

Send Three & Fourpence: A Jaunt Ashore - Conversion Notes for Rebels & Patriots

A Jaunt Ashore was first conceived as a scenario for Rebels & Patriots which I have been playing more often recently. Unfortunately, while R&P is a good skirmish battle game, it didn't quite hit the spot.

It didn't have the mix of scenarios included as I didn't want to have to write bespoke scenarios for every encounter, which would have made the whole article far too long and would have led to me getting a stern finger wagging from the Editor.

R&P also didn't have quite the flexibility at the skirmish/almost semi-roleplaying game feel that I was aiming for. So two games into the first playtest, I gave it up and went back to The Men who would be Kings.

However, if you prefer R&P, by all means give this a shot. I will warn you that you might have to use your common sense more than usual as I haven't playtested this campaign with these rules properly. However, as we are all sensible fellows I'm sure you can work it out if you have a mind.

Your forces

Select 24 points worth of troops from the menu below. You must take at least one unit of Seaman, either one on their own or with the carronade, because if you do not, you will not be able to select, fell and transport a suitable mast back to the ship.

Unit	Game Description	Points
Ships Marines under Sgt Snell	Shock infantry	6
Carronade on a makeshift gun carriage manned by seamen	Light gun with caisson and six crew	6
Marine sharpshooters with Baker rifles	Skirmishers with Sharpshooter upgrade	6
Seamen armed with pistols, pikes and cutlasses	Small unit of Veteran Aggressive Natives	6

Seamen armed with pistols, pikes and cutlasses	Small unit of Veteran Aggressive Natives	6
--	--	---

Local Forces

Locals armed with fowling pieces - 2 Light Infantry, Small Unit.

Local militia - 2 Green Timid Line Infantry, Poor shots.

Locals armed with machetes* - 2 Green Natives, Poor Shots.

Additional forces to add if the scenario calls for it.

Spanish Militia - 1 unit Timid Line Infantry, Poor Shots.

Gauchos - 1 unit Green Light Cavalry. Roll d6, on a 4+ they are treated as Green Shock Cavalry.

Spanish Regulars - 2 units Green Shock Infantry, Poor shots.

Spanish Gun - Green Medium Gun.

*If you have PORK written on your campaign sheet, make these Aggressive.

Scenarios & Mr Babbage

Mr Babbage - The solo play rules from The Men who would be Kings should transfer over to Rebels & Patriots quite nicely. If you don't have access to The Men who would be Kings, I would suggest using your own solo rules, as it would be a bit cheeky of me to transcribe Dan Mersey's work here.

I would suggest using the scenarios from The Men who would be Kings, if you have it. If you don't I could substitute the following. On a related note, I really wanted to include a Hearts & Minds style scenario, but couldn't quite get it to work in the solo play format. If you are playing with an opponent or possibly as one player versus a GM in a sort of semi-roleplaying sort of thing - you should definitely include a possibility of drawing Scenario I - My Enemy's Enemy. If you play in 1/72, like I do, I would suggest using the figures from Ceasar Aztec or Mayan warriors for the villagers. I'm keeping my eyes peeled for a set if I get to play this again.

TMWWBK Scenario	Rebels & Patriots Scenario
A	Scenario E - Patrol to McClure's Field
B	Scenario B - Widow Creek Bridge - but the river is rough ground rather than impassable.
C	Scenario F - Retreat to the Sunken Road

D	Scenario K - Star Spangled Night - but the poor visibility only lasts for five turns.
F	Scenario H - Attack at Fort Glory
G	Scenario J - A Long way from Home