

# ESCAPE FROM THE DARK CZAR



A BEGINNING IN BLACK POWDER  
FANTASY SKIRMISH

## A NOTE ON THIS SCENARIO

Welcome to Scenario Seven - Copse of Corpses. This is the seventh 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. Scenario Six had you evading Undead Cavalry. 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. Welcome to Valon. Welcome to Flintloque!

# Scenario Seven - Copse of Corpses

Snow has a sound to it. It does. You would think that frozen water would much the same no matter where you find it. But that is not true. Not at all. In the Witchlands the snow sounds different under your scarred leather boot and frost tainted foot. In the avenues of Lyonesse the winter snow was a thing of beauty and it sighed as you stepped upon it with a promise of a future summer. Here the snow crackles and shatters underfoot as if it is laughing at you. Not that it is. Rather it tells of a summer which will never come and of a deep cold that has been in place for all of time. Snow has a sound to it here. It sounds like death.

*"General the night will come in a few hours and we must consider camp and the lack of nourishment also."*

General Hugo Saindoux was brought back to the present and away from his thoughts as the band of survivors trudge ever onwards across the vast emptiness of the Witchlands. He looked down at the drummer boy Ayers. The youngster's eyes still shined with a hope he did not feel inwardly himself anymore. Outwardly he radiated confidence but he was losing his will in this endless snow. True they would have to find cover or anything to burn before night fell. It was dangerous to have a fire..it was more dangerous not to.

*"Indeed we will. Indeed we will. I feel there is something for us nearby".*

That was enough for the boy who carried his drum and the golden eagle of the Emperor over his shoulder. What would they find? Food the General wished for most. On his person he had all the food the group possessed and though they did not know it there was only enough for two more days. A frozen horse...that would be luxury.

They walked on in the silence, which aside from the snow underfoot, seemed total. That was until the sole Dogman in their band tripped and fell. Hulmutt Jucken landed heavily and cursed loudly before baring his teeth and rounding on what he thought was a tree root. It was not.

A stiff hand protruded from the snow with the evidence of a sleeve and an arm beyond it. Blue cloth. An Elf. A fallen son of Armorica. They stopped and gazed at the hand. Saindoux knew what they were thinking..perhaps the body had something in its pockets or pack. He considered giving the order to dig the corpse free but then he noticed all around them were hands, feet, toes, faces protruding from the snow in all directions. This was a battlefield. A bone field. Perhaps supplies were nearby.

His lifting mood was truly stolen for before he could speak the hand which Jucken had fallen over twitched and then moved...it was coming back an unlife. Around them other frozen limbs began to shift. They had to escape!



## THE SCENARIO OBJECTIVES

Welcome to the next full sized scenario for the characters you get with the 5024 Escape from the Dark Czar beginners box and booklet. It is the seventh scenario and by this point in the arc we are used to the rules and are moving towards the full game using primarily 5026 Death in the Snow and Uniformation articles previously published. This is a rather different scenario which is specialised and can be ported into any moment in your own campaigns in the Witchlands and with any mortal troops taking the role of the Ferach Empire characters.

As always please make use of the character profiles in the 'Escape' booklet and note that the objectives of this Flintloque scenario are simple but there are exotic rules during play.

### The Ferach Empire

Playing as this side in the scenario your objectives are simply to get across the playing area and to survive the journey. You must get 25% of your section off the far table edge to win with any other result being a defeat.

### The Witchlands Army

Silence. A dead silence. All of your troops are deceased..for the moment. You act almost totally in response in this scenario. Losses do not matter to you in the slightest and you must kill 75% of the enemy to 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. The playing area is covered in groups of trees and there are two abandoned wagons too. Each group of trees consist of four trees with are placed about 3cm part and within 10cm of each other. There are twelve groups of trees. After this place two the two wagons in open areas at least 10cm from a 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 Ferach section of characters sets up on one thin edge of the table within 3cm of each other and they must across the 180cm to exit at any point on the opposite thin edge. The mortal section is made up of the four characters from 5024 including General Saindoux and eight Al-Garvey Goblin Legion (53512 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.

The Witchlands Army section does not exist as such in this scenario. You begin with no miniatures in play. There are a great number of corpses scattered across the playing area (see Scenario Special Conditions) left by the recent passing of a Graviski Re-Animator cart and these may come to 'unlife' when mortals are near them...shame the mortals cannot see them under the snow! When animated and fighting they are typical Zombies and you can use the Savant Zombies from 5024 or the line Zombies from 55508 with no need for a Liche. They are armed with a Standard Musket and Sword with average experience rating. Keep in mind the Zombies are savant type.

## 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 day time. The weather is freezing but 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 3<sup>rd</sup> 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 books and expansion books that apply. Where they overlap the mechanics of this scenario take president position. As always use common sense and if in doubt toss a coin...a Kyng's Shilling of course!

