

House on the Hille

Or

"Use your Loaf if you can"

FLINTLOQUE

SCENARIO SOLO PLAY

"This is a really boring ya know"

Using a piece of hay to scrape at his teeth the young Goblin soldier leaned against the cold stone of the oven. He spoke to another like him and both had lent their short muskets against the building. His fellow was about to respond in the affirmative and agree that they were missing the war standing about here when their commanding officer rounded the corner.

"You a twoa what is dis! Attention, standa up!"

From under his shako Captain Aligobbo Breno glared at the two privates. He had a good mind to beat them with the flat of his sword but...that was no longer allowed. Marshall Bereforc had made the Goblins like their Orc brothers with hard and fast rules. No more what the Mad Queen had demanded and as a result the 18th was among the finest regiments of Wheeling-Turn's army.

"Keep eyes open. You know its important we here and we do good. We show those Orcs and furry Jocks that Al-Garvey fights well eh."

With an effort the Captain kept his voice level and his hand off the hilt of his sword. It was a dull assignment to be posted here remote from Lisabon watching for the enemy. This oven was due to be taken apart but had been missed. Soon the engineers would arrive though. Soon.

Perhaps some drill and a shooting contest would keep the soldiers keen and sharp. They had plenty of good Albion powder after all. Yes something like that.

The sun was climbing into the sky. Another quiet day it seemed.

THE SCENARIO OBJECTIVES

Welcome to a full sized scenario set in Urop during the Mordredian Wars. This 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.

18th Al-Garvey Line (One Section) A

Food. It is all about food for any army and indeed any living creature. As war rages across northern Al-Garvey many are hungry indeed. To prevent the Elves and their allies from eating every grain store, animal and importantly oven for the baking of bread has been destroyed or moved out of their reach. A lightning advance by the Lanciers Rouge has put one of the few active ovens within their reach. They must not capture it! Your goal is to drive the enemy off regardless of casualties. At game's end if even one of your soldiers is within 20cm of the Bread Oven you win.

1eme Legion de Nain (One Section) B

The General has ordered Legionaries to accompany his Lanciers to capture the Oven. The ride on the back of the Elf saddles was very painful but the horses have been left behind so you can sneak in close. Your aim is to support the Elves and to wipe out or force to flee the Goblin defenders. You can lose 50% of your Section.

Lanciers Rouge (One Section) C

Both section B and C belong to the same player (The Human One in this solo scenario). You have been ordered to capture the Bread Oven to ensure the Armees is fed in this land of stunted savages. You are doing this on foot to get close quietly. Sending your allies to the other side of the hill a two front attack is beginning. Drive off or kill the Goblins and capture the hill. Your section may take 75% casualties.





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. The playing area is dominated by a mighty hill and upon it another smaller hill. Next to it are two large fields, one with crop and one barren. Hay Bales sit on the dirt track at both ends. The House is the larger of the two buildings and the other is the Bread Oven which is on the higher hill. There is a Hand Cart and a Well plus three groups of trees (each tree is within 5cm of the next).

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 Aligobbo Breno of the 18th Al-Garvey Foot sets up his section at point A marked on the map. They all set up within 5cm of each other centred on the Section Leader.

Using the creation rules for Goblins as Infantry make up twenty characters all are Regular with the officer being experienced, four more experienced, eight average and all others raw. They are all 'regular' and armed with Goblin Regency Muskets with officer having a sword and standard pistol and Sergeant with Spontoon.

SOLO PLAY

This scenario is made to be a solo play game of Flintloque and as such the Silent Player as outlined in your game book will take the part of the Al-Garvey Goblins. They will play in 'defensive' and will not leave the hill. Firing upon targets when possible and defend the Bread Oven at all costs. Set up the Goblins upon the hill and array them in two groups either side of the Oven.

Kaptain Ger Von Shortenstaken of the 1me Legion de Nain sets up his section at B marked on the map and within 3cm of each other.

Major Etienne Partique of the Lanciers Rouge sets up his dismounted section at C marked on the map and within 5cm of each other.

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

Using the creation rules for Elves as Infantry make up eight characters all are Regular and 'Cavalry' type with three experienced and two average. They are armed with Swords and Standard Carbines. Section C.

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 and 5025 War in Catalucia for section creation.



GAME LENGTH AND PRESENT CONDITIONS

This scenario is time dependant and that means that there is a turn limit of 15 Turns. Play continues until one side achieves its stated objectives at which point it ends in that turn or when turns run out. 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 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!

Quick Surprise!: The Ferach have the element of surprise as they left their mounts a mile behind them and snuck into position to attack. This means in turn one no Goblin may move and no Goblin can fire until their activation in turn two.

The Bread Oven: In this scenario the Bread Oven is not active and is not hot. None of the characters in play have the tools or black powder to destroy this or any other building. Capture is the goal.

Climbing Hills: In the usual rules each Hill is one level tall in this scenario with the effort taken to climb laid out in the game book. If you prefer you can make the first hill a 'double' to give the defenders an advantage making it twice as hard to scale.

Hunger Driven: The Elves and Dwarves of the Ferach Armee are rather peckish when it comes to their nibbles. To this end any time what one of their characters sets foot in or is within 5cm of the planted field roll 1D10. On an even result they continue their actions but on an odd result they are overcome with hunger and spend their next activation pulling up vegetables to eat. A character will only do this once in the scenario but must test each turn they are in range of the field.

Pride and a Fall: The Bread Oven and the Goblin House may be climbed by the defender or attackers to gain a better firing position. This is not without its risks though. It takes once activation move to reach the roof. Once there all shooting gains a +15% Accuracy. But every character on a roof rolls 1D10 per turn and on a 1 they fall. This is fatal and the character dies. If a character is injured this roll increases to 1-3 on the dice. Melee combat on the roof is as normal and the loser falls.

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 the 5028 Bier and Bones game book and the 5025 War in Catalucia game book. To match up the sections you will need the following codes.

For the Al-Garvey Goblins the full unit of 20 miniatures in 53513-U 18th Al-Garvey Line and this will give you all you need. For the Elves you will need 51054 Elf Lancer Dismounted Command plus 51043A Dismounted Elf Lancer pack which is eight miniatures total. Lastly for the Dwarves for their ten characters 52523 Legion de Nain Line Infantry will give you their section.

In terms of non nature terrain we can provide 59546 Al-Garvey Goblin House and the 59541 Bread Oven plus 54502F Hand Cart for your table.

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



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.

I do not Valk!

You can make this scenario a bit more zany by adding in a single mounted Dwarf Officer on a Pummilig Pig (52506E). He refused to dismount when the attack was being set in motion. As a result he has made a lot more noise! The Quick Surprise optional rule is discarded. Instead the Goblins are astounded to see a fairly drunk Dwarf riding at them. They concentrate their fire upon him until he flees or is killed. The mounted Dwarf begins play within 5cm of the Dwarf section and will ride around the hill at top speed over and over.

TWO PLAYER PLAY

This is a solo scenario for Flintloque but it can easily be played normally by two players. For the Ferach Armee forces as before but give the second player the role of the Goblins. Their motivation remains the same but under Human control.

We hope you enjoy this scenario!



DESIGNERS NOTES

This scenario was delayed from the end of 2023 and we hope you like it now. The idea came from the first castings of the Goblin House. What if it was upon a hill and the Elves wanted it? This evolved into a quest for bread as hunger is universal. Making it solo play came from players requests and was a pleasure.

As normal the scenario was played through three times. Twice the Ferach triumphed and the third time the Goblins won. The key seemed to be timing the two pronged assault upon the hill. Getting both sections there at the same time counted for a lot making the Goblins split their fire. Adding in the drunk dwarf officer was a late thing and for chuckles..he can really muck up the Al-Garvey planning!

Lastly I do hope you like the 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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CREDITS

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