

# ESCAPE FROM THE DARK CZAR

# FLINTLOQUE

A BEGINNING IN BLACK POWDER  
FANTASY SKIRMISH

## A NOTE ON THIS SCENARIO

Welcome to Scenario Five - It's a Long Way Home. This is the fifth in a row of Flintloque scenarios which begin 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 scenario four which, like this fifth, you can get free saw a group of Dogmen aide them in securing some booze from a broken down wagon. Now we give you a combined scenario and unformation article featuring the Goblins of the Ferach allied Legion. This is a full size scenario. In order to make use of this scenario we recommend you have not only 5024 but also the full game book 5026 Death in the Snow as well. You will also need this free article for statistics for the Goblin Legion. 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. Enjoy! GBS

# Scenario Five - It's a long way home

*"Do you think we will ever get home to Armorica my general?"*

The look on the young round but hollow face of the Elf softened the reply of his commanding officer from one of anger to one of merest regret.

*"I think we will. If fate wills it and our luck holds we will smell the flowers of our homeland once more. I do not think we are doomed despite all of the death and the snow around us."*

After their last escape from the pursuing enemy, the minions of the Dark Czar, it had been two days without sight of sound of any living thing. Now the four of them were walking in the same direction of before. Making for any rearmost elements of the Grande Armee to join up once more with friendly forces of the Ferach Empire. That or any sizable settlement where there might be food and shelter. It was always cold in the Witchlands but at night the cold became beyond bitter and became excruciating in every part of the body. They would freeze to death if things continued this way. But he could not put that on the boy. Not now and not ever.

The Dogmen of the 59<sup>th</sup> Finklestein Line had decided to go their own way. Perhaps their paths would cross again but then again perhaps not. As it was the four of them had several more hours of walking before they once more wrapped themselves in their greatcoats and tried to sleep. General de Brigade Hugo Saindoux had a pistol ball in his gloved hand and was rolling it between his fingers in an effort to keep them warm and to be able to think clearly.

They had plenty of ammunition and powder. In fact Captain Umfrage carried so much black powder in his pack for his Kannonderbuss that their other much smaller muskets and pistols were well stocked too.

In the distance a thin column of smoke rose from a fire and the sharp crack of musketry could be heard. The four of them stopped and listened before looking to Saindoux for orders. Would they march towards the fight or try to go around it? What if they were friendly troops in trouble? What if they had caught up to the rear guard?

The choice was taken from them by what occurred next. Out of the dead trees ahead three figures ran towards them; their heavy packs and bundled clothing rattling. They were short but they moved too rapidly to be Dwarves of the legions de Nain. They were not Undead for sure. Who were they?

Seconds passed as the trio neared them and Saindoux waved his hand to prevent the Ogre next to him from unshouldering his Kannonderbuss. They were allied soldiers and he has no wish to antagonise them but again who were they?

They were near enough now to discern features and uniforms. The General had to suppress a laugh of amazement.

*"I don't believe it. But I see it with my own eyes. My comrades we are about to be introduced to the Legion of Al-Garvey. Yes, Goblins here in the Witchlands!"*



## THE SCENARIO OBJECTIVES

This is the second full sized scenario for the characters introduced in Escape the Dark Czar beginners booklet and miniatures set and the first to use a new set of troops introduced here. So you must be familiar with the characters and use their statistics and so forth with the rules. The objectives in this scenario are more like that of a typical game but with a little twist.

### The Ferach Empire

Playing as this side in the scenario your objectives are to cross the playing area and to bring the Goblins with you to exit the table at the far end at your side. You must not exceed 50% killed in your section.

### The Witchlands Army

The mortals continue to evade you! The golden eagle carried by the young Elf must be yours. You have Werewolves to aide you this time and their speed will count for a lot. Stop any of the mortals passing through your battle line and exiting the far end of the table. If you kill more than 50% of the enemy, or 25% if you take the golden eagle standard from Private Ayers dead body as well; 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 flat field of hard packed snow which counts as Clear for movement. There is a trodden path which runs down the centre of the playing area along its longest length (180cm side). There are ten groups of four dead trees (each group is about 10cm across and deep) which players should take turns to play. None may be on the path or within 10cm of an edge. There is a ruined cottage within 15cm of the centre of the table; place this last second last. Finally there is a sputtering camp fire within 30cm of the Ferach edge of the playing area which the Undead player places.

