

Breaking the siege



a scenario for the ECW supplement

Photo by Paul Darnell (Touching History)

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ROYALIST BRIEF

General Scenario

Early 1642, the Parliamentary Forces have been besieging a small fortified Manor house for a few months. The weather has been miserable, cold and lots of rain.

A few days previously the enemy have brought forward a pair of Sakers, released from the field army. It is obvious that these will soon reduce the defences and a message has been got out to the Kings Army and he has sanctioned the release of forces to try to raise the siege.

Over the last few nights a small force

has been brought in without the enemy realising and as you have no option but to put the guns out of commission, it has been decided to launch a dawn raid to use a Petard Bomb to destroy the guns. It was realised that spiking the guns would only delay their use as the besiegers would have plenty of time to drill them out again. On this misty morning, in the pre-dawn darkness your forces have drawn up. The Manor house defenders made up of a small detachment of pike and musket have been supplemented by a trained firelock team and some mounted Dragoons. It is hoped that the enemy are una-

ware of these preparations and as the investment of the Manor house has been very poorly controlled movement in and out at night has been very simple. It is hoped the enemy are unaware of your reinforcements.

As well as the civilian gunners the enemy besieging force is known to include 3 small units of infantry, Pike and Shott. Regular observation of them shows that the farm house is used to billet 2 of the units and the tented camp one of them and the gunners.

Although they are lackadaisical it is known that sentries are posted at night.

Specific Scenario

The primary Objective. You have a trained Petard team with officer supported by a firelock team. Their mission is to get the Petard set up in the prepared emplacements between the guns and detonated, hopefully withdrawing to a safe distance from it before it detonates.

Secondary Objective. Then you are to cause as much damage to the besiegers as possible. This will hopefully break their will to continue.

Royalist Forces

Confident Superior Officer

4 points to army MV only

AV=1/2/3 C=4

For unit officers within 60cm may add 1 D6 and one unit may hold back up to 12 AV points.

Unit 1. Firelock and Petard team

Firelock Company AV=1/2/3 C=4, Light

1 Officer (leader), sword, pistol (10/3)

1 Standard Bearer, flag

1 Drummer, (Musician), sword

1 NCO (Leader), halberd, sword and pistol (10/3)

12 Musketeers, musket (20/3) and sword

(2 musketeers are upgraded to Marksmen)

MV=27 (9)

Notes&Upgrades

Please note, Perry's figures have a Petard team made up of 7 figures. 2 carrying the petard the others in various positions



including 2 using grenades. We suggest to use 5 petard trained men who are not put on the table until the firelock unit is spotted and has been seen at 30cm or less by any Parliamentarian. Then 5 firelock figures are replaced with the Petards Men. See note below.

Unit 2. Dragoons

AV = 1/2/3 C=4 Mounted/Light, Terrain, Scouts

0-1 Officer (leader), sabre, pistol (10/3)

0-1 Standard Bearer, flag, (sabre), pistol (10/3)

0-1 Trumpet (Musician), sabre

1 NCO (leader), sabre, musket (20/3)

8 Dragoons, sabre, musket (20/3)

MV=17 (6)

Notes&Upgrades

Dragoons are bought as mounted but get no bonus if they fight in melee on horseback. They cannot aim and move within the same activation while mounted.

They can dismount also with a Group action.

They can perform group fire only if dismounted.

If they dismount they lose the characteristic Mounted and get the characteristics Light and Terrain. If they dismount one figure must keep all the horses of the Unit and cannot take any other actions (with the exception of moving up to 2 phases).

Unit 3. Local Militia Unit

AV=2/2/3 C=3/4, Raw

0-1 Officer (leader), sword, pistol (10/3)

0-1 Standar Bearer, flag

0-1 Drummer (Musician), sword

1 NCO (Leader), halberd, sword and pistol (10/3)

12 Musketeers, musket (20/3) and sword

8 Pikemen, pike and sword

MV =29 (10)

Notes&Upgrades

C value of Musketeers and drummer is 3. C value of Leaders, standard bearer and pikemen is 4.

Army MV =77 (39)

PARLIAMENTARIAN BRIEF

General Scenario

Early 1642, the Parliamentarian Forces have been besieging a small fortified Manor house for a few months. The weather has been miserable, cold and lots of rain.

A few days previously Parliament has released to a pair of Sakers from the field army. They have been put into prepared emplacements and it is obvious that these weapons will soon reduce the defences and the small garrison will probably surrender at the first shot.

Due to the ongoing weather conditions the local militia troops under your control are neither well motivated nor keen. However, you have had one piece of good luck, with the guns a unit of regular Pike and Shott have arrived who you might have got into the farm house without the Royalists noticing. You expect the sight of 4 units lined up the next day with the guns firing will force the surrender without you needing to commit your forces into an all out attack.

The weather has also meant that although you have 10 rounds of shott for each gun, which are stored by the guns, the powder is stored in the Farm house to keep it dry.

