

# EI CAMPESIÑO

## Scenario for Song of Drums and Shakos by Roberto Bagna



This scenario was written for the well known Napoleonic Skirmish Rules "Song of Drums and Shakos", and can be played by a variable number of players from 2 to 7 (3 4 Anglo-Spanish and French), who can share out the various squads. The random activation system also means that each game will be different from the last.

*Spain 1811. El Campesiño, an important partisan leader, has been captured by the French and is about to be transferred under a heavy escort; the British together with a group of partisans, will try to free him and take him to a safety.*

*This mission is entrusted to a group of Royal Marines who are landed from a British frigate (off table) onto the Spanish coast, with the aim of making contact with a group of Spanish partisans who know where their leader is held. They must free him and take him back to the British frigate.*

There is not a set number of turns in this game; it is played until the objectives are reached. The British player move first.

The table measures 150x120 cm. and is subdivided into 30x30 cm. squares. Each square is identified by a letter and a number. Troops entering a square must test for events on the events table.

The group of Royal Marines starts the game by entering in any squares A1, B1, C1, D1.

When all the squads in play have moved, the Royal Marines and any other British troops as well as Spanish partisans and French messengers must test for events by rolling a D10 for each square they have entered, checking on events table. Also test for squares that were moved through during movement.

You must test each time you enter a square even if you've already crossed it during the game, but if a unit has already been activated there then ignore this. Troops activated in a square test when they leave it.

### *Activation of squads*

The players are divided into two sides: Anglo-Spanish and French.

While there are only two sides the actions are alternate. When more than two squads are playing, roll 1D6 for each squad, and these will be activated starting with the highest roll. If there is a draw the Anglo-Spanish moves first.

If there is a draw on the same side then roll 1D6 to decide who moves first.

The NCOs in direct command of squads do not have the "Leader" characteristic.

### *Deployment of activated units*

When after a test, a unit is activated then it must be deployed 4 long from the unit that led to its activation, at least 2 long from any other friendly unit and at least 3 Long from any enemy unit, apart from exceptions shown in the scenario rules.

If possible, the units must be deployed on the opposite side from the Marines enter on, but if this not possible then any direction where there is room, always respecting the distances show above and in contact with one of the two long sides of the table.

### *Houses*

No one can go into the houses until the Spanish partisans have been activated. Once activated you can enter and move inside them following the normal rules. Only a miniature can fire through each window.



### *River, fields, bridge, ford and orchard*

The river can only be crossed over the bridge or ford. The fields are difficult ground for all (movement = 1 Short) except for the troops with the “Light” characteristic. The ford only allow 1 Short movement. The bridge can be used by one model at a time, and the ford by three figures side by side. Treat the orchard like a wood.

### *Messengers*

Once activated, the French patrols can attempt to send a man to warn other units in unactivated areas. To do this, the messenger must leave from one of the following squares: A5, B5, C5, D5. The messenger test for events each time he enters a square, but only activates British units o partisans; if a unit has already been activated, ignore the result.

Once the messengers has left the table, roll 1D10 to see which French unit has been warned. The unit will enter after two turns from the same square from whence the messenger left and can no longer enter play after a roll on the events table.

<b>0</b>	Kingdom of Italy Infantry
<b>1</b>	French Line Infantry
<b>2</b>	<b>No encounter</b>
<b>3</b>	French Line Infantry
<b>4</b>	Kingdom of Italy Infantry
<b>5</b>	<b>No encounter</b>
<b>6</b>	French Line Infantry
<b>7</b>	Kingdom of Italy Infantry
<b>8</b>	<b>No encounter</b>
<b>9</b>	<b>No encounter</b>

The infantry messengers move with alternate Medium-Long-Medium. Mounted Troops (Hussars) move at normal cavalry speed.

Sending a messengers, who must be within command distance, costs the group commander an action (Officer or NCO).

Once off the table and after rolling the result the messengers is removed from play.

If you shoot at a messenger that has moved you have a -1 Penalty.

Once messengers have been sent you can't call them back and they must continue to move towards the table edge. They behave like a separate unit and they roll 1D6 for the order of activation.

If all units that could be alerted have already been alerted or have entered play after activation tests, then any messengers sent who are still on table are removed.

### *The Hussar patrol*

The encounter with the Hussar patrol is more immediate and it's deployed 3 Long from the unit that leads to its activation. Once activated the patrol can try to leave the table to warn a French unit. Acting singly they can warn a French unit just like a messenger on foot. Acting together they can warn a unit of Light Infantry that is located farther away, but they must both leave the table to do so. The Light Infantry will enter after four turns from the same square from which the Hussars left.