While we do not expect you to match up your terrain exactly to the map and 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 of the thin edges of the playing area within 5cm of the edge and each other. Characters of two distinct types. Firstly the characters from 5024, these four use their own unique statistics and are in command of the section. Secondly eight Al-Garvey Goblin Legionaries which can be created using this scenario and attached article. They are of typical experience level spread. These are from 53512. They are under the command of General de Brigade Hugo Saindoux.

The Witchlands Army section of characters sets up on the opposite thin edge side of the playing area with 10cm of the edge and 5cm of each other. They are led by Captain Preserovitch and are composed of the initial six Savant Zombies found in 5024 plus six Little Werewolves (see 5026 Death in the Snow book for their stats and rules) armed with Standard Musket with standard experience spread. Keep in mind the Zombies are savant type and that you have mortal troops to command as well. The Werewolves follow the orders of Captain Preserovitch.



## 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 during the day in full daylight. 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 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 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!

**Powder Pains:** It has been a terrifying few days for the Goblins of the Legion and they have been fighting hard. Sadly though their muskets are nearly without powder and shotte. They have already shared out their supplies equally and that means that every firelock belonging to them may only fire TWICE in play before it is unable to be used again in play. Keep a note of this secretly so that the Undead player does not know!

**Careful Loading:** As a result of being so low on black powder the Goblins of the Legion took extra care when loading their weapons before the action began. Knowing their remaining rounds had to count the first ranged fire action by any Goblin may add the Aimed Fire Bonus to it. This is regardless of other factors and if it is an Aimed Shot then it is added to that bonus too!

**Wolfy Likes to Play:** The Werewolves under the command of the zombie Captain Preserovitch are in fear of their very lives. He has told them that he will destroy them if they fail to catch his quarry. Resultantly all the Werewolves gain a +1 to their melee rolls during play.

**Sputtering Camp Fire:** There is a small camp fire in the playing area and it has been spotted by the Ferach Empire forces. Those who get within 10cm of it at any time may add 5cm to their movement distances at every rate since they have been warmed up. The Werewolves may also gain by this if the chance comes up.



## 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 Magickes 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.

It is assumed that you will be playing the part of the Ferach Empire in this scenario and as such the solo play parameters will apply only to the Witchlands Army section. Use solo player parameter NEUTRAL for the Savant Zombies and they will prioritise ranged combat over melee and will seek to prevent the enemy passing them and exiting the table. They will use the Werewolves as a front line and consider them expendable. They will ignore the golden eagle standard unless it is within 15cm in which case the nearest three Undead force characters will make it their only priority to kill Ayers and capture the flag.



## DESIGNERS NOTES

*This scenario was a quickly written one due to my commitments to the third book in the Patrol Angis game system; The Khanate Return. I had also pulled a muscle in my right arm making typing murderously painful. This is the second adventure beyond the three in the beginners booklet and has no connection to the fourth 'What Ales You' scenario. It is a 'move through' scenario which is a nice tactical game which normally takes only one hour to play out.*

*As the Al-Garvey Goblin Legion is a new unit in Flintloque and Slaughterloo it also needed statistics and a uniformation article. So why not put them in this scenario too. A good idea. The allies of the survivors could have been the Witchlands Line Dogmen once again.*

*Scenario Five - It's a Long Way Home. This scenario is very balanced and a lot will depend upon choices made early in play. Rush forward and try to push through or allow the Undead to come at you?*

*Tactics? We play tested this scenario once and I played the mortals for a change and I won. I did this by forming up and giving the enemy a very accurate aimed fire first volley before advancing as a group. Watch out for the Werewolves!*

*Enjoy!*

## 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. All ten of them making up under half of the needed miniatures. The others come from the pictured 53512 Al-Garvey Goblin Legion pack (there is a free insert for these as part of this PDF download). The other miniatures for the Undead are from the 55505 Licanzrop Jagers which are also part of the Death in the Snow shilling game pack too. In the scenario is also a campfire from 5003 Campfire and Stone Walls pack.

We recommend you also have the 5024 Booklet and preferably a full Flintloque game book which in this case is 5026 Death in the Snow plus this free article.



