

ESCAPE FROM THE DARK CZAR



A BEGINNING IN BLACK POWDER
FANTASY SKIRMISH

A NOTE ON THIS SCENARIO

Welcome to Caught Short. This is the ninth Flincloque 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 and eight was all about Snowmen. 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 need free articles if referenced. You will also see miniatures and terrain in this scenario which are on the Alternative Armies website. Welcome to Valon. Welcome to Flincloque!

Scenario Nine - Caught Short

A memory of sweet sugar. Sugar in the shapes of snow flakes gentle settled upon a deep brown cake filled with candied fruit. An iced cake which was cut by delicate hands and then passed to his mouth with tender adoration.

"General, ahead of us. Looks like Nains in desperate need of our aid".

Saindoux was shocked back to reality by the deep booming voice of Captain Umfrage. The Ogre towered over him and had spotted away across the snow what looked like a platoon of Dwarves and some camp followers who were being rode down upon by a section of heavy skeletal cuirassiers. It would be chaos if they were caught short out in the open!

The General shouted to his band of soldiers to pick up the pace and they began to run towards the Finklesteiners. It was beginning to look like they might reach their newly found allies in time but suddenly a musket ball plucked at Saindoux right coat sleeve and Private Aligraine fell dead with a ball lodged in his skull.

"To arms, to arms! The enemy are upon us!"

The group faced to the right and raised their weapons. A dozen Zombies were busily reloading their firelocks. These were the very same

animated dead who had been pursuing them all the way from Moskova and now once more they attacked. Was this an ambush or just plain back luck? Were the cavalry acting in unison with their pursuers? In any event fortune favoured those who were willing to take chances. They had to try and reach the Dwarves. Together there was more of a chance of continuing the march back to Urop.

"Run, make for the Nains. Give no pause that the dead might use to delay us. Avenge our fallen later!"

Saindoux could see a single Dwarf who was attempting to muster a firing line to see off the rapidly approaching cavalry. He must be their leader. By the time the group of survivors had made it to several wrecked wagons it was clear the riders would beat them to their objective. The Dwarves would have to hold their own until the Zombie infantry had been dealt with.

"Let us give them lead. Unfrage are you loaded with roundshotte or with cannister? Speak to them in a language they will understand and perhaps this day we may yet live on."



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 deep 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 rescue attempt. 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 (Two Sections)

Playing as this side in the scenario your objective is to link up with the Dwarf Section and to then extract your forces from any edge of the playing area. If a quarter of your characters manage this then you have won.

The Witchlands Army (Two Sections)

You have baited a trap and now the mortals must be caught and their lives ended. Prevent them linking up and kill three quarters of the enemy and you have won. Anything less than that you have lost.

THE SET UP

The scenario takes place on a rectangular playing area which is standard size of six feet (180cm) by four feet (120cm). It takes places on a field of hard packed snow which counts as Clear for movement. In the middle of the playing area are five tents and within 10cm of them is the Dwarf Section all within 5cm of each other. There are ten groups of four trees (each tree is within 5cm of the next) and no group is within 20cm of another; split them evenly across the playing area. There are four broken down wagons in a line 15cm apart placed 30cm in from the left hand long edge of the playing area. Saindoux section begins 10cm back towards left hand table edge behind the nearest wagon. The Undead section on foot sets up within 5cm of each other exactly between the Dwarf encampment and the broken down wagons. The Undead section mounted sets up within 5cm of the right hand long edge of the playing area. 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 and placement before play commences with the first turn.

Setting up your miniatures for this scenario is as follows.

General Saindoux section contains fourteen characters (including the four named ones in 5024; see that for their statistics) plus ten more Elf Line Infantry. Create the non named ones using 5026 Death in the Snow with typical spread of experience levels and typical weapons for the miniatures.

Heinz Der Mead's section contains twenty five characters (lead and including Heinz himself use his unique profile) plus four Dwarf civilians (two male and one female) armed as per the miniatures. The others are twenty Finklestein Dwarf Line created using 5026 Death in the Snow with typical spread of experience levels and typical weapons for the miniatures.

Captain Preserovitch's section contains ten Savant Zombies including the captain (see 5024 for six of these characters) with the others being generated from 5026 Death in the Snow armed with standard muskets. See special rules for an additional member...

Captain Moldovitch's section contains fifteen Savant Zombies mounted on Undead Horses. It is a large cavalry section. These characters should be created as normal using the game book and be armed with standard carbines and standard pistol or sword.

GAME LENGTH AND PRESENT CONDITIONS

This scenario is not time dependant and that means that there is no turn limit. Play 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 early morning 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 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!

Stalinov the Liche: The hunt for the increasingly troublesome Saindoux and his band has caused the Dark Czar to dispatch his most 'favoured' Liche to aid and keep on eye on Captain Preserovitch. Stalinov is in his section and will act under his orders. Use this character's uniformation article for special rules in play.

Shake Rattle and Groan: Not all of the horses that the Graviski Reanimator carts put into service are actually totally serviceable. During play whenever a rider fires from horseback roll 1D10 and on a roll of 1 the Undead Horse crumbles to bony fragments from the recoil. The rider is then on foot and acts as Infantry.

Madchen Motivation: Dwarves are like all other hearty males on Valon and thus if there is a female character within 15cm of them they will do their utmost to impress her. This translates to a 10% accuracy bonus or +1 melee modifier in play. If the female Dwarf is killed then all Dwarves in range suffer a -10% and -1 modifier respectively FOR THE REST OF THE GAME.



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 Elf Line in 51504. The Dwarves are from 52017 Dwarf Civilians and 52014 Heinz der Mead. The Undead are from the 5024 set plus more Savant Zombies from 5024 as singles. The Savant Cavalry are all from 5024D. Tents and Wagons are from our 28mm Black Powder Terrain range. 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 these free articles (click to get them):

[52014 Heinz der Mead](#)

[5002I Stalin the Liche and Duc de Tubercule](#)

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.

Giddy Up There!

During play testing of this scenario it was found out that while the Dwarves outnumbered the Undead they were slower in evading them; especially the dead cavalry. To make the scenario easier for the mortal player you can add a third section to the mortal side containing five Finklestein Hussars (56501) riding Ponies armed with standard carbines. Be aware this makes the game much harder for the Undead player.

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 Undead. The Human player is the Ferach Empire. As play commences and the Undead will act cautiously but each turn they will approach the Dwarf encampment. If they possess a firelock they will use it when 15cm or less from an enemy and they will not reload the weapon. Their goal is to prevent the mortals from linking up and escaping.



DESIGNERS NOTES

It has been a hard year..a damn hard one. No one saw this coming (though some of us suspected) and as a result my personal workload more than doubled to keep the team all employed. I have not written much this year and many projects were suspended until 2021. Injury prevented me from typing much for four months to add to the fun. This 'Caught Short' scenario plus the 'Seeking Stalinov' micro adventure and 'Eat the Snow' scenario (see those on Orcs in the Webbe 2020 Advent Calendar) are just about the sum of my output in December. Not much eh.

I tried this game out three times solo play and it is tough to win as Saindoux but it can be done. My advice is to move the Dwarves towards the Elves sharpish in turns one and two and try to keep ahead of the cavalry. Good luck!

GBS 2020.

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