



SSWG Sharpe Practice 2017

Somewhere on the Spanish Atlantic Coast, March 1812



The Setting

The sleepy fishing village of Los Tahat on the windswept Atlantic Coast is unremarkable except for the old medieval lighthouse which overlooks the Port - and the lighthouse has definitely seen better days and is in truth only of interest to small children playing out imaginary adventure stories, colonies of nesting seabirds and a few antiquarians - and the monastery of St Todger (the Tumescant), and the attached cell of anchorite Sister Felicita Fecundita, led by its charismatic prior Abbe Rhode. There is, of course, the unwelcome presence of the French: a small garrison with their gun batteries to protect the bay, which every day nervously scan the sea for the presence of the British fleet and the hills for the terrifying Spanish guerrillas. Led by Capitaine Samedi le Chevalier de Fevre they are feeling particularly isolated and alone as a result of the recent storm which brought down the bridge linking Los Tahat with the outside world. The garrison has been rebuilding the bridge but every night it seems as if their day's work is somehow being undone.

However, within Los Tahat there are many secrets. What is the true relationship of local bandit- leader "El Efantz" with the village? Is it just one of parasite and unwilling host or something more sinister? Why does the dark presence of Monsieur Noe-Moor Camembert - hated agent of the French occupiers - so often cast its shadow over Los Tahat? What do the young women find to smile and giggle about to themselves as they go about their daily chores? Will the French engineers ever complete the repairs to the bridge or are the locals right when they cross themselves and blame "los duende" - spirits who live in the salt marsh -for every mishap and setback? How is it that despite her reclusive lifestyle Sister Fecundita has produced no fewer than twenty children in the last two decades? Can they truly be miraculous signs of the divine as the Abbe maintains- a unique blessing on the good Catholic folk of Los Tahat that sets it above the godless rabble in nearby Los Tashoe and Los Taglove?

It is the first rays of dawn - 4 bells in the morning watch [06:00-06:30) - if one were of a nautical frame of mind. Los Tahat is beginning to stir...

The Participants

The British



The Royal Navy landing party marines by marine Capt George Mainwaring. Mainwaring longs to get away from the sea. He hates ships! Up for a minor mishap some prototype "Mainwaring's missiles", a church of England Bishop and the dowager countess of sandwich's luncheon party he could be master of ordinance by now!.

A few weeks ago he successfully tested his "Mainwaring's missiles" in an attack on Los Tashoe and he's looking forward to proving their worth again!.

Mainwaring's mission is simple one: spike the guns at the French fort so HMS Vicious can enter the bar by and conduct reconnaissance in Force. His landing party have already come ashore in the dark of night, taking advantage of the stormy weather which blew up again.

Hopefully the rain has not affected the missiles...

Mainwaring is a Jolly Good Chap {Initiative III, Influence Range 14", Novice in the Saddle, An Average Stamp [physique 4], No Looker, Universally Detested, New Money, A Slasher, Honourable, Pride, Man of Letters) armed with pistol and sabre.

Lieutenant Farquar, a Young Buck {Initiative I, Influence Range 6", An Average Stamp [physique 4], No Looker, A Popular Cove, Nabob, A Fair Hand, Honourable, Gluttony) armed with pistol and sabre and carrying a whistle (!).

Sergeant Arthur Wilson, a Fine Fella {Initiative II, Influence Range 10", Giant of a Man [physique 6], Handsome Devil, Universally Detested, A Fair Hand, Chivalrous, Greedy) armed with a spontoon [large chopper].

12 marines (Light Infantry, Good, Aggressive) armed with musket and bayonet including a Chosen Man/Sharpshooter, plus a musician with a drum.

Coxswain Kevin who is a Fine Fella {Initiative II, Influence Range 10", A Giant of a Fellow [physique 6], Ugly, Disliked, An Accomplished Swordsman, Athletic, Envy) armed with a Nock Gun and cutlass.

