promotion Appropriate?**

One question to ask before you address promotion in your game is whether it is appropriate in your game for a character to be promoted? Would this cause the group dynamic to change in an interesting manner? If you have a character promoted, what other characters could be introduced to fill their position in the company? One use of promotion is to remove a character from a campaign – it simply gets promoted into another company or regiment. This is a useful tool if one of your players drops out of the game or wants to try a different character.

#### **Methods of Determining Promotion**

#### **Pure Narrative Promotion**

The first method of determining promotion is simply to leave it up to the GM when people are promoted or have the opportunity to be promoted. This allows the GM to control the pace of promotion within the game and make promotion a dramatic consequence of a Mission.

#### **Promotion Missions**

The second method is to undertake a Promotion Mission. This is a series of Challenges which build towards your character having the potential for promotion. The final decision should always be an agreement between the player and the GM that this is the right time for the promotion.

# Car and

#### **Forlorn Hope**

Another method for a character to get promoted is to lead and survive a 'Forlorn Hope', the initial assault on a breach during a siege. This is a virtual suicide mission but it is not impossible, especially for a heroic player character!

~ Compose



#### **Brevet Promotions**

Battlefield promotions for valour are deemed 'Brevet' promotions and are not officially confirmed until they have been signed off by Horseguards. The bearer of the Brevet promotion has all of the responsibility of their named rank but none of the seniority within the regiment. Many officers who have purchased their rank look down their nose at these brevet officers, who are surely not properly heeled gentlemen!

#### **Promotion by Tenure**

Name: Promotion by Tenure Challenges: see below Deadline: none Reward: eligible for promotion Failure: none

At the end of each Military Mission, if you succeeded, this mission advances by one challenge. If you failed, this mission advances by two challenges. Once you are eligible for promotion for one rank, a new mission is required to be promoted again. The number of challenges required to complete this mission is as follows:

Private to Corporal: 6 Corporal to Sergeant: 10 Sergeant to Regimental Sergeant Major: 16

Ensign to Lieutenant: 4 Lieutenant to Captain: 8 Captain to Major: 12 Major to Lieutenant Colonel: 16

*Example:* Private Pike decides that he will simply wait for Promotion through Tenure. He has to amass 6 challenges from Military Missions. His first brush with the enemy is a failure and many men die. He gains two challenges. His next two are successes and his company forces the enemy back. He gains one challenge each. The next Mission in the campaign is a disaster and his company is decimated. He receives another 2 challenges to reach 6. He is now eligible for promotion and after some discussion it is agreed that it is Pike's time and he is promoted to Corporal Pike. He now starts a new Mission, requiring 10 challenges to be promoted to Sergeant.

#### **Promotion by Valour**

Name: Promotion by Valour Challenges: see below Deadline: none Reward: eligible for promotion Failure: none

After any Mission, a player may nominate one of their actions to have been worthy of notice by their superiors. This superior must have been present at the particularly valorous action and this superior cannot be another player's character. The action must also be agreed between the player and the GM as an appropriate action and the character must have had a Critical Success or better on that action. He now makes a Soldiering test, adding in his Reputation with the appropriate officer if desired. If he gets a Critical in that test, he is eligible for promotion. However, the character is making a name for himself for being a hero. For his first Promotion by Valour mission, he must complete one of these Challenges. For his second, he must complete two, for his third, three etc. Eventually, he will have such a reputation for being a dashing hero that even his bravest efforts will simply be seen as the expected norm.

VAJER-

Example: Ensign Mansfield is travelling with Colonel Jeffers when they are set upon by bandits. Jeffers is struck down by the bandits and Captain Jones is killed. Mansfield rallies the troops and sees them off, scoring a Critical Success with his Command skill. At the end of the Mission, Mansfield's player claims that this action was easily a heroic enough action to count towards Promotion by Valour. The GM agrees and Mansfield makes a test of his Soldiering (3) plus his Reputation with Jeffers (2). He scores another Critical Success and Jeffers was so impressed with his quick thinking and obvious eye for command and recommends him gazetted to Lieutenant. If Mansfield wants to be promoted further, by Valour, to Captain, he will require two more acts of bravery.

#### **Promotion by Purchase**

Name: Promotion by Purchase Challenges: see below Deadline: none, only available for Officers Reward: eligible for promotion Failure: none

To complete a Promotion by Purchase mission you must complete the following steps:

#### 1. Impress your Regiment's Commanding Officer

The first step to purchasing your promotion is ensuring that you have the good graces of your commanding officer. You should make an appropriate test (Diplomacy, Courtesy etc.) to ensure that he will look favourably upon your attempt. Remember there may be other officers in the Regiment that may also be looking to achieve purchase – especially named NPCs – so this may not be an uncontested test.

#### 2.Wait until there is a position available for purchase

At the end of any Military Mission, you can make a test to see whether there is a position available in the Regiment for your character to purchase. Make a standard test using the following number of cards as the pool. This number cannot be modified except by the Destined for Greatness trait.

Promotion to Ensign – 8 cards Promotion to Lieutenant – 6 cards Promotion to Captain – 4 cards Promotion to Major – 2 cards Promotion to Lieutenant Colonel – 1 card

#### 3. Make favourable overtures to the Regimental Agent

The next step is to speak to the Regimental Agent – either in London or an agent in Lisbon, regarding the possible openings that are available. Agents are notoriously shrewd operators, dealing with both Horseguards and officers with efficiency and an eye for a profit. You need to pass a Courtesy test to be considered for purchase. If you fail this challenge, you must once again undergo the second step of waiting until there is a position available for purchase.



**Other Positions** 

There are other positions that the players could pursue for their characters. For Rank and File who reach Sergeant, the position of Quartermaster is a possibility. For Officers of any level, catching the eye of a high ranking officer in command could result in being seconded as an Adjutant or an Aide-de-Camp, i.e. a personal assistant to the commander.

-Carlo



#### **Regimental Agents**

These men work for companies which deal with the monetary and administration side of the Regiment, especially where promotions are concerned. Agents make excellent NPCs for officers to have Reputations with and can be the source of a huge amount of intrigue.

#### 4.Gather the finances to make the purchase

This is the hardest part of the purchase mission – actually putting together the money that is needed for the purchase. Unless the officer is already very wealthy, it is highly unlikely that they will be able to afford the massive costs. This requires both a minimum Wealth score and a successful opposed Wealth test of 5 cards. If you fail this step, you must return again to the second step.

Promotion to Ensign – minimum Wealth 3 Promotion to Lieutenant – minimum Wealth 4 Promotion to Captain – minimum Wealth 5 Promotion to Major – minimum Wealth 6 Promotion to Lieutenant Colonel – minimum Wealth 8

If you manage to complete all of these challenges you are eligible to be promoted.

Example: Lt. Percival is seeking to purchase to Captain. He starts by talking to his commanding officer, Lt. Colonel McGuire at a Regimental Ball and gains his favour with a successful Courtesy test. Next to has to wait for a position to come up. After a couple of failures, finally, a Captain above him purchases up to Major (Percival succeeds in his test) and he is ready to achieve his purchase. Now, he must speak to the Regimental Agent. He fails his challenge and the opportunity has passed. However, the Regiment takes a horrible pounding in the next Military Mission and one of the officers decides to sell out. This time he makes no mistake with the Agent and succeeds in his Courtesy test. Now he must gather the money to make the purchase. Percival has Wealth 9 ... he easily has the means to advance and Criticals his challenge. He is eligible to rise to Captain and the GM agrees.

VAJER-

## **Creating Duty & Honour Campaigns**

To create a campaign for Duty & Honour, there are a number of issues that the GM should take into consideration before the beginning of the game – the group rationale, the theatre of operations and the sort of dramatic elements that will appear. I recommend talking with your players about these prior to the start of the game.

#### **Group Rationale**

There are a number of different reasons why a specific group of soldiers will be going off on missions by themselves instead of being part of the main body of troops marching at the French! Talk to your players about the sort of game they want to play and that should give you a good idea which rationale to use.

#### The Company

The players are part of a Company of around 100 soldiers who have been given certain orders. This is the default game of Duty & Honour as it allows for there to be a decent command structure and a large number of rank and file whilst also maintaining the personality of the players within that structure. It also helps that a Captain, the highest starting rank for a player character, commands a company!

#### The Detached Squad

The literature's answer is simply to have a squad from one regiment 'detached' from that regiment and attached to another (i.e. a squad of the 1/95th attached to the 33rd South Essex). This squad will tend to be allowed to act together (in line with whatever reason they have been detached) and gives a natural rationale.

#### **Exploring Officers**

Wellington has a number of 'exploring officers' – read 'spies' – on his staff. The missions that they create are always dangerous, usually behind enemy lines and are just the sort of madness that makes for a great game. Any officer who can catch the eye of an exploring officer is bound to have a very interesting life...

#### The Crack Unit

If the players have a Profession that allows them to work together as a bona fide unit, then they can represent a crack squad of specialists within their Battalion.

#### **Behind Enemy Lines**

For shorter games, the players could have been separated from their company during a battle and now they have to exist behind enemy lines for sometime until they can get back to their comrades. This rationale throws together soldiers from different regiments and rank easily.

#### The Theatre of Operations

Choosing where your adventures take place will make a massive difference to the atmosphere and scope of your game. The Peninsular War is the default setting for Duty & Honour, but there are options that can be explored beyond this.



-Carla

#### The Peninsular War

EAD-

Take your characters into Portugal and through Spain as Wellington stands in the way of Napoleons push to dominate mainland Europe. The advantages of this setting should be obvious. There is a plethora of reference material to draw inspiration from, hours of visual reference in the Sharpe series to watch and a definitive timeline that the characters can follow. This timeline gives you a series of battles and deployments that you can use as the backbone or the backdrop of your campaign. Your players can storm the breach at Badajoz or fight at Vittoria. The downside of this campaign is the obvious comparisons with Sharpe and the predetermination of the battles.

For an excellent online timeline of the French Revolution and the Peninsular War check out

http://www.nbi.tu-berlin.de/Timeline1792to1800.htm

#### Elsewhere, to the South...

An alternative to the standard Peninsular campaign, which takes place in the northern and central parts of Spain and Portugal, what about soldiers operating along the south coast, based from Cadiz. This offers a chance to involve Gibraltar, the Navy, traders from distant Morocco and all manner of thematic shenanigans. Whilst it may not be as familiar to the players as the Peninsular imagery, it can maintain a number of the stereotypes and genre tropes. A good compromise.

#### Working with the East India Company

For something a little different, you could explore the continuing adventures of the British army in the Indian sub-continent. The excellent triumvirate of Sharpe Books – Tiger, Fortress and Triumph – illustrate some of the differences between an Indian campaign and a European one. This setting offers something truly exotic for the players.

#### Yellow Fever, the Indies Campaign

Often seen as the worst billet within the army, almost a punishment, being stationed in the West Indies is a gruelling and dangerous affair for the soldiers. Not only is the voyage there a test of their endurance, but the heat and disease of the colony can kill a man as easily as a French musket. However, in this setting the players can deal with brigands and pirates and their annoying American cousins.

#### The Far Side of the World

And finally, try a campaign in the farthest flung theatre of all, the South Seas! Another perceived punishment billet, a company in the colonies would have to deal with a number of police actions and the problems of naval incursions so far from home.

