

# WAR IN CATALUCIA

SCENARIO – SOLO OR TWO PLAYERS

# FLINTCLOQUE

BLACK POWDER FANTASY SKIRMISH

## A Rod Longer than Yours

A pall of smoke rose high into the shining sky mottled in blacks, reds and yellows through its thick base and narrowing to a pillar of ash grey. Though it was several miles away it dominated the afternoon glow of the sun casting shadows that swayed against the damp grass. Noportoe was burning and while the battle which had freed the second city of Al-Garvey had ended the fires it had started were still not extinguished. The Army of Albion had, with the help of the Goblins, thrown the Elves out of the city on the river and forced them into a headlong retreat towards Catalucia.

It was after the retreating Ferach that General Wheeling-Turn had sent the Light Division and a dozen other regiments while the cavalry hunted down any resistance that had chosen to stand and fight. Infantry were slow but the enemy had to be kept moving so that Noportoe could be held as well as taken.

The 6<sup>th</sup> Company of the 18<sup>th</sup> Al-Garvey Foot had followed a minor tributary of the mighty river Doro in the path worn by the general staff of the occupying Armoricans. In their haste the Elves had grabbed what plunder from the city that they could and carried it away on any beast of burden or wagon that could be found. Struggling under the weight of gold and fine furniture the animals had died and the wheels of the wagons splintered in the rutted soil. In a solid paced march the Goblins began to pass the odd and then continual piled abandoned plunder. Then the corpses began to appear, Elves, Todoroni, Burrovians and Dwarves with pistol wounds and sword slashes to their heads and bodies.

Though the rear guard of the Ferach Armee was still far ahead of the Goblins the decision was taken to occupy a position and to await further troops before pushing on. After all if the enemy laboured himself to death why interfere. A suitable spot was found where a mass of furniture, book cases, barrels and crates had been dropped in a rough squad. The wagons taken over to carry exhausted troops likely at gun point. It would be several hours before the rest of the 18<sup>th</sup> Foot caught up with elements of the 105<sup>th</sup> Rifles.

*"Dis looks like a finey place to make a the tea. Post sentries and den have fires lit."*

Captain Nelgob da Fartado issued the command and his soldiers set about the tasks given them. Soon water was boiling and leaves placed into the kettles. It was quiet with only the song of the birds and the far off and faint crackle of the burning city to disturb the serene silence. The Captain considered ordering half his Goblins to bed down and get some sleep. After all they had been in action for three days since the drying of the Doro. He shuddered. Wylde Magicke was strange indeed.

The near silence was shattered by a thundering retort. Birds soared into the air and the Goblins looked at each other in surprise. It was not a cannon but it was too loud to be a Ferach musket. Several troopers looked over the piles of furniture and at the distant tree line. There were a dozen more loud shots and two curious privates of the 6<sup>th</sup> Company died from massive wounds to the head and upper chest. Almost as one the rest of the company reached for and then checked their muskets. The enemy was upon them.

Carefully Sergeant Telgoba peered into the trees from behind a stout overturned table. He saw tall figures moving towards them carrying the biggest firelocks he had ever seen. Several of the figures stopped and raised their weapons and he saw the flash of the black powder igniting. A moment later the table shook as a large lead ball struck it.

Telgoba looked at the large divot now driven into the thick wooden table.

*"They has bigga firelocks sir. Longa rods for dem too."*

Captain da Fartado grimaced and pulled a splinter out of the shoulder epaulette of his jacket. A drop of blood shone on the brutal end of the wooden spike.

*"Ci Telgoba, we must hold until da others arrive. To Arms!"*





## THE SCENARIO OBJECTIVES

This full sized scenario is set in the War for Catalucia setting for Flincloque and you must possess a 3<sup>rd</sup> edition game book and be familiar with the game mechanics. The objectives in this scenario are different for the two sides plus one random event as well for added fun!

### The Grand Alliance

Playing as this side in the scenario your objective is to survive ten turns against a superior enemy without losing more than 50% killed in your section of troops.

### The Ferach Empire

Playing as this side in the scenario you are the attacker and your objective is to cause as much carnage as you can before enemy numbers force you to withdraw. To win you must kill at least 50% of the Grand Alliance section before the end of turn ten.