### *Rifleman*

The Rifleman is a soldier that has lost contact with his unit after a fight with the French. Once activated, deploy him in the same square and move him together with the unit that led to his activation. If activated by a French messenger place him 1 Long from the messenger; after trying to attack him he will try to join the closest Anglo-Spanish unit to him.

### *The British Light Infantry*

This unit comprises 1 Light Infantry NCO, 1 Light Infantry Musician, 1 Sapper and 5 men of Light Line Company. When activated roll 1D6:

<b>1</b>	They are Irish deserters who want to join the French, they will fire at and attack the British. In this event they will be moved by the French player.
<b>2</b>	Common deserters who immediately run off and are immediately removed from the game.
<b>3-6</b>	British infantry that were isolated after an encounter with the French.

If they are allies they must move towards the Royal Marines and before moving as an independent squad the Sergeant must come into base-to-base contact with the Officer (or NCO if officer dies) of the Marines to get news orders.



### *Activation and unexpected events with the partisans*

The partisans deploy alongside the British units within the square were the activation occurs.

Once they have been deployed the referee deploys El Campesiño and his escort inside one of the houses in the square A4 and D5 (if you haven't got a referee, just roll a dice to decide); at least one of the escort must always stay with El Campesiño who cannot be moved until he's freed by the British or Spanish. In order to be freed a British or Spanish soldier must be in base-to-base contact with him, at which point he can be moved freely by the Anglo-Spanish player.

Once the partisans group has been activated, and after deploying them, roll 1D6 to see if an unexpected event occurs:

1	N.A.
2	<b>Traitor</b>
3	N.A.
4	<b>Traitor</b>
5	<b>Desertion</b>
6	N.A.

**Traitor:** One of the Spanish partisans is a traitor and he'll try to warn the French. The French player chooses one partisans (not a Partisans Commander, Vice-Commander or the priest), rolls for the activation and moves the traitor (don't test for events in squares he moves through this first turn), then roll 1D6, on a 5-6 the traitor manages to move away unspotted and cannot be fired at, but on a 1-4 his companions spot the treachery and can attack him. The traitor acts like a French messenger.

**Desertion:** During the approach three less motivated partisans have deserted. Remove three men (not a Partisans Commander, Vice-Commander or the priest)

Once freed, the El Campesiño can take command of the group of partisans if their commander dies. If he has already joined the group prior to the death, the partisans don't perform a Morale Test when the Officer dies.

### *Morale*

The French patrols test for the loss of NCO and when they are down to two men. If only one remains he will flee and is removed from play. The Hussar patrol never test for morale. The group guarding El Campesiño never test morale but if down to one man he will file and is removed.

All others test normally.

If they fail their morale test then the British Marines retreat towards the entry side, avoiding any enemies, if forced to leave the table they are lost.

**Victory Conditions:**

**French:** Win if they prevent El Campesiño from leaving the table. If he has been freed they can try to kill him.

**English:** Win if El Campesiño leaves the table (from the British side) with at least four Royal Marines.

**Spanish:** Win if El Campesiño leaves the table (from the British side), with at least three partisans.



# O.d.B.

## FRENCH (1,589 pts.)

### **French patrols:**

*Patrol 1:* 1 NCO, 3 Line Infantry (134 pt.)

*Patrol 2:* 1 NCO, 3 Line Grenadiers (152 pt.)

