

ESCAPE FROM THE DARK CZAR

FLINTLOQUE

A BEGINNING IN BLACK POWDER
FANTASY SKIRMISH

A NOTE ON THIS ARTICLE

Welcome to this odd ball article which is a tongue and cheek extra for Flintloque. Feel free to make use of it or not if you prefer. This article can be used with any game book but we have tied it to the 5024 Escape the Dark Czar booklet and miniature set. Using the ten figures and the booklet plus this article you can field the Sandworms from codes VNT35 and VNT35. See the Alternative Armies website and search by code to find these miniatures. In the deep cold of the Witchlands the pursuit of General Hugo Saindoux and his rag tag band continues at the Undead hands of Captain Igor Preserovitch but something else is tracking both mortals and zombies alike. Sandworms will force the enemies to come together just once to survive an attack that wishes doom upon all of them with surprise attacks and reactions to movement. Get out of there alive (or still Undead)! Enjoy! GBS

Sandworms in Flintloque

Hugo Saindoux stepped nimbly backwards and raised his pistol. He pulled the trigger and at near point blank range the ball leapt out of the barrel in a gout of grey smoke and slammed into the head of the creature. This strange worm like creature which had burst from the snow covered ground and attempted to grab him with a beak filled with murderously sharp teeth. The creature emitted a howl of pain and reared up and back. A moment later it was dead. Its top severed by a sword stroke from behind delivered by Saindoux mortal enemy.

"How many more of these foul things are there?"

The greyish green face of Captain Captain Igor Preserovitch looked at the General. He was having trouble in what mind remained to his reanimated body. The Elves were his enemy and his master had ordered their destruction and the capture of their imperial eagle standard. Indeed the young Elf who carried the golden eagle was mere feet away. But. He had be ordered to report back and to survive the task assigned to him and his dismounted Cuirassiers. It had been a dilemma that had taken living wits to plot a path through.

"Ah. I suppose you cannot answer me. But no matter. We shall get out of here and then you can go back to failing to catch me eh."

It was true that Preserovitch had trouble speaking. Though still possible it was alien and not trusted compared to the voice in his mind and the simple gestures used to order his fellow Savant Zombies. He had been chasing the Ferach survivors through the snow when they had been set upon by monsters. Nothing in the service of the Dark Czar. Anomalies for certain. Worms rising from the snow and tearing into all around them. He had stuttered, stopped, unable to reason a course of action. It had been then that the portly Elf had approached and offered an alliance.

"Come now. Let us all make haste from this barren ground. Though I thought it not possible the thinning leather soles of my boots have given good service. I feel vibrations. More are coming. All our muskets are loaded and this valley is not too long."

Within his brain it burned that Preserovitch stood and listened and then nodded in agreement. It was true that the mortals had one eye to their feet and the other upon him and his Zombies but they had not attacked. His troops would do nothing without his order so they looked only to the snow waiting with their blades and muskets prepared. An alliance of convenience. So be it for the moment. Dimly he knew the mortals needed his numbers. He knew certainly he needed their keener wits.

"Junken and Unfrage if you would; to the fore. We make for the valley slope and the forest beyond. Our friends will keep watch to the left and the right and of course the devil takes the hindmost as is customary in this frozen hellscape."

The group moved at a brisk walk and was making fine progress until as one the mortals looked to each other and stopped. Captain Igor Preserovitch felt nothing. In the lead the towering Ogre raised the small cannon it called a musket and spoke.

"My General something more is coming. Can you feel it? I think many more of these monsters or something larger. Shall we greet the foe with steel or with lead?"

At his order the Savant Zombies lifted their muskets. It was only then that even the dimmer senses of the Captain noted the tremors in his feet and the slight dance of the snow. The mortals did the same.

This was a strange day indeed and among the dunes of snow it would see blood before it was over.



The Use of this Article

Playing Flintloque using Sandworms is much like other more standard scenarios with your characters created and armed as normal. You make use of the additional game mechanics as follows and there is a short scenario too but you can insert these creatures in to your other scenarios. How would Captain Sharke deal with this threat?

THE SCENARIO OBJECTIVES

This is a special full sized scenario for the characters introduced in Escape the Dark Czar beginners booklet and miniatures set and it uses unique mechanics found in this article. So you must be familiar with the characters and use their statistics and so forth with the rules as well as the creatures.

The Ferach Empire

Playing as this side in the scenario your objectives are to cross the playing area and to bring the Undead 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

Playing as the Undead in this scenario your objectives are to survive to continue the hunt another day. An alliance with the mortals! You must cross the playing area and bring the Ferach characters with you. Your losses are less important you must not exceed 75% killed in your section.

The Sandworms

Playing as these strange creatures your objective is a tasty lunch. Try to stop any enemy characters from exiting the table and to force a win by killing enough of them in the process.

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 is no other terrain in this featureless expanse. Both character sections begin the game within 5cm of each other in a section and 15cm apart from the other section. They are 5cm or so in from one of the long edges of the table, where the path enters and must cross to the opposite edge where the path exits to make their exit. The Sandworms do not begin in play.

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 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!

