Tax and the Hounding



THE SCENARIO OBJECTIVES

Welcome to a full sized scenario set in Urop during the Mordredian Wars. This a scenario which is suitable for novice or experienced players. As always note that the objectives of this Flintloque scenario are simple but there are exotic rules during play which you should take note of before commencing.

26th Orc Dragoons on Horse (One Section) A

Your mission has been to protect the Tax Collector and the Couch in which he has been transported and to cross the playing area. This has become more complex as having caught up with Fartinelli the Todoroni is keen on being taken back by Ferach troops. Your goal in this scenario is to keep possession of the Todoroni Singer, to keep the Tax Collector alive and to prevent the loss of the Coach by enemy action. Your goal is to leave the opposite table edge by end of turn 10. You can lose 75% of your Section and still claim victory. Player A has this section.

26th Orc Dragoons on Foot (One Section) B

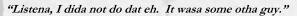
A detachment of Dragoons without their mounts was assigned to the Coach along with its driver and footman. You are the guards of the Tax Collector and by extension the troublesome Toad. As with the mounted Dragoons your goal in this scenario is to keep possession of the Todoroni Singer, to keep the Tax Collector alive and to prevent the loss of the Coach by enemy action. You can lose 75% of your Section and still claim victory. This section includes the Tax Collector, Coach Crew and Fartinelli at play commencement. Player B has this section

3rd Von Mohnblume Line (One Section) C

High command has given you a mission. Get the singing Todoroni back. Do not allow him and his escort to escape you in the woods. You may not be fast but you have the drop on the Orcs as you straddle the road. Capture the Todoroni but do not harm him. You may lose all but one of your section but win if you have Fartinelli at plays end. Player C has this section.

3rd Von Mohnblume Skirmishers (One Section) D

Send off from the main company the skirmishers lay in road blocking ambush as a first line of deterrence. In play your motivations are the same as Section C with the same victory conditions. Player D has this section.



Elaborately ruffled cuffs moved in time to Fartintelli's words. His demeanour was of one who was hurt by false words. Of one who could not possibly be guilty of any crime no matter how small or insignificant. Unfortunately for the famous opera singer he was conversing with an agent of his Britorch Majesty's revenue and customs and that agent did not believe a word that came from his slimy mouth.

"We know who you are Fartinelli. We know it was you and we know it is you. Even this recently posted bill shows you. You owe and I am here to take you back to Albion to shake coins lose from your breeches."

A tattered frock coat and hat clad the Hob Goblin but his eyes gave away a fierce intellect and that was locked upon his target. For two weeks the collector of taxes owed and his escort of dragoons had been in pursuit of this non payer and now they had him. All that remained was to get Fartinelli to the coast and aboard a frigate to carry him to Londinium and the courts.

Captain Alfred Crudorc gestured to the agent to get the Todoroni aboard the coach so that the journey could begin. There were enemy in this forest and though the dragoons were in strength the road was rutted and narrow. Progress would be slow. He straightened in his saddle and spoke.

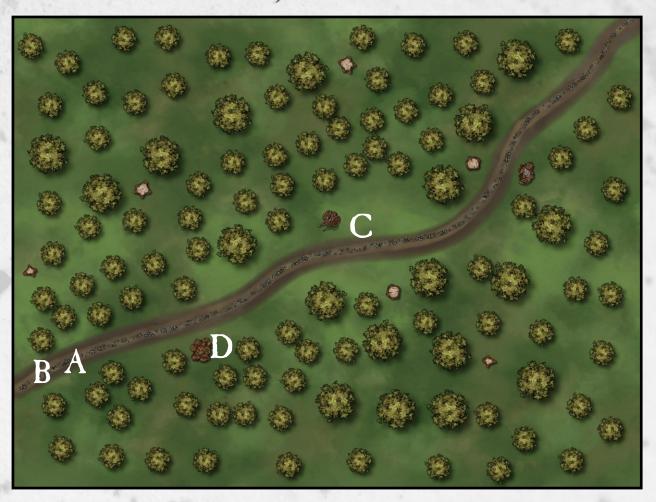
"Jobsworthorc you have your quarry. Let us be about our business in making haste for the aea. This road shows evidence of a column march. Those troops cannot be far off."

Fartinelli climbed aboard the coach making sure his quaffed hair did not catch on the wooden frame of the door. Perhaps an opportunity to escape would present itself. Certainly there was no chance he could charm the hatchet faced Hob Goblin into any sort of arrangement and the Orcs were loyal dullards as all their race seemed to be.

At a nod from the mounted Captain the cavalry rode to the front and the coach slowly and with mighty groans and creaks followed them. Its great wheels turned and mud fell from them. Horses straining the small convoy made its way into the trees...







