

## HORSES AND BAYONETS

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The British are fighting Napoleon in Spain. As part of the 95th Rifles, you've been trained to fight in a fundamentally different way; to fight guerilla-style, to aim at specific targets while taking out leaders and to carry out sorties behind the enemy lines. You use a Baker rifle, while slower than a musket to reload, it's much more accurate. It can hit targets 200 yards away, and stories circulate of hits at 600 yards. You are the elite units of the British army and wear the green coat of a rifleman.

### SOLDIER

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Pick a British name. Pick a class. There can only be one Officer and Sergeant.

- **Officer:** The toughest (3), best swordsman (3) and one of the better riflemen (2) in the regiment. You are the leader of an elite mess of the rifles. But you're sort of a rogue, raised from the ranks and not a gentleman, when it comes to soldiering (1).
- **Sergeant:** Tougher than a Chosen Man (2), good with the sword (2) and equal with the rifle (2) as the Officer. When soldiering (3), you keep order and make sure that your men follow the Officer's commands.
- **Chosen Man:** Picked out of the ranks as one of the best riflemen (3), you're good with a sword (2), but shine with a rifle and bayonet. Almost as tough as a Sergeant (1), and know how to respect the ranks when soldiering (3).

Each of a soldier's four skills (Tough, Sword, Rifle, Soldiering) are rated in the number of skill dice that you roll during action resolution. Soldiers also are rated as a Gentleman and Street Smarts. You have three dice to distribute between the last two skills.

### STEEL DICE

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Steel dice are added to every roll when you have them. An officer starts with two and can have maximum of three. Sergeants and Chosen Men start with one, and can have a maximum of two. These dice represent physical objects or people that would help you move the plot forward. For example, gunpowder charges, horses, a translator, etc... When you lose them, you've lost them for the rest of the mission and need to find some other item or person to help complete the mission.

You can use steel dice during fights, but don't consult the steel chart.

### STEEL DICE REFRESH

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To get a steel die back you must perform a refresh scene. These are the types of scenes you can perform:

- **Fight:** A small scale fight.
- **Battle:** A large battle in which you play just a small part.
- **Romance:** Play out a situation where there is tension in your romance. Often your wife/lover follows you as the army moves.

- Dress Down: You get put in your place by a higher ranking officer who may be out to get you. GM can now insert this person into the game at any time. This person is always trying to profit from the war and has many schemes.
- Enemy Encounter: You meet one of your arch-enemies, such as an enemy officer or spy. It may be under parlay or other non-combat situations.
- Mission Briefing/Redirect: You end up in front of an officer who wants to change the mission or give you a mission.

In most refresh scenes, the GM plays one role and you your character. There are separate rules for Fights and Battles. After the refresh scene is over (at least one action roll), you get a steel die back, except in Fights. In fights, you only get a refresh if you fight one-on-one. Refresh scenes do not move the mission level forward.

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## A RIFLEMAN'S KIT

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Green jackets of the 95<sup>th</sup> were issued the following equipment:

- Painted canvas knapsack (aka "Trotter"). Leather shoulder straps, cap kettle straps, blanket strap.
- Canteen
- Baker rifle
- Regimental cap (aka Shako)
- Sword Bayonet
- Cartridge box and powder horn
- Haversack (breadbag)
- Blanket

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## ACTION

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When you get challenged by the GM, need to accomplish something or join a battle, you need to roll your skill dice. When you roll your skill dice, you can also roll steel dice if you have them. Roll the dice, and determine the highest roll, and then use to following chart to see what happens. If you rolled steel dice, check the lowest steel dice result against the steel chart. Yes, you could succeed at the action and mess up badly at the same time depending on the steel dice result.

### Action Chart

- 6 – Outstanding success. Describe the result and twist the odds towards your benefit.
- 5 – Success. Describe the result.
- 4 – Success, but something bad happens. Describe the result.
- 3 – Failure, but something good happens. The GM describes the result.
- 2 – Failure. The GM describes what goes wrong and how it turns the odds against you.
- 1 – Complete failure. The GM hoses you.

### Steel Chart

- 5 or 6 – Move the mission track forward by one tick.

- 3 or 4 – Nothing happens.
- 2 – Something bad causes you to lose a steel die.
- 1 – You messed up so badly you lose a steel die and the mission is set back by one tick.

When you lose a steel die, the GM gets it.

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## FIGHTS

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Fights either happen during a refresh or when the GM buys one. You face a number of Spanish loyalists or French equal to the mission level multiplied by the number of players. For example, if there are four players and the mission level is five, then there are twenty enemies.

What you do during a fight depends on your position. You can either be in a ranged position, close combat, one-on-one or runaway. To determine where you start roll your Soldiering Skill and compare to the Initiative Chart.

### Initiative Chart

- 5 or 6 – Wherever you'd like.
- 3 or 4 – Ranged position.
- 1 or 2 – Close combat.

You can use steel dice during fights, but don't consult the steel chart.