#### **Dramatic Elements of the Game**

Each game of Duty & Honour will focus on different parts of the era – some things will interest some groups far more than others. When you are thinking about your Duty & Honour campaign, consider the importance of the following areas.

VAJER-

#### **Politics**

Amongst the upper classes and officers there is the potential for some intense political manipulations and skulduggery. However, this sort of campaign might not suit all of your players and too much concentration on this type of story could alienate players whose characters are not in a place to influence matters. Similarly some players may simply not be interested in this sort of game – they may want the smell of gunfire and dead Frenchmen over the musk of wigs and backrooms.

#### Romance

Napoleonic stories are replete with heaving bosoms, swooning ladies and dangerous forbidden romances. Naturally, these storylines can lead to some incredible drama but they can also be uncomfortable for some players so check with them first before you throw desperate maidens at their whims.

#### Sex and Violence

And beyond the realms of romance, the genre is home to a fair degree of raping and pillaging, extreme violence, torture and other unsavoury behaviour. Some players may just see this as part of the game and great incentive to bayonet the enemy whilst others may find it extremely uncomfortable subject matter – talk to your players and discover where they stand on the matter.

#### Travel

The British Empire stretches across the globe and it is feasible that players could find their regiment recalled to Britain, sent to the West Indies or deployed deep into Spain or France. If you opt for a globe trotting campaign, you will devalue any Reputations that the characters have in the local area which may upset players. If this is your plan, let them know ahead of time. A reputation with an officer in the Royal Navy might come in useful!

#### **Battles**

Duty & Honour is a game about soldiers and their adventures. There are going to be fights – it is inevitable. However, those fights do not have to be 'real' in the historic sense. Some players love being part of the big milestones of history whilst others see that sort of play as overly directive. Again, talk to your players and find out their opinion on historical accuracy.

#### **Soldiering Reality**

And finally there are plenty of examples of horrendous hardships which were undertaken by the soldiers in the Peninsular – starvation, dying on forced marches, disease, infections and disabilities. These are the realities but they are not the tropes of the fiction and including them could create confusion for the players if they are expecting something nearer to that fiction.

~ Compose

- CAR

## ALE AD

## **Running Duty & Honour**

#### **Preparing your Game**

Before the game begins talk amongst yourselves about the sort of game you want to play in. What sort of missions do you want to be pursuing? What issues do you want to address in the campaign? Are the players going to be renowned heroes, scoundrels living under the threat of the lash or a band of brothers living from one scrape to another? Where and when is the game going to be based and how tightly is it going to be interwoven with the historical detail of the time? Are there any incidents in the era that the players particularly want to take part in?

Take time over this discussion and understand what is going to make a good game for your group. This preparation will be invaluable in the future.

#### **Create Characters**

Now you should go through the character creation process with the group. As has been said before this is an involved process and it should trigger interesting synergies as the characters unfurl before the group. Do not hurry this process – let it play out for as long as it takes for the players to be happy with their decisions and interpretations. When the characters have been created the GM should read through them thoroughly and note people, places, situations and items of note. Take particular note of their Mission of Personal Import from their first three missions – this is a very powerful flag towards the initial desires of the player in the game.

#### **Flesh Out your Game**

When you have noted these details of the characters you can now begin to build the framework of their world. Make some notes about the officers, rank and file, ladies, enemies and allies that they have mentioned in their backgrounds, reputations and missions. If you feel it necessary you can generate actual characters for these persons, otherwise a few lines and interesting titbits will suffice.

The trick is to generate enough detail to allow you to present the game to the players in an attractive and engaging fashion without presenting so much detail that the players cannot embellish the world through their missions and challenges. The details that they add through these mechanisms add relevance and lustre to the campaign that delivers ownership and focus. Your job as GM is to manage the integration of your plans and their details seamlessly.

#### **Prepare the Initial Military Mission**

The first mission is crucial to the ongoing success of the game as it sets the tone for the rest of the campaign and will inevitably be the one mission with the greatest focus – as the players have few other missions to occupy their minds at the time! Remember those discussions about what the players want out of the game? Well this is the time to bust out those notes and see what you can do with them. Design a mission that reflects the desires of the players – give them something to sink their teeth into!

VAJER-

#### **Dress the Gaming Area**

Whilst this is totally optional, giving the players a little push towards thinking in and around the Napoleonic era might help speed them into the game world. There are loads of ways that you could do this – something as simple as serving your table's chosen beverage in nice wine glasses, a little bit of classical music in the background before the session starts – or some appropriate folk tunes of the time if you can find them. Maybe watch some Sharpe before hand, or have a reading from one of the many texts of the era. If the GM sits at the head of the table have the senior officer sit at the other end. You could even have all the players have to stand when the senior officer stands or sits! This might not suit every group but it adds a small nod towards the genre. (For the final flourish, if you have a good recording of Heart of Oak or the national anthem, play it before the session to really get people in their place)

#### Think about Language

Make three very important decisions. Firstly will you be using foreign accents for your French and Spanish characters? If you can do a decent accent without descending into Manuel from Faulty Towers or some random knight from Monty Python then feel free. Just be aware that occasionally accents can fall into the realms of lampoon. The second decision is whether or not you are going to seed your game with terminology from the period. There are a number of excellent sources for these terms (I recommend Wellington's Victories by Matthew Morgan) and they can add a true sense of authenticity to your game. Simply referring to the French as 'crapauds' can change the atmosphere completely. Finally, decide the level of formality in your officer's language. This is one area where you cannot really go too far. A fully-fledged parody of the upper class Englishman with his 'Yes Sir! No Sir! By Jove! Damned unsporting of them!' business will make the difference between the ranks palpable.

#### **Discuss the Military Mission**

Before play starts discuss the missions that are being dealt with during the game and the challenges that will make up these missions. This is the crucial step for the GM as it is crucial that a balance is struck between the desires of the players, the mission itself and the ability of the game and the GM to deliver these challenges. Whilst it should go without saying, each challenge should be well .... challenging! If the players request easy, empty or pointless challenges as part of a mission feel free to direct them back to the mission and revisit their request. By the end of this discussion everyone around the table should have a very rough outline of the stories that will be addressed at the session – should everything go to plan.

That last sentence is probably the most important – the plans of the players are just that – plans. They are not events that are set in stone. What this process does is provide a series of flags and triggers for the GM to use in the game and a rough outline of what the players wish to achieve and which challenges they wish to undertake. There will be twists to the tale and there will be changes along the way.

-carter



When the players are planning the Military Mission, they are placing milestones that they see as appropriate to that mission. They should not be adding plot points, NPCs, adversaries, battles or other conflicts into the piece. The GM provides the conflict and the adversity for the game. If the players provide too much of a roadmap they will lose any sense of playing a game and rather it will seem like they are merely going through the motions. The Mission system in Duty & Honour puts some of the story writing tasks in the players hands but it should not remove the GM from the equation.

#### Go, Play and Think Fast!

Now it is time to get the game underway. The first scene will usually be a briefing scene between the senior officer and his superior but it does not always have to be.

Authors Note: I make no qualms that this is not a game where the GM can sit back on a pile of pre-prepared notes and run the players through encounter A, B and C on the road to Final Battle D. The players will author the direction of the game and in many ways they will provide their own twists and turns to the story. As a GM you have to work quickly to facilitate these twists and to make the story as rich as possible. This is my preferred style of GMing and I find it exhilarating and fulfilling.

#### **Use every Flag Possible**

Duty & Honour provides ample opportunity for players to signal ('flag') the things that are important to them in their character's story. Every reputation they create, regimental NPC they narrate or Mission they plot is a sign to the GM of the direction they want the game to follow. Use this information to inform the challenges that you offer them. Talk to your players about the sort of things they want to see happening in the game. Listen to what they say at the table – their casual comments can sometimes prove to be the basis of a great game.

#### **Use all Five Senses in your Descriptions**

Whilst this may seem obvious, the world of Duty & Honour has some very specific triggers for the senses. In a battlefield the noise is deafening and relentless. Smoke obscures your vision and burns your eyes. The gunpowder in your muskets dries your mouth and tastes of bitter salt. The wounded leave blood and gore in their wake. Small fires can erupt in grass where burning wadding has landed. Bullets and cannon shot whistle all around you, disorientating you. Ensure that your players get the full battle experience through your description.

#### **Create Challenges not Resolution**

Duty & Honour is about the players succeeding in challenges rather than being given their rewards on a plate. Only challenges count against their Missions, so give them as many as you can. Be wary of simply 'going with the flow' – introduce adversity as much as possible and make them work for their victories.

VARA-

EAD-

#### **Provide Room for Personal Missions**

Whilst the Military Mission is the centrepiece of each session of Duty & Honour, the personal missions of the players are equally as important to the ongoing drama that is being created. Be mindful of the issues that the players have flagged up in these personal missions and give them time and opportunity to explore them fully. The battle will come on soon enough – let the characters enjoy their peace as well.

#### Involve all of the Players, Regardless of Rank

Do not fall into the trap of 'playing to the Officer' – provide situations that address the actions and challenges of every single character at the table. There are situations that only a member of the rank and file can get their hands dirty. Remember to add these into the mix. Your regiment will generate a number of NPCs from the lower ranks that can also become embroiled in the life of your players.

#### **Use Authority Sparingly but Forcefully**

An inescapable facet of the world of Duty & Honour is the impact of your superiors on your life as a soldier. A tyrannical officer can make life hell for a young sub-altern. A malingering sergeant can lead his men into all manner of problems, not of their own making. However, this relationship is something that can really unbalance the game and turn it into a painful torture, neutering the players options. When you need to use authority, use it carefully and with the story in mind, rather than just hammering home the reality of the situation.

#### **Encourage the Players to Include Challenges**

Occasionally the players may miss a perfect chance to weave one of their challenges from another mission into their current mission. Don't be afraid to make a suggestion to them that now would be an appropriate time and indeed, encourage other players to do the same. If everyone is trying to create the tightest story possible – that's a good thing!

#### **Complete Challenges and Missions**

During the course of the game the players will generate challenges that are applicable for one or more missions. When they are won, mark them off on the players Missions and keep track of the progress of said missions.

#### **Bring Challenges Rather than Resolutions**

One of the cardinal rules of the game is that Missions are completed by fulfilling Challenges. There is an onus put upon the GM to create situations that tie in with the Missions and provide Challenges rather than simply allowing the players to achieve their objectives as a fait accomplie. This doesn't necessarily mean that you should always be generating conflict when there isn't one naturally – but it does mean that you should be thinking of how a situation could have a conflict develop. Say, for example, one of the challenges facing a player is that they must make friends with the Spanish resistance? They need not have a challenge against the leader of the resistance and could indeed, through roleplay, have befriended him. However, they have not completed a Challenge. Maybe his second-in-command has a problem with this and requires more convincing?

MARAD

#### Let the Players Narrate their Victories

If the players win their tests or challenges, they get to narrate the outcome. This is a very important rule which gives the players a chance to not only illustrate the way they see their characters developing but also provide signposts for you, as the GM, in the direction that they want to see the game unfold.

#### **Remember the Final Challenge**

Be aware of the progress of your players Missions and when the final challenge is coming for each mission. As the final challenge can only be attempted once and failure means that the mission is failed, this should be something suitably dramatic and potent. It should not drift by unnoticed and presented as a victory as an afterthought.