*Uniformation.. A Resource for players of  
Flintloque and Slaughterloo*

# The Al-Garvey Legion Goblins for Mordred

Welcome to Alternative Armies uniformation for 53512 Al-Garvey Ferach Legion a set of miniatures for use in Flintloque and Slaughterloo. If you are interested in these for your collection go to our website at [www.alternative-armies.com](http://www.alternative-armies.com) and use the search box with the code given. In this article you will find background which you can work into your games along with game statistics for Flintloque and also for Slaughterloo. As well as this there are uniform details and pictures along with details of where they fits into the World of Valon and the Mordredian Wars. Lastly we make a suggestion of where to go from here.

## FROSTY GOBLINS

Once the laughing stock of the Unified Powers, the Goblin Army is now a force with which to be reckoned. When Mordred invaded Catalucia, his success alarmed the Goblins, who knew that they would be next on the Elven agenda of conquest. In order to keep the Elves away from Al-Garvey, the Goblins decided to fight alongside the Dark Elves of Catalucia. Or at least almost all of them decided to but some ten thousand packed their bags and left their homeland for ever or at least until the Ferach Empire conquered all of Urop.

The Emperor Mordred welcomes these traitors to their Queen with open arms and created the Al-Garvey Legion otherwise known as the 'Black Necks' due to their lack of personal hygiene compared to the Elves. Made up of infantry, skirmishers as well as a small artillery park and cavalry the Legion is an all arms force. It saw limited action in Catalucia before being sent wholesale to the Witchlands as part of the Grande Armee du Norde. Few blue coated Elves have ever seen a Goblin as anything but an enemy so every Legionary has learned as much of the Armorican tongue as they can to avoid any "incidents".



**Rules for Flintloque:** When playing Flintloque treat this section as Goblin Regular infantry with a higher number than normal of Average and Experienced characters and fewer Raw ones. They are armed with Regency Muskets and may also have a Standard Pistol or a Sword. Refer to your Flintloque game book to create your section using War in Catalucia.

**Rules for Slaughterloo:**

### GOBLIN LEGION LINE INFANTRY

The Legionaries are fine troops and those who survive any length of time know they cannot return to their home land so they fight very hard indeed.

**STATUS & ARMAMENT:** These Infantry are classed as Regular Infantry armed with Standard Muskets.

## THE GOBLIN LEGION OF AL-GARVEY

### ARMY LIST FOR SLAUGHTERLOO

REGIMENT	TROOP TYPE (REGARD)	UNIT SIZE RANGE	C	L	CB	F	FM	MM	DF	M	PC
Legion Line Infantry	Regular Infantry (R3)	8-20	20	10	5	4	2	2	2	11	15

### AL-GARVEY LEGION REGIMENT (LINE)

The structure of a Legion Goblin **Regular** line battalion is as follows. Two Battalions make up a Regiment which is entirely taken from those who have left the warm climes of Al-Garvey. Each battalion contains eight hundred at full muster and has ten companies one of which is designated **Light Troop** and one **Grenadier**. Each company has sixty Goblins which are separated into two Platoons and a headquarters element. A Section normally has eight to fourteen Goblins including an Officer, a lesser Officer, a Sergeant, a Musician and Standard Bearer, the rest being Legionaries. Line Infantry are armed with a Regency Goblin Musket or in cases Standard Pistols, Officers have a Sword and or Standard Pistol, Sergeants have a Regency Musket.



**Uniform Details:** The Legion wears dark brown jacket and breeches along with white shirts and socks. Black boots and a black shako as well as bright red collars, cuffs and turnbacks. The Legion has gold threads and detailing. The flesh tone of Goblins varies but typically those in the Witchlands have turned a sickly shade of green.

**Where To Go From Here:** You will get best use from these titles. Use 5030 Slaughterloo 2nd Edition and also 5025 War in Catalucia 3rd Edition Flintloque game book under Goblins. Note the Legion is unique so you will have to use stats and weapons from the Grand Alliance Goblins. Miniatures which go well with these in scenarios are really any of the other Al-Garvey Goblin codes such as 53501 Goblin Heavy Cavalry who should be painted up as Legion and entered into your ranks with ease.