Master's Mate Mike who is a Young Buck (Initiative I, Influence Range 10", An Average Stamp [physique 41, Fair of Face, Disliked, A Fair Hand, Honourable) armed with a pistol and cutlass.

12 sailors (Light Infantry, Regular, Aggressive) armed with a variety of muskets, pistols and cutlasses (3d6 per 2 men in Fisticuffs). The sailors include options for Silent but Deadly, Bludger, Cracksman and Dipper.

A Light Gun and with 4 sailors (as above) as gun crew.

The Royal Navy-The Rocket-Launch! Armed with 2 Big Rockets and 2 marines (as above) plus 3 sailors (as above) as gun crew.

The Royal Navy- The Long Boat. Large boat (capacity 20 + 3 Big Men)

The Royal Navy-The Jolly Boat. Small boat (capacity of 10 + 1 Big Man) unarmed.

The Royal Navy -The Doctor (A Strapping Fellow [physique 5], Universally Loved, Man of Letters, Linguist) is unarmed. He is a kind-hearted, generous fellow who cannot help but help others though this frequently gets him into difficult situations. He has somehow got himself aboard the longboat (clutching his trademark blue medicine box) and by the time anyone noticed it was too late to go back. Captain The Honourable Henry Ffloggem-Hall of HMS Vicious will be unhappy if the Ship's Surgeon is lost - and he is not a man to cross....

The Royal Navy- HMS Vicious armed with 4 Heavy Guns and 24 sailors (as above)

Lieutenant Pennywhistle RN. He is a Fine Fella {Initiative II, Influence Range 10", Occasional Rider, A Sickly Cove [physique 3], Fair of Face, Never Done Any Harm, Admiral's Son, A Fair Hand, Honourable, Devout, Country Man). He is unarmed.

4 sailors (Light Infantry, Regular, Aggressive) unarmed. The sailors include options for Silent but Deadly, Bludger, Cracksman and Dipper

The French



Monsieur Noe-Moor Camembert - Marshal Soult has placed him in charge of dealing with the local bandits and putting an end to Lord Flashheart once-and-for-all - how he hates the English "milord" and all his parasitic aristocratic kind! Should he succeed Camembert can expect a recall to Paris as a big cheese indeed! He is travelling to Los Tahat with his Dragons a Ligne escort to hold a secret rendezvous with his agent in the area, the Francophile Mayor, Major Rhode, formerly an officer in the Regimento de la Reina. He believes he can give a lead as to the identity/location of "El Efantz", the so-called "guerrilla" but in reality little more than a bandit... M. Camembert is a Jolly Good Chap (Initiative III, Influence Range 14", Occasional Rider, A Sickly Cove, Fair of Face, Disliked, Urchin, A Slasher, Bounder, Envy, Man of letters, linguist). He is armed with pistol and sabre. Hyacinthe des Bouquet, le Viscomte de Rochefort is a Fine Fella (Initiative II, Influence Range 10", An Accomplished Horseman, Strapping Fellow [physique 5], Universally Loved, To the Manor Born, An Accomplished Swordsman, Chivalrous) armed with pistol and sabre.

16 dragoons (Dragoons, Regular, Aggressive, Normal Mounts) armed with carbines and sabres plus a musician with trumpet.

Capitaine Samedi le Chevalier de Fevre - Commandant of the Fort - is desperately hoping that his unit of Artil/erie de la Marine (which accompanied Junot to Spain in

1808 to re-arm Portuguese warships expected to be seized in Lisbon but which subsequently has been quietly forgotten about) will not be called up for service with the Grand Armee... Compared to Poland and East Prussia, Spain - even in winter - is not so bad! Unfortunately, this means staying on good terms with the big cheese from Paris, M. Camembert, though it is difficult with one of such low breeding...

Fevre is a Fine Fella (Initiative II, Influence Range 10", Occasional Rider, An Average Stamp, A Popular Cove, Nabob, A Fair Hand, Honourable, linguist). He is armed with pistol and sabre.