#### **Finish the Session**

At the end of the session, check to see whether any players would like to add new missions to their character and generate that mission. Have the senior officer relate the events of the Military Mission. Close the session with three cheers for the King!

The following are the principle articles of the Capitulation of Badajos:

"The garrison will march out with the honours of war, drums beating, lighted matches, and two field-pieces at the head of the column. - Their Excellencies the General in Chief, the Duke of Dalmatia and Marshal the Duke of Treviso, being desirous on this occassion to give the garrison a proof of their esteem, in consideration of their gallant defence, agree that they shall march out of the breach. The troops will lay down their arms on the glacis as they march out, leave their two pieces of cannon there, and be sent as prisoners of war to France - It is agreed, although from the notoriety of the tolerant principles possessed by the French no stipulation is neccessary to this effect, that the inhabitants of Badajos shall not be called to account for their political opinions. Their religion, being the same with that of the French, will be protected, instead of being restrained. They shall not, no more than the other inhabitants of Spain, be compelled to take arms against the Spanish troops."

> Cobbet's Weeking Political Register LONDON: saturday April 13, 1811

ALCA-

## Europe at War Living in the World of Napoleon and Wellington

## It's a Brutal World

The Kings army is not an easy place to serve. There are dangers facing the average private almost everywhere they turn, even before the French take a shot at them.

The army works in a strict hierarchy. In the ranks Corporals bully privates, Sergeants bully corporals to bully privates and privates have no choice but to take the pain. It is expected that Sergeants deal mainly with matters involving the men, but that has never stopped an officer from sticking their nose into an problem and issuing their own orders. Remember that even a 16-year-old Ensign officially outranks a twenty-year veteran Sergeant and when he gives an order, it will be followed.

Officers are expected to keep the same degree of hierarchy – ensign to lieutenant to captain to major – however it is a little less formal, especially when you are not before the men. However in the field strict chains of command are followed. Two officers of equal rank will ascertain who is actually commanding through either the recognition of a brevet rank, orders from a senior officer or seniority based on the date of commission.

Discipline is everything in the army and that discipline is enforced with harsh punishments. The Sergeants will deal with matters such as a missing flint, shoddy drill work or a dirty uniform. However stealing from the local populace, desertion, cowardice or striking an officer are punishable by death. Another favourite punishment of some parts of the army is flogging – a practice where a man is tied to a cross frame and then whipped, with an aim to eventual death on occasions. Sentences from many lashes, carried out by the company drummer boys under the watch of a sergeant are not uncommon.

If the army doesn't kill a man, disease and injury may yet take his life. British army camps can house in excess of 10,000 souls – sometimes much more – and this does not help the sanitation of the area. Feeding and watering such vast numbers puts huge pressures on the commissary and the quartermasters and on occasion men have been forced to forage for their own food – or even their own rum! Add to this possible starvation the prospect of long forced marches over rough terrain in burning heat and some men will die of exhaustion. Should a man be injured in battle, chances are that they will die as they recover from infection during recovery. Medicine was not advanced enough to deal with many injuries in the field of battle, so many times amputation was the given answer to an injury in a limb, to stave off the inevitable spread of infection. Naturally, these things need not happen to the players – they are destined for greater things.

Even if you do manage to survive the floggings, marches, starvation, disease, infection and dysentery, you still have to face being thrown at the French guns and cannon in the bloody field of battle. The rank and file are disposable when

-Carla

- CAR AND



the Generals are determined to overpower a particular target. You will fight and you may well die but Wellington's army will not be defeated!

## The Three Ladies of the World

You will have noticed that the assumption is that all characters in the game are male. That's intentional because whilst there were women who followed the camps as wives and whores, they were hardly protagonists. In general, women in Duty & Honour fall into one of three rather distinct categories:

#### The Helpless Lady

Ladies are not bred to understand the workings of the fighting man army. They are bred to enjoy the finer things in life, service the needs of their husband and spend hours working out the physics of the most heaving cleavages you can imagine. Any brigand will capture Ladies that they encounter, they will faint at the sight of blood, they will laugh at your jokes whilst fanning themselves. Whilst a Lady may aid you in your attempts to progress through society, you know that in the end they will be trouble.

#### The Deceptive Hussy

Of course, not all ladies are dedicated to their man! Some of them are lying, cheating and stealing vixens who are dead set on grabbing as much power, wealth and influence as they can. Oh these ones appear just like the 'Helpless Lady' but they are a little hardier, a lot more independent and sadly, are far more attractive. A period femme fatale, they will seduce a man whom they believe they can profit and then rob him, betray him or cast him off when a better catch comes along. They usually meet a sticky end...

#### The Spirited Lover

Almost the default personality for any 'common' women who is more than set dressing in the game, the spirited young lover will always struggle in the grasp of a man, never succumb easily to his advances, always have a sickly relative that needs to be rescued and generally be naturally the most beautiful thing in the game. A distinct subclass of this woman is the Spirited Wife.

## Yes Sir! You Sir!

Society in Duty & Honour is highly stratified and true mobility between the strata is rare. Birth is by far and away the largest denominator of class and therefore progression through society.

For the purposes of the game, there are three groupings of society – 'Scum', 'Commoners' and 'Nobility'

Scum are well, scum. They are the dirty criminal fodder that fills the prisons and workhouses of Britain. They have no real purpose in life except to survive, fight, steal and procreate. They are never educated, always uncouth and absolutely untrustworthy. Note that there are plenty of people in the upper echelons of society who are uncouth and untrustworthy, but they choose to be that way. Scum are born bad and nothing is going to change that. Says so in the scriptures...

Commoners encompass everyone else who is not an officer or landed gentry.

A sta

It is a broad church with the most menial of manual and farm workers at one end and the artisans and shopkeepers at the other. Commoners are the backbone of the country, working their fingers to the bone to provide for their upper class masters. However they are happy with their lot, as long as they aren't speaking French and singing La Marseillaise.

Nobility is a complex thing. At the bottom of the pile you have the people who are simply rich – merchants, mill owners, traders and other benefactors of society. After these you have the clergy. The landed gentry come next – massive extended families of people born and bred into money and influence. Finally you have the massive royal family, burgeoning with its lower ranking members, all the way up to the Prince of Wales and King George III himself. Within the ranks of the nobility you can also include officers in the army, who are expected to be gentlemen, regardless of their station of birth.

## The Only Good Frog ...

... is a dead frog? Well, that really depends on how you want to play the game. In some ways, it is quite fun to portray the French in the same category as Nazis, zombies and sharks – irredeemably bad and therefore the players are morally obliged to see them into the next life. If you go this way, the French must be absolute and utter bastards. They burn, they rape, they pillage – and that's just their own men!

However, there are other ways that the French can be portrayed. In some cases they can be portrayed as the bumbling, incompetent, bad drilled masses that cannot simply stand against the masses of English redcoats. Whilst this might be fun, it really does the French a massive disservice.

A more interesting take would be to add a little moral grey into the game. Sure, the French are the enemy, but they have feelings too. They have wives and children and they want to go home to them. Their troops can have the same effectiveness as the British and the same problems.

Alternatively, you can mix all three of these up into a smorgasbord of Gallic characterisation. You can have the vicious arrogant French Captain, determined to stamp his horrific path through Spain. You can have the bumbling French commander, who is constantly thwarted by the brave British detached party. You can have a curiously familiar French rank and file and maybe a game where the players are forced to work in a team with a honourable French officer?

Whichever way you choose, the attitude of the enemy will dictate the way that your game plays at the table. Talk to your players and find out what they would like from the French.

## Sex and the British Abroad

Sex permeates the fiction this game is based upon and no trivial matter of marriage or attachment seems to stop the heroes from taking advantage of any swooning lady that they come across. That said, some characters are wholly faithful to their wives despite the temptations put in front of them.

Whilst it might jar with modern day sensibilities, the women of the literature are more than happy to throw themselves at a swarthy hero, regardless of their station. Indeed, a certain degree of bodice ripping or slipping is almost mandatory. Women can be seduced, bedded and abandoned without any real consequences. There are definite double standards between a man who has an affair and a woman.

-Carlo

#### **FRENCH TROOPS**

French Infantryman
French Artilleryman
French Marshal
French Imperial Guard
French Hussar
French Cuirassier



2



1

3



Duty & Honour

RAD -

## The Butcher's Bill Pre-Generated Characters

#### **Balancing NPCs against your Players**

As presented here, these NPCs should provide a reasonable challenge for characters that are built around 4 experiences. Naturally, if you have chosen to give your players more experiences, these characters will be swept aside easily. Balance them by adding extra points to their Skills, Measures and Talents. None of these numbers are fixed

#### Wellington's Army

The Duke marches his men across the Peninsular for the honour of the King, as the one force on the western front that can stand against Napoleon and his domination of continental Europe. However, not everyone is dedicated to King and Country. Many of them are out for one person and one person alone – themselves. Some are harsh, violent men, other are yellow-bellied cravens promoted far above their ability. Each and every one can cause problems for your characters in a way that a Frenchman can never managed.

#### **Aggressive Officer**

(English, Military-Officer, Protestant, Grenadier, Aged 33)

Guts-4

Influence-3

Discipline-5

Charm-1

Skills: Soldiering-5, Courtesy-2, Command-4, Intimidate-4, Riding-2, Diplomacy-2

Traits: Dawn till Dusk, At Home in the Mess, Disciplinarian, Crackshot Reputations: Institution (Regiment) –4, Personality (Commanding Officer)-3, Personality (Lover)-2

Stereotype: He's marching up the chain of command and the last thing he needs is a clever corporal or an uppity Lieutenant getting in hi way. This officer is a nasty piece of work, a flogger and a braggart. A murdering officer.

#### **Feckless Officer**

(English, Noble, Protestant, Engineer, Aged 28) Guts-1 Influence-5

Discipline-1

Charm-2

Skills: Soldiering-1, Courtesy-4, The Arts-2, Intrigue-2, Siege-2, Engineering-4, Quartermaster-2, Diplomacy-1

Traits: Educated, Second Language (French), Letter from London, Lap of Luxury, Read and Write

Reputations: Institution (Regiment) –2, Personality (Commanding Officer)-4, Institution (Family)-3, Institution (Gentlemen's Club)-2

Stereotype: The second cousin of someone in Wellington's staff. This chap is wholly unsuited to life as an officer, but is here nonetheless as he tries desperately to impress his family. Constantly making mistakes and ordering people into desperate danger, he will be the death of the men if he is not dealt with one way or the other.



**Cheat Death and NPCs** 

The Cheat Death talent provides a magnificent way to create a recurring villain for your campaign. As every combat is finished at resolution, the game does not allow the players to commit a coup de grace on a character. Cheat Death can allow a supposedly dead enemy to return again and again to harass the characters. When it is time for them to die, once and for all, just ignore the talent

-Carla

#### **Brutal Sergeant**

EAD-

(Scottish, Criminal, Protestant, Infantry, Aged 35) Guts-5 Influence-1 Discipline-2 Charm-1

Skills: Awareness-2, Intimidate-5, Skulduggery-2, Soldiering-6, Scavenging-4, Gambling-5, Haggle-2

Traits: Cheat Death, Strong as an Ox, Street Fighter

Reputations: Institution (Regiment) -5, Institution (Smugglers)-3 Stereotype: He is a big strong brute of a man and he has a position of power over young, naive, scared recruits. He is an absolute bastard who terrorises the rank and file with his violent, abusive behaviour. Maybe you are on the end of it – maybe you are out to stop it. Maybe he's encroaching on your torritornal

territory!

