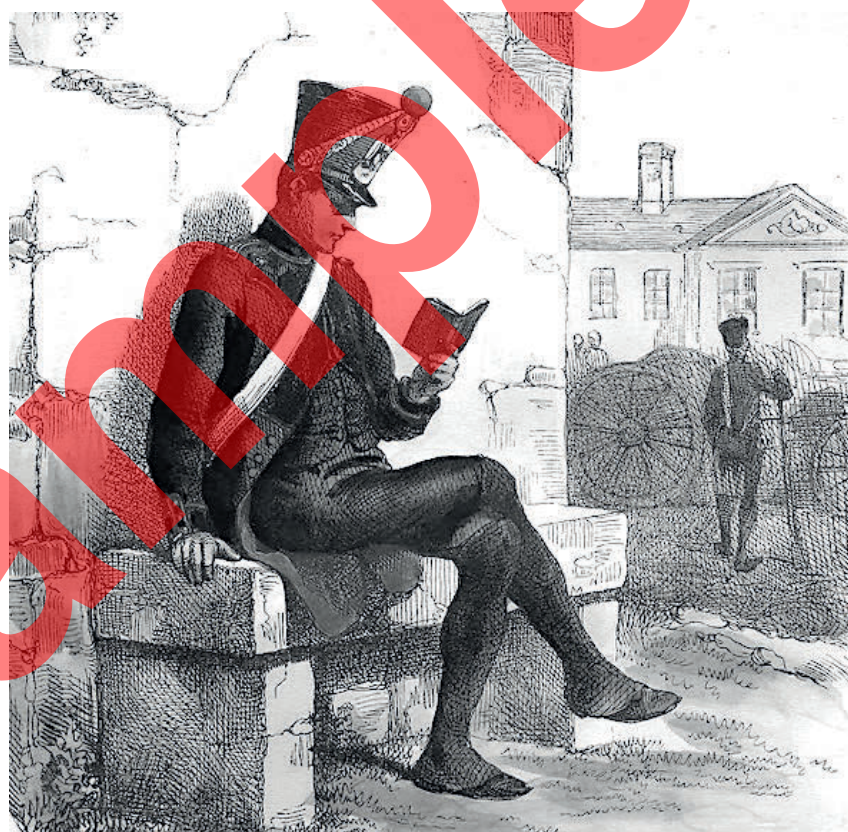


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1. Introduction

What is Star of Bravery?

Star of Bravery is a campaign system for TooFatLardies' *Sharp Practice*.

In *Star of Bravery*, you follow the careers of French officers through the 1809 campaign against Austria. All players are on the same side and compete for honour and glory!

This means that SoB is not a map campaign - there is no need to manoeuvre your units on a map (however, it could be combined with a map campaign system, such as TooFatLardies' *Dawns & Departures*, see chapter 4). SoB is closer to a role-playing or story-telling game. Don't worry, you will still get to fight battles on the tabletop. But the most important thing is how your character performs in those battles - your character's career will progress even if you lose the game itself.

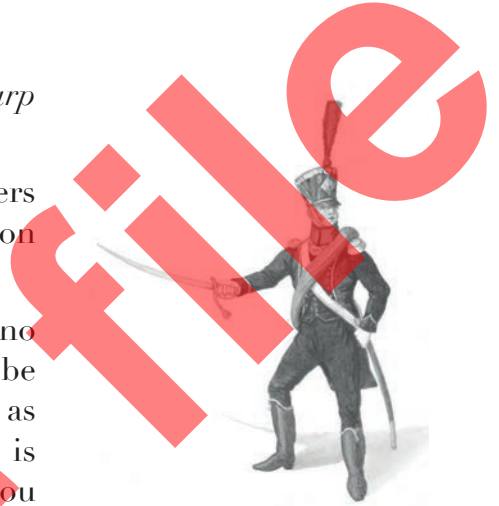
You can play SoB with several players, or alone - it's a perfect system for solo play and this was one of the first inspirations for it (during the times of COVID lockdown). However, it is perhaps most fun with two to three players. More players are possible, but the campaign will take much longer.