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. A well used dirt road runs across iplaying area from lower west to higher east exit. There are no hills but an open clearing with a cart in the centre of the playing area. There are a great many trees evenly placed on the playing area with none of them within 5cm of the dirt road (which is 8cm wide) and a gap of 5cm to 10cm between them. There are a dozen or so randomly placed tree stumps in the woods as well.

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.

Sections A and B set up with the Coach to the rear and section B entirely embarked upon it. Section A commanded by Captain Crudorc lines up on the road within 5cm of each other.

Section A. Using the creation rules for Albion Orcs as Light Cavalry make up ten characters all are Regular / Cavalry with the officer being experienced, two more experienced, three average and all others raw. They are all armed with Swords and each has a Standard Carbine plus the Officer has a Standard Pistol.

Section B. This section contains a Londinium Coach (see special rules) as well as A Hob Goblin Tax Collector (see special rules) and Fartinelli Operato Supreme (see special rules) plus ten Albion Orcs. These ten characters are dismounted Infantry which in this scenario means Regular with the officer being experienced, one more experienced, three average and all others raw. They are all armed with Swords and each has a Standard Carbine plus the Officer has a Standard Pistol.

Section C under the command of Kaptain Furstwurtazen of the Von Mohnblume sets up his section anywhere within 15cm of the centre of the playing area and within 3cm of each other.

Section D under the detached command of Korporal Klempt sets up within 15cm of the road and behind a pile of broken barrels and crates. They are within 5cm of each other.

Section C. Using the creation rules for Dogmen as Infantry make up twenty characters all are Regular with the officer being veteran, four experienced, seven average and all others raw. They are armed with Dwarf MkII Muskets as well as a Halberd for the Sergeant, a Musician with Drum and the Officer has a Sword and Standard Pistol.

Section D. Using the creation rules for Dogmen as Infantry make up ten characters all are Light Infantry type with the officer being experienced, one more experienced, three average and all others raw. They are armed with Dwarf MkII Muskets and the Officer has a Sword and Standard Pistol.

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 5028 Bier and Bones game books for section creation. 5027 Grapeshotte is also useful.







GAME LENGTH AND PRESENT CONDITIONS

This scenario is time dependant and that means that there is a 10 turn limit. Play continues until one side achieves its stated objectives at which point it ends in that turn; or until 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!

Get Across the Table: This scenario is time dependant the Orcs have a schedule to keep to. Keep this in mind during play if you are the Orc player or players or you assign the 'silent player' to these sections.

The Londinium Coach: A mighty vehicle and transport of the notables which in this case is the Tax Collector, his Orc escort and Fartinelli. Refer to 5107 Londinium Coach Booklet for its rules in play and that of its two crew. Or refer to 5027 Grapeshotte book for the same. The Coach Driver is section leader and will not leave the vehicle.

Fartinelli the Singer: A very talented Todoroni and he knows it. A lover not a fighter you can get his game statistics in the <u>Todoroni Characters Summer 2023</u> free download or refer to our website. An Orc Dragoon must remain within 5cm of the Toad or he will run for the nearest Dogmen and seek their protection.

Jobsworthore the Tax Collector: A mean spirited Hob Goblin with no sense of humour he has finally caught the evasive singer and means to take him to a Royul Navye ship and back to Greate Britoren to answer for the funds and ladies he has skipped out on. Create a Hob Goblin civilian who is unarmed and will remain within 5cm of Fartinelli at all times.

Hobbled Mounts: During the Mordredian Wars it is not always possible to ensure the proper shoeing of animals. At the start of the game when each Orc Dragoon in the cavalry section activates make 1D10 roll for each character. On a result of 1 that mount is hobbled and may only move a 50% of its normal movement rates. This DOES NOT apply to the Coach Horses.

Let's Go a Carting: There is a hand pulled cart in the playing area's centre and it is in possession of the Dogmen. They may, using two characters, pull it at the rate of 10cm per turn onto the road and use it as a makeshift barricade. If they do this then it will take six actions by any character(s) in total to destroy it. The Coach cannot enter rough ground and the driver will not attempt to ram the cart.





PLAYTEST GAME MECHANICS

(Only use the following rules in play if all players agree and note these are not fully tested mechanics)

Setting up for a Volley: In Flintloque characters fire their muskets as individuals while in Slaughterloo the volley of a battalion is an abstract of hundreds of muskets. During this scenario it is possible for Section C of the Dogmen to attempt a musket volley.

Ten musket armed miniatures (Infantry, Regular type) must be in base to base contact in a line when the first of them activates. This activates all ten miniatures in one activation. This is the activation for all in the line. Arc of fire is to the front plus 20 degrees to the left or right of the front arc. Ranges are as normal. Chance to hit and modifiers are taken from the typical miniature