

By Bloody Fist and Broken Tusk

FLINCLOQUE SCENARIO

... for two or one fine players

"I believe that we may indeed be lost sir. That Dryadia traveller may well have given us a false lead on the pointy ears."

Rifleorc Bok Arris was sweating in the afternoon sun but it was the risk of gaining the displeasure of the tall scarred officer who led them. A murmur of agreement went round in a ripple among the marching Orcs. They had been on the move for five hours and not once had Captain Sharke changed pace or taken his right hand off the hilt of the blade hanging at his waist as they walked along narrow valleys. Now though the officer stopped dead and turned back fixing Arris with a hard glare.

"You saying something Arris? You want to repeat that louder so as I can hear it proper? We ain't killed nothing for two days and I could be starting again with that habit shortly."

Bok Arris cowered back and the sticky sweat on his forehead turned ice cold. He was about to try and extricate himself from this now dangerous turn of events when he was saved by the hulking form of Sergeant Harpy. Harpy, with his massive seven-barrelled Nock Gun slung on his shoulder deftly stepped between the Captain and the panicking Arris.

"Soir, it be not my place to call the direction of the sun or to make guesses. The honour of command is yours. But I would admonish meself if I did not say that tea might be a right old fine way to spend a few minutes?"

The perpetual scowl on Reckhardt Sharke's face lifted for a second and his hand came away from his sword hilt. As usual the giant Bog Orc was right. They had definitely taken a wrong turn earlier in the day. He would blame the Dryadia but he knew it was his fault. A left rather than a right and here they were. A turn taken wrongly and now lost.

"Sergeant tell the Chosen Uns to break out the tea leaves and get some water heating. Tea will do us all some good. Strong and hot."

It took only ten minutes to get a small fire roused and a large tin bowl filled with water from their wooden canteens. The Orcs sat down and shrugged off their packs and placed their Bakur Rifles down carefully. All of them bar Captain Sharke and Rifleorc Dahn Hagsmun who kept their eyes on the hill tops and distant reaches of the valley.

Sharke was about to accept a cup of tea when Hagsmun called out a warning. A rider was approaching at a full gallop. With a snarl the Captain dropped the tea and took out his battered telescope. Through it he could make out the Orc atop the galloping horse. It was their leader on these extended patrols ahead of the army Major Turri Wo-Gan.

"Trouble Harpy. Get the lads up. Something is in the air. Check powder and flints."

It took only a minute or so for the white haired Major to reach the Rifleorcs who were all stood at attention. Sergeant Harpy caught the reins of the foaming horse which had been ridden hard. He patted it on the head with his massive hand and cooed to it while he offered it water poured into his other hand.

"Ah Reckhardt so good to see you my boy. Now it seems we have run into a spot of bother and gotten ourselves stuck. You see we have been betrayed, that ruddy satyr sold us to Mordy's lads."

There was a rumble from the Orcs as they listened to Wo-Gan speak to their officer. Sharke was pleased at the later part of this news but not so much at what it implied.

"Hot on my heels are a company of Sault's finest. They are between us and the Army. If we don't get through them then the Marshal will have us for sure by sun up. We must break through. But they outnumber us by a fair degree."

Off in the distance shapes darted between the tall thin trees. Elves...but not like the blue coated flounsters they normally fought. These ones were bigger and more nimble. There were dozens of them and they were coming on fast.

"Sir, I understand. We will meet the enemy and prevail. Like we always do. Rifles will make short work of these Elves. By your leave."

Major Wo-Gan drew a pistol from his coat and checked its charge before loosening his sword in its scabbard. As the Rifleorcs split into pairs and made to advance he dismissed Captain Sharke and then shouted after the tall officer.

"Reckhardt be careful. These are Tuscani, Wildest of the Elves so I am told and the toughest."

The major could not see but Sharke just smiled nastily in response....



THE SCENARIO OBJECTIVES

Welcome to a full sized scenario for Flintloque which features some famous characters. It makes use of several free files and also the [5025 War in Catalucia](#) game book. This is a set piece scenario which can go very differently each time it is played. You will need the four page insert for [5109 Sharkes Chosen](#) for the character profiles it contains. Also the [Tuscani Wild Elf Uniformation](#) insert for the game statistics it contains. Download them from our website in this scenario.

Use the given profiles for characters used in this scenario along with their special rules and note that the objectives of this Flintloque scenario are simple but there are exotic rules during play.

The Ferach Empire

Playing as this side in the scenario your objectives are to trap the Orcs in an ambush and to hold them in the playing area for ten turns. If you have kept 75% of the enemy (alive or dead) in the playing area after ten turns it is a victory. 50% is a minor victory and less than this a defeat. Casualties to your section do not count towards objectives.

The Grand Alliance

Playing as this side in the scenario your objective is to escape the ambush you have found yourself in before time runs out! If you manage to get 50% or more of your characters off the table then it is a victory and if it is 25% or more then it is minor victory. Less than this is a defeat. Watch those wounded!

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 in a grass covered landscape which counts as Clear for movement. There are seven one level hills (15cm by 10cm) randomly placed each at least 5cm apart. There are ten groups of trees. Each group of trees consist of four trees with are placed about 3cm part and within 10cm of each other. There are five scattered bundles of abandoned camp supplies each 5cm across and at least 20cm apart. There are no other structures. 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 before play commences with the first turn. We recommend taking turns placing terrain beginning with the largest pieces.

