

A Hobby Horse Fort

Flintloque

SCENARIO TWO PLAYERS OR SOLO PLAY

Captain Carlos Buen los Chico Pero Tonto of the Regimenta del Nino Cisco brushed dust from the sleeves and lapels of his well made uniform coat. The sun was hot as the small column marched towards the distant hill. It was still a mile or so away but at last they had sighted their quarry.

For three days they had marched in pursuit of an Orc who had taken a valuable gun and its crew out of the depot in Sina Buena Comiday. Who knew what the mad Albionites were up to. Tonto knew they were allies that the Wheeling-Turn was as invested in killing Ferach has he was but even so a lot of what they did made no sense. It was hot and dry and dusty while in the village there was wine and several fair ladies too.

"Sergeant you see the Albion up there. The smoke from a fire and any of our fellows?"

Captain Tonto was not an old elf but the sergeant was a stripling compared to him so his eyes were useful. The youth had bought his way into a more senior rank but that was no problem. The Major had given Tonto a modest cut of the silver for his 'trouble' and with his gambling debts that would be useful soon enough.

"Yes, sir. I can see at least five of our regiment and I think an Orc as well though without a glass it is hard to see in the haze."

That was good enough for the Captain.

"Right. Another hour my lads and we will be there. I am sure there is some bread and such there eh."

There was a few muttered responses from the sullen Catalucians in their tall shakos. Tonto did not blame them. The Major had suddenly been unable to issue his detachment from the battalion with any rations. Instead suggesting that Tonto might perhaps use his own coin as they were a bit lacking in supplies. There was certainly no lack of food and wine on the Major's table though.

The Captain was not foolish enough to make this observation in plain speech to his commander. He was also not foolish enough to pay for his soldiers rations. That was a way to penury for sure. Instead he had told his elves to acquire what they could in the village..without upsetting anyone who was important.

What had resulted had been enough meat and fruit for two days and that was now three days ago. At least they had two full canteens each.

"Captain. There off to the left further into the hills. Horses."

His introspection thus interrupted by the sergeant, Tonto looked to where the youth's arm was pointing. He could see..something...a moving mass. Stopping he shaded his eyes and looked more intently. Yes, certainly something there. Horses. A good number of them. Sunlight glinted on the heads of the riders and on sword scabbards. They were not Cabaleros or Guerilla certainly. They moved in ordered formation.

"Sir! They have green coats sir!"

Damn the sergeant was right. They were Ferach Dragoons. They were the hated enemy. They were heading right for the distant hill with its wooden fort. They might be farther away but they could ride faster than he could march. No time to lose.

"On the double! Pick up the pace!"

No one wants to be out in the open when dragoons are about...



THE SCENARIO OBJECTIVES

Welcome to a full sized scenario set in Catalucia 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.

