

# Flintloque

## MICRO SCENARIO

Welcome to a micro scenario which can be within a normal scenario or on its own for 20 minutes play time. You need any game book, miniatures plus terrain and dice. Visit [www.alternative-armies.com](http://www.alternative-armies.com).

*Fido von Calsbark turned in his saddle. Rats of all things, how deeming to an officer of the horse to have to protect grain sacks against their mouths. This was the work of the gutter class, the lowest of bounds. His patrol had circled the camp and was about to turn back when his horse halted and began to panic. As Fido turned he was about to comfort the animal but then he saw what had startled it. To his left in the grass a multitude of eyes sparkled. Rats! Hundreds of them! With a shout the Dogmen drew their swords and attacked.*

### HUNTING THE VERMIN

This is not a normal scenario even in solo play. Its aim is to eradicate an infestation of vermin. Rats mere mortal or perhaps Wylde Magicke infused. Your cavalry patrol must act to save the grain and supplies of the battalions before the squeakers can get their teeth into it.

**Setting Up:** The game takes place on a three foot by three foot playing area. It is daylight and there is a scattering of trees and battlefield debris which should be placed randomly by the player starting at table centre and not within 8cm of each other radiating out from there in all directions.

Create your cavalry section as per your game book with five riders of one experienced, two average and two raw experience ratings. Armed with Swords and if you wish Carbines if Dragoons. We used Dogman Hussars. They begin the scenario in playing area centre within 3cm of each other.

The Vermin are controlled by the solo play engine in the rules type Aggressive seeking close combat at all times. They are a mix of Rats and Large Rats. In each corner of the playing area roll 1D10 divide by 2 rounding up (min 1 max 5). Place this number of Rats in each corner with one Large Rat for every two normal ones. Here are the statistics for the Rats in play:

**Movement: 24cm    Steady: N/A    Wounds: 1**  
**Discipline: 1    Melee Mod: +1**

Every Large Rat has the chance to have Wylde Magicke talent. This is a form of glamour meaning that the first time one is attacked make a side coin toss. Heads the attack misses due to the glamour and Tails the attack proceeds as normal. This happens only once per Large Rat.

Rats will simply attack at all times the nearest target and attempt to swarm. The micro scenario ends when the last Rat is dead or the last cavalry trooper perishes. Good luck!



## Ruddy Rats!



**Optional Special Rules:** When playing this micro scenario you can use these optional special rules though note that if you place it within a full scenario this may cause issues.

**Infestation!:** If you want to make it much tougher for yourself then roll 1D10 in each corner TWICE! Be warned you could be facing nearly forty Rats in this case and we have never won in this set up.

**Saddlebags:** Your riders have been fortunate indeed the commissariat has furnished each of you with an entire leg of lamb. Parting with your supper will distract the Rats. Once per game a character can use an action to throw the food up to 10cm in any direction. Rats will favour this meat over the riders if they are nearer it. It lasts one turn after a Rat reaches it before it is eaten and the effect lost.

**Miniatures to Use:** This micro scenario can be played with any miniatures in your collection. We recommend the following codes for the Rats. Choose from [FL29 Mischief of Rats](#) or use [FM78 Medium Rat](#) and [FM6 Large Rat](#) as well. When it comes to the cavalry we used [56598 Zahnner Hussars](#) and [56118 Dogman Field Marshall](#). Suitable riders are in every Army of Valon both mortal and Undead; imagine this game in the snow of the Witchlands. You will need five riders and between 10 and 20 Rats.

**Designers Notes:** Variations of this idea have been about since the very start of Flintloque in the 1990's and have featured in Uniformation and Orcs in the Hills too. This time it is stripped right down to bare bones so that it is a solo play event or part of a bigger game. Putting it into a full scenario is easy as you can just nominate a place in the playing area and when cavalry enter it trigger the encounter on a separate terrain set up. In our play we found that immediate action was needed by the riders. You will be outnumbered and the foe relentless so pick a random direction and charge! Get to the vermin before they close on you. Horses give you a speed advantage.



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