## THE SET UP

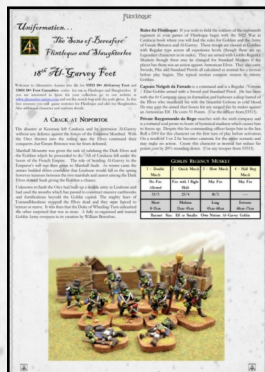
The scenario takes place on a rectangular playing area which is standard size of four feet (120cm) by six feet (180cm) which is best suited to a flat table. This scenario takes places on a grassy field which counts as Clear for movement. There are four small hills (30mm long and 15cm deep) and five small groups of four trees all randomly placed. In the centre of the playing area is a rough square of barricades with an internal area enough for twenty figures to stand within. Barricades may be placed so as not touching each other but they must be within 3cm of the next barricade and each should be 2.5cm deep. Players take turns placing terrain at random except in the case of the centre of the playing area which the Grand Alliance 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 Grand Alliance section sets up with all Characters **INSIDE** the square area of the barricades and within 2cm of each other.

Characters are all Goblins of Al-Garvey and are regular line soldiers of the 18<sup>th</sup> Foot Regiment. There are twenty characters. Create them using 5025 War in Catalucia and give them typical experience levels. Arm them and use named personalities as per the Uniformation Article [DOWNLOADED](#) from our website for the 18<sup>th</sup> Foot.



The Ferach Army section of characters sets up on a table edge of their choosing (after the Goblins have set up) within 10cm of the edge and 5cm of each other.

They are Wild Elves and there are twelve characters a skirmishing section of 10 Condotierie Light Troops.

Create them using the Uniformation article hosted on our website [DOWNLOAD](#) and also an article on the skirmishers [DOWNLOAD](#). Use named characters if you wish and abide by special rules.



## GAME LENGTH AND PRESENT CONDITIONS

This scenario is a time dependant scenario and that means a turn limit of 10 full turns imposed upon play. There will be a total of ten full turns in the play of this scenario with the game ending in the last phase of the tenth turn. The scenario can end sooner if one side or the other has obvious total victory or total defeat. 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 Flincloque 3<sup>rd</sup> edition game books.

## SCENARIO SPECIAL CONDITIONS

Almost all Flincloque 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!

**Glitter all a Sparkle:** War is a sad affair and causes the loss of property in a mad dash to escape the enemy. Thus the barricades and indeed the entire playing area has valuables such as coins, jewels, fine silks scattered across it. Each turn before play commences for the turn both players roll 1D10 and divide the result by two (meaning a roll of 7 becomes 3 divided by two rounding down) and that number of characters lose their actions for the turn as they seek in place for loot. They may defend in melee combat. The owning player chooses the affected troops and it may never be any figure who is in command or has been shot at or in melee in the previous turn.





## 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 any normal campaign and must be treated separately.

### Dodo Riders

The 18<sup>th</sup> Foot have a section of Goblin Dragons riding Dodo's with them. Create ten characters and have them outside of the barricades acting as a mobile attack force. See [53507](#) for these miniatures.

### Gun it!

The Wild Elves are in luck and have a small field gun with four Armorian Elf artillery crew with them. It is a separate small section. Use 5027 Grapeshotte for a 2lb gun and any Elf gunners you have in your collection. This will make the Goblins cower!

## SOLO PLAY OF THIS SCENARIO

As with almost all other scenarios for Flintlogue 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 Flintlogue game books. Here are the parameters for this scenario played solo.

It is assumed that you will be playing the part of the Grand Alliance in this scenario and as such the solo play parameters will apply only to the Ferach Army section. Use solo player parameter AGGRESSIVE for the Wild Elves and they will prioritise ranged combat over melee in the first five turns before closing for melee. They will ignore their own casualties to win.



## DESIGNERS NOTES

*This scenario was written across a mad weekend at the start of the Alternative Armies mega winter event 2019. As normal it was played three times and each time the result was rather different depending on tactics. It is a straight forward fight between two opponents with very different skills sets.*

*Packed together the urge for the Goblins is to keep their heads down and wait it out. After all their Regency Muskets are pop guns compared to the Ogre rifles carried by the Tuscani. It falls to the Wild Elves to make the charge.*

*I lost all three times when playtesting! But then those who have played Flintlogue with me in Scotland or at conventions over the years will know that the dice are no friend of mine. The Goblins succeeded by retreating away from the Wild Elves and using the rear side of the barricades. Volley fire also helped. It is a choice for the Tuscani but personally I recommend a quick advance and then close range fire before bayonet action as time is limited.*

*I hope you enjoy this straight forward scenario and as always we welcome feedback. Let us know how you got on. Thanks. Gavin Syme (GBS)*

## RECOMMENDED MINIATURE CODES

As outlined in the rest of the scenario this is a full sized game of Flintlogue and requires a fair number of miniatures as well as terrain. We recommend 5025 War in Catalucia for the game rules as well as the linked free articles. You will need [53513 18<sup>th</sup> Al-Garvey Foot](#) (the full unit of twenty miniatures) and [51535 Condotterie Light Skirmishers](#) (full unit of twelve miniatures). You can also use some of our [28mm Napoleonic Scenics](#) for the barricades as seen in the pictures in this scenario.