

ESCAPE FROM THE DARK CZAR

FLINTLOQUE

A BEGINNING IN BLACK POWDER
FANTASY SKIRMISH

A NOTE ON THIS SCENARIO

Welcome to Scenario Eight - Snowballe Volley. This is the eighth 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 and seven was a special solo play evading game. 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 also need the free [Snowmen in Flintloque](#) article. You will also see miniatures and terrain in this scenario which are on the Alternative Armies website. Welcome to Valon. Welcome to Flintloque!

Scenario Eight - Snowballe Volley

A week of this. A week in direst hell. A week split asunder trying to find a way back to the world of fragrant flowers and warm breezes. At a tree so tall and so dead it could be seen for leagues in any direction the band had divided and sought out the solace of a road of a track or even a path which would point the way. They had passed out the last of the horse and unicorn meat equally and agreed to meet once more under the claw like branches after seven nights. A way had to be found by then or only to lady luck would the choice be given. To pick incorrectly would mean no return to Armorica and an end here in the ice and snow.

"We are the first to arrive here my General. I see no sign of Von Der Wagg and his soldats."

Young drummer boy Ayers stood next to General Hugo Saindoux looking dismayed. It was true they had arrived back first but there was still time. The Elves and others under his command set down their muskets and sat down in the snow. Hulmutter Jucken took a pipe from his greatcoat pocket and lit the little tobacco which remained in the bowl.

"He is not easily killed Ayers. I have faith in the Finklesteiners and since we found no path I also have faith that they have found us a route. The sky is looking foul and we will not be moving again this day. In fact I hear thunder in the distance."

It was not thunder even though the sky had darkened to a purple black.

"It is musketry. Nearing. I can see Von Wagg. They are running towards us."

From his towering vantage Boell the Ogre could see much further than the rest of the survivors. The Dogmen of the 59th Line were indeed running towards the tree and they were being followed. Shapes of white moving against the snowscape. They were unclear and moving faster than Zombies.

"Up. Form Up. Make ready. We must show our foes a fine welcome."

Quickly, with General Saindoux at their fore, the survivors spread out into a firing line as the first Dogmen reached them. Tongues lolling and short of breath they stumbled past and then began to load their firelocks.

Captain Frantz Von Der Wagg saluted as he slid to a halt in front of the firing line. The hazy forms of the enemy had slowed but were still advancing. With a raised eye brow Saindoux gestured at the foe and Von der Wagg bared his teeth and spoke.

"Ze path hast been found General but it vas guarded. Mine hunds made a retreat and ver followed as you can observe. I am nicht on der snapps but I swear these are Schneemann. Jab...wutend but all ze same we must volley them if we are to live."

Lightening began to flash and in two lines the soldiers of the Grande Armeé du Norde made ready. Snowmen....really....



THE SCENARIO OBJECTIVES

Welcome to a full sized scenario for the characters you get with the 5024 Escape from the Dark Czar beginners box and booklet. By this point in the arc you will also have other miniatures in your collection and these will be used too. This scenario is a battle level one in that it features a great many characters and a straight up fight between out matched opponents. 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 objective is to survive for twenty turns of play. If you still hold the playing area with live characters at the end of the last turn you have won.

The Witchlands Army

Frozen water animated to unlife you are in the thrall of The Dark Czar and must attack regardless of losses to wipe out the mortals. If at the end of the twentieth turn you have eliminated every enemy character then you win. If not you have lost.

THE SET UP

The scenario takes place on a rectangular playing area which is standard size of four feet (120cm) by four feet (120cm) 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 laid out with forces beginning at opposite thin ends of the table. At one end (the Ferach one) there is a single huge dead tree which is 5cm across which is 10cm in from the edge. There is no other terrain upon the snow in this desolate place. 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 the huge dead tree thin edge of the table within 3cm of each other and 5cm of the table edge. The section is made up of the four characters from 5024 including General Saindoux plus eight more Elf Line Infantry and ten Finklestein Dogmen. A total of twenty two characters. Create the non named ones (see 5024 for stats) using 5026 Death in the Snow with typical spread of experience levels and typical weapons for the miniatures. The second in command is from the Dogmen. You may make their Captain Von der Wagg a Veteran in this scenario.

The Witchlands Army begins with a number of characters and will receive further reinforcements during the game. Your section is composed of Snowmen for a total of twenty four miniatures. Use the Snowmen in your Games free article for their statistics and they are composed of twelve melee only armed ones and twelve firelock armed Snowmen armed as per the miniatures. Your force sets up 15cm from the opposite edge to the mortals and within 3cm of each other. See special rules for reinforcements.

GAME LENGTH AND PRESENT CONDITIONS

This scenario is time dependant and that means that there is a turn limit imposed upon play. In this case 20 Turns. 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 evening time with enough light to see. 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 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 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!