Specific Scenario

Objective. Prepare the guns and form up the troops following a hearty breakfast in battle array ready to engage the enemy before Midday.

Parliamentarian Forces

Note: Upon The Alarm being raised a Senior Officer is raised
Stubborn Superior Officer

(4 points to army MV only) AV=1/2/3 C=5 (for unit officers within 60cm) may add 1 to 3 D6 to 1 or more units.

Unit 1. Regular experienced unit

AV=1/2/3 C=4/5 Veterans, (Agitator)

1 Officer (leader), breastplate, sword, pistol (10/3)

1 Standard Bearer, flag

1 Drummer (Musician), sword

1 NCO (Leader), breastplate, halberd and/or sword and pistol (10/3)
12 Musketeers, musket (20/3) and sword
8 Pikemen, breastplate, pike and sword
MV=29 (10)

Notes&Upgrades

C value of Musketeers and drummer is 4. C value of Leaders, standard bearer and pikemen is 5.

Breastplate armour. Plate armour provides Light Cover against shooting at Effective or longer ranges.

Roll a D6 before the game. On an Odd number one of the musketeers or pikemen is an agitator (see special rule below).

Units 2, 3 and 4. Local Militia Units

AV=2/2/3 C=3/4, Raw, (Agitator)
0-1 Officer (leader), sword, pistol (10/3)
0-1 Standard Bearer, flag
0-1 Drummer (Musician), sword
1 NCO (Leader), halberd, sword and pistol (10/3)
12 Musketeers, musket (20/3) and sword
8 Pikemen, pike and sword
MV=29 (10)

Notes&Upgrades

C value of Musketeers and drummer is 3. C value of Leaders, standard bearer and pikemen is 4.

Roll a D6 before the game. On an Odd number one of the musketeers or pikemen is an agitator

Agitators special rule. If the Parliamentarian Player has Agitators within his Units and rolls 3 equal number on initiative, Agitators enter in actions. If the initiative is won, then their sermon produces a positive effect on the Unit they belong to. For that Activation AV is 1/1/1. If the Initiative is lost then all of the Unit is immediately Shaken. (If all the units are rolled for at the start of each turn, then it only has to beat one of the enemy.)

Army MV 120 (60)

SPECIAL SCENARIO RULES

Please note. Players should see only the rules for their own side.

1. DEFENDING FORCE SPECIAL RULES

a) Setting the Sentry

A musketeer from one of the units is on duty. He is bored, fed up and cold (why is it always him who gets the short straw'!) If this figure is alerted to enemy activity he discharges his piece and when his unit is activated he may use AV's to carry out actions as an individual.

The player controlling the sentry must watch to see if any Royalist units use 3 activations for movement. If so he can ask the player controlling that unit to roll a D6 to roll \leq the C rating. If failed the unit has made too much noise, A gun has gone off, someone fallen over and sworn out loud a horse has whinnied or cried out in some way and the sentry is automatically alerted to the attack.

b) The effect-of dawn & mist

There is always a chance that the sentry is alert enough to rouse the camp. This depends on 2 things: him being alert enough to recognise there is an issue and then having the 'bottle' to discharge his piece, gaining the wrath of his Officer if he is wrong. To see if he pick up on something, **roll under** his C= rating. In Game Turn 1 & 2 there is an addition of +2 to the rolls due to the night and the thick mist. In Game Turn 3 & 4 there is an addition of +1. After that, enemy units can be seen at 20cms + 10cm (increasing by 10cm) each game turn until spotted. If the sentry is successful then the next paragraph is set in play. A 1 always succeeds, a 6 always fails.

c) Alarm raised (Roll Call)

Alarm is raised by the sentry who will wake the Senior Officer. The Senior Officer rolls 3 dice for total initial points. He allocates points to attempt to wake and prepare leaders under his control \leq the C= rating for troops. The cost per figure is it's 3rd action cost usually '3'. Once he has roused an officer from a particular unit that officer may in the next turn attempt to raise the troops under his control. The Officer rolls 3 dice and if the NCO is up he can roll 2 dice as well. Once the leaders are awake for a unit there will be a total of 5 dice being rolled. If the musician has been raised the required dice roll below is modified by a +1. When all officers are awake the senior officer also still has

his 3 dice that he can allocate to the leaders of the various units under his control too. This would mean that it is possible to have 8 D6 rolled for 'Roll Call' for a single Unit.

d) Marching out

As they are prepared, the troops are placed in the muster area for the unit (in front of houses in the farm, and beside the camp). Once a player thinks he has roused enough men in the unit one of the leaders can take the troops out to engage the enemy. The other leader can remain at the muster point to continue to rouse troops. Obviously the dice numbers will be reduced. Troops can be 'left asleep' at any time and if engaged by the enemy they are eliminated. So on first alarm the leader is awakened and rolls 3 D6 ... He uses this to rouse the unit leaders. Next turn, they can roll to rouse their own units. Each figure must **roll less than his C= rating** to actually respond or points are wasted. Points for rousing cannot be held over from turn to turn and are lost if the allocated figure fails to attend muster.

