

# Run while the Pub is Closed

# FLINTLOQUE

## SOLO SCENARIO

With a winnowing crack the musket ball blew chips of stone from the edge of the stone wall. Soldaten Bruste pulled his head back rapidly and then tentatively removed the small stone pieces from his braided beard.

*"Ze Rottes are closing in sir. Your orders?"*

Captain Krass considered his response. All around him the blue coated soldiers under his command were busy reloading their muskets or looking around for enemies. His sergeant was at the very solid looking door of this huge building his axe in both hands. Krass briefly wondered what had possessed the Dwarves of Fassbier to construct such a mighty public house on the outskirts of their town. Right now he was thankful they had. It would be a fantastic strong point and they needed that right now.

*"My order are such. Sergeant Luncke get that door staved in so that we may enter."*

The Captain gestured left and then right.

*"You four guard this wall corner. You five outward and watch for those damn pig fondlers. Ensure tight load and with care."*

Scouting ahead of the battalion his patrol had encountered more than they had been expecting. It was evident that the Baron Von Rotte himself had taken to the field and that Fassbier was his prize. Krass needed to report what he had seen. At least seven thousand Dwarves in the red and white of the legion converging on the town. Their own battalions were spread out not knowing which avenue of approach nor in what numbers this attack would come.

*"It shall not be long until more Nain bear the shooting and we are relieved. Sixth and Eighth companies are a scant two leagues from here."*

One by one the skirmishers carefully peered around the edge of the building and loosed a shot from their firelock. The enemy were still a good distance off but closing in. As he walked Captain Krass readied his pistol. It was his pride and joy and had been bought in Madabier from a gunsmith. A rifled barrel and pretty heavy the Yapsburg Hunting Pistol was rare in the little statts but it was effective.

From the opposite corner of the stone inn Krass slowly took a look at the approaching legionaries. As he expected they were all intent on the other corner and were firing as they moved forward. He looked for an officer or leading hero. Settling on a Dwarf shouting encouragement he levelled the pistol and squeezed the trigger. Krass knelt to get under the plume of grey smoke and saw that his target was on his knees his chest shot clean through. One less to deal with.

Carefully reloading the pistol the Captain considered his choices. Right now they had a good chance. The Rottes outnumbered his Nains but they were in the open and seemed less seasoned.

*"Captain! Huzzars!"*

That was all they needed. Krauss checked his pistol was secure in its holster and then shouted.

*"Sergeant get that door open now! Unless you want your beard shaved with a sabre!"*





## THE SCENARIO OBJECTIVES

Welcome to a full sized scenario set during the Monich Bier War. This is 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 Legion de Nain (One Section)

Playing as this side in the scenario your objective is to reach the closed inn or pub and to break down its door to gain entry. If you manage this with a quarter of your section still alive then it counts as a victory.

### The Von Rotte Legion (Two Sections)

Advancing towards Fassbier you cannot allow any enemies to evade your patrols and report to their superiors. Fight the foe and prevent them gaining safety in a stone building. You have infantry and cavalry at your disposal to do this. You win by killing three quarters of the enemy.

## 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. There is a shallow stream running in a meandering course from bottom left to top right of the playing area. It can be forged as rough going and is 5cm wide. There are ten groups of four trees (each tree is within 5cm of the next) and no group is within 20cm of another; split them evenly across the playing area. There are two broken down wagons each is 30cm from the pub building opposite corners. In the centre of the playing area is a stone building of considerable size and two levels. This is the pub and it has a foot print of 25cm by 25cm. It has four doors, one on each side, which are barred shut and will need to be forced open. There are several tumble down stone walls around the big building placed as player sees fit.

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.

Skirmishers of the Legion de Nain set up on the far long edge south of the playing area 5cm in and within 5cm of each other. The Von Rotte infantry section sets up on the opposite far long edge north 15cm into the playing area and within 5cm of each other. The Von Rotte cavalry section is not in play in turn one see Scenario Special Conditions.

Create your sections as follows. If you have an existing section which may be suitable for this scenario then consider using it. You will need a copy of 5028 Bier and Bones game book for section creation.

Captain Krass of the Legion de Nain has a section of twelve characters all of whom are Dwarfs and classed as Light Infantry. He along with two other characters are Experienced, six more are Average and three are Raw. Krass is armed with a Yapsburg Hunting Pistol (pg89 5028), his sergeant has an Axe and all other characters have a Dwarf Musket MkII.