### **Prisoner's Guard:**

1 NCO, 3 Line Voltigeurs (155 pt.)

### **Line Infantry:**

1 Officer; 1 NCO, 1 Flag-bearer, 1 Drummer, 6 Conscripts (306 pt.)

### **Hussars:**

2 Hussars (88 pt.)

### **Kingdom of Italy Infantry:**

1 Officer; 1 NCO, 1 Flag-bearer, 1 Drummer, 1 Line Voltigeur, 2 Line Grenadiers, 4 Line Infantry (358 pt.)

### **French Light Infantry:**

1 Officer; 1 NCO, 1 Bugler, 2 Chasseurs, 2 Voltigeurs, 1 Carabinier (396 pt.)

## ANGLO-SPANISH (1,208 pts.)

### **Royal Marines:**

1 Officer; 1 NCO, 1 Drummer, 11 Marines (488 pt.)

### **British Light Infantry:**

1 Light Infantry NCO, 1 Light Infantry Musician, 5 Line Infantry from the Light Company, 1 Sapper (250 pt.)

### **95th Rifles:**

1 Rifleman Chosen Man (54 Pt)

### **Spanish Partisans:**

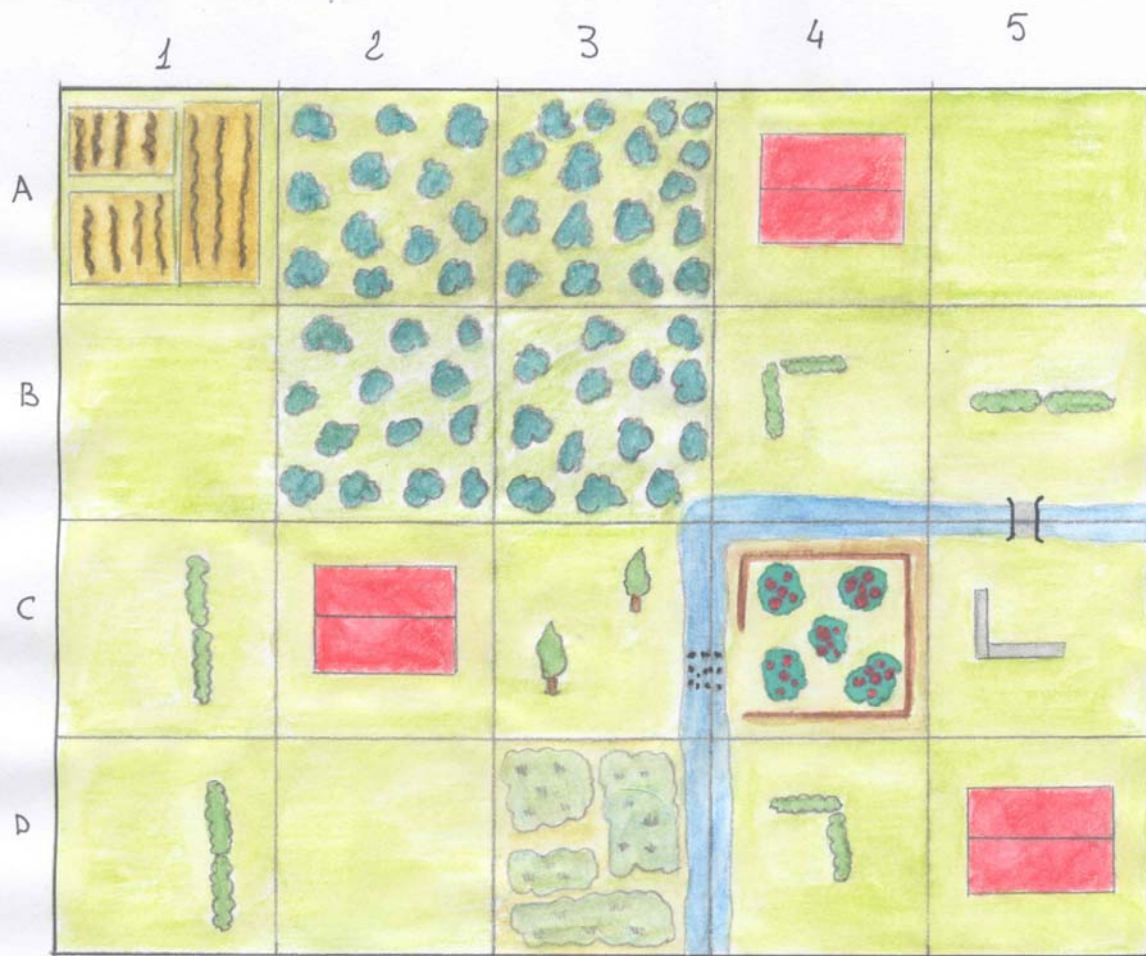
1 Partisan Commander, 1 Partisan Vice-commander, 1 priest with musket, 14 partisans with muskets (416 pt.)

