

# Dropping Logs in the Forest

# Flintloque

SCENARIO TWO PLAYERS  
OR SOLO PLAY

## THE SCENARIO OBJECTIVES

With a creaking then groan of cracking wood the tree toppled to the ground with a mighty crash which shook the damp soil under Soldat Sauffer's booted feet. He did not look around as though the impact was fairly close it was his order to watch the road which approached the camp. It had been a boring task but at least he did not have to sweat to bring down more trunks.

Far off up the shaded road he noted movement. That was rather odd as the next lot of carts was not expected until tomorrow and besides those who were approaching were coming not from the direction of the brewery some five miles away but rather far off Madabier. This could be trouble. He turned and shouted across the camp.

*"Kaptain z'er is movement on z'e road. Ist it something du knows of?"*

Kaptain Ger Von Shortenstaken made his way over to the soldier and stood at his side. Those approaching were nearer now but the shadows through the trees made it hard to see any details even as they neared.

*"Nein! Sauffer rise z'e Nains unt be ready. Go now."*

It might be a friendly visit unexpectedly but the previous day they had heard far off cannon fire and had wondered at its source. Out here in the forest echoes and strange sounds made it hard to reckon a direction. Best to be ready.

*"Keep vorking Nains"*

The captain shouted this over his shoulder as he heard his troops assembling behind him. Those approaching were much nearer now and they entered a gap in the trees.

*"Ab, dat settles it jab."*

Shortstacken now saw the white uniforms, the height and the fur of what could only be Ostarians. The enemy had found them. Now they would see it took skill to drop logs in the woods.

Welcome to a full sized scenario set in Urop during the Mordredian Wars. This a full size scenario which is suitable for a novice or experienced player. As always note that the objectives of this Flintloque scenario are simple but there are exotic rules during play.

### 16th Ostarian Grenadiers (One Section) A

The production of barrels is a key part of the fortune of the brewers who supply the legions with the bier they need to keep on fighting. While the brewery of Kegstein is well protected there is a chance to disrupt the flow of wood to it. This will dry up the flow of foamy goodness reaching the Dwarves. Your goal in this scenario is to attack along the dirt road towards the logging camp. You must drive off the Dwarves and smash the two carts which carry the wood. You can lose 75% of your section as long as at least 50% of the Dwarves are dead or have left the playing area.

### 8th Ostarian Lancers (One Section) C

A small group of cavalry who have been ordered to assist the Grenadiers in their mission to fatally disrupt the logging camp. Your aim is to drive off the Dwarves allowing your fellow Dogmen to smash and or burn the camp. You can lose up to 75% of your section in this process. Player controlling section A uses this section.

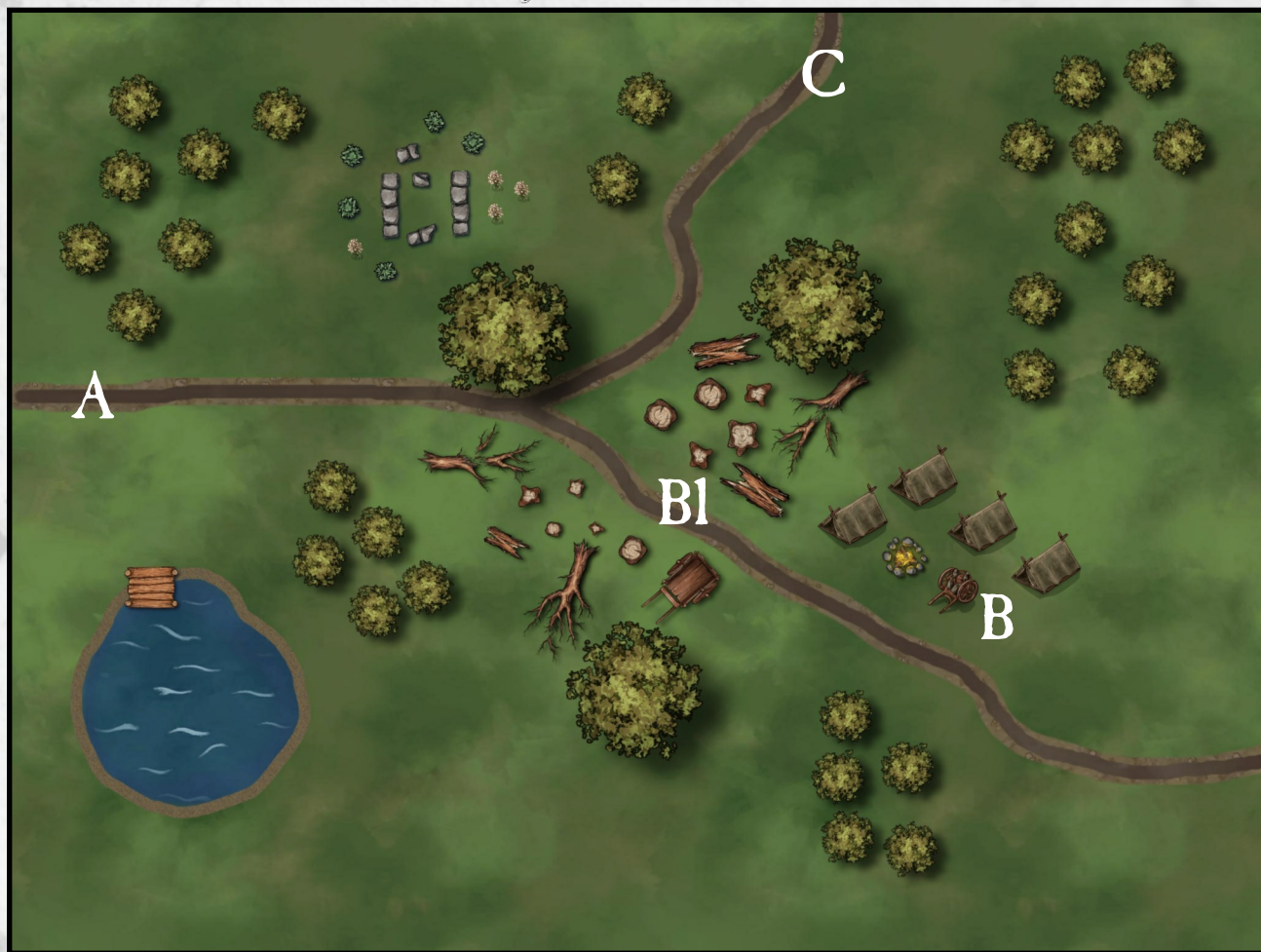
### 1me Legion de Nain (One Section) B

Both section B and B1 belong to the same player (if you have a third player you can split their control). In war not all roles are combat related and while ostensibly you are on guard duty to protect the wood cutters your Nains have also be roped into felling and stacking too. With the enemy at hand your goal is to protect the camp, its carts and tents, prevent their destruction and to drive off the Dogmen. If one cart survives the game and your section takes less than 75% casualties it is a victory.

### 1me Legion de Nain (One Section) B1

A smaller group of Dwarf Legionaries taken from grenadier and skirmisher companies putting their axes to good use felling trees. They lack muskets but are adept at close combat. When the enemy is sighted these soldiers are chopping down trees. Their victory conditions are the same as section B.





## THE SET UP

The scenario takes place on a rectangular playing area which is standard size of six feet (180cm) by four feet (120cm). It is grassland which counts as Clear for movement. Follow the above map for layout. A well used dirt road forks in the middle of the playing area exiting to the west, north and east. There are no hills but there is a pond which is rather deep and have a small wooden fishing stand next to it. There are six groups of four to five trees (each tree is within 5cm of the next). In the centre of the playing area there is an active logging operation with a dozen felled trees (providing cover) as well as two dozen stumps and three larger trees de-marking the logging area as a triangle. To the east of the logging operation is the camp of the Dwarves. It consists of four tents, a camp fire and a hand cart. Across the dirt road is a large cart currently empty. Both are empty.

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 and placement before play commences with the first turn. Place your own terrain as see fit to match up with the map.

Kaptain Franz Von Wagg of the 16<sup>th</sup> Ostarian Grenadiers sets up his section within 10cm of the playing area edge and within 5cm of each other. Section C led by Starkerhunde Otto Growlenhunde sets up within 5cm of the north edge on the road in a line.

*Using the creation rules for Dogmen as Infantry make up fifteen characters all are Regular with the officer being experienced, three more experienced, seven average and all others raw. They are all 'grenadier type' and armed with Ostarian Blunderbusses with officer having a sword and standard pistol.*

*Using the creation rules for Dogmen as Cavalry make up five characters who are Cavalry mounted on Light Horses. All are average and armed with lances and swords.*

Kaptain Ger Von Shortenstaken of the 1me Legion de Nain sets up his section anywhere within 15cm of the centre of the playing area and within 3cm of each other.

Korporal Fritz Klint of the 1me Legion de Nain sets up his small section within 10cm of the camp fire and 5cm of each other.

*Using the creation rules for Dwarves as Infantry make up twelve characters all are Regular with the officer being experienced, two more experienced, four average and all others raw. They are all 'Light Infantry' type. Armed with Dwarf MkII Muskets as well as a standard pistol for the officer and knives.*

*Using the creation rules for Dwarves as Infantry make up five characters all are Regular and 'Grenadier' type with three experienced and two average. Armed with an Axe and their leader a standard pistol also.*

Create your sections as above in *italics*. If you have an existing section which may be suitable for this scenario then consider using it; if it matches closely enough to those described. You will need a copy of 5028 Bier and Bones game book for section creation.



## GAME LENGTH AND PRESENT CONDITIONS

This scenario is not time dependant and that means that there is no turn limit. Play 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 morning. The weather is dry and there is no rain or mist. 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 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!

**Axe and you Shall Receive:** The job of felling trees and then splitting them into manageable transportable rough planks for transporting to the brewery has been given the grenadiers of the Legion de Nain. Each has left their muskets at the depot to better work their axes. As a result every Dwarf armed with an axe has spent more than a week felling and as a result is extreme in their competence with their weapon. They automatically gain an additional +2 modifier in melee combat on top of all other modifier which are applied.

**Tents and Carts:** In this scenario there are a number of tents in which the Dwarves sleep as well as two carts which are used to transport the felled wood. A tent provides obscure of view but no actual cover and may be shot through with no penalty. It takes one action to knock down a tent and one action to set one ablaze if a source of ignition is available. The campfire is not ablaze but its embers will still ignite if stirred and carried (one action). Each cart is a solid construct which provides cover as a tree does and cannot be shot through. It takes a total of five actions to wreck a cart or to set it alight. This can be one action from five characters or five turns by one character etc.

**The Pond:** There are fish in the pond but it is very deep indeed. It is not likely that any character will enter the water but if they do they will sink. Any character more than 5cm into the water will automatically drown as none know how to swim.

**Tree Stumps:** In the middle of the playing area are a great many tree stumps. While you may choose to place each in the playing area and treat them as normal there is another fun method. De-mark the area in which stumps are present and ensure both players know. Each time a character moves in his area roll 1D10 and apply these modifiers. -3 if a Dwarf, +2 if a Horse. On a result of 7 or more the character trips on a stump and is unable to move and has wasted that activation. Cruel eh!



**Hobbled Mounts:** During the Bier Wars it was not always possible to ensure the proper shoeing of animals. At the start of the game when the Dogman Cavalry section activates make 1D10 roll for each character. On a result of 1 that mount is hobbled and may only move a 50% of its normal movement rates.

**Forest Damp Ignition:** At night in the forest it gets damp. There is a real chance that each of the Legion de Nain Dwarves has fouled powder in their musket and or pistol. When they fire the weapon for the first time roll 1D10 and on a result of 1 or 2 the weapon misfires and must be reloaded. If the player wishes he may have each Dwarf fire off a shot and then reload at any point during their activation.

## RECOMMENDED MINIATURE CODES

While you are free to use any miniatures in your collection for this scenario we do have a recommended list of codes if you wish to field the forces as intended. To begin with you will need 5028 Bier and Bones game book. To match up the section you will need the following codes.

For the Ostarians 56513 Dogmen Grenadiers (10 figure pack) and two packs of three 56011 Ostarian Grenadiers this will give you enough infantry. You will also need a pack of five 56524 Dogmen Lancers. For the Dwarves you will require 52525 Legion de Nain Skirmishers (12 figure unit) as well as 52023 Legion de Nain Staff (4 figure pack) and 52021 Legion de Nain Veterans (4 figure pack); swop poses to get axe holding miniatures into the second section.

In terms of non nature terrain we can provide 59539 Closed Wedge Tents (2 per pack) and 54502G Camp Fire plus either 54502F Hand Cart or you can use 59524 Abandoned Goods Wagons if you already have them from your 5024 Escape the Dark Czar scenarios in the Witchlands.

All of these miniatures are greatly useful in many more adventures and for building up to Slaughterloo mass battle too.

## WHAT IS IN THE PICTURES?

In reading this scenario you will have seen pictures of our own playing of the game with the studio miniatures. On page one you can see poses from 56513 Dogmen Grenadiers facing off against a skirmisher from 52525 Legion de Nain Skirmishers. On page two the Sergeant from 52525 swings his axe at a tree. On this page above further skirmishers as well as a veteran drinking ale from pack 52021. To the left a Dogman Grenadier from 56011 pack. Page four has the hand cart being defended by a veteran with pistol from 52021 and a Dwarf planning the logging operation from pack 52023.

## OPTIONAL SCENARIO CHANGES

This scenario can be 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 on its own.

### Digging that Piggy

You can make this scenario much larger by adding a section of 52528P Legion de Nain Lancers on Pummilig Pigs. Five characters generated as normal armed with lances. They begin on the road 15cm away from the nearest member of character of B1 section.

On the other side to ensure a possible fair fight the Dogmen gain more infantry and the camp is attacked by a full force of Grenadiers. Up their section to 56513U Twenty miniatures with generation following the established small section.

## SOLO PLAY

This is a two player scenario for Flintloque but it can easily be played by one player against the solo play engine. The Human player takes the role of the Dwarves as their actions are more complex. The other 'player' being acted out by a 'silent player' that being the bolt on mechanics for solo play found in all Flintloque game books takes the part of the Dogmen.

Here are the parameters for this scenario played solo.

When play commences the motivation of the Dogmen is to reach the logging camp and to destroy the two carts. Secondary concern is to destroy the tents and to kill the enemy. As a result the cavalry will stick to the road and reach the carts first. The infantry will make best speed and will not fire their weapons until at closest best chance to hit range as they use blunderbusses. Neither section will stop to engage unless within 5cm and they will shoot or enter melee.

They are classed as 'Aggressive' in the solo play mechanics.

We hope you enjoy this scenario!



## DESIGNERS NOTES

*This scenario is an off shoot of the Bier Wars which are brewing away as we expand the Dwarf forces in the World of Valon. It was pointed out during the design phase of the Legion de Nain that the axe was a favoured weapon rather than swords for their officers. Also since beer was the main driver of the wars it clicked that for beer to move it must be kegged up!*

*As normal the scenario was played through three times. On all three occasions the Legion de Nain prevailed through twice it was close. I put this down to my own play really. I knew the Dogmen out paced my Nains but I had the range advantage for shooting so it was best to opt for aimed fire. The lancers were a challenge but hugging the trees and volley firing to clear them out before the Grenadiers could arrive. The axe armed Dwarves stuck to the carts like glue.*

*Lastly I do hope you like the new style of playing map which has been used in this free scenario. It was created by 'Inkanate' with commercial permission given to reproduce. This is important as always you can print this scenario out and add it to your folder.*

*GBS 2023.*



## CREDITS

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