#### Napoleon's Army

Ah, the French. Napoleon is the enemy and these are the men that do his work. Some are long-serving career soldiers, others are veterans of Napoleons many campaigns around the known world whilst others are raw recruits, drafted in to bolster the 'greatest army in the world'. All of them, however, are trying to kill you.

#### French Soldier of the Line

(French, Farmer, Without God, Infantry, Aged 20) Guts-2 Influence-0 Discipline-2 Charm-2 Skills: Scavenge-5, Soldiering-3, Riding-2, Awareness-2, Gambling-1 Traits: Reputations: Institution (Revolutionary France )–2 Stereotype: Le Cannon Fodder. They march in massive columns towards you, singing about their Emperor. Aim low and mark you man...

#### **French Officer**

(French, Military-Officer, Without God, Infantry, Aged 36) Guts-3 Influence-3 Discipline-3 Charm-4 Skills: Scavenge-3, Soldiering-5, Courtesy-2, Command-4, Quartermaster-3, Riding-3, Intimidate-2, Diplomacy-2 Traits: Cheat Death, Disciplinarian Reputations: Institution (Revolutionary France) –3, Institution (Regiment)-3 Stereotype: He leads his troops into battle with scant regard for their fate. All he is worried about is the consequences of failure and answering to his

superiors and failing the Emperor ... and the revolution! He has little honour

or mercy. Nasty pieces of work all round. Shoot these first!

A.C.

#### **Dashing French Captain**

(French, Noble, Without God, Cavalry, Aged 28) Guts-4 Influence-2 Discipline-3 Charm-5 Skills: Scavenge-1, Soldiering-2, Courtesy-4, The Arts-2, Intrigue-4, Riding-4, Command-2, Romance-4, Awareness-3, Diplomacy-2

Traits: Cheat Death, Natural Rider, Fair of Face, Lap of Luxury, Duellist, Natural Fencer, Heartbreaker

Reputations: Institution (Revolutionary France) – 2, Institution (Regiment)-4, Personality (Lover)-4

Stereotype: A fine figure of a man undoubtedly attractive to every woman that claps eyes on him. He is a lone wolf, a remarkable fighter and a thorough rogue. If he were English he would be a hero to men and officers alike. Alas he was born in La Rochelle and therefore seeks to harass and embarrass you. Teach him a lesson.

#### **French Hussar**

(French, Military-Rank, Without God, Cavalry, Aged 30)

Guts-3

Influence-1

Discipline-3

Charm-3

Skills: Scavenge-3, Soldiering-3, First Aid-2, Riding-3, Courtesy-2, Command-1

Traits: Strong Swordarm

Reputations: Institution (Revolutionary France) –4, Institution (Regiment)-3

Stereotype: He sees himself as the elite of the French forces. A well-groomed superior to the weary infantry, an opportunist who preys on the worn edges of battle. When he comes, sabre straight and ready, form square and show him the steel of the King's army!

#### **French Spy**

(French, Merchant, Catholic, Provost, Aged 40)

Guts-2

Influence-8

Discipline-5

Charm-5

Skills: Soldiering-1, Quartermaster-2, Haggle-4, Intrigue-6, Intimidate-4, Awareness-5, Courtesy-5, Skulduggery-5, The Arts-4, Diplomacy-5

Traits: Cheat Death, Educated, Second Language (Spanish), Second Language (English), Read and Write

Reputations: Institution (Revolutionary France) –5, Institution (Spy Network)-3

Stereotype: He works to oppose your every move. He is relentless, appearing where you least expect him and laying the seeds of distrust and dissent. He is almost beyond reproach and always seems to escape to insinuate himself into your life on another day. Catching him is tricky, but when you do the satisfaction will be palpable.

## Parole

If an officer is captured, he will be asked to give his word - his parole - that he will not attempt to escape. If he does this, he is allowed to keep his sword and his treated very well, living comfortably. If they refuse, they are treated like a common prisoner.

It is considered heinous and dishonourable to break ones parole and it is highly unlikely that an officer who is captured after such an act will be offered any mercy.

~ Compose



#### Anfrancescados

Not all of the Spanish fought against the French and some, especially in the upper classes, collaborated with their invaders. These were said to be 'Anfracescados'. Naturally it is difficult for the soldier to know who is loyal to Spain and who were siding with Napoleon.

#### Guerrillas

The local people still fight against their French oppressors alongside the Allied forces. These 'guerrillas' are a crucial part of the fighting forces at Wellingtons disposal but they can be difficult to work with. Hot-headed, driven and suspicious, they can sometimes cause more problems than they solve.

#### Leader of a Free People

(Spanish, Artisan, Catholic, Skirmisher, Aged 35) Guts-3 Influence-1 Discipline-2 Charm-4 Skills: Scavenge-5, Profession (Carpenter)-2, Profession (Skinner)-2, Awareness-5, Command-3, Intimidate-4, Riding-4 Traits: Cheat Death, Sharpshooter Reputations: Institution (Guerrillas) –3, Institution (Peasants) –3 Stereotype: These... men are our allies and as such we will treat them with respect. That's what the officers say anyway, but they are unwashed and uncouth dogs who live wild in the mountains. This one is their leader, which

uncouth dogs who live wild in the mountains. This one is their leader, which doesn't make him any less of the whoreson. They fight like animals and live like them too.

#### Ladies

Despite being hundreds of miles away from the distinguished salons of London, the officer in the Peninsular can still easily become embroiled in the machinations of the fairer sex. Ladies are attracted to soldiers like moths to a flame and soldiers are likely to get just as easily burned.

The Helpless Lady (English, Church, Protestant, Aged 19) Guts-o Influence-1 Discipline-o Charm-1 Skills: The Arts-2, Courtesy-3, Romance-2, Music-1 Traits: Fair of Face, Read and Write Reputations: Personality (Lover)-2 Stereotype: The lady is besotted by you and tries as hard as she can to be helpful and kind. However, she is a docile and vapid as can be and beyond a pretty thing for your arm, she is worthless. However, good form dictates that

helpful and kind. However, she is a docile and vapid as can be and beyond a pretty thing for your arm, she is worthless. However, good form dictates that you protect her – which is a hard task and she does tend to get into an awful lot of trouble!

#### The Deceptive Hussy

(English, Noble, Protestant, Aged 32) Guts-1 Influence-2 Discipline-2 Charm-2 Skills: Courtesy-4, The Arts-2, Intrigue-4, Awareness-3, Romance-3, Skulduggery-3 Traits: Cheat Death, Read and Write, Heartbreaker

Duty & Honour

VAJER.

Reputations: Personality (Lover)-2, Personality (Lover)-3, Personality (Lover)-1

Stereotype: She comes in the night, unannounced and slips between your sheets. You know you should not but her insistent lips are most persuasive. There is something about her that captivates you and draws you closer. Maybe you are the one that can tame her? Maybe you are the one that can deal with her reputation?

#### **The Spirited Lover**

crosses her and ignites her temper.

(Portuguese, Farmer, Catholic, Aged 23) Guts-2 Influence-0 Discipline-0 Charm-3 Skills: Scavenge-1, Riding-2, Awareness-4, Haggle-2 Traits: Fearless Reputations: Personality (Lover)-4 Stereotype: You met her when you liberated her village. She is a strong, forthright woman and she knows her place in the world is not a simple one. She marches with the camp and deals with your needs. Pity the man that

Duty & Honour

RUPP

- Car and

Asto-Well Hard

## **Sergeant Tom Potter** (English, Without God, Farmer, Redcoat Grenadier) 22nd Lothian Borderers

Guts: 8 **Discipline**: 6 Influence: 2 Charm: 4

Skills: Awareness+4, Command+4, First Aid+3, Gambling+2, Intimidate+6, Maritime+4, Quartermaster+3, Scavenge+1, Siege+4, Soldiering+5

Wealth: 2, Ship's Boarding Axe (+1 Halberd tests)

Reputations: Personality (First Mate Crawford of the 32-gun fifth-rate Minerva )+3, Personality, (Col. Jeffers)+3, Institutional (Artillery Rgt)+2, Institutional (Rank and File)+2, Institutional (22nd Lothian Borderers)+2

Traits: Swimming, Strong as an Ox, Hard as Nails, Hack and Slay x3, Sailor , Sgt Potter cannot read or write



LA CAL

## **Private Pike** (Scottish, Protestant, Church, Redcoat Infantry) 22nd Lothian Borderers

Guts: 4 **Discipline:** 4 Influence: 3 Charm: 5

Skills: Awareness+6, Courtesy+7, Diplomacy+2, First Aid+6, Intimidate+1, Music+3, Quartermaster+1, Scavenge+4, Soldiering+4, The Arts+4

-CAR (BP)

Wealth: 2, Pristine Bible (+1 The Arts), A fiddle (+1 Music)

Reputations: Personal (Major Cuthbertson)+3, Personal (Quartermaster Delaney)+3, Personal (Sgt, Mjr Daniels)+3, Institution (22nd Lothian Borderers) +3, Institution (St Andrew's Kirk) + 1

Traits; Read and Write, God's Servant , Chosen Man , Cheat Death , Second Language (French), Pitch Perfect

-CARDE

A server

#### **Captain Laurent** (French, Without God, Military (Officer), Cavalry - Hussar)

Guts: 3 Discipline: 5 Influence: 3 Charm: 2

**Skills**: Command-4, Courtesy-4, Riding-7, Soldiering-3, The Arts-1, Engineering-3, Diplomacy-2, Quartermaster-2, Intimidate-2, First Aid-2

Wealth: 3, Exquisite Sabre+2

**Reputations:** Personality (Marshal Massena)+1, Personality (Colonel Moreau)+2, Institutional (Regiment)+2, Institutional (Officers Mess)+1

**Traits**: Read and Write, Educated, Good Horsemanship, Student of War, Strong Swordarm-2, Flesh Wound



ELD SED

#### **Colonel Moreau** (French, Without God, Professional, Infantry of the Line)



Guts: 5 Discipline: 6 Influence: 7 Charm: 6

Skills: Awareness+1, Command+6, Courtesy+5, Diplomacy+6, Intimidate+5, Intrigue+6, Music+2, Profession+3 (Printer), Riding+5, Romance+3, Soldiering+3, The Arts+7

Wealth: 6, Austrian sword (+1 Sword tests), Cuirasses (+1 Brawl and Sword tests)

**Reputations:** Personality (Marshal Massena)+3, Personality (Senora Navaro)+3, Personality (Rodriguez)+3, Institutional (Regiment)+4, Institutional (Spanish Peasants) +4, Institutional (British Pioneers)+3

**Traits:** Read and Write, Educated, Strong Swordarm x3, Cheat Death!, Disciplinarian Stiff Upper Lip

-CARDE

### Rodriguez (Spanish, Catholic, Church, Guerrilla)

Guts: 5 Discipline: 2 Influence: 3 Charm: 5

> **Skills**: Awareness+3, Command+3, First Aid+2, Haggle+3, Intimidate+4, Skulduggery+5, Riding+3, Scavenge+4, Soldiering+2

