

ESCAPE FROM THE DARK CZAR

FLINTLOQUE

A BEGINNING IN BLACK POWDER
FANTASY SKIRMISH

A NOTE ON THIS SCENARIO

Welcome to Scenario Six - Rotten Spotters. This is the sixth Flintloque scenario which began in the 5024 Escape the Dark Czar booklet and miniature set. The first three scenarios in the booklet introduced you to General de Brigade Hugo Saindoux and his small group of survivors and then scenarios four and five which expand upon the adventure and introduce survivor Dogmen and Goblin Legion. Seek them out to get to this moment in the arc. This is a full size scenario. In order to make use of this scenario you need to have 5024 and also the full game book 5026 Death in the Snow as well. You will also get use from free files such as Full Flintloque Characters for 5024 Escape the Dark Czar. You will also see miniatures and terrain in this scenario which are on the Alternative Armies website. I hope you enjoy this scenario. GBS

Scenario Six - Rotten Spotters

The snow covered plain stretched out to an unseen distance ahead of the band of survivors. It was twilight and getting darker by the minute and now was the time to cross this wide open death trap. There would be no better time than now as to try the crossing to the far side in daylight would be no better than suicide. Off ahead at the limits of vision, even with a spy glass, there were figures riding horses. Their movements slow and too deliberate to be mortal. The legs of the horses were bone. They were dead.

General de Brigade Hugo Saindoux used to command thousands of Armorican Elves and now he had less than thirty troops. There had been more of them from the Grande Armee du Norde in past days including a dozen Finklesteiners and a handful of gunners but they had fallen to the pursuers. Those who had escaped had done so only by the hard fought deaths of the rest. After being chased on foot it seemed those of unlife had managed to find mounts and this had given the cuirassiers speed which had not been expected. Saindoux shivered despite his tightly wrapped greatcoat. He handed the precious spy glass back to the huge hand of Captain Boell Umfrage and the Ogre carefully put it back in his pack.

"Colonel Feio the choice is made. We cross now. Those cuirassiers are looking for us and we cannot out pace them and if we wait for the morning they will find us here. The advantage at dusk is with us. If we split into three groups and head out to the left, right and centre we have a good chance. They are strung out and with care and silence the far edge of this plain can be ours by dawn."

A thin curl of smoke rose into the cold air from the cheroot in the mouth of the Goblin officer. There were eighteen from the Al-Garvey Legion in the band of survivors. Feio was a lucky officer and he knew that and he also knew that Saindoux was his best chance to get out of the Witchlands.

"Yesa my generalo, I concord with dis o plano. We are all with you."

There would be five minutes now of ensuring that all muskets had their locks wrapped against accidental discharge and that blades were tightly fixed in scabbards. All such measures to reduce the chance of a slight sound or a shot giving them away.

Feio sighed and gazed out at the cold frozen plain. He had not seen his homeland for years. He and his family had been driven from Al-Garvey during the Warre of the Orangues when they had sided with the Dark Elves. He missed the heat of the sun and the green grass never more so than now. This land was forsaken and filled with nightmares. Perhaps he would return to Al-Garvey once the Empire drove the Orcs back into the sea. The Emperor could do anything...or at least he had thought so until the last few weeks.

"Generolo Saindoux you thinko we getta home in the ende?"

The tall Elf regarded the Goblin and then smiled. With a casual wave he indicated the group of survivors.

"You ask if we will ever seen Lyonesse or Lisabone again. Yes. Yes, I think we shall. After all we have come this far and fortune favours us. Now let us take a walk."



THE SCENARIO OBJECTIVES

This is the third full sized scenario for the characters introduced in Escape the Dark Czar beginners booklet and it is an exotic one too with unique Flintloque rules which can be used with other campaigns on Valon such as Catalucia. So to that end you must be familiar with the characters and use their statistics and so forth with the rules. The objectives in this scenario are unlike those of a typical game of Flintloque.

The Ferach Empire

Playing as this side in the scenario your objectives are not be seen and to get through the capture line of Undead cavalry who seek you. This will be tricky but it can be done. You must get 25% of your section off the far table edge to win and at least three of your section members must remain unseen as tokens.

