

BIER & BONES

MICRO SCENARIO – SOLO OR TWO PLAYERS

BLACK POWDER FANTASY SKIRMISH

Stick it to the Dogs!

Mist curled and hung about the silent dripping trunks of the trees. It was an eerie mist which acted with something of its own mind. The rain had finally stopped during the night and now that the sun was rising once more it cast rays among the trees and glistened from the water falling from their branches and leaves. Water also ran in rivulet from the thick canvas sides of a single tent.

A furred hand pushed the sodden flap of the tent aside and a bleary eyed Dogman hauled himself out and onto his feet. He was one of eight soldiers who had pitched their tent in the forest as night fell and the rain came down. They had done so in haste having been separated from the rest of the marching column and wishing not to spend the night out in the open.

Private Van Barkin stretched and looked around. The forest was not inviting at all and seemed to close in all around. Mist wrapped his ankles and moved to his knees. Despite being in the tent he was still wet and he shook himself hard sending droplets in every direction. As he was the first awake it would fall to him to heat water and make ready for eating once the others were woken. It had been a hard march and the silent trees gave nothing away about others nearby.

Van Barkin made sure his carbine was secure on his shoulder and walked away from the tent towards a particularly ugly and gnarled tree nearby. He stopped at its base and undid his breeches. In a stream of relief he played the flow across the ancient trunk.

As he finished a sound made his ears perk up. It was near. It sounded like branches breaking but deeper and slower. A steady creak that continued and grew louder. Van Barkin stepped back and began to do up his buttons. Something was approached. Perhaps a towed gun but in this dense forest that made little sense. He sensed he was being watched and suddenly the sound fell into place. The tree in front of him was moving!

Branches clumped and wend together into arms with reaching wooden fingers. It towered over the Dogman and as the tree moved its trunk split into an opening mouth. Van Barkin stumbled as he moved backwards but training took over and he brought his carbine around and aimed at the tree. With a sharp bang and a thump the lead ball smacked into the tree and the other Dogmen woke with a start.

THE SCENARIO OBJECTIVES AND FORCES

This micro scenario is placed in the War for Urop 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 game rules for a living tree as well. Some scenarios have pre-set forces and others allow you to use the game books to create a section or to import your own custom created Flintloque section of characters. For this scenario:

Dogmen of Pudigrochumberg

Playing as this side in the scenario your objective is to fell the Wylde Magicke tree demon and to have 25% of your section left at the end of the game. Use the Beir & Bones book to create eight Dogmen light infantry armed with carbines or air rifles with typical spread of experience levels. Grenades are not allowed.

Wylde Magicke

Playing as this side in the scenario you are an animated ancient tree which has awoken and is determined to kill those who have entered your woods. If you kill 75% of the enemy or force them to flee you win. See special rules for the scenario for this force.

THE SET UP

The scenario takes place on a square playing area which is half standard size at three feet (90cm) by three feet (90cm) which is best suited to a flat table. This scenario takes places in a forest which counts as Clear for movement. There are nine small groups of four trees all randomly placed. There is one tent in the centre of the playing area. Players take turns placing terrain at random or if playing solo the living player places tree groupings.



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 before play commences with the first turn. Setting up your miniatures for this scenario is as follows.

The Dogmen of Pudigrochumsberg set up their section in the centre of the playing area within 15cm of the tent and with no character more than 5cm from any other.

The Tree Demon appears selected from any tree on the playing area which is at least 20cm from the tent. This is done AFTER the Dogmen set up as it is a surprise. If playing solo select and number ten trees and roll 1D10 to see which it is.

GAME LENGTH AND PRESENT CONDITIONS

This scenario is not time dependant scenario and that means no turn limit imposed upon play. The scenario will end 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 as follows. During the whole time of this scenario it is very early morning and it is misty. Use these rules for foul weather taken from 5027 Grapeshotte Expansion for Flintloque.

Low Light Skirmish

At times just before dawn and after dusk OR at night when the level of light is sufficient to see by (moonlight) you should apply a -20% modifier to all firing made against targets who are not standing in a lit area when no modifier is applied. All movement rates in areas not lit are reduced by 25% so as to be safe and avoid tripping or falling. Movement at normal rates is allowed by if this is attempted roll D10 and on an even number the character falls and is prone for the rest of the turn.

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 book and expansion book that apply. Where they overlap the mechanics of the scenario take president position. As always use common sense and if in doubt toss a coin...a Kyng's Shilling of course!

Tree Demon: The star of this fun scenario is a Wylde Magicke relic of a bygone age of Valon; an animated ancient tree. Possessed by malign spirits it is a powerful foe. In play it has the following statistics.

Race	Movement Rates in Centimetres (cm)				Combat Statistics			
	1 Double March	2 Quick March	3 Slow March	4 Half-Step March	Steady	Wounds	Discipline	Melee Modifier
TREE DEMON	18	13	8	4	6	10	3	2

It is a tough foe and fears little. A Tree Demon never takes a shaken token and has no morale to speak of. It will seek to drive mortals from its forest at all times.

If using the solo play rules it will attack the nearest enemy at best speed possible. While it fears fire it is a wet and misty morning so no fires will burn. It has no ranged attack. If playing solo the silent player always takes the part of the Tree Demon.

A Dewy Dampness: War cannot always be undertaken in perfect conditions and as a result of the mist and damp in the forest there is a chance firelocks will not function properly. Each time a musket or pistol or such using black powder is fired toss a coin. There is a one in two chance of a misfire. Misfires are in the pan so it is a one step reload to ready the next shot.

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 can back fire and be a really, really big challenge. You have been warned.

The Forest is Alive Man!

Tree Demons are seldom alone. At the start of each turn after turn one roll 1D10 and on a 9 or 10 another Tree Demon comes to life and attacks. It may be any tree on the playing area but it may not be a tree which is within 15cm of another Tree Demon. Each new Tree Demon has the same motivations and is controlled by that player.

A Patrol Passing

Instead of one tent there are three since the Dogmen have been joined for the night by a small patrol of light cavalry. These will be Dragoons or Hussars. Create three Dogmen cavalry of average experience on light horses armed with swords and pistols. These are the Pudigroan player's to command.

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 5028 Bier & Bones for the game rules. You will need [56588 Rache Carabiniers](#) and [VNT15 Tree Demon](#). You can also use some of our [28mm Napoleonic Scenics](#) for the tent as seen in the pictures in this scenario.



DESIGNERS NOTES

This scenario was written at home during the 2020 Lock Down in Scotland. It was played solo three times by myself (no visitors of course). A rather odd scenario in which the 'whack' of lead balls striking wood is to be heard. Tactics..well the Tree is one tough creature and like a Trolka nothing short of a cannon will lay it low quickly. Volley fire and stay out of reach is my advice. Split your section into two and force the Tree Demon to follow one group only.

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