**Copse of Corpses:** While there is no movement in this field of the death there will be soon. A Graviski Re-Animator and its ghoulish team have just passed through the area which was the scene of a battle weeks earlier. They are creating Savant Zombies and this is a bit hit and miss and takes time so they have moved on assuming that any Zombies who rise will eventually fall in and join in with the destruction of the Grande Armee. The mortals have now entered this field and covered by a dusting of snow hundreds of dead soldiers are readying to rise!

**Moving Amid the Copse:** As General Saindoux and his survivors move across the playing area they may spark action in the corpses laying about. When all movement for the turn for the Ferach is completed you must check to see if any Zombies appear. How likely this is depends upon how spread out the Section is. Roll 1D10 for 15cm or part of 15cm distance from the each end of the section's furthest part miniatures (assuming each is on a 25mm base). Set up the Undead as per these rolled results:

**0-2 A Corpse.** Place a Corpse Marker on the table. No Danger!

**3-4 A Foe.** Place one Zombie on the table.

**5-8 Risers.** Place two Zombies on the table.

**9 Trio of Animation.** Place three Zombies on the table.

*The placement of Undead is worked out as follows. The first and second placements are measured from the front member of the mortal section and is 1D10+2cm away from that miniature dead ahead. The third is done the same way but to the left of the middle member of the section. The fourth to the right. Then all further risings are to the front. Re-set after each turn.*

The Undead are rolled for each turn regardless of Ferach movement or lack of movement; the dead are all around! Once in play Zombies continue in play until destroyed.

**Swamped in Cold Flesh:** As you can imagine your Ferach Empire section can get overrun by spreading out too thinly or some poor dice rolls. To that end the mortal character is given four tokens. When a Zombie is revealed a token may be placed upon it and it means that the Zombie is in a state of Confusion. It will not move nor attach for two turns. Use your tokens wisely!



## 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 53512 Al-Garvey Goblin Legion pack. The other miniatures for the Undead are from the 5024 set or 55508 plus Zombie Corpses from 55507D. 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 may also want the two wagons which are 59523 Abandoned Beer Wagon and 59524 Abandoned Goods Wagon.

## 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.

### Field of Broken Dreams

During playtesting of this strange scenario we came up with a technique to get across the playing area quickly and that make winning easier for the Elves and Goblins. To counter this or just to make the game more difficult you can make this change. Reduce the distance to 10cm from 15cm for the roll to see if Undead animate. Trust us this simple alteration makes the scenario much more testing.

### Shakey Wakey

War is horror...this is true. It also causes terrible injuries such as the loss of limbs. If you want to make this scenario easier for the Ferach Empire player then use this option rule. Each time a Zombie is animated check to see if it is missing a limb. Roll a Dice and on an even result (2,4,6 etc) it is missing an arm and cannot use a Musket but may move and attach in melee as normal. On an odd roll (1,3,5 etc) it is missing a leg and may only move at 50% of normal rates but may use a musket as normal and so forth.



## 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. In fact this strange scenario is ideal for solo play since its playing parameters are so tightly laid out and the Human player is actually playing most of the game.

Here are the parameters for this scenario played solo.

This scenario is not a typical one in that it has very specific special rules. To that end this scenario should only be played with the silent player taking the part of the Witchlands Army. The Human player is the Ferach Empire. As play commences and Zombies are put into the game they will act according to a simple goal. Each turn they will shoot a loaded musket if they have one standing still to do it. If they are more than 10cm from a mortal character with an unloaded musket they will load it. If more than 25cm from a mortal character they will try to close for close combat. If they do not have a musket or have fired it and are within 10cm of a mortal character they will attack in melee. Always the nearest enemy.

## CREDITS

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*This scenario is rapidly becoming my personal favourite and it works so well for any mortal side in the Witchlands. It only takes thirty minutes to play out and my nine year old son enjoyed it too.*

*I played this scenario three times during its creation and in my own play the results were as follows. Once the mortals lost and twice they won. This came down a realisation of tactics (which led to the optional extra rules being added). If I bunched my twelve characters into a block and moved a Goblin speed I reduced Zombie placement to a minimum. Using my four tokens on the first four Zombies who rose up meant two turns of easy movement forward. After this musketry and no reloads with all emphasis upon movement I could cross the table quickly.*

*If you find yourself playing as the Undead player then it is tricky as you are at the mercy of the dice. Try to block and engage in melee to make the mortals straggle out...meaning more chances of rising Zombies!*

*The original idea for this scenario was back in the early 2000's for a scenario set in Catalucia but the re-release of 55507D in resin sparked a memory.*

*Be Quick and Safe! GBS 2018.*



**DESIGNERS NOTES**