The Regimenta del Nino Cisco (One Section) A

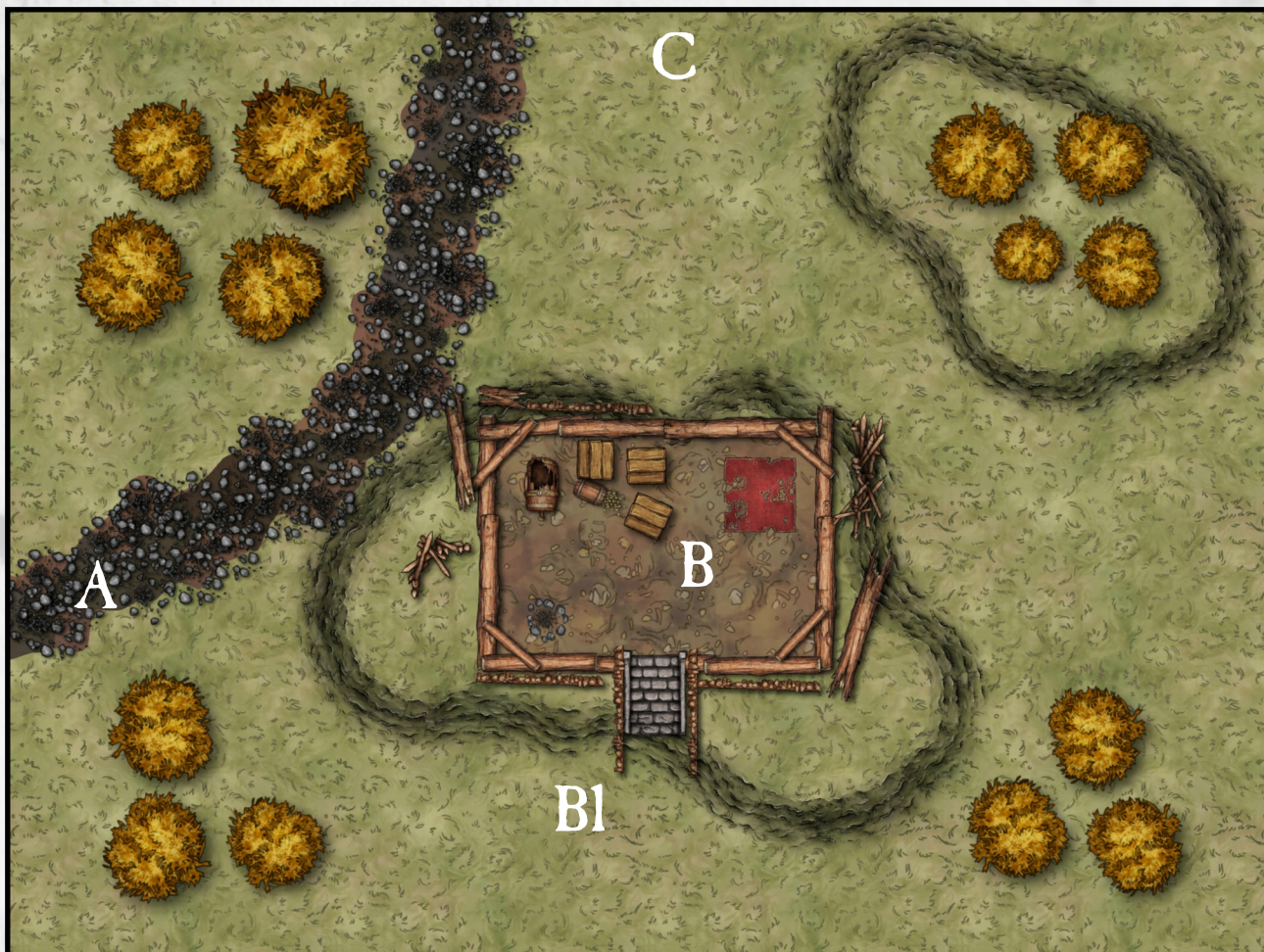
It has been a long march from the village of Sina Buena Comiday and the lack of provisions has made the soldiers rather bad tempered. Trying to find a broken down old fort as well as an errant Orcish officer supposedly guiding a cannon and its gunners back to the Nino Cisco had been a hard slog. Sadly as you found them the enemy found you. Now its a fight! You must protect the Orc and the gun crew preventing them falling to the foe. You can lose 75% of your section as long as less than half of the gun team and Orc officer remain alive.

The Artillery del Nino Cisco (One Section) B

This second section can be handled by a third player or it is in the possession of the player controlling the above Dark Elf section. In addition to the gun and crew it also contains Coronet Mildew Hervorc an Orc officer on horse.

The 18th Dragoons of the Ferach Empire (One Section) C

A routine patrol away from the advance of the main column has given you the jump on what seems to be a small force of Dark Elves assembling at a broken down fort. Your objective is to kill or make flee from the gaming area more than 50% of the enemy gun team while keeping 50% of your cavalry intact and alive.



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 dry grassland which counts as Clear for movement. Follow the above map for layout. A rocky path cuts in from the West and exits to the North counting as fine going. There are two one level hills of 5cm height which can be climbed as normal. There are four groups of three or four dry trees (each tree is within 5cm of the next). Towards the centre of the playing area atop the larger hill and entered by a stone staircase (counts as clear for movement) is the broken down fort. The internal space of the fort is wooden planks. Its walls are thick tree trunks which rise to waist height. There are several rotten tree trunks laying about the fort's hill.

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.

Captain Carlos Buen los Chico Pero Tonto of the Regimta del Nino Cisco sets up his section with 5cm of the playing area edge and each other at point A as shown on the map.

Using the creation rules for Dark Elves as Infantry make up ten characters all are Regular with the Captain being experienced, one more experienced, five average and five raw. The Captain has a Sword and Standard Pistol with all others having Standard Muskets.

Sargento Sol Pobre los Nacimiento del Pocas Perspectivas of the Nino Cisco field artillery sets up his field gun and gunners at point B as shown on the map within the fort. Coronet Mildew Hervorc is on his horse at point B1 on the map.

Using the creation rules in 5027 Grapeshotte make six characters all are Dark Elf and classed as Gunners. The Sargento is armed with a standard pistol and sword with all others having their artillery implements (improvised weapons) all are average rated. The cannon is a Standard 6lb Field Gun. For the Orc Officer use his special character insert (download) [54056 Cornet Mildew Hervorc](#).

Lieutenant Henri du Luc of the 18th Dragoons arrives at the head of his cavalry section at point C on the map. All cavalry are within 5cm of each other and the edge of the playing area.

Using the creation rules for Armorian Elves on Light Horses make up twenty characters all Elves classed as Cavalry. Henri du Lac is Experienced as are three more characters, seven are regular and ten are raw. All are armed with a Standard Carbine and Sword.

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 5025 War in Catalucia and 5027 Grapeshotte Bier game and expansion books 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 late afternoon. 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 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!

Poor Powder: It is often the fate of troops who fight for the Junta's of Catalucia to be saddled not only with poor morale but also black powder which is better compared to soot than explosive. Each time the cannon in this scenario fires (but not the first time as it is loaded with roundshotte when the scenario begins) roll 1D10 and on a result of 1 or 10 the gun barks and the projectile(s) land several feet away with a dull thump. A useless discharge indeed! The cannon itself is not affected by this but it must be reloaded once more.

