



Duty AND HONOUR

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



Europe Aflame! October 1810

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!

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 Spades. 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, 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.

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!





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 characters 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 define the exploits, personas and traditions of your regiment, together, during character creation.

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 characters 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. Phillippe; 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.&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



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 in Duty & Honour. Each Measure represents the characters ability to resist the travails that the Peninsular War throws at them. A high Measure would be considered a considerable strength 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 characters 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 characters 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 characters 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.

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.



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.

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.

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.

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.

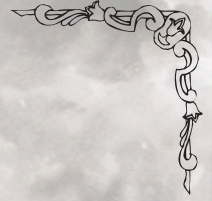
Personality Reputation: Messrs Willingham and Sutch,

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.

A faded, sepia-toned illustration of a battle scene. In the foreground, a soldier in a dark uniform with a white sash stands with his right arm raised. Behind him, other soldiers are engaged in combat, some holding rifles. In the background, a large, ornate carriage or structure is visible, possibly a military transport or a piece of heavy equipment. The overall scene is chaotic and depicts a moment of intense action.

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. 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
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