PLAYTEST RULES Volley Fire: These new game mechanics are basically tested but are not fully official. They are here for you to try out to see if you like them. Enjoy!

It is possible for trained infantry troops (not Snowmen) to form up and fire as a rank of characters gaining an advantage from a volley. To do this characters must be in base to base contact and there is a limit of ten characters per volley. The volley occurs when a character in the base to base contact declares it (any of the characters even the last to join). A character may have already activated but as long as they have a weapon loaded and are not shaken or killed while in base to base contact (or in active melee) when the volley is declared they are part of it. This can often mean another action in the turn.

Count all the miniatures involved in the volley and then check which of them have loaded firelocks such as a musket. Note down the weapon of each character and then assume the AVERAGE of those as the weapon of the volley. For example ten miniatures, seven with a Standard Musket, two with Standard Pistols and one with a Standard Blunderbuss the average is a Standard Musket. Use that average weapon for the volley range and hit percentages etc.

The target area is to the front of the group of characters who are typically in a line. The width of the group plus 5cm either side of the edge characters. All enemy characters to the front within this wide area who are within range are possible targets.

Make a normal 'to hit' calculated roll for each target which is inside the area of width and range. There is a base +10% chance to hit on all rolls and the group firing is stationary. No other firing character modifiers are used but target modifiers apply as normal if applicable. Each time a shot hits it is removed from the total of shots fired still flying in the volley. Begin with the nearest character to the volley and move progressively further out to maximum range of the weapon or until all shots are hits and counted. This means that a volley has a far greater chance of hitting targets than a single shooter as all misses DO NOT COUNT as lost shots.

The group of characters may remain in base to base contact or leave the group when their turn for activation arrives. If they remain it is assumed another volley is desired and thus they must reload their firelock and the volley occurs when the first member of the group activates in the NEXT TURN.

A volley is a potentially game winning choice. However characters involved in it are left vulnerable to flanking and are stationary meaning easier to attack. Do not use this tactic if the enemy has artillery!

Snowman Reinforcements: There are many more animated frozen water creations than mortals and these enter play as the game progresses. At the start of Turn 5 and then at the start of Turn 10 and then lastly Turn 15 five more Snowmen enter from the Witchlands side of the playing area. The first two groups to enter are armed with melee weapons and the last five with firelocks. You can use fresh miniatures or fallen in play ones for the new groups as we did.

The Lightning Storm: Above the field of combat the sky is menacing and a hue of unnatural bright purple as a Wylde Magicke storm builds. There is a chance of a bolt of super charged energy impacting the playing area every second turn (first time Turn 2). This occurs before the Initiative Phase. Roll 1D10 and on an even result a bolt impacts the snow. Work out the location by rolling dice. If the chance roll was a 2 or 4 or 6 then it lands on the Witchlands end and on a 8 or 10 it is the Ferach end. The bolt enters that side from the left edge of the table; roll 1D10 x 3 for the number of centimetres in from the edge. Then 1D10 x 2 for the number of centimetres from the edge towards the middle of the table at that distance in from it. The bolt hits the snow with a template 6cm across from its impact point. Any miniatures who are touched or covered by the bolt are automatically effected. Snowmen instantly melt and are removed from play. Mortal characters suffer one Wound from the shock. Play continues.

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 56594 Witchlands Dogmen Line pack plus two blister codes of Elf Line such as 51036 and 51037 9eme Regt de Ligne. The Snowmen come from codes SN07 and SN08 both of which can be had in a pack of three or a value pack of twelve. 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 Snowmen in your Games article. The giant tree can be scratch built and craters for lightening impacts are cool too if you have them.

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.

Faster to the Foel!

During playtesting of this scenario we noted that if you wished to make it harder for the Ferach Empire to triumph then you can reduced the width of the playing area by 30cm meaning the two edges of the playing area are now only 90cm apart rather than 120cm. Be aware this makes game much harder for General Saindoux.

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 should only be played with the silent player taking the part of the Snowmen. The Human player is the Ferach Empire. As play commences and Snowmen are put into the game they will act according to a simple goal. Each turn they will attempt to rush into close combat with the nearest mortal character. If they possess a firelock they will use it when 15cm or less from an enemy and they will not reload the weapon. A sole objective is the eradication of the mortals.



DESIGNERS NOTES

What a way to end the year! I have been tinkering with volley fire mechanics for Flintloque for months and while I was going to include them in a scenario for the Tuscani Skirmishers (coming January 2019) the Snowmen pipped them to the post. I hope you enjoy this scenario and try out the given playtest mechanics against the coal faced menace.

We tried this game out three times and all three times the Ferach won..just. Twenty turns is a long time. Twice the typical game length and it means that choosing when to shoot is vital.

Present...Fire! GBS 2019.

CREDITS

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