# EVENTS TABLE

<b>A1</b>	<b>B1</b>	<b>C1</b>	<b>D1</b>
0. Hussar 1. Patrol 1 2. N.A. 3. Patrol 1 4. N.A. 5. Patrol 1 6. N.A. 7. Patrol 1 8. N.A. 9. Rifle	0. Patrol 1 1. N.A. 2. Patrol 1 3. N.A. 4. Patrol 1 5. N.A. 6. Patrol 1 7. Rifle 8. Patrol 1 9. Patrol 1	0. Rifle 1. Patrol 1 2. N.A. 3. Hussar 4. Patrol 1 5. N.A. 6. British Light Infantry 7. Patrol 1 8. N.A. 9. N.A.	0. Rifle 1. N.A. 2. Hussar 3. N.A. 4. Patrol 1 5. Hussar 6. British Light Infantry 7. Patrol 1 8. Rifle 9. N.A.
<b>A2</b>	<b>B2</b>	<b>C2</b>	<b>D2</b>
0. Patrol 1 1. British Light Infantry 2. Patrol 1 3. N.A. 4. N.A. 5. Patrol 1 6. Rifle 7. Patrol 1 8. N.A. 9. Patrol 1	0. Hussar 1. Patrol 1 2. N.A. 3. Patrol 1 4. Rifle 5. Patrol 1 6. Hussar 7. British Light Infantry 8. Patrol 1 9. N.A.	0. Patrol 1 1. British Light Infantry 2. Patrol 2 3. N.A. 4. Spanish Partisans 5. Patrol 1 6. British Light Infantry 7. Patrol 2 8. N.A. 9. Hussar	0. Rifle 1. Patrol 2 2. N.A. 3. Patrol 2 4. N.A. 5. British Light Infantry 6. Patrol 2 7. N.A. 8. Patrol 2 9. Hussar
<b>A3</b>	<b>B3</b>	<b>C3</b>	<b>D3</b>
0. N.A. 1. Spanish Partisans 2. British Light Infantry 3. Patrol 2 4. French Line Infantry 5. Rifle 6. Patrol 2 7. Hussar 8. Kingdom of Italy Inf. 9. Patrol 2	0. Patrol 1 1. French Line Infantry 2. Rifle 3. Spanish Partisans 4. Kingdom of Italy Inf. 5. N.A. 6. Hussar 7. British Light Infantry 8. Patrol 2 9. Patrol 2	0. Spanish Partisans 1. Kingdom of Italy Inf. 2. Patrol 2 3. British Light Infantry 4. Rifle 5. Spanish Partisans 6. Patrol 2 7. French Line Infantry 8. Hussar 9. Patrol 2	0. N.A. 1. Spanish Partisans 2. Patrol 2 3. British Light Infantry 4. French Line Infantry 5. Patrol 1 6. Spanish Partisans 7. French Line Infantry 8. Rifle 9. Patrol 2
<b>A4</b>	<b>B4</b>	<b>C4</b>	<b>D4</b>
0. British Light Infantry 1. N.A. 2. Spanish Partisans 3. Rifle 4. Patrol 2 5. Spanish Partisans 6. Kingdom of Italy Inf. 7. French Line Infantry 8. Patrol 2 9. Rifle	0. British Light Infantry 1. French Line Infantry 2. Rifle 3. Patrol 1 4. Kingdom of Italy Inf. 5. Spanish Partisans 6. French Line Infantry 7. Rifle 8. Hussar 9. Spanish Partisans	0. Patrol 2 1. Hussar 2. Spanish Partisans 3. Kingdom of Italy Inf. 4. Spanish Partisans 5. Patrol 2 6. Rifle 7. Spanish Partisans 8. Spanish Partisans 9. French Line Infantry	0. Spanish Partisans 1. French Line Infantry 2. Spanish Partisans 3. Patrol 2 4. Spanish Partisans 5. Rifle 6. Patrol 1 7. Spanish Partisans 8. Kingdom of Italy Inf. 9. Spanish Partisans
<b>A5</b>	<b>B5</b>	<b>C5</b>	<b>D5</b>
0. Spanish Partisans 1. Kingdom of Italy Inf. 2. Rifle 3. Patrol 2 4. Rifle 5. French Line Infantry 6. Hussar 7. Kingdom of Italy Inf. 8. Kingdom of Italy Inf. 9. French Line Infantry	0. Kingdom of Italy Inf. 1. Rifle 2. Rifle 3. Patrol 2 4. Spanish Partisans 5. Pattuglia 2 6. British Light Infantry 7. French Line Infantry 8. Spanish Partisans 9. Hussar	0. Spanish Partisans 1. Kingdom of Italy Inf. 2. Spanish Partisans 3. Rifle 4. French Line Infantry 5. British Light Infantry 6. Kingdom of Italy Inf. 7. Spanish Partisans 8. Kingdom of Italy Inf. 9. British Light Infantry	0. Spanish Partisans 1. Rifle 2. Spanish Partisans 3. French Line Infantry 4. Spanish Partisans 5. Hussar 6. Spanish Partisans 7. Kingdom of Italy Inf. 8. Spanish Partisans 9. British Light Infantry



# MAP



CASA



CAMPO ARATO



STACCIONATA



PONTE



SIEPE



MURO



GUADO



FRUTTETO



BOSCO



ALBERO SINGOLO



PALUDE