Major Pfiffle leads a section of ten Dwarfs of the Von Rotte Legion they are classed as regular infantry with he and one other Experienced and the rest are Raw (new troops). The major has a sword and standard pistol with all other characters armed with a Dwarf Musket MkII.

Captain Ustrate commands a section of five Von Rotte Legion Hussars who ride Pummilig Pigs and are armed with swords. Determine experience levels as normal for this spread of Dwarfs.

## 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 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!

**Late Entry:** Captain Ustrate is not on the field of battle when play begins but he is approaching fast! At the start of turn two roll 1D10 and on a result of 8+ the cavalry arrive. At the start of turn three a roll of 6+ will see arrival and arrival is automatic on turn 4 beginning. Set up the section on the same playing area edge that the Legion de Nain began. They will be within 5cm of each other and once in play are subject to the objectives of the scenario.

**Barring the Door:** There is no plaque above the doors of the barred up pub so we do not know its name but we do know that within its walls safety resides. From windows and roof its defence will be simplicity itself. Each door is 3cm wide and has a heavy wooden door. To break down a door takes two turns of effort for a Dwarf. If the Dwarf has an Axe it takes one turn with entry in both cases in the next turn. A Dwarf enters by passing through the door and is removed from play. Any Dwarf inside the pub may fire their weapon in the next turn in any direction stationary for modifiers without being fired upon by the enemy. When the last Legion de Nain enters or dies the game ends.

**Panic Boost:** Captain Krass is an excellent officer and well respected and as a result he can motivate his soldiers once per game to put on a burst of speed. Every member of the section may add their 'slow march' rate of movement to the rest of their chosen rate of movement with no penalty of any type.

**Bar Maid Blues:** When a door of the pub is broken down there is a chance that an enraged bar maid might burst forth and lay into the vandal who has done the damage. Roll 1D10 and on a 10 this occurs. Use 52017 (young maid) and she will prevent that Dwarf from entering. None will harm her but each turn the nearest Dwarf will be prevented from entering. Perhaps they should have bought a pint eh!





## 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 & Bones game book for Flintloque as well as the playing area with all abandoned wagons from our 28mm Black Powder Terrain range. Use a full unit of 52525 Legion de Nain Skirmishers for Captain Krass which will give you twelve miniatures (in poses as above). For the other side 52514 Von Rotte Line which is ten miniatures plus 52520 Von Rotte Hussars for the five cavalry. All of these miniatures are greatly useful in the Bier War setting as well as in the Witchlands and Catalucia too.

## 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 the normal campaign and must be treated separately.

### Come on Lads Run!

You can make this scenario much bigger by doubling the troops involved and this makes for a far more intense game of Flintloque. We do recommend considering making the additional Legion de Nain under the control of the 'silent player' or a second player. Another section of twelve 52525 Legion de Nain Skirmishers who begin play 20cm from the pub and can gain it and provide support during play. The Von Rotte infantry section is raised to twenty miniatures and the cavalry enter automatically on turn two. Be aware this makes the game harder for the Legion de Nain player.

## SOLO PLAY SCENARIO

This is a solo play scenario for Flintloque and it is intended that the Human player takes the roll of Captain Krass and his light company from the Legion de Nain. 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 Von Rotte infantry is to advance upon the pub at best speed. They will not take a shot at the enemy until they reach 15cm from the pub and will attempt to enter close combat to prevent entry to the pub. They are classed as 'Aggressive' in the solo play mechanics. When the infantry reach the pub they will switch over to being 'Defensive' in actions.

The Von Rotte Hussars upon entry to the playing area will be treated as 'Aggressive' in the solo play mechanics. They will attempt to close to sabre range with the enemy and make cuts upon them.

We hope you enjoy this scenario!



## DESIGNERS NOTES

*It is the summer of 2021 and the world is still far from returned to normality and while my personal workload is now easing once more I am greatly happy to be able to say that Alternative Armies has weathered the storm. I have done little writing in the last year which is about the longest creative writing gap since I left university in 2002!*

*Run while the Pub is Closed! A purpose written solo play scenario to kick off the Bier Wars alongside the brand new Legion de Nain miniatures. It is a race type scenario with enemies pressing in from both sides and a time variance chance of the second section arriving. I play tested four times (typically I do it three times) and dialled in the forces and distances. I won three times and lost on the forth.*

*It is perfectly possible for the Legion de Nain to win. They have the advantage of being light infantry and on the whole they should run as fast as possible for the pub rather than slowing to engage the enemy. Though the cavalry can close the distance quickly this is secondary to being stopped from reaching the building by the Von Rotte infantry. Good luck!*

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## CREDITS

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