Chef-de-Bataillon Jamie d'Olivier is a Fine Fella (Initiative II, Influence Range 10", Accomplished Rider, An Average Stamp, No Looker, Never Done Any Harm, Urchin, A Fair Hand, Chivalrous, Athlete). He is armed with pistol and sabre and has a telescope.

Caporal Chatiment, a Young Buck (Initiative I, Influence Range 6", Giant of a Man [physique 6], A Fair Hand) armed with musket and bayonet or pioneer's axe [large chopper].

24 soldiers (Line Infantry, Regular, Aggressive) armed with muskets and bayonets plus a musician with drum/bugle.

6 soldiers (Line Infantry, Regular, Aggressive) armed with muskets and bayonets or pioneer tools [large chopper].

Fort Bouton-sur-Cote -Armed with 3 Heavy Guns and requires 12 soldiers (as above) as gun crew.

The Spanish



Los Guerrilleros - The bandit leader "El Efantz" and his men are keen to maintain a tight hold over Los Tahat and its sister villages along the coast. They enjoy the spoils of banditry but also find that the English are good paymasters when it comes to striking against the French. Indeed, "El Efantz" is planning to capture the top French agent in the area. The English are sure to pay handsomely for him, and if not it would certainly establish his reputation and control over the area once and for all...

"El Efantz" is a Jolly Good Chap (Initiative III, Influence Range 14", Accomplished Rider, A Strapping Fellow, Hideous Freak, Disliked, Urchin, An Accomplished Swordsman, Bounder, Avarice, Charismatic) armed with a musket, pistol, knives and sabre.

10 guerrillas (Light Infantry, Poor, Aggressive) armed with an array of knives, clubs, pistols and shotguns (3d6 per 2 men in Fisticuffs). Includes options for Silent but Deadly, Bludger, Cracksman and Dipper (1 of each) [+1 Guide]

Abbe Rhode is the older brother of Major Rhode but had already embarked on a Church career when a series of epidemics and bad luck pruned a previously large family tree. He is secretly in league with "El Efantz" in order to support the "heroic guerrillas" free holy mother Spain from the oppressive yoke of the atheist French...

Abbe Rhode is a Fine Fella (Initiative II, Influence Range 10", Novice Rider, A Strapping Fellow [physique S], Handsome Devil, Disliked, Old Money, A Slasher,

Sanctimonious, Lecherous, Pride) and is armed with sabre and pistol[+ bonus point of Fervour in Fisticuffs]

10 monks (Light Infantry, Elite, Aggressive) armed with an array of knives, pistols, crucifixes (3d6 per 2 men in Fisticuffs) and includes 1 blunderbuss.

Las Guerrilleras -led by Teresa Rhode (Initiative I, Influence Range 6") - all desperately in love with Lt Pennywhistle whom they are secretly hiding in the village.

5 guerrillistas are highly motivated (Light Infantry, Elite, Aggressive) and armed with an array of knives, pistols, knitting needles and muskets (3d6 per 2 women in Fisticuffs) including a Chosen Woman/Sharpshooter with a rifle.

Major Rhode, formerly of the Regimento de la Reina, was an unexpected late child to an already large family but somehow ended-up inheriting the family estate as his older brother had entered the Church. His service in the Army took him to Spain's colonies and to foreign battlefield and changed his out-look on life. He may be living in an isolated community, in the unfashionable part of the most backward province of Spain but his still has the heart of a philosopher.

He is a Fine Fella (Initiative II, Influence Range 10", An Average Stamp [physique 3], An Accomplished Horseman, Fair of Face, Popular Cove, Old Money, An Accomplished Swordsman, Chivalrous, Man of Letters) and armed with pistol and rapier.

The Townsfolk of Los Tahat -They are scared of "El Efantz" but sort of loyal to the Rhodes family, the local established grandees. They are poorly motivated (Line Infantry, Poor, Weedy Coves) armed with knives and other improvised weapons (+1d6 per 3 men/women).