The important thing to keep in mind is that all players are on the same side. Each one plays a French officer trying to increase his honour, be awarded the Legion of Honour, and perhaps even be promoted. Whoever has the most honour at the end wins!

How does it work?

First, each player creates a character. This will be the main Leader of the player's *Sharp Practice* force. Starting with the first player, you go through the campaign phases. When you play a scenario, one of the other players will take on the role of the opposing force. Afterwards, the player resolves campaign events and then the turn passes to the next player. They go through the same routine until everyone has played the first scenario. This ends the first episode, and you proceed to the next episode.

A campaign has 5 episodes and one finale. The finale is a special scenario that recreates the feel of being part of a larger engagement and is intended to give a suitably dramatic climax to the campaign. So, each player will fight a maximum of six *Sharp Practice* battles with their own character (it may be less if they have to pause because of wounds or similar events). In addition, they will also play a maximum of six games as the opponent of another player.



What do you need?

You need at least one French force, with five groups of line troops and two groups of skirmishers, and an equal opposing Austrian force, which can be line infantry, but also Grenzer or Landwehr. The more opposing forces are available, the more variety your games will have.

As all players are playing on the French side, you don't need a separate French or Austrian force for each player - you can take turns using the figures.

Apart from D6, you will also need polyhedral dice for the campaign phase, namely one D4, one D8, one D10, one D12 and one D20. If you don't have those available, you can roll them online - there are several dice-rolling apps, but the simplest solution is to use google, which will give you a dice result if you enter "D8" or whatever you need in the search field.

You will also need the *Sharp Practice* rulebook, or another set of large skirmish wargames rules for the Napoleonic period, to play the tabletop battles.

Acknowledgements

My first thanks go to Sigur Skwarl, who played the whole campaign with me out on the garden table during one crazy COVID summer. It really helped me to survive that mad period.

Thanks also to my wife Kathi, who not only took on the role of the Austrians for our grand finale, but more importantly supports all my endeavours and always has an open ear to listen and discuss my ideas.

And finally, thanks to Richard Clarke for creating my favourite game by far, *Sharp Practice*, and for letting me publish this campaign book.



2. The Campaign Rules

How the game works

As the game centres around your character, the first step is to create a character for each player. As soon as you have finished this - which won't take much time - you are ready to start the campaign.

A full campaign of *Star of Bravery* consists of six episodes. An episode ends when all players have finished their turns. Each player turn consists of several phases. Those phases are not complicated and can be finished in one session. A player works through the phases, which will, in most cases, include a tabletop battle. After one player has finished, the next player takes their turn and also works through all the phases. As soon as all players have completed their turns, proceed to the next episode.

At the beginning of an episode, all players roll dice to determine the order in which they will take their turns, with the highest result going first. However, in reality, the order is irrelevant, so feel free to change it any time. Just make sure that no player takes two turns in an episode and that all finish their turn before moving on.

In tabletop battles, the enemy side will always be played by one of the players who already took their turn or who has yet to take it. This means that, on the one hand, all players collaborate, because they are on the same side (namely the French), but on the other hand, they compete, because during battles, they will be opponents. As always, try to keep this competition on a friendly level. *Star of Bravery* is a system to generate a narrative. The rules often are deliberately vague, something that could be abused if employed in a mean-spirited way. However, only a cad or a bounder would do this and ruin the fun for the players!

When you are playing the Austrians, think of yourself not so much as an opponent but as a movie director whose main objective it is to let the hero - the French player's character - shine. That doesn't mean to make their task easy - a good challenge always makes a story more interesting. But it does mean to be a fan of the hero, to give him opportunities to do interesting things and to occasionally even refrain from using the optimal tactical move if it better fits the story.

Creating a Character

The first step is to create a character for each player. Basically, this follows the procedure outlined in the *Sharp Practice* rulebook in chapter 9, "Adding Characters". However, instead of Character Table A, "Officer's Breeding", use the following table, which is specifically fitted to the historical backgrounds of French officers: