

WAR IN CATALUCIA

SCENARIO – SOLO OR TWO PLAYERS

FLINCLOGUE

BLACK POWDER FANTASY SKIRMISH

Ride Them Down!

Coronet Mildew Hervorc of the 2nd Dragoons carefully swung himself over and off the saddle and landed with practised ease in the dusty Catalucian soil. His horse Milly glistened with sweat and the sun was high and blazing in the sky. The morning's ride had been none to hard but the heat of the summer was taxing the young mare. Around him other Orcs dismounted and began to tend to their horses.

There had been no sighting of the Elves all morning and this watering hole in the seemingly endless dry scrub land was well know to cavalry who had been this way before. One by one the horses dipped their heads to drink the warm water which ran from a rocky outcrop. Another ten minutes and they would continue the patrol. A few more miles and then the patrol would back to the rest of the squadron. Not even a sniff of the enemy even through Orquin the exploratory officer had sworn that Marshall Sault was moving towards them with haste. The few Dark Elf locals in their hovels had shrugged, as they had want to do often, when asked if they had seen pale pointy ears lately.

Hervorc led his patrol and with him was Corporal Dunorc and a dozen Troopers. It was not the first time he had led such a reconnaissance but this time it felt rather odd. Nothing he could put his finger on. Just a feeling. He picked at his teeth and then felt for the five severed ears in his jacket pocket. There would be more chances to add to the total. The ears were dried out and in contrast to his dark mottled skin they were pale as snow.

Trooper Montequorc interrupted his thoughts and offered a half full bottle of fine Mudrid red wine to his commander. Hervorc took the proffered bottle with a smile. Rather against regulations but they were hardly the thick skulled foot clobbers.

"Thanks to you Montequorc most kind."

He handed the bottle back and took his telescope from its custom leather holster on Milly's saddle. He snapped the buckle open and took the brass telescope in

hand. Looking through the lens he scanned the surrounding landscape and saw nothing. Nothing moved in the blazing heat and the shimmer made it hard to focus on the distant slight rise which was as far as he could see.

"Fill your canteens. It will be a while before we see the wet stuff again. Don't take yer boots off Costorc; no time for your foot rot just now."

The feeling of unease continued to gnaw at Hervorc. Something was off. He knew it. His mother had a little latent Wylde Magicke in her bones and she always knew when he had been throwing stones at animals when he was a nipper. Perhaps he also had it..to know things others did not.

A minute passed and then another. The feeling would not go away. Hervorc wondered if he moved into the shade of the nearby trees he could get a better look through the telescope. He walked to the trees and put the glass back to his eye.

Far away on the rise there was still nothing. But he kept on looking. Seconds later a single figure on horseback appeared. Green jacket, tall and thin in the saddle. It was an Elf Dragoon. He raised his voice and called to his Orcs.

"The foe is at hand. Mount up. Let's have some sport before we go back to camp eh."

The feeling made Hervorc keep the telescope to his eye and levelled at the rise. It was just as well his mother has passed on the Magicke for had he not, as his Orcs mounted up nearby, he would not have seen what occurred next.

In the heat shimmer of the sun another rider joined the first Elf and then another and then five more. Soon there were fifty enemy Dragoons on the rise and then dozens more. This was no patrol it was an entire squadron!

"Chance of plan lads. Back to the red coats. Sharpish!"

As he regained the saddle Hervorc heard the sharp note of a bugle...





THE SCENARIO OBJECTIVES

This full sized scenario is set in the War for Catalucia setting for Flintloque and you must possess a 3rd edition game book 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 Grand Alliance

Playing as this side in a 'Pursuit' scenario your objective is to traverse the long span of the playing area TWICE without losing more than 50% killed in your section of troops (riders not mounts).

The Ferach Empire

Playing as this side in the scenario you are the attacker; cause as many casualties as possible. If you can kill more than 50% of the Grand Alliance section before they traverse TWICE the long span of the playing area you 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 places on a grassy field which counts as Clear for movement. Unlike most scenarios the terrain changes during play and this is dealt with in the scenario special rules.

The Grand Alliance section sets up with all characters within 5cm of each other on the left hand thin edge of the playing area (table is 180cm long moving forward). The Feach Empire does not set up for the first turn.

Generate ten Albion Orc characters riding Heavy Horses who are your section of 2nd Heavy Dragoons. Each character has a Sword and all but the section leader carry a Standard Carbine (he has a Standard Pistol). Determine the experience levels as normal.

Elves are the enemy in this scenario and a whole company of the 1st Line Dragoons are chasing the Orcs; but they are scattered and arrive piecemeal each turn. Each time a dice roll is made for arrival it is a typical mounted trooper on a light horse in single or multiple. An Armoric Elf of random experience level armed with a Sword and Standard Carbine.

GAME LENGTH AND PRESENT CONDITIONS

There is no turn limit in this scenario rather a distance is used for victory. The scenario can end sooner if one side or the other has obvious total victory or total defeat. 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 that it is during the day in full daylight. The weather is 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 are presented. You must implement the mechanics here alongside those in the game book and any 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!

A Pursuit Scenario: Unlike most games in this scenario the Elves 'pursue' the Orcs across the playing area as they try to escape the mass of enemy cavalry catching up with them. This is a Pursuit Scenario and in it other rules apply for the playing area and appearance of the foe.