Wealth: 0, Rapier and Poniard (+1 sword tests), twinned pistols (+1 pistol tests)

**Reputations**: Personality (Maria)+3, Personality (Father Torres)+4, Institutional (Dock Gangs)+2, Institutional (Guerrillas)+4, Institutional (Spanish Peasants)+2

**Traits**: Read and Write, Fearless, Duellist x2, Strong Swordarm x2, Tis But A Scratch Sir!



Were -

#### Lt Andrew Percival Lord of Chichester (English, Protestant, Noble, Hussar) 15th Kings Light Dragoon Hussars



Guts: 3 Discipline: 4 Influence: 6 Charm: 5

Skills: Command+4, Courtesy+4, Diplomacy+3, Intimidate+3, Quartermaster+3, Riding+6, Romance+2, Soldiering+2

#### Wealth: 9

**Reputations:** Personality (Lt. Col. Sir William Smythe)+4, Personality (Lady Jeffers)+3, Personality (Col. Moreau)+4, Personality (Lady Isadora Montague)+2, Personality (Mr Duncan, Horse Merchant of Lisbon and London)+1, Personality (Wellington)+3, Institutional (Horseguards)+2, Institutional (Office of the Provost Marshal)+2

**Traits:** Read and Write, Lap of Luxury, Strong Swordarm x2, Duellist x3, Born in the Saddle, Cosmopolitan

-CARDE

-CARANA

## Maria Torres (Spanish, Catholic, Church, Civilian)

Guts: 3 Discipline: 2 Influence: 2 Charm: 5

> **Skills:** Awareness +3, Courtesy +3, First Aid+2, Music+1, Riding+2, Scavenge+3, The Arts+1

Wealth: 1, Polished Stiletto (+1 Knife tests (base 2 cards)

**Reputations:** Personality (2nd Lt. Sommerfield of the 32-gun fifth-rate Minerva )+3, Personality (Corporal Jenkins)+2, Personality (Father Torres)+4, Personality (Rodriguez)+4, Institutional (Dock Gangs)+2.

**Traits:** Read and Write, Second Language (English), Fair of Face



E A PA

## BIBLIOGRAPHY

#### **Fiction:**

Aubrey-Maturin (Various) by Patrick O'Brien Death to the French by C.S.Forester Bolitho (Various) by Alexander Kent Hervey (Various) by Allen Mallinson Hornblower (Various) by C.S.Forester Sharpe (Various) by Bernard Cornwell

#### **Non-Fiction:**

British Napoleonic Infantry Tactics 1792-1815 by Philip J. Haythornthwaite British Regimental Traditions by Ian F.W.Beckett Dictionary of the Napoleonic Wars by David G. Chandler Die Hard!: Dramatic Actions of the Napoleonic War by Philip J. Haythornthwaite Every Man Will Do His Duty by Dean King Fusillier by Mark Urban Harbours and High Seas by Dean King Napoleon At War booklets by Osprey Publishing for Del Prado Publications. Napoleonic Cavalry by Philip J. Haythornthwaite Redcoats by Richard Holmes Rifles by Mark Urban Sharpe Companion by Mark Adkin Sharpe Companion: The Early Years by Mark Adkin The Napoleonic Sourcebook by Philip J. Haythornthwaite The Napoleonic Wars Experience by Richard Holmes The War of Wars by Robert Harvey Wellington: Pillar of State by Elizabeth Longford Wellington: The Years of the Sword by Elizabeth Longford Wellington's Victories by Matthew Morgan Wellington's War in the Peninsula by Ian C. Robertson

#### TV & Film

Heroes and Villains: Napoleon (2007) Hornblower (The Series) (1998-2003) Master and Commander: The Far Side of the World (2003) Sharpe (The Series) (1993-2006) Waterloo (1970/1) The Madness of King George (1994) Amazing Grace (2007)

#### **Role-playing Games**

GURPS Age of Napoleon The Burning Wheel by Luke Crane Primetime Adventures by Matt Wilson Spirit of the Century by Hicks, Donoghue and Balsera Pendragon by Greg Stafford In Harm's Way by Clash Bowley

~
MARAD-

# RECOMMENDATIONS

The Napoleonic Wars, and the battles in the Iberian Peninsular in particular, can sometimes be a little alien to some players. To help learn a little about the period and the atmosphere of the game, I've pulled out a couple of sources from my reference list to point you towards. Hopefully this will help.

# **Non Fiction**

# The Sharpe Companion by Mark Adkin

This is not the first time that you will see Sharpe-related recommendations on this list. The books by Bernard Cornwell and the subsequent TV series starring Sean Bean are by far and away the most easily accessed source material and arguably the most evocative. The Companion (and it's 'Early Years' second volume) are packed with information regarding the series and the campaigns that they are based upon. They are reads that you can dip in and out of easily and they are packed with excellent ideas for missions and characters.

### Wellington's Victories by Matthew Morgan

I picked this book up from eBay and it was a revelation. Akin to the book above, it is a 'dipping' book, presenting itself as a miscellany about the armies of Wellington – and boy, does it deliver. Page upon page of detail that can be slotted directly into your games, either as story or flavour.

# **Redcoats by Richard Holmes**

This book is brilliant. It mixes facts and anecdotes in a very readable fashion without trying to be too fastidious about the accuracy or presentation of such. The result is a book which gives a real flavour of the life of a soldier across the period. It covers almost every aspect from soldiering, law, religion, women, illness and a whole slew of military matters.

# The War of Wars by Robert Hervey

This brick of a book is an excellent account of the French Revolution and virtually every event between then and the Battle of Waterloo and beyond. Exceptionally readable, covering the politics of the situation as well as the military endeavours, it is an excellent investment.

# Fiction

# The Richard Sharpe Novels by Bernard Cornwell

These are a no-brainer for the aspiring Duty & Honour player. There is a depth to the books that is sometimes missed in the TV series, especially with the development of the adversaries. I have a fondness for the 'Indian Trilogy' of Sharpe's Tiger, Sharpe's Fortress and Sharpe's Triumph. I would also recommend the short story Sharpe's Skirmish for a perfect example of a Duty & Honour military mission.

### The Matthew Hervey Novels by Allan Mallinson

If you want to run a cavalry campaign, these books are absolutely required reading and even if you are not, they give an excellent counterpoint to the daring-do of Sharpe. That's not to say that they are not filled with action and adventure but the Hervey character is far more conformist than the rapscallion Sharpe.

VALSER-

### TV & Film

# Sharpe's Rifles, Sharpe's Regiment and Sharpe's Mission

Rather than recommend the entire series, I thought I would pinpoint three different episodes for three different game mechanics. Rifles shows the way that even though there is one central character to the story, the other members of the Chosen Men can still have their own personalities – the wily Hagman, the learned Harris, the innocent Perkins, the pious Tongue and the belligerent Harper. Regiment is the template for a Mission which can start as a simple 'Get reinforcements' but with some clever planning and cooperation turns into something so much more. Note how Sharpe's personal mission 'Get a New Wife' is intertwined with it, as well as Harper's 'Proud Irishman' mission? Finally, Mission, is almost the perfect episode of Sharpe as it has everything wrapped up in one 90 minute piece of gold. See as Rifleman Harris totally fails his challenge but then spins it off into his own separate challenge with Sharpe's wife and the poet?

### Hornblower

Another readily available source, Hornblower touches on the nautical background of the era and is the perfect melding of troupe style storytelling and Georgian action. Whilst it may not have much to add to Duty & Honour in the way of direct lifts, it has exactly the right demeanour and presentation.

### Audiobook

### Four Days in June by Iain Gale

For something completely different, find a copy of this 11-hour long unabridged performance of Gale's account of the Battle of Waterloo. It gives a very thorough account of the battle, but it also illustrates aurally the language and diction of the time. A great resource for lifting the characters and characteristics of key NPCs.

RUPE

- Car Cores

# **APPENDIX I**

# **Composition of the British Army**

What's the difference between a Battalion, a Division and a Company?

One of the most confusing sets of terminology to get around when making your game of Duty & Honour engaging is the structure of the British Army. What I present here is a very approximate and simplified version. The numbers are a generalisation and there was, in reality, a number of variations.

# REGIMENT

Approximately 2000 men served in each Regiment It was commanded by a Colonel Regiment is an administrative rather than field formation

# BATTALION

EAD

Approximately 1000 men served in each Battalion It was commanded by a Lt. Colonel BATTALION

Approximately 1000 men served in each Battalion It was commanded by a Lt. Colonel



Each Battalion was broken down into 10 Companies Each Company contained 100 men Each Company was commanded by a Captain One Company would be designated the Light Company One Company would be designated the Grenadier Company



A single Company can be split to form a Half Company A Half Company (sometimes called a Platoon) is commanded by a Lieutenant Each Battalion was broken down into 10 Companies Each Company contained 100 men Each Company was commanded by a Captain One Company would be designated the Light Company One Company would be designated the Grenadier Company

#### **Other Formations**

Two-Three Battalions could come together to form a BRIGADE A BRIGADE is commanded by a Major. General

Two-Three Brigades could come together to form a DIVISION A DIVISION is commanded by a Lt. General

So your character might be referred to as 'Private Smith, 5th Company, 1st Battalion, 23rd Regiment Royal Welsh Fusiliers' or 'Pvt. Smith, 5th Co. 1/23rd'

To give an idea of the disposition of the Army, according to Morgan, in 1809 there were 179 Line Battalions. 28 were stationed in the Peninsula, 70 were stationed in the British Isles, 27 were in the West Indies, 23 were in the East Indies, 14 were in Sicily and Malta whilst others were in Canada, the Cape Colony, New South Wales, Gibraltar and Madeira.

Duty & Honour

AND-

# **APPENDIX II**

### **Cavalry in Duty & Honour**

Imagine the thunder of hooves and the exhilarating speed of the charge combined with knowledge of possible death on the end of a razor-edged sabre? This is the life of the cavalryman.

A cavalry regiment has a number of subtle differences to an infantry regiment and can produce a very different campaign. The mobility and glamour of the cavalry regiments offer something markedly different from the discipline and grit of the redcoats.

### **Cavalry Regiments**

There are, officially, two kinds of cavalry in the British Army – Heavy and Light. Heavy cavalry is best suited for smashing shocking charges whilst the Light cavalry is best suited, officially, to outpost work and skirmishing. In reality, these two dispositions tend to blur in the heat of the battlefield.

A Cavalry regiment consists of 12 'Troops' – the cavalry term for a company. Ten of these Troops form the regimental presence in the field, whilst two Troops remain at home in their depot, training and recruiting.

Within a regiment, two Troops join together to form a Squadron.

Each regiment would have one Colonel as a commander-in-chief, two Lieutenant Colonels as commanders in the field, two majors, ten captains, lieutenants and cornets (the cavalry term for an ensign). It would also have one paymaster, one adjutant, one surgeon and one veterinary surgeon. Each troop, commanded by a Captain, would have one quartermaster, four sergeants, four corporals and one trumpeter alongside their body of privates.

### **Creating Cavalry Characters**

Members of a cavalry regiment follow the same procedure as their infantry counterparts with a few notable differences.

#### **Cavalry Rank and File Basic Training**

As a member of the rank and file you are taught the strict discipline and riding skill that will turn you into the scourge of the battlefields of Europe. You receive +1 Guts, +1 Discipline and +1 to Soldiering, First Aid, Awareness and Riding. You may also assign +1 to four skills.