Jump Back: The approach of a Sandworm can be felt in the hard ground. It is more likely that mortals will notice than the Undead but it is possible. Each time a Sandworm emerges from underground to make its attack roll 1D10 for every character within 5cm of its surfacing location. Add +1 for being Mortal, for being Experienced or Legendary rating and for being Light Infantry type. Minus -1 for being Undead or being Raw rating or being Militia type. No other modifiers. On a roll of 6 or more the character may move 5cm away from the Sandworm in a direction of the players choice. This may be done once per turn by a character so make no roll for a second surfacing in a turn.

SANDWORMS IN FLINTLOQUE

The use of these creatures is unlike almost all others in that they travel below the ground and burst up and out to make their attacks upon prey. There are two types and these are Sandworm and Greater Sandworm with the second being much rarer.

Generating Worm Sign: There is a random number of Sandworms in play at any time with no fixed section size. At the start of a turn roll 1D10 divided by two rounding down this is the number of worms that are put into play invisible on the table. They are not seen but the number is noted down by the player controlling them. They all enter from the opposite end of the table to the characters. TWO TURNS after entry (in the Initiative Phase) the controlling play will roll 1D10 for every marker after placing it directly in front of an enemy character of their choice. Consult this table for the result of every marker and act accordingly.

D10 ROLL	RESULT
The Sandworm Emergence Table	
1-2	False Emergence. This marker is a dud no action taken. Discard.
3-8	Sandworm Emerges! Place one in base to base contact with chosen character.
9-10	Greater Sandworm! Oh dear the bigger worm emerges in base to base contact with chosen character.

Footfall and Confused Worms: There is a chance that a Sandworm will not be able to find its chosen target. If a character did not move or moved at Half Step in the last turn they are harder to locate. When a marker for emergence is placed and this is the case for the target they may roll 1D10 and on a result of 8 to 10 the player controlling the character may place the marker anywhere else within 10cm of the character. After this emergence is treated as usual.

Emerged Worms: Once they have broken ground and are in play a Sandworm acts like most other beasts on Valon. They have no ranged attack but are deadly in close combat. They must be within normal melee range to attack as per the rules. A worm which has surfaced may not go back underground and can move up to 10cm per turn with all movement and attacks made AFTER all character actions are taken at the end of the Action Phase but before III Wound and Morale Phase.

Combat with Sandworms: A typical Sandworm has one Wound and dies after a single successful hit. A Greater Sandworm has FIVE Wounds and these must be tracked. All worms have a Steady of 2, Discipline 0 and Melee Mod +2. Melee Combat is treated as normal with the exception that 'Pushed Back' results are treated as No Effect. Convert Hits to Wounds as normal. Ranged Fire may be made as normal against Sandworms with a base -10% modifier except for Greater Sandworms to which a base +10% modifier is made due to size.

Worm Motivation and Play: In simple terms emerged Worms will attack the nearest target and will pursue the nearest if it cannot be reached. They have no morale and take no other actions....



DESIGNERS NOTES

This article was a boot to write and test which I did on my own over a weekend in conjunction with a similar article for Patrol Angis. These new creature miniatures struck such a chord with me I wanted to put them in the games. The mechanics are simple but fighting Sandworms takes skill and knowing when to run and when to shoot. My advice is to keep all your characters together and to move as fast as you can for the first two turns before Worms appear. After that it is your choice...creep or flee. I alternated. I let several surface and follow before using the Kannonderbuss of Boell Umfrage the Ogre to blast them in one lot. Enjoy! GBS



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.

A Thumping Lot of Worms!

Wylde Magicke can cause havok in the World of Valon and sometimes it allows for the kind of rapid growth that would otherwise be impossible. If you want a challenge or if you have decided to add more characters to the living and dead side (if you have your Goblin Legion from Scenario 5 for instance) then you should increase the number of worms. There are two ways to do this. Firstly you can roll 2D10 and apply the usual division rounding down. If you are feeling really brave then roll 1D10 and apply no modifiers! Though be warned...no one survived the playtest of this!

Treachery!

What did you expect of the minions of the Dark Czar? They cannot be trusted even when it might mean the very end of their own existence. Captain Igor Preserovitch has turned on General Hugo Saindoux so there is now a battle above and below ground. When the scenario begins place the two sections 30cm apart but the rest of the scenario conditions and Sandworm activities remain the same. Watch the ground and for blades and musket balls. Playtesting was mixed on this with total loss once and mortal survival once.

SOLO PLAY OF THIS SCENARIO

As with almost all other scenarios for Flincloque 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 Flincloque 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 and Undead in this scenario and as such the solo play parameters will apply only to the Sandworms. Use solo player parameter AGGRESSIVE for the Sandworms and they will prioritise melee at all times and will seek to prevent the enemy passing them and exiting the table. They will roll to create markers to to emerge them and will always choose the character nearest to the exiting side of the playing area.



RECOMMENDED MINIATURE CODES

As outlined in the rest of the scenario this is a full sized game of Flincloque 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 VNT35 Greater Sandworm and VNT36 Sandworm Swarm which are all on the Alternative Armies website.

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