Note: this means a raw rated figure C=3 would have to roll 1 or 2 to wake up and attend Muster. It will be at 1,2,3 once the Musician is awake. On the other hand a high rated figure C=5 with the Musician would fail only on a 6.

2. ATTACKING FORCE SPECIAL RULES

a) The assault forces

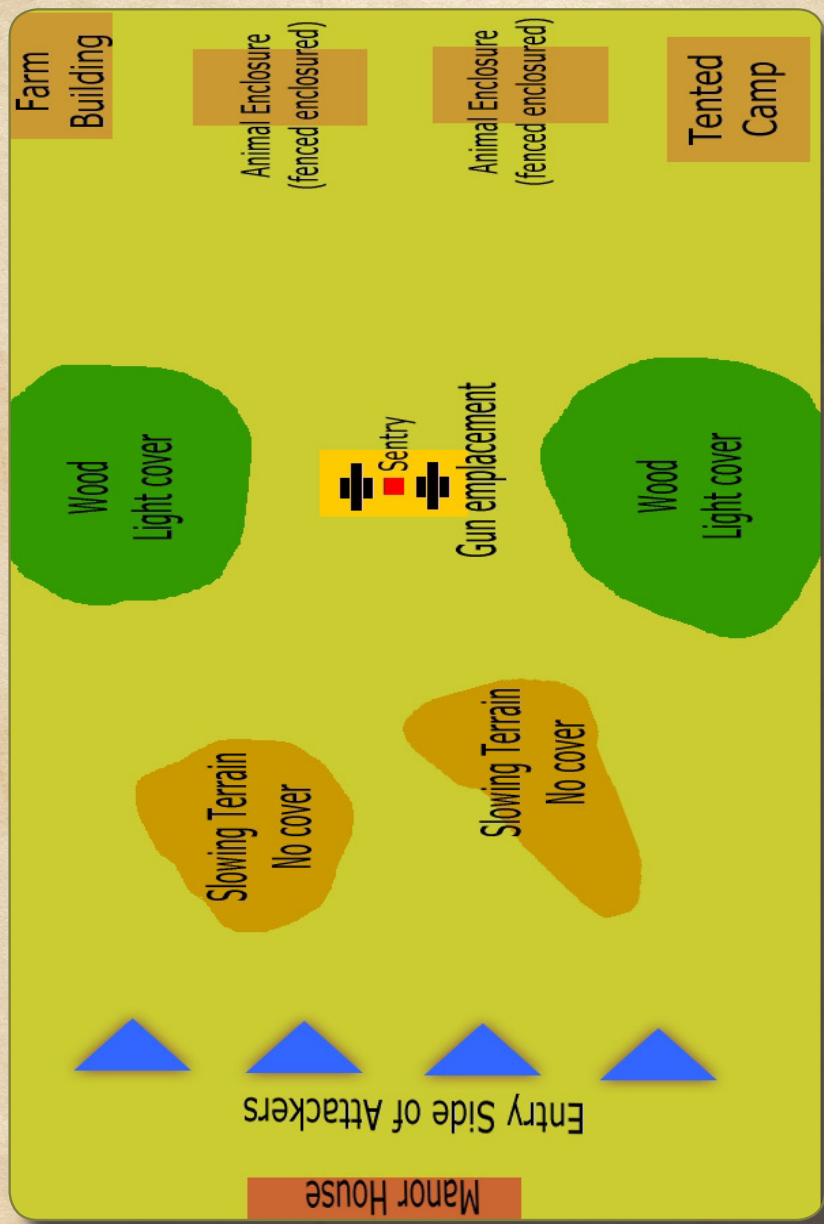
If it has taken time for The sentry to wake up... Each unit has the number of turns to advance down the table. They have to roll as usual for movement and actions. N.B. running (galloping) at night in the mist has a risk associated with it! There could be excess noise or premature discharge which of course will alert the enemy!

b) Setting the petard

It is important that the Petard team is not put on the table until they have been recognised. When the firelock team is spotted, the nearest enemy unit must test under its C= to note something is wrong. The required number of firelock figures are then replaced with petard team members.

The crossing of the fortifications counts as crossing a level 2 obstacle. It takes an action to cross as usual and if defended has to be fought over. It takes 3 AV's to light the fuse. It will blow at the end of the next activation for the firelock team. **Anyone within 10cm of the Petard automatically take a hit at +1 for**

damage. If in cover as in back behind the emplacements walls the figure is protected from the blast by the walls. The guns are automatically destroyed. Once lit the fuse is armoured, it can only be stopped by someone in contact with it rolling 6 on D6 before the end of the activation. To attempt to put it out a credible method must be described by the player attempting it! Up to 4 figures may attempt to stop the fuse.



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