Setting up your miniatures for this scenario is as follows.

The Ferach section of characters sets up on one thin edge of the table within 3cm of each other. This is the exit edge of the gaming area. Using the section creation rules and the Tuscani Uniformation article to create a section of Twenty Wild Elves. The section has the normal spread of experience ratings leaning towards more experienced and is led by named character section leader Lucius Malsovin (78 Points). Armed with Standard Musket and Standard Pistol where desired along with Sword as per miniatures. Total Points should be around 850 Points for the section including section leader.

The Grand Alliance section of characters sets up of the opposite thin edge of the table 10cm in from the edge and within 5cm of each other. Use the section creation rules and the 5109 Sharkes Chosen insert for ten characters which are (if not named characters) all Albion Orcs, Rifleorcs, Rifleorcs, Raw Light Infantry armed with a Bakur Rifle. Named characters on foot are: Captain Rekhardt Sharke, Sergeant Padrag Harpy, Rifleorc Dahn Hagsmun, Rifleorc Bok Arris, Rifleorc Ichziah Tunge, Rifleorc Fung Purrkinz, Major Septic Piecrust and Major Turri Wo-Gan (mounted on horse). Total Points should be around 880 Points.

GAME LENGTH AND PRESENT CONDITIONS

This scenario is time dependant and that means that there is a turn limit imposed upon play. The scenario continues until one side achieves its stated objectives at which point it ends in that turn or ten full turns have passed. 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 day time. The weather is warm and 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!

The Element of Surprise: In a rare occurrence the Rifleorcs have been caught flat footed in an ambush. They have to escape and quick but they are a little shaken by the ambush. The Ferach player may choose a turn in play (announce when the turn begins) and as a result any reload steps due to complete that turn are begun again. They are lost due to the shock. This can prove a problem for Bakur Rifles!

Grumble Tum: Food is scarce in Catalucia and both sides are famished and even their iron constitutions are being strained. In the fifth turn roll 1D10 for every living character in play and on a roll of 10 they are struck with pangs which leave them doubled over and unable of taking any action for the turn. They may defend in close combat only.



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. In fact this strange scenario is ideal for solo play since its playing parameters are so tightly laid out and the Human player is actually playing most of the game.

Here are the parameters for this scenario played solo.

This scenario should only be played with the silent player taking the part of the Ferach Empire. The Human player is the Grand Alliance. As play commences and Wild Elves are put into the game they will act according to a simple plan. They will prevent the Orcs from exiting their edge of the table. They will only advance if fired upon and they will opt to shoot once when they have a 50% chance of a hit and then attempt close combat if within 30cm of a foe. They will otherwise reload their muskets. Keep in mind the special rules for Wild Elves and follow those.





DESIGNERS NOTES



It is always a pleasure to write Captain Sharke into a Flintloque scenario. This time I avoided the tradition of giving the scenario a title involving his name as this adventure is not really about the Rifleorcs. This scenario is about the Tuscani and serves to see if they, with superior numbers and equal savagery, can stand up to some of the most elite troops on Valon. With the turn limit in place it forces the issue into melee combat rather than long range sniping.

I had great trouble finding an opponent for the three plays of the scenario which is odd but it was overcome. My results in all three cases were a victory twice and minor victory once all favour of the Grand Alliance. This was a shame as the rules of 'By Bloody Fist and Broken Tusk' balanced the two sides and brought about fisticuffs which was the reason for the title of the scenario.

Why did the Tuscani lose? Bakur Rifles along with Sharke and Harpy to name the reasons. The rifle takes two turns to load but it is a killer at a long range and this reduced the Elves by a third each time. Harpy and his volley gun did for more of them but man! Sharke and his Sword! Tackling this was tough but blocking up the Elves into fives and firing at a single target at close range was effective. A well chosen turn to make the Orcs shakey was also important. You can win as the Elves if you are careful.

The original idea for this scenario came from wanting to play Sharke again and seeing if the excellent new miniatures sculpted by Elton Waters could prevail against them. With more Tuscani coming in 2018 in the form of an elite unit of skirmishers it was a good time to try it out. Sadly..the answer is not really...with thirty or forty of them then perhaps!

GBS 2018.

OPTIONAL SCENARIO CHANGES

This scenario is rather 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 typical game and should be treated with care. If you are having trouble winning using the Wild Elves then this could be your solution.

Hunvarian Hunters

During playtesting of this scenario we encountered what we call at Alternative Armies the 'Sharke Effect' that being the sheer lethality of the Rifleorcs when featuring the famous and loved rogues of the 105th Foote. This can be too much for some players. To this end create a second Ferach section which contains two Hunvarian Ogres. Both are Average experience and Regular characters and are armed with a Kannonderbuss and a Double Musket respectively. These can be used to provide a punch when needed. Use pack [56004](#).

RECOMMENDED MINIATURE CODES

As outlined in the rest of the scenario this is a full sized game of Flintloque written using [5109](#) Sharkes Chosen boxed set along with [54009](#) 105th Rifles for the extra Orcs. On the other side the best choice for the Wild Elves is a full size unit with saving of [51534](#) Tuscani Condottierie Line along with the personality pack [51052](#) for the section officer. We recommend you a full Flintloque game book which in this case is 5025 War in Catalucia.

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