Pursuit Playing Area: The game is set up as outlined and while it remains flat and mainly clear some terrain does appear. Randomly place six groups of four trees (each about 5cm apart) not within 20cm of another group as well as ten groups of four boulders which are man sized (each about 5cm apart) and at least 10cm apart into play before turn one. This is the FIRST TRAVERSE playing area. When a model leaves the opposite side of the playing area by moving over it they are placed to one side and marked for the turn they left. Once the time comes for SECOND TRAVERSE playing area it is set up as per the first with the difference that models are put back onto it in the order in which they left the first traverse by turn. This transfers the leading characters properly. This applies to both sides in the game.

Failing to Traverse: As play continues some characters will die or be injured or unhorsed and thus will fall behind others..which is deadly in a Pursuit Scenario. As more and more enemy will come into play each turn it is in the players interest to move fast. From the turn the FIRST Orc Dragoon leaves the first traverse of the playing area another two turns pass. After this ANY model (on either side) which has not exited the first traverse is assumed lost and out of the game. Make haste! You are being chased!

Aiding a Fellow: No one on foot can match the speed of a horse or riding animal. Leaving a comrade to the tender mercies of the enemy is dishonourable so a character may elect to assist a de-horsed or wounded ally. They must be within 2cm of each other and this may be done during a movement. Gaining the rear of the saddle is assumed to be automatically successful but..for every passenger the mount carries beyond its original rider it's movement rate is slowed by 20% rounding down.

Reloading on the Hoof: It is normal in games of Flintloque for mounted characters to be able to fire and reload their firelocks. This is the same in this type of scenario with these notes. Firstly a pistol and carbine may be reloaded in one turn while moving. Secondly any other larger sized firelock requires the rider to halt while reloading. However! If the horse is carrying another passenger who is not the rider they may load and fire a pistol or carbine EACH TURN as they have no other task to carry out.



The Enemy Appears: There is a huge screen of cavalry just out of sight and some of these Dragoons will emerge into the playing area each turn. As the game moves on the chance of it being more than one enemy at a time increases as the mass of enemy nears! In Turn One (before the Initiative Roll) as well as the second and third turns roll 1D10 and on a result of 1-6 a single Elf Dragoon enters play; on 7-9 it is two and on a roll of 10 it is three Elf Dragoons. Each enemy is a trooper on light horse with carbine. They enter play alternating the left then right side of the playing area level with the REARMOST Orc character (on horse or on foot but alive!). In Turn Four as well as turns five to eight make the 1D10 roll as before and on a 1-4 it is a single enemy, 5-8 it is two and 9-10 it is three Elf Dragoon troopers entering play. On Turn Nine and onwards three Elf Dragoons enter play each turn. This means the playing area will gradually get more dangerous for the Orcs.

The Elves act as normal with the aim of bringing down the Orcs. As outlined once the first Orc leaves Traverse One of the playing area two more turns pass before Traverse One is removed from play. This applies to the Elves as well. Any Elf Dragoons who leave the playing area in time chasing the Orcs are put to one side and noted in their turn number before being placed into Traverse Two as outlined already. Traverse Two will be WAY more dangerous for the Orcs!

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.

Orc Dragoons

The 2nd Heavy Dragoons are present in much greater force and will fight clear on FOOT! Create three sections of a total of 36 characters with two mounted sections and one on foot. They will attempt to escape on foot as normal. Note: Keep the Elf Dragoon appearance rules THE SAME for this option.

Where is the foe?

The Orcs are in luck and the Ferach rapsallions do not seem to be able to find their dashing patrol as it seeks an escape. Roll 1D10 each turn and on an even result no Elf Dragoons appear that turn. Note: This optional scenario change will suit for a less hectic version of the scenario or if you wish to try it on foot.

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 must play as the Grand Alliance side in the scenario with the solo play parameters applying to the Ferach Empire side. Use the solo player parameter AGGRESSIVE for the Elves and they will prioritise melee over ranged fire (making one shot when there is a 50% or greater chance to hit then not reloading) and make no attempt to form into groups or line. Each will be focused upon attacking individually the nearest live Orc.

They will ignore their own casualties to win.



54523 2nd Heavy Dragoons



DESIGNERS NOTES



This scenario is a distillation of many played over two decades. Pursuit is a fun hour or so of trying to escape a closing net. For the Orcs it is a choice of sticking together or fleeing; massed firepower and sword versus speed. The Elves are fewer but a bit faster. Carrying a downed Orc does slow the escape the keeping him alive is vital and the ability to load and shoot each turn can made a difference.

The reason I chose to spend a day testing and writing this scenario up now is that it is ideal for solo play. It is great to play on your own with any cavalry. In April 2020 none of us were able to get friends over or go to the club so solo play it is!

As always this was playtested three times and each time in solo play. I played the Orcs and won twice though it was close run the first time. Keep moving!

I hope you enjoy this scenario and as always we welcome feedback. Let us know how you got on. Thanks. Gavin Syme (GBS)

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 5025 War in Catalucia for the game rules.

In terms of miniatures you will need a full unit of ten mounted miniatures from [54523 2nd Heavy Dragoons](#) for your Orcs and if you wish to play on foot as well then look for [54013 Dismounted Dragoons](#) and other dismounted Dragoon codes which match up perfectly. The the Elf enemy the numbers of cavalry figures will vary as the entry of foes is randomised but in our play we used roughly ten to twenty riders. [51533 Elf Line Dragoons](#) with a full unit of ten and some extra troopers.

As noted if you have other cavalry in your collection you can use those instead. The photo on this page shows our stone [59010 Slaughterloo Monument](#) which suited the scenario well.