Rotten Woode: This isolated fortification dates from the Darke Age of Valon and perhaps it saw Wylde Magicke first hand. In any event it is very old and rather rotten. When a shot is fired at a character who is inside the fortification and it misses it is assumed to have hit the length of wooden trunks in front of them facing the character who fired that shot. There is a chance that length (2cm wide) will simply crumble into sawdust. Roll 1D10 and on a 1 this happens and that width is now counted as open without cover.

5,6,7,8 Steps!: Along with the rather ancient nature of the wood of this fortification the stone steps which lead up the side of the hill to enter it can be rather unstable. Those on foot are perfect safe but if a horse tries to ascend the stairs roll 1D10 and on a result of 1 they collapse. If the cannon is attempting to descend the stairs make the same roll and on 5,6,7 or an 8 the stairs collapse. A collapse means that any character on them automatically slides, without injury, to the bottom of them and from that point on what was the stairs counts as hill covered in rubble and is hard to ascend.

Bounding the Log: During play it may occur that a mounted character rides up the hill and attempts to jump over the wooden walls of the fortification. When the attempt is made there is a 50% chance the horse will point blank refuse to make the jump and the move is wasted. Use a coin or dice for this.



Campaigning on the Hoof: While the Catalucians have their burdens to bear it is not all plain sailing for the Armoricans either. The Dragoons have been in the saddle for weeks and it is taking its toll not only on them but also their horses. The poor animals are rather worn out and if a character attempts to gallop (to move at the maximum rate in the game book) there is a chance that the beast will trip and fall. If such a rate of movement is attempted then the character moves the distance and then makes a 1D10 roll and on a 1 the horse trips and falls. This puts the rider on foot for the rest of the scenario.

Call me forth in Honour!: Elves are a fickle race and it does not matter from where they hail. During the game each side may issue one vocal challenge to the enemy. This is done by announcing it during the Initiative Phase and the character making the challenge must be an officer and must be within 25cm an enemy officer. Officer simply means any character above the rank of trooper.

Each side rolls 1D10 and if the challenger wins the roll (exceeds not ties with the other roll) then the challenge to honour is excepted. In this turn and after it the two characters will move towards each other until they are in close combat. Single duel to the death.

The combat is treated as normal with blades in melee. During the approach and the honourable duel NO CHARACTER on either side will attempt to prevent the close combat from happening. That would be extremely dishonourable. Once the duel is finished the winning character is allowed one turn to return to his allies before the foe will recommence attacking him.

The side to whom the winner belongs now has an advantage for the rest of the scenario. They may make one free 're-roll' of any dice during a turn for their own advantage. This may be their own roll or the enemy's roll. This can be done once per turn for the rest of the game.



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 5025 War in Catalucia game book and you will need 5027 Grapeshotte expansion book for the gunners and cannon. To match up the section you will need two full units of ten of the modular 51533 Elf Line Dragoons for twenty riders. The Nino Cisco come from 51515 Dark Elf Artillery Crew, 59528 Grand Alliance Howitzer and ten miniatures from 51521 Dark Elf Line.

All of these miniatures are greatly useful in the Catalucian setting as well as in many more adventures and Slaughterloo mass battle too.

SOLO PLAY SCENARIO

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.

You brought a gun!

You can make this scenario rather more dangerous by giving the Elves of Armorica player a small battalion gun (4lb) and four Elf Gunners alongside their section of cavalry. This fourth section enters play where the Dragoons do in turn 2 of the game. Be aware this makes the scenario harder for the Dark Elves as it removes their sole dominance of artillery and makes their wooden walls rather less safe.

This is a solo play scenario for Flintloque and it is intended that the Human player takes the roll of Captain Carlos Buen los Chico Pero Tonto of the Regimanta del Nino Cisco as well as the gun and its crew. 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. Here are the parameters for this scenario played solo.

When play commences the motivation of the Dragoon cavalry is to attempt to circle around the fortified hill once before attempting to enter it on horse back. This will be done by splitting the section in half to circle the hill. They will not gallop (see scenario special rules) unless that will put them in sword reach of a Dark Elf. They will not use their carbines at all. They will divert to attack any enemy on foot or mounted in the open.

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

We hope you enjoy this scenario!



DESIGNERS NOTES

This scenario came out of a want to give the often overlooked Dark Elves some time on the table. With a new colour party having been sculpted for the Line Infantry we came up with the notion of a small fort being mass attacked by Dragoons. It went well in three playtest games with the Dark Elves winning twice (though once only barely).

In terms of advice while playing as the Catalucians I will say this. Horses are MUCH faster than infantry and so you must make for the stairs into the little fort as quickly as you can. While Alex tried to form a rally square with his Dark Elves and to use the cannon to reduce the riders it failed as twenty horse in Flintloque is a lot of cavalry.

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.

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