#### **Cavalry Officer Basic Training**

Some officers receive the wisdom of decades of tactical thinking from the greatest minds in Europe's military. Others are taught on the job ready to deal with whatever the battlefield throws at them. Regardless they are ready to lead their men. You receive +1 Discipline, +1 Influence and +1 to Command, Diplomacy, Riding and Courtesy. You may also assign +1 to four skills.

-Carla



EAD

**Hussar** – flamboyant sword wielding light horsemen who sweep across the battlefield. You gain RIDING and INTIMIDATE at +2.

**Dragoon** – light or heavy, dragoons can act as horsemen or infantry – although they mostly act on horseback. Their primary weapons are the carbine and the light sabre. You gain RIDING and SOLIDERING at +2

**Groom** – attached to every officer there is a man of great resolve and ingenuity to tend his horses and ensure that he is serviced correctly. A crucial position within a company. You gain QUARTERMASTER and SCAVENGE at +2

# **Additional Traits**

Veterinarian

Cost:2

Cost:1

You have been trained in the art of medicine with regard to animals. Your First Aid skill is now applicable to animals rather than humans and you can apply First Aid to humans at half your skill. You also gain Institutional Reputation: Regiment +2

#### Good Horsemanship

You are more than just a talented rider, you have a natural affinity with horses and understand the workings and ailments of the beasts. You can use your Riding skill in any test that would require you to diagnose an illness to your horse

#### Lancer

Cost:1

You have studied the continental art of the lance. You gain +1 cards when using a lance in a test. You may take this Trait a maximum of three times

Born in the Saddle

You are a consummate horseman and a natural fighting from horseback. You gain +2 cards in combat tests when you are on a horse.

Cost:2

# Tools of the Soldier

#### Carbine

The carbine is a shorter stocked musket, designed to be carried and fired from horseback. Often, dragoons would dismount to form a firing line with their carbines. If they fire them mounted they suffer -1 card penalty.

| Range       | Distance | Card Pool |
|-------------|----------|-----------|
| Point Blank | 10 feet  | 5 cards   |
| Normal      | 40 feet  | 3 cards   |
| Long        | 80 feet  | 2 cards   |
| Extreme     | 200 feet | 1 card    |

#### Lance – 4 cards

Used by cavalry to ride down running men, the lance is a feared weapon. It can only be used on horseback. If the target is not attacking the rider using the lance, they will incur the +2 card penalty for a non-engaged attacker.

A sta

# **Cavalry Tactical Orders**

#### Full Charge

The entire troop charges directly at the enemy, seeking to crush them before their horses and shatter their morale at the sound of the pounding hooves. If the opponent is infantry, their Commanding Officer must pass an immediate Discipline test or his Company Morale is INJURED. The cavalry company gains +2 cards in their combat test in this phase. However, if they perform anything other than a Regroup and Rally order in the next phase they act at -4 cards and cannot receive any other card pool bonuses from orders in that round.

#### **Sweeping Pass**

The company makes a passing move around and through it's adversary in a much more open order than a Full Charge. Hussars gain +1 card due to this order in this phase.

#### **Sabre Fighting**

The cavalry move amongst their enemies – infantry or mounted – and engage them in hand-to-hand combat.

#### **Dismount and Fire**

The company dismounts from their horses and fires a standing volley with their carbines. For this phase they are counted as infantry for purposes of determining card pool adjustments. Dragoons gain +1 card due to this order in this phase.

#### **Regroup and Rally**

The officers bring the company back together into formation after a charge. The company cannot make a combat test during this phase.

-Carla

- CAR

# **APPENDIX III:**

# Regiments

# **Cavalry Regiments of the British Army**

| 1st   | Life Guards                                |
|-------|--------------------------------------------|
| 2nd   | Life Guards                                |
| Royal | House Guards                               |
| 1st   | Kings Dragoon Guards                       |
| 2nd   | Queens Dragoon Guards                      |
| 3rd   | Prince of Wales Dragoon Guards             |
| 4th   | Royal Irish Dragoon Guards                 |
| 5th   | Princess Charlotte of Wales Dragoon Guards |
| 6th   | Dragoon Guards (Carabineers)               |
| 7th   | Princess Royal's Dragoon Guards            |
| 1st   | Royal Dragoons                             |
| 2nd   | Royal North British Dragoons (Scots Greys) |
| 3rd   | Kings Own Dragoons                         |
| 4th   | Queens Own Dragoons                        |
| 6th   | Inniskilling Dragoons                      |
| 7th   | Queens Own Light Dragoons (Hussars)        |
| 8th   | Kings Royal Irish Light Dragoons           |
| 9th   | Light Dragoons                             |
| 10th  | Prince of Wales Own Royal Light Dragoons   |
| 11th  | Light Dragoons                             |
| 12th  | Prince of Wales Light Dragoons             |
| 13th  | Light Dragoons                             |
| 14th  | Duchess of Yorks Own Light Dragoons        |
| 15th  | Kings Light Dragoons Hussars               |
| 16th  | Queens Light Dragoons                      |
| 17th  | Light Dragoons                             |
| 18th  | Light Dragoons Hussars                     |
| 19th  | Light Dragoons                             |
| 20h   | Light Dragoons                             |
| 21st  | Light Dragoons                             |
| 22nd  | Light Dragoons                             |
| 23rd  | Light Dragoons                             |
| 24th  | Light Dragoons                             |
| 25th  | Light Dragoons                             |

# Infantry Regiments of the British Army

1st Foot Guards 2nd **Coldstream Foot Guards** 3rd Scots Foot Guards **Royal Scots** 1st 2nd Queens Royals East Kent Buffs 3rd Kings Own 4th Northumberland 5th

### Duty & Honour

Were -

6th First Warwickshire 7th **Royal Fusiliers** 8th Kings East Norfolk 9th 10th North Lincoln 11th North Devon 12th East Suffolk 13th First Somersetshire Buckinghamshire 14th 15th York East Riding Bedfordshire 16th Leicestershire 17th 18th Royal Irish First Yorkshire North Riding 19th 20th East Devonshire Royal North British Fusiliers 21st 22nd Cheshire **Royal Welsh Fusiliers** 23rd 24th Second Warwickshire 25th **Kings Own Borderers** 26th Cameronians 28th North Gloucestershire 20th Worchestershire 30th Cambridgeshire 31st Huntingdonshire 32nd Cornwall First Yorkshire West Red Riding 33rd 34th Cumberland 35th Sussex 36th Hertfordshire North Hampshire 37th First Staffordshire 38th Dorsetshire 39th 40th Second Somersetshire 42nd Royal Highland Black Watch Monmouthshire Light Infantry 43rd 44th East Essex Nottinghamshire 45th South Devonshire 46th Lancashire 47th Northamptonshire 48th Hertfordshire 49th 50th West Kent 51st Second Yorkshire West Riding Light Infantry **Oxfordshire Light Infantry** 52nd Shropshire 53rd West Norfolk 54th Westmoreland 55th 56th West Essex West Middlesex 57th 58th Rutlandshire Second Nottinghamshire 59th

-Carlo

60th **Roval American** South Gloucestershire 61st 62nd Wiltshire 63rd West Suffolk 64th Second Staffordshire 65th Second Yorkshire North Riding 66th Berkshire South Hampshire 67th Durham Light Infantry 68th South Lincolnshire 69th Glasgow Lowland 70th Highland Light Infantry 71st Highland 72nd 74th Highland 76th Hindoostan Regiment East Middlesex 77th Highland, Rossshire Buffs 78th 79th Cameron Highlanders 80th Staffordshire Volunteers 82nd Prince of Wales Volunteers 84th York and Lancaster 85th **Bucks Volunteers Light Infantry** 86th Leinster 87th Prince of Wales Own Irish 88th **Connaught Rangers Perthshire Volunteers** 90th **Argyllshire Highlanders** 91st Highland 92nd Highland 93rd 94th Scotch Brigade 95th Rifles Queens Own Germans 97th 99th Prince of Wales Tipperary Prince Regents County of Dublin 100th 101st Duke of York's Irish 102nd New South Wales Corps New Brunswick Fencibles 104th

ECD -

ABARD-

-Carlen

# **APPENDIX IV**

#### Surnames

Sometimes, the hardest thing to come up with on the fly is the name of an officer, lady or foreign ally. These lists of surnames should make this a little easier. Sometimes its hard to come up with even an English surname so they have been included too!

#### **SPANISH**

García Fernández González Rodriguez López -Martínez Sánchez Pérez Martín Gómez Ruiz Hernández Jiménez Díaz Álvarez Moreno Muñoz Alonso Gutiérrez Romero Navarro Torres Domínguez Gil Vázquez Serrano Ramos Blanco Sanz Castro Suárez Ortega Rubio Molina Delgado Ramírez Morales Ortiz Marín Iglesias

#### PORTUGUESE

Abreu (d' / de) Alfonso Alves Andrade (d' / de) Baptista Betancourt Biscoito Brazão

Cabral (de) Caires (de) Caldeira Camacho Cambra (de) Campos Carvalho Castanheiro Castro (de) Chaves Coelho Correia Costa (da) Cruz (da) Cunha (da) Dias Faria Farinha Femandes Ferraz Ferreira Figueira Francisco Franco Freitas (de) Gama (de) Garanito Gomes Gonsalves Gouveia/Govia (de) Gregório Henriques Jardim/Jardine Jeronimo Jesus (de) Jorge Leal Lourenco Luz (da) Macedo Machado Madeira Magalhães Marques Martins Mattos/Matas (de) Mendes Mendonca Menezes Miranda

Nascimento

Netto

Neves Nóbrega/Nobriga (de) Alcott Noreiga Nunes Oliveira (d' / de) Omellas (d' / de) Pacheco Paiva (de) Peiza (de) Pereira Pemeta Pestana Pimento Pinto Pires Querino Ouintal Ramos (dos) Reis Rezende Ribeiro Rodrigues Rufino Sabino Sá Gomes Saldenha Santos (dos) Sardinha Serpa Silva (de / da) Soares Sousa / Souza (de) Vasconcellos Vieira Xavier **ENGLISH** Aarons Abbot Abbott

Abercrombie Acker Acland Acres Adlam Aikin Ainscough Ainsworth Aird Aitchison Alberts

Alden Alder Aldous Aldridge Allam Alleine Allerton Allfrey Alsop Andrews Appleby Arnold Ash Ashcroft Ashe Ashford Ashley Astill Atkin Atkins Atkinson Aubrey Audley Ayrton Bagnold Baines Barclay Barefoot Barford Barlow Barrett Barron Barry Bates Bateson Baylev







**Correct Forms of Address** 

King - Your Majesty

Prince of Wales (and other royals) - Your Royal Highness

Duke - Your Grace/Duchess

Marquess, Earl, Viscount, Baron and Lord of Parliament -My Lord/ Your Lordship

> Marchioness, Countess, Viscountess, Baroness -My Lady/Your Ladyship

Sons of Dukes, Earls and Marquess's - My Lord Daughters of Dukes, Earls and Marquess's - My Lady

Knights and Baronets - Sir

Member of Parliament -The Right Honourable

These honourifics compound, so a General who was also the son of an Earl and a member of Parliament would be refered to as