The Witchlands Army

Out there in the dim light are the mortals and they must pass you to escape. You are mounted now on long dead horses and these give you speed but your numbers are limited since there was a huge area to cover. Seek out and kill the enemy. If you kill more than 75% of the enemy and or spot all of them you win otherwise the Ferach win.

THE SET UP

The scenario takes place on a rectangular playing area which is standard size of four feet (120cm) by six feet (180cm) which is best suited to a flat table. This scenario takes places on a field of hard packed snow which counts as Clear for movement. There are twelve groups of four dead trees (each group is about 10cm across and deep) which players should take turns to place. None may be within 10cm of an edge. There are three abandoned wagons placed randomly as with the tree groups except that they may not be within 5cm of any tree. While we do not expect you to match up your terrain exactly to the instructions please do try to get as close as you can to the guide given. Players should agree upon playing area set up before play commences with the first turn.

Setting up your miniatures for this scenario is as follows.

The Witchlands Army section of characters sets up 30cm to 50cm in from the wide edge of the table (the rectangle of the table is orientated for a wider but shallower crossing for the Ferach section). They must be at least 10cm apart with the section leader in the centre of the spread out line. They are led by Captain Preserovitch and are composed of ten mounted Savant Zombies on Undead Horses as found in 5024D unit box (see 5026 Death in the Snow book for their stats and rules for cavalry) armed with Standard Musket with standard experience spread in section creation. Keep in mind the Zombies are savant type.

The Ferach section of characters sets up on the opposite wide edge of the table to the Witchlands Army side and set up. The mortal section is made up of the four characters from 5024 including General Saindoux and ten Al-Garvey Goblin Legion (53512 and see free scenario five for a uniformation article on them) Goblins. Create the Goblins using the standard section creation rules with experience level spread and the 5024 characters are profiles as they are in the Escape the Dark Czar booklet.

They are all under the command of General de Brigade Hugo Saindoux.

The set up of the Ferach Section is SPECIAL in this scenario as it is hidden. You will need forty tokens (beads, dice, coins any type of token) at your disposal. Each must be defined as real or fake with only fourteen being real to mark actual characters. Assign a number to each Ferach character (Saindoux is number one for instance) and the owing player places all tokens. Place all forty tokens within 5cm of your table edge leaving a gap between them. Take care to note which are real and to not show that in any way to the Witchlands player. Tokens are moved in play. See special rules for the movement and revealing of fake and real tokens during the scenario.

GAME LENGTH AND PRESENT CONDITIONS

This scenario is not time dependant and that means that there is no turn limit imposed upon play. The scenario continues until one side achieves its stated objectives at which point it ends in that turn. At the end of the game refer to the victory conditions to decide a winner of the game.

The present conditions of this scenario are as follows. During the whole time of this scenario it is night time. The weather is dry and there is no rain. Refer to the Scenario Special Conditions for this scenario for any rules mechanics that deviate from those found in Flintloque 3rd edition game books.

SCENARIO SPECIAL CONDITIONS

Almost all Flintloque scenarios go a little beyond the normal game play mechanics and these are known as Scenario Special Conditions. In this part of the scenario all of the unique or adapted mechanics to be used in this scenario are presented. You must implement the mechanics here alongside those in the game book and expansion book that apply. Where they overlap the mechanics of the scenario take president position. As always use common sense and if in doubt toss a coin...a Kyng's Shilling of course!

Tokens In Play: As stated in The Set Up the Ferach section is composed of forty tokens of which fourteen are real. When the Ferach section is activated as normal that player moves FIVE (or up to five) tokens up to 20cm with normal terrain implications. The aim being to avoid Undead characters and escape the opposite table edge. When a token is within 10cm of an enemy it is turned over and if fake removed and if real replaced with the miniature for that mortal character. From that point the character acts and activates as normal. A token may not attack and may not be fired upon but may be attacked in melee and forced to reveal.

Night Time: This scenario takes place at night and the main implication on play from this is the 15cm reveal distance for tokens. You may leave it at that or include other night time rules for Flintloque.

