

## DEATH IN THE SNOW

SCENARIO – SOLO OR TWO PLAYERS

BLACK POWDER FANTASY SKIRMISH

*Deep Freeze Toad!*

Frost crackled in spiraling patterns across the ancient stone wall of the ruined keep. None of them knew who or what had laid these carved blocks or how long ago it had been done. Frankly none of the rag tag group much cared either. All they cared for was that the walls gave some shelter from the wind and that perhaps there was timber to fire to keep them warm this night as the sun settled on the horizon.

*“Durante I wanna you to be a picket eh. Hava look at across de snows yes.”*

Captain Belltodo addressed the young private in the proper manner of the Nepolise. That being with a flourish of his hat and a demanding tone. Unfortunately his bicorne with its long feathers had seen better days and its feathers were now little more than stumps.

*“Si Mi Capitano. Righta away.”*

Wrapped up in a greatcoat and with only his large eyes showing the Captain could not be sure but he thought that response was followed by a whispered curse. He watch Durante trudge away taking his musket from off his shoulder.

There were about two dozen in the group all from four different regiments. The last two weeks had been a blur of terror, fighting and running. Belltodo still had no idea what had happened in Moskova but he knew the Grande Armee du Norde had been shattered and the Emperor was nowhere to be found. The Undead were everywhere and it was a damn long walk back to Diberia and then to somewhere which had no accursed snow.

He was in nominal command though the Elves with them had quarrelled over it. Nepolise and Armorica were allies but the pointy eared Elves were haughty and assumed they ran the show. Well there were only four of them and thus they were outnumbered. This kept the peace but considering how low on food the group was..it might not be for long. Were there no animals in this damn haunted land?

*“Capitano isa time for supper no?”*

Belltodo looked up at the towering Lieutenant Fabbibio. He was of the Fruscati Grenaderia and was massive for a Todoroni. The Captain replied that it almost was and that Fabbibio should seek out some wood for a fire. It was then that he heard Durante call his name.

*“Theres a something outa dare Capitano!”*

Checking that his sword did not catch his legs Belltodo made best speed to the edge of the keep’s walls where the anxious private was pointing off into the twilight distance. At the edge of the snowfield figures moved towards them at a slow and steady pace. He longed for an eyeglass but such a device was rarer than a copper coin lady friend for the evening in the Witchlands. Together they stood and watched for several minutes as the figures grew closer and separated into individuals. By now half a dozen Todoroni were watching and wondering who was approaching.

*“Not to be the bearer of bad tidings Captain but my eyes are better than yours in this light and this is not good news I am afraid.”*

Belltodo looked to the Elf who had silently come up next to him. It was true that the Armoricans had a gaze which left his people far behind.

*“Oh yes, whatta you see”*

Clearing his throat the Elf checked the lock on his musket and then the lock on the pistol at his waist.

*“Captain. Those are Nepolise all right. Your countrymen as it were. But by their gait and the fact that several are missing a hand or an arm..one even a leg I would suggest we make ready for a fight. The enemy is here.”*

Belltodo joined Durante and others in a loud chorus of profane language.





## THE SCENARIO OBJECTIVES

This full sized scenario is set in the Witchlands for Flintloque and you must possess a 3<sup>rd</sup> edition game book (Death in the Snow and War in Catalucia) and be familiar with the game mechanics. The objectives in this scenario are different for the two sides plus special rules for this type of scenario.

### The Ferach Empire

Playing as this side in the scenario makes you the defender in an ambush. You must survive the encounter with 25% of your troops still alive (they may be injured but still drawing breath).

### The Dark Czar Witchlands

Playing as this side in the scenario you are the attacker in an ambush. Losses do not matter to you..your troops are already dead..and you must kill more than 75% of the enemy to win.

## SET UP AND SECTIONS

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 place on powdery snow counting as Clear for movement. In the centre of the playing area are walls as tall as an Ogre in four lengths of 30cm making a square. A gate 10cm wide in one side, a gap 10cm in the opposite side. See the special rules for more on the walls. There are also patches of hidden deep snow outside of the walls; see special rules.

The Ferach section sets up with all characters within 5cm of each other within the square of the walls. Generate a section of Todoroni of a total of sixteen characters (8 Little Toads, 8 Big Toads) plus four Armorican Elves. Armed with muskets plus swords and pistols for the senior ranks. Determine experience levels as normal with the Big Toads being more experienced. You can insert your own Section instead as long as it is roughly the same size and points cost.

The Undead section sets up in two halves; one at each long edge of the table within 5cm of each other. Generate a section of twenty Undead Little Todoroni plus six Undead Big Todoroni and a mounted Vampyre on horse. Allocate the troops to the split as you see fit remembering motivation and strengths. Armed with standard muskets and axes determining decomposition level as normal. The Vampyre is not very experienced and is new to war with no magicke.

## GAME LENGTH AND PRESENT CONDITIONS

There is no turn limit in this scenario rather casualties are used for victory. The scenario can end sooner if one side or the other has obvious total victory or total defeat. Once 75% of the Ferach section is dead the game ends or all the Undead are returned to rest. The scenario happens at dusk in moderate light. 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 are presented. You must implement the mechanics here alongside those in the books.

Where rules 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!