- **Ranged:** During ranged, you roll your Rifle skill. On a success, you kill two. On a failure, you kill one, and the enemy closes the distance to close combat.
- **Close Combat:** You roll your sword skill. On a success, you kill an enemy. On a failure, the enemy engages you in one-on-one.
- **One-on-one:** You roll your tough skill. On a success, you kill the enemy. On a failure, you might be wounded. Check the wound chart. If you survive a one-on-one, you get a steel die back if you had lost one previously.
- **Runaway:** If a battle is too much for you, you can run away or surrender based on your Soldiering skill. If everyone runs, then the GM gets to keep the number of soldiers in the battle, and use them as he sees fit or he can make the enemy Officer into an enemy that will show up in the next level.

### Wound Chart – Roll tough

- 5 or 6 – No wound.
- 4 – No wound, but you lose a tough die for the remainder of the combat.
- 3 – Wounded, you lose a tough die for the remainder of the combat, but have no long term problems.
- 2 – Wounded, you fall unconscious for the fight.
- 1 – Wounded, you may die. Roll d6: 1 to 3 – You die, 4 to 6 – You live.

After a fight you, if you were wounded, you need to recover. If you rolled a 2 on the wound chart, your fellow soldiers will need to get you immediate help. If you rolled a 1 on the wound chart, your fellow soldiers will need to get you back to camp.

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## BATTLE

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Battles are massive and can involve 100s to 1000s of soldiers. They can last days, and during a battle, you may end up doing many different actions including Fights until the battle is won. A battle has a number of levels, similar to mission levels, equal to the current mission level.

During a battle, when you take an action and roll on the Steel Chart, you advance the battle level instead of the mission level. To end the battle, you and your soldiers need to advance through all the battle levels. The GM should track both the successes (5 or 6) and failures on the Steel Chart (1 or 2). These will tell you how the overall campaign in Spain goes.

Among the actions that you might be commanded to take in a battle are, but not limited to:

- Support: Support the actions of other soldiers by scouting ahead.
- Demolition: Sneak into a position to destroy something of the enemies.
- Siege: Lay siege to a fort or castle or city.
- Forlorn Hope: Lead the first troops into a battle to get inside a breached fort, castle or city.
- Rear Guard: Cover a retreat.
- Stand: Take a stand and fight.

You and the GM can come up with other actions in a battle that you might need to take to win the battle.

At the end of the battle, if there are more successes than failed steel chart rolls (battle won), then that battle advanced the Spanish campaign, and visa versa (battle lost). To see how the entire war is going, compare the total number of battles won or lost.

If the number of battles lost is twice that of won, then steel dice are only recovered after a refresh on a successful soldiering roll. If the number of battles won is twice that of lost, then each player gets an extra steel dice added to the maximum they can have.

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## MISSIONS

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To make a mission pick a mission type from below.

- Trapped: You're trapped behind enemy lines and need to get out.
- Rescue: You must rescue a kidnapped daughter of a gentleman officer.
- Battle: You're sent out to fight against the enemy at a strategic location.
- Retrieve: You're sent out to chase down an enemy agent and recover something stolen.
- Take: You're sent out to steal something from the enemy or destroy something.
- Intrigue: There's something up, and you're sent out to investigate.
- Contact: You're sent behind the enemy lines to make contact or organize the resistance.

Missions are broken down into seven levels consisting of a number of ticks equal to the number of players. For example, if there are four players, then each level has four ticks. When all the ticks are completed at the current level, the mission moves to the next.

Levels are defined as significantly different scenes, locations or challenges from the last level. When you move to the next level, the person whose steel roll succeeded tells how the last level wrapped up. A GM describes the next level, unless the level was already defined.

At the beginning of a mission, each player can try to define one of the levels into something specific by rolling against his soldiering skill. For example, the Officer wants level four to be that they run into the leader of the Spanish resistance, an attractive woman whom he wants to court. He rolls his soldiering skill and gets a 4, which allows them to describe what they will encounter at level four, but with something bad in it. So, maybe, they run into the leader, but she has taken a lover already or she hates the English, etc...

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## GM MISSION STEEL

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A GM gets mission steel, which allows him to purchase fights, battles or other refresh scenes whenever he'd like. Otherwise, these scenes can only be played as a refresh. At the start of a mission, decide how many dice the GM starts with.

- 1 or 2 – Easy mission.
- 3 or 4 – Mild mission.
- 5 or 6 – Moderate mission.
- 7 or 8 – Hard mission.
- 9 or 10 – Extreme mission.

The cost is 1 die except for battles and fights. For fights, buy a number of soldiers equal to one die multiplied by the number of players. Battles cost 8 dice.

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## END OF MISSION

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At the end of a mission, each surviving player gets one steel die back, and an extra die that he can use as a steel die or to increase one skill by one die based on the cost of 2 steel dice per one increase.

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## END NOTES

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Inspired by the British TV show Sharpe's.