Revealed Tokens and Actions: We ask that you use common sense in the revealing of tokens and attacks in play. This scenario will be played rushing around and then in close range..in the dark!

RECOMMENDED MINIATURE CODES

As outlined in the rest of the scenario this is a full sized game of Flintloque written using the 5024 Escape the Dark Czar miniatures from its set. The others come from the pictured 53512 Al-Garvey Goblin Legion pack. The other miniatures for the Undead are from the 5024D Preserovitch Cuirassiers. We recommend you also have the 5024 Booklet and a full Flintloque game book which in this case is 5026 Death in the Snow plus this free article and the uniformation article for Goblin Legion in Scenario Five. You might also want the dismounted Savant Zombies from 5024 incase your shamblers end up on foot.



OPTIONAL SCENARIO CHANGES

This scenario is flexible and so it gives players the option and choice to make the scenario more of a challenge. Note this should only be done once you are familiar with the scenario and desire it to be tougher. Remember this goes beyond the remit of the progression of the normal campaign and must be treated separately.

The Evils of Frozen Rain

Wylde Magicke courses through the Witchlands in ways which no one from Urop has seen since the Darke Ages. Sometimes this impacts upon the weather and this has now happened. A heavy downpour of water which is frozen and chilling but somehow still wet and not like hail is ongoing during play. It makes the use of any firelock impossible unless the character is under cover before making a shot. Cover is a large tree or a building or such. After three turns the snow of the ground turns to icy slush making for open ground to be treated as Difficult Terrain for the remainder of play. Any open fires are put out at the end of the second turn.

Voices of a Lost Mind

When a Zombie is created by the Graviski Reanimator and its grizzled operators the arcane mix of new science and old Magicks does two main things to the poor subject on the slab. It firstly altered their body to preserve it against decay for many year though this works far better in the frozen Witchlands than elsewhere. Secondly the personality of the corpse is drawn from the mind and replaced with simple tasks and a deep desire to obey the Dark Czar. Sometimes this does not work properly and the Zombie can temporarily recall who they used to be. This is more common in Savant Zombies due to their increased need for thinking and independent action. When the game begins roll 1D10 for each Zombie in play. On a result of 8,9 or 10 for a Savant they lose the first turn to a recalled memory before snapping back to the nightmare present and acting as normal. For a normal Zombie a roll of 10 would have the same result.



SOLO PLAY OF THIS SCENARIO

As with almost all other scenarios for Flintloque this one can be played solo. That is with one player and others being acted out by a 'silent player' that being the bolt on mechanics for solo play found in all Flintloque game books. Here are the parameters for this scenario played solo.

This scenario is not a typical one in that it has very specific special rules for tokens and revealing them. To that end this scenario should only be played with the silent player taking the part of the Ferach Empire. The Human player is the Witchlands Army. Human player is to take the forty tokens and after marking the real ones as outlined mix them up. Place them in starting positions. The tokens will move in a straight line (if possible) toward the opposite table edge. Any mortal character revealed will engage the savant who revealed them in one round of ranged or melee combat and then attempt to flee the table off the escape edge.



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This scenario is a rather odd duck indeed as it is a 'hidden' one. Tokens at a ratio of four to one of real characters means the Undead will have to choose carefully which movements they make. The scenario is played with the gaming table laid side on so its wide and shallow meaning limited turns to intercept the enemy and reveal them.



DESIGNERS NOTES

I played this scenario three times during its creation and in my own play the results were as follows. Twice the Undead lost and once they won. This came down to luck revealing real characters under tokens. The movement advantage of the horses helped a lot and I found out that if I retreated away from the tokens and then swept across the playing area I gained time to reveal. I was trying for a win on revealing all tokens rather than kills in this case.

You may well make note that the 'Scenario Changes' in this scenario are the same as in Scenario Five. This is purposeful as they suit this mission perfectly.

The typical tactic on Flintloque of shooting the horse out from under the rider continues to work well in this scenario so my advance is to aim for the corpse horse to put the Savants on foot for a more difficult pursuit. Also protect your tokens using characters already revealed.

Enjoy! GBS 2018.