**Dusk Fighting:** The game takes place as the watery sun is beginning to set. As a result there is no night fighting but there is some modifiers to ranged fire. All shooting at more than 30cm distance suffers a -10% to hit on top of all other modifiers due to the dusk.

**Hidden Deep Snow:** As outlined in the set up there are patches of deep snow all over the playing area which cannot be seen. These cover holes and depressions in the haunted landscape. Any character who is more than 20cm outside the central walls may fall into deep snow. When the character moves roll 1D10 at the mid-point of movement and on a 1 they fall into deep snow. The patch is revealed and it is 5cm in radius (anything caught in that radius also falls in) they are not harmed but it takes 1 Action to climb back out again.

**The Walls:** Who built them? Who knows. These thick walls are impossible to damage and very hard to climb over but it can be done by Big Todoroni at a cost of 1 Action to scale and drop to the other side. Smaller races may 'boost' a fellow over the wall the same way. Walls cannot be fired through. The gates are stout but will fall to four successful shots or two successful melee attacks.

**Deep Freeze Toad:** It is very cold in the Witchlands and Nepolise Todoroni are not best suited to this. As a result make a roll for every mortal Todoroni at the start of the game on 1D10. On a result of 1 they are inactive for the first two turns as they try to rub some life into their bones and ready a defence. Mark them in play.





## 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.

### Gunning it!

The force of Todoroni and Elves have with them a second Section composed of a single 6lb Field Gun with six Armoricain Elf gunners and two limber horses. Create this section as normal using 5027 Grapeshotte and position them wisely.

### Legion!

The Undead have sprung their ambush with greater numbers. Put the entire Undead section in one of the two set up places and create a second section for the other set up location. This second section should contain 10 Zombies, 1 Liche and 1 Vampire officer with decomposition and experience levels rolled for as normal.

**Not Properly Converted:** This is an experimental condition for the Undead and does not apply to Vampyres, Werewolves or Skeletons only to Zombies. The Graviski Reanimators are running day and night to fill the ranks of the Dark Czar's rotten regiments but in the rush some of the converted Zombies are a bit flawed.

The first time that a Zombie is struck by a musket ball or such in ranged fire or is successfully hit in close combat roll 1D10. On a result of 1 the shock of 'pain' triggers a memory in the cadaver and it 'wakes up'. For ONE TURN afterwards the other player may control this Zombie as it thinks it is alive once more. Control then resorts to the Undead player.

## 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.

You can play as the Ferach Empire side in this scenario with the solo play applying to the minions of the Dark Czar. Use the solo play parameter AGGRESSIVE for the Undead who will prioritise closing with the enemy over ranged fire. They will make one ranged shot at 15cm or closer and they will ignore their own casualties. They will pursue any mortal who flees the walled area.

You can play as the Undead side in this scenario with the solo play applying to the mortals. Use the solo play parameter DEFENSIVE for the Todoroni and Elves who will not leave the shelter on the walls and will make range fire over melee when there is more than a 40% chance to hit. They will attempt to stop any Undead entering the walled area as a priority.

## RECOMMENDED MINIATURE CODES

As outlined in the rest of the scenario this is a full sized game of Flintloque and requires a fair number of miniatures as well as terrain. We recommend two books 5026 Death in the Snow and 5025 War in Catalucia for the game rules. In terms of miniatures you will need a skirmish pack of 56505 Todoroni Militia plus a skirmish pack of 56541 Fruscati Grenaderia and any pack of four Elf infantry such as 51508 Elf Witchlands Line. See the [Todoroni of Nopolise](#) page. For the Undead a unit of 55520 777<sup>th</sup> Croaked Line plus three packs 55022 Zombie Big Todoroni plus a mounted Vampire from 55509 Undead Command or 55513 Undead Engineers. See the [Undead of the Witchlands](#) page.



## DESIGNERS NOTES



*Back in 2012 I wrote this scenario for an upcoming edition of the Barking Irons magazine. This edition was never published as Barking Irons was rolled into web content and then into the free files pages of our website. Deep Freeze Toad has laid dormant ever since until April 2020 when I dusted it off and played it once more during the Covid19 Lockdown. I played three times and on a plain table since I had no terrain.*

*Undead in Flintloque are slow and very tough. Keep this in mind. It will take time for the shamblers to reach the walls. Use this time to volley fire the nearest Zombies to thin their numbers. The walls are impassible effectively without effort so guard the breach and the gate. I formed the Big Todoroni into a rapid 'plug' to hold off the Undead once they reached me. I won as the Toads twice and lost once.*

*The terrain pictured in this scenario is no longer in our possession and I cannot recall where it came from sadly. If you like the snow effect then allow me to tell you how it was done...with sugar! Yes cane sugar. It looks lovely but I never repeated this method as hot lights and handling tends to melt sugar. None of the figures were damaged but...it came close! The painted figures came from our studio but also from the collections of Rob Alderman who sculpted the 777<sup>th</sup> Line and from Eve Hallow who, back in 2012, played this scenario with me. He sadly passed away a couple of years later after an illness and I miss him.*

*There are other materials created for that issue of Barking Irons including DarkeStorme and USEME plus another Flintloque article. I hope to get these into the world as well.*

*I hope you enjoy this scenario now that it is finally in your hands and as always we welcome feedback. Let us know how you got on. Thanks. Gavin Syme (GBS)*