"General, the Right Honourable Lord (insert name here)"



Beck Beckford Beckham Beddoes Bedingfield Beerbohm Belcher Bellamv Bellingham Benjamin Benn Bennet Bennett Benson Bent Benton Bessie Best Bestor Bevins Bewley Bickerton Bigg Biggs Billingham Birchall Birkin Blackwood Blake Blakey Blanchflower Bland Blatchford Blenkinsop Bloor Blow Bloxsom Bogart Booth Borrow Bosanquet Bottomlev Bourchier Bourne Bowden Bowker Bowlby Bowra Brackett Bradley Bramwell Branch Brandis Brandon Branum Brav Brearley Breckenridge Breedlove Brent Brenton Brett

Brewer Bridgeman Bridges Bridgman Briggs Brightman Bristow Broadbent Brock Brockman Broderick Brodhead Brodrick Brome Bromley Brook Brooke Brooker Brookes Brooks Broom Broome Broomhall Browning Brush Bryant Bryson Buckmaster Bugden Bullard Bullock Bullokar Bulmer **Bulwer-Lytton** Bunn Burdine Burgess Burkitt Burnaby Burns Burroughs Buswell Butler Butt Butterfield Butterworth Buxton Cahoon Calbraith Call Calvert Camp Campion Canham Cann Cannan Carlile Carlisle Carlson Carpenter Carrier Carrington

Cass Cassie Castle Catchpole Cates Catt Cavendish Cavendish-Bentinck Chadwick Chambers Chance Chandler Chaney Chaplin Chapman Charles Charlesworth Charlton Chase Chaucer Chavasse Chaytor Cheek Cheeseman Cheney Child Childe Childs Chiles Chilton Chilvers Chinn Chorley Christmas Clapp Clark Clarkson Clavering Clemons Cliff Clinton Close Clowes Coast Coates Cobbe Cobbett Cobbold Cobbs Cobby Coburn Cock Cockayne Cocke Cockerell Cockerill Cocks Coffin Cole Coleclough Colegrove

Coleman Coleridge Coles Colev Collingwood Collins Colvile Colville Colvin Compton Conant Condict Conrad Cook Cooke Cooper Copley Cotes Cotton Cottrell Coulson Courtney Cowell Cowley Cowper Coxe Coxon Crabtree Craik Cree Cresswell Creswell Crick Crisp Croft Croom Crosland Cross Crosse Crouch Croucher Crow Crowe Cruger Cumberland Cunard Cundy Curtis Curzon Cussons Dalton Daniel Daniels Darby Davidson Davis Davison Dawkins **Day-Lewis** De Morgan Deal Denham

Denman Dennett Dent Derrick Dimbleby Ebelthite Edwards Edwardson Elder Emmett Fellows Ferrer Fettiplace Fisher FitzGerald Fitzhugh Fullilove Funnell Furse Galton Gibbs Gibson Gilbert Gilbertson Golden Golding Goodfellow Gorelick Grainger Granger Grant Grover Halev Hall Hardy Haring Harman Harris Harrison Harriss Haven Hawking Hawkins Hawkins Havday Haves Helton Hemingway Hepburn Hern Hoby Hodgkinson Holliday Hopkin Hopkins Howard Hudson Hughes Illidge Isitt Jackson Jacobs

Duty & Honour

Jacobson Janes Jenson Jerald Jerrold Johanson Johnson Jones Josephson Keaton Kendall Kerry Langtry Large Lawrence Lavcock Leonard Mainwaring Maitland Mallorv Manwaring Marcus May Mavall Maye Mavhew Meyers Meynell Michaels Michaelson Michelson Middleton Morris Mort Mosley Myers Myerscough Neilson Neilson Nelson Newbury Nicholson Nordell Norman Norton Osborn Outhwaite Paddick Parker Passy Paterson Paulson Payne Paynter Penberthy Penington Pennington Peterson Philbrook Philippson Pike Porter

Poulter Pullen Ravenshaw Reed Renshaw Revnell Reynolds Richardson Robin Robinson Robison Rodham Samuelson Sartorius Savidge Scantlebury Scarisbrick Scrope Seymour Sharpe Shavne Shelton Shriver Sikes Simpson Smith Smollett Stapleton Steevens Stephen Stephenson Stevenson Stockdale Strickland Stumbles Swash Sykes Taylor Thomas Thomason Thompson Thomson Treffry Trueman Truman Twynam Wainwright Ward Warren Watkin Watkins Webbe Wells Westerman Weston Wetherell Whately Wheatley Whistler White Whittingham Widdrington

Wilby Willcocks Willett Williamson Willson Wilson Windus Wintour Wood Woodson Woolgar Worsley Worthington Wright Wylde Yallop York SCOTTISH Abercrombie Abernethy Adair Addison Affleck Akins Allen Anderson Andrews Armstrong Athol Avery Bailey Baillie Bain Baird Balfour Ballantine

Ballantyne

Barr

Bates

Bates

Beaton

Beattie

Beatty

Bellenden

Blackwood

Breckenridge

Begg

Bowie

Brodie

Broun

Brown

**Buglass** 

Buick

Burns

Cadell

Caird

Cairns

Calhoun

Cameron

Buchanan

Boyd

Cathev Chalmers Drummond MacBain MacDougall Morrison Clyde Cochrane Cockburn Colhoun Colquhoun Connor Craig Creelman Crichton Cummings Cunningham Curry Dalziel Davidson Douglas Dove Duncan Duncanson Dunlop Farquhar Ferguson Fitzduncan Forsyth Fraser Gibbs Gibson Gilchrist Gilfillan Gillespie Gilmore Gordon Graham Grant Grav Hamilton Harris Harris Haves Henderson Hepburn Hetherington Howie Hume Johnson Johnston Keith Kennedy Kerr Kyle Laird Lamont Mac Domangairt Mac Echdach MacArthur

Campbell

Cathcart

MacAulev MacColl MacEwan MacFadven MacFarquhar MacGregor MacIntyre MacIsaac MacKinley MacLachlan MacLean MacLellan MacLeod MacNeil MacPhail MacPhee MacQuarrie MacTaggart Macaulay Macdonald Mackay Mackenzie Macklin Macpherson Maitland Marwick Matheson Maxwell McAfee McAllister McAllister McAndrew McArdle McArthur McAulay McAulev McCabe McCain McCann McCardle McCawlev McCloskey McClov McClure McConnell McCracken McCreadie McCrory McCulloch McCully McCunn McCurdy McCutcheon **McDaniel** McDermott McDougall **McDuffee** McDuffie McElroy McFadden McFadven McFall McFarland

~~~~



McFarlane McGann McGill McGillicuddy McGillivray McGowan McGrady McGrath McGraw McGriff McGuinness McGurk McIlroy **McIlvaine** McIntosh McIntyre McIver McKean McKee McKeon McKusick McLachlan McLaren McLaughlin McLaurin McLean McLellan McLennan McMahon McManus McMillan McNab McNabb McNamara McNeill McNiven McNulty **McPhee** McPherson McQuarrie McQueen McQuillan McSweeney McTaggart Melville Menzies Middleton Moffat Morris Morrison Morrison Munro Murdoch Nisbet Nisbeth Norman Ogilvie Ogilvy Paterson Patterson Penney Purves Rankin Reid Richardson Robertson Russell Muir Shields

Simpson Smollett Stevenson Stewart Stewart Stuart Taylor Thomson Wilson Wood

IRISH Adair Ahearn Ahern Akins Andrews Barrett Barry Behan Bergin Brady Breckenridge Brennan Breslin O'Brien Brody Brogan Burke Burns Butler Byrne Cadigan O'Cahan Cahan Cahill Callaghan Callahan Campbell Canavan Carey Carmody Carr O'Carroll Carroll Carthy Carty Casey Cavanagh Christy Christy Clarke Cohan Coleman Collev Collins Conlin Conlon Connolly Connor O'Conor Coogan Cooley Cooney Corcoran Cornally Corrigan Costello

Costigan Coughlin Craig Cree Creedon Creelman Crossan Crotty Cudahy Curran Curry Cusack D'arcy Davison Deasy Defreine Delaney O'Dell Dempsey Dennehy Devereux Dillon Doherty Doherty Dolan Donnellan Donnelly Donovan Doody Dooley Dorgan Dove Dowd Dovle Driscoll Duffy Dugan Dunegan Dunne Durnan Dwyer Egan **O'Farrell** Farrell Fergus Ferrell Finnerty Fitz FitzGerald Fitzhenry Fitzmaurice Fitzmorris Fitzpatrick Fitzstephen Flanagan Folan Foley O'Friel Gaffney Galvin Gavigan Geoghegan Geraghty Gillan Gillen MacGillick Gilmore Gogarty Golden

O'Grady O'Griffey O'Griffin Griffin Halvey O'Hare Haren Haughey Hayes Healey Henry Hern Hession Hickey Hopkins Horan Ó Neill Joyce Kavanagh Kearnev Keating Keenan Keenev Kelly Kennedy Kiernan Killelea Lally O'Lawlor Leahy Leonard Loughlin Lynch Lyons Mac Néill MacAuley MacDermot MacDermot Roe MacDermott MacIsaac MacKenna MacKinley MacLellan MacShane Macaulay Macken Madden Magee Maguire O'Malley Mangan Maxwell McAfee McAleer McAllister McAndrew McArdle McAulay McAuley McCabe McCahill McCain McCann McCardle McCarthy McCarty McCawley McClanahan McClov

McConkey McConnell McCormick McCourt McCov McCracken McCready McCrory McCully McCutcheon McDaniel McDermott McDiarmid **McDuffee McDuffie** McElrov McFall McFarland McFarlane McGann McGill McGillicuddy McGillivray McGinn McGoohan McGowan McGrady McGrath McGraw McGriff McGuckin McGuinness McGuire McGurk McIlrov McIlvaine McInerney McIver McKean McKee McKenna McKeon McKillip McKusick McLaren McLaughlin McLaurin McLellan McLoughlin McMahon McManus McNabb McNally McNamara McNeill McNulty McPherson McQuillan McShane McSweeney O'Meara Melville Miley Milligan Monaghan Moran Morris Murphy Neilson

Duty & Honour

Nolan Norman O'Connell **O'Davoren** O'Doherty O'Donovan O'Dwyer O'Hagan O'Neal O'Rourke O'Shane O'Toole O'Ceann **O'Donnell** O'Donoghue O'Dowd Odran O'Flaherty O'Neill Orr **O'Shaughnessy** Pelan Pennev Quilty Quinlivan Quinn Rafferty Rafterv Rankin Reagan Regan O'Reilly Reilly Reynolds Riley Rowlan Rvan Rvan Tubridy Scully Shannon Shields Stephenson Sugrue **O'Sullivan** Sullivan Sweenev Tobin Toner Walsh Walshe Ward Welsh Whelan White FRENCH

Achard Aimee Alain Alkan Allaire Allard Ames Arene Arnaud Aubin Auclair Bachellier

Baptiste Barbeau Barbier Barnier Barre Barthez Beaudry Beaulieu Beaumanoir Beaupre Beauvilliers Bédard Belanger Bellange Bellegarde Bellemare Benoist Benoit Benveniste Berard Bergen Bergen Berger Bergeron Bernard Bernheim Bernier Berr Berthier Besserer Besson Bethune Bettencourt Bevincé Blais Blanc Blanchard Blanchet Blanchett Blanqui Boissieu Bonald Bonnaire Bossong Bouchard Boudreaux Boulanger Bourque Boutin Boyer Brézé Bruguière Brun Brun Buffet Buffett Bureau Butler Caffarelli Carev Carrier Carrière Carter Cartier Castel Chabot Charpentier Chenault Cheval

Chouan Claude Clement Cloutier Conrad Côté Coutu Couture Couturier Céline D'Aoust D'Arras Darmesteter De Bourdeille De Saint-Pierre DeBrosse DeRose Deblois Delanoë Delashmit Delmas Delorit Demers Deschanel Desjardins Desmarais Deveaux Devereaux Devereux Diabaté Diagne Diarra Doucet Dubois Duchesne Dumont Duquette Duverger Fabre Favre Florit Forbin Fortin Fouquet Fouqué Fournier Frev Gagnon Gagné Gariépy Garnier Gasnier Gaudin Gauthier Geoffroy Girard Gomis Gosselin Gramont Granger Grenier Guillory Hébert Hubbert Jean LaClaire Lachance Lalande Lalonde

Lamont Landry Larocque Lavoie Le Tallec LeClerc Leblanc Lebrun Leclair Lefèvre Lefébure Lemieux Lenentine Lenoir Lessard Letourneur Levesque Marcel Marchand Marot Martel Martineau Massé Mathieu Matthieu Maurice Maxime Messier Michaud Michel Morin Ménar Ouellet Pacev Paradis Parent Paré Passy Pelan Pelletier Peltier Pernet Picard Piccard Pienaar Pilat Poirier Poulin Preher Primeau Pélissier René Richard Rivard Robert Rochat Rochefort Seymour Silvestre Sores Sébastien Thomason Tondre Tremblay Trottier Vaillant Villon

#### WELSH

-CALER

Abse Baynham Beavan Bevan Bowen Brudney Cadwallader Coslett Craddock Davies Elis Evans Griffin Griffith Harris Howell Jones Llywelyn Morgan Morris Owen Price Stephen Thomason Walsh Welsh

123

~~~~

# Armistice

BARD-

I am blessed to have been born into the first generation of my family in living memory not to have had to serve in an armed conflict. It was never a question that I should entertain a military career, my talents clearly lying elsewhere. However I have always felt an almost palpable weight of history upon me from that legacy. I distinctly remember the absolute silence that was demanded during the Remembrance Day ceremony each November.

When I came to write Duty & Honour, these thoughts were not the ones present, driving my creativity. I wanted to create something that brought the military splendour of Sharpe and those other fictional Napoleonic warriors to the gaming table and I wanted to do so in the way that overcame one of the long standing assumptions - that you could not mix officers and private soldiers in an enjoyable game.

It was later, upon reading the source material in the Bibliography, that it became apparent that there was so much more to the history behind the game than I first realised. Not only were these wars filled with acts of extreme heroism but they were also filled with acts of sacrifice and horrid death. Whilst this game seeks to illustrate the heroism of the fiction, it shouldn't go without saying that hundreds of thousands of men on both sides of this conflict died horrible deaths on the battlefield and during the campaigns. For every Richard Sharpe or Patrick Harper there were a thousand young lives snuffed out in a volley of musket fire and grapeshot.

And on that sobering thought, there are a number of people who I would like to thank for their aid in bringing this book into fruition.

Thanks to my gaming group – Dave, Andrew, Ben, Ian, Matt and Nigel for their amazing support over the last year. Without their honesty and belief, none of this would have been possible.

Thanks to Collective Endeavour – a group of fellow UK designers too numerous to mention by name. They have taken my project to their hearts and given me guidance and encouragement that has proved invaluable.

Thanks to Malcolm Craig – despite being on the 'Far Side of the World', Malcolm's constant support and advice have helped me maintain my focus when things looked ropey.

Thanks to my ever-suffering wife – she has never once questioned why I have been beavering away on this game and indeed, she has found half my library for me. The best research assistant ever!

Thanks to the denizens of story-games.com and other websites – every single person that has shown interest or commented on the game in development has spurred me on to work on the game and get it finished.

And finally, thanks to Bernard Cornwell and Sean Bean – without the inspiration of their works, written and televisual, I would never have been thrilled enough to begin bringing this book to the table.

AND:

|                      | Duty<br>AND<br>HONOU    | -Gio                                                                                                                           |
|----------------------|-------------------------|--------------------------------------------------------------------------------------------------------------------------------|
| I,, a                | aged, native of         | , and son of a,<br>my of King George III, serving as                                                                           |
| and devoutly,        | , do hereby join the ar | my of King George III, serving as                                                                                              |
| a, in his Ma         | jesty's regiment        | with the rank of                                                                                                               |
| Measures             | Personality Rep.        | (-1 card when injured, -3 when maimed after Charm test)<br>(heal INJ with Courtesy test, MAIM with Courtesy Challenge)         |
| Guts                 |                         | INJ MAI DEA                                                                                                                    |
| Discipline Influence | 2.                      | INJ MAI DEA<br>INJ MAI DEA                                                                                                     |
| Charm                | <u>3</u> .<br>4.        | INJ MAI DEA                                                                                                                    |
|                      | 4·<br>5·                | INJ MAI DEA                                                                                                                    |
| Skills               | <u> </u>                | INJ MAI DEA                                                                                                                    |
| Awareness            |                         | (-1 card when injured, -3 when maimed after Influence test)                                                                    |
|                      | Institutional Rep.      | (-1 card when injured, -3 when maimed after Influence test)<br>(heal INJ with Diplomacy test, MAIM with Diplomacy Challenge)   |
| Courtesy             |                         | INJ MAI DEA                                                                                                                    |
| Diplomacy            | <b></b> 2.              | INJ MAI DEA                                                                                                                    |
| Engineering          | 3.                      | INJ MAI DEA                                                                                                                    |
| First Aid            | <b>⊥</b> 4.<br>□ -      | INJ MAI DEA                                                                                                                    |
| Gambling             | <u>5</u> .<br>6.        | INJ MAI DEA<br>INJ MAI DEA                                                                                                     |
| Haggle               |                         | (-1 card when injured, -3 when maimed after Discipline test)                                                                   |
| Intimidate           | Company Morale          | (heal INJ with Command test, MAIM with Command Challenge)                                                                      |
| Intrigue             | Your Company            | INJ MAI DEA                                                                                                                    |
| Maritime             | Personal Health         | (-1 card when injured, -3 when maimed after Guts test)<br>(heal INJ with First Aid test, MAIM with First Aid Challenge)        |
| Music                | Health                  | INJ MAI DEA                                                                                                                    |
| Profession           | Wealth                  | (-1 card when injured, -3 when maimed after Influence test)<br>(heal INJ with a test, MAIM with a Challenge, the skill varies) |
| Quartermaster        | Your Personal Wealth    | INJ MAI DEA                                                                                                                    |
| Riding               | For and a second        |                                                                                                                                |
| Romance              | Experiences             |                                                                                                                                |
| Scavenge Siege       |                         |                                                                                                                                |
| Stege Skulduggery    |                         |                                                                                                                                |
| Soldiering           |                         |                                                                                                                                |
| The Arts             |                         |                                                                                                                                |
|                      |                         |                                                                                                                                |
| Items of Note        | Traits                  |                                                                                                                                |







Regiment: Commander in Chief: Barracks:

Player Battalion: Player Company:

**Commanding Officer** 

Regimental Insignia

**Officers of Note** 

Rank & File of Note

Traditions

**Battle Honours and Failures** 











| Mission Name:<br>Number of Challenges:<br>Deadline: [ ]<br>Reward:<br>Failure: | Challenges<br>1.<br>2.<br>3.<br>4.<br>5.<br>6.<br>7.<br>8. | Success?<br>[ ]<br>[ ]<br>[ ]<br>[ ]<br>[ ]<br>[ ]<br>[ ]<br>[ ] |
|--------------------------------------------------------------------------------|------------------------------------------------------------|------------------------------------------------------------------|
|                                                                                | 8.<br>9.<br>10.                                            |                                                                  |

| Mission Name:<br>Number of Challenges:<br>Deadline: [ ]<br>Reward:<br>Failure: | Challenges<br>1.<br>2.<br>3.<br>4.<br>5.<br>6.<br>7.<br>8.<br>9.<br>10. | Success?<br>[ ]<br>[ ]<br>[ ]<br>[ ]<br>[ ]<br>[ ]<br>[ ]<br>[ ]<br>[ ] |
|--------------------------------------------------------------------------------|-------------------------------------------------------------------------|-------------------------------------------------------------------------|
|--------------------------------------------------------------------------------|-------------------------------------------------------------------------|-------------------------------------------------------------------------|

| Mission Name:<br>Number of Challenges:<br>Deadline: [ ]<br>Reward: | Challenges<br>1.<br>2.<br>3.<br>4 .<br>5. | Success?<br>[ ]<br>[ ]<br>[ ]<br>[ ]<br>[ ] |
|--------------------------------------------------------------------|-------------------------------------------|---------------------------------------------|
| Failure:                                                           | 6.<br>7.<br>8.<br>9.<br>10.               |                                             |







# Index

Army Composition 110 Artillery 77

Bibliography 107

Campaigns 83 Cavalry 111 Challenges 60 Combat Challenges 66 Character Creation 6 Concept 17 Experiences 27 Military Recruitment 32 Officer 18 Overview 16 Profession 32 Rank and File 17 Regiment 29 Traits 38 Wealth 44

Damage 55 Death 55 Injured 55 Maimed 55 Normal 55

Experiences 14, 27, 34

Healing 55, 56

Measures 8 Charm 8 Discipline 8 Guts 8 Influence 8 Missions 60 Completing a Mission 62 Creating Missions 64 Initial Missions 63 Planning Missions 61

Pre-Generated Characters 95 Guerrillas 98 Ladies 98 Napoleon's Army 96 Wellington's Army 95 Promotion 79 Promotion by Purchase 81 Promotion by Tenure 80 Promotion by Valour 80

Regiment 29 Regiment Names 114 Reputations 9 Institutional Reputations 9 Personality Reputations 9 Running Duty & Honour 86

Signature Characters Captain John Lonsdale 45 Captain Laurent 102 Colonel Moreau 103 Corporal Jenkins 50 Lt Andrew Percival 105 Maria Torres 106 Private Pike 101 Rodriguez 104 Sergeant Tom Potter 100 Skills 12 Skirmish Rules 68 Expanded Skirmish Rules 71 Tactical Orders 73 Spoils 27, 35 Surnames 117 English 117 French 121 Irish 120 Portuguese 117 Scottish 119 Spanish 117 Welsh 121

Tests 51 Assisted Tests 53 Mutually Failed Tests 53 Static Tests 53 Unskilled Tests 53

Traits 38 Wealth 44, 58 Weapons 66

VARA-

EUROPE IS AFLAME! The Emperor rules Europe The British, alongside their Portuguese allies and the Spanish guerillas face a deadly battle to drive the French from the Peninsular or surrender to Napoleon!

In Duty & Honour you play a small group of soldiers fighting in the midst of this conflict. Prime your musket, loosen your sabre and fix your bayonet - the future of Europe depends on you!



Published by Omnihedron Games www.omnihedron.co.uk