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# A Little London Riot

## A Little Lambent Meteors Scenario

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This is a scenario loosely based on events in the Gordon Riots of 1780.

The London Map graphic should be blown up and printed so that it is 1200mm x 1200mm.

The counter mix (if you don't want to use figures) is to this scale and can be mounted on card.

### Roles

Ideally this should be run with five or six players or more, with one umpire.

Players take on the following roles in order of the number of players

1. Game Umpire
2. Sir Huffingham-Puffingham MP and Magistrate
3. Lt Colonel Blenkinsop CO of the Blankshire Regiment
4. John Atherstone – Rabble Rouser
5. Henry Barrington – Rabble Rouser
6. Walter Cheapside – Rabble Rouser
7. Major Hindsight – Second in Command, Blankshire Regiment
8. James Dursley – Rabble Rouser
9. Frederick Ellis – Rabble Rouser
10. Mr Ruddle – chief peace officer
10. Jake Fielding – Rabble Rouser
11. Edward Gibbon – Rabble Rouser
12. Sir Archibald Rootingham-Tootingham, important and wealthy landowner and JP.



### Situation

The situation is that there has been a major protest outside the Houses of Parliament (which is about 1000 yards to the SE of the game map). People have taken to the streets with a view to seeing what is going on. In general

there is a strong anti-catholic mood – and many gangs of people are ready for some violence.

In response to the numbers of people on the street and the earlier violence elsewhere in the city, the government has ordered a battalion of the Blankshire Regiment to camp in St James' park and to be ready to deploy on the streets to quell disturbances.

However, they cannot deploy on the street unless specifically requested by a representative of the Civil Power – in this case a Magistrate. Further, they may not take action unless or until the riot act has been read, and then only on the direct instruction of a magistrate.

### **Communications**

Most communication between players is via 'urchin-mail'. Players may not react to anything unless they can see it (such as a rising pall of smoke from a burning building', or hear it (the sound of gunshots), or are informed of it via a messenger after an appropriate delay for movement of the messenger. There are assumed to be plenty of urchins or concerned citizens who would reasonably reliably carry a message.

This applies to both the rabble rousers and the security forces.

### **Forces and Deployment**

10 gangs start in Leicester Fields – these start with 2d6 IRE each

6 gangs start in St James' Square – these start with 2d6 IRE each

A further 24 gangs are distributed at random around the streets – except no gangs should be placed in St James' Park.

All these gangs start with 1d6 IRE.

There should be at least one rabble rouser player in Leicester Fields, and one in St James' Square. Further rabble rousers (if available) can be wherever they choose except in St James' park.

The 10 companies of the 1<sup>st</sup> Battalion, the Blankshire Regiment, their CO, Lt Col Blenkinsop and their second in command Major Hindsight are formed up, awaiting orders in St James' Park.

Sir Huffingham-Puffingham has just arrived, in his personal carriage with four groups of peace officers with him. He can either arrive at the SW end of Pall Mall, or from the East via Cockspur St.

If Mr Ruddle is played, he is with Sir Huffingham-Puffingham at the start.

If Sir Archibald Rootingham-Tootingham is played, he is arriving from the north, and can start in any street entering the Northern edge of the map. He is in his personal carriage, and has one group of peace officers with him (actually they are his servants, but he swore them in as peace officers just now).

### Key Locations

There are 10 key locations marked on the map. To make the scenario re-playable, you can swap around what is at each location each time you play.

Location Number	Description
1	The home of Sir Huffingham-Puffingham, who whilst a Protestant, is rumoured to be 'soft on Catholics'
2	The Home of Sir Archibald Rootingham-Tootingham, who whilst a Protestant, is rumoured to be 'soft on Catholics'
3	An Inn known to serve Catholics
4	A private house which is believed to house a private Catholic Chapel
5	The home of a wealthy and disliked catholic
6	A cloth merchant's house - known to employ Catholics
7	The home of a wealthy pro-catholic MP
8	A small brewery, thought to be owned by catholics.
9	A prison, thought to be holding, unjustly, some good protestant citizens.
10	The home of a wealthy and disliked catholic

**GANG IRE RECORD SHEET**

Use this to record the current status of each gang

Gang No	IRE	Gang No	IRE
1		21	
2		22	
3		23	
4		24	
5		25	
6		26	
7		27	
8		28	
9		29	
10		30	
11		31	
12		32	
13		33	
14		34	
15		35	
16		36	
17		37	
18		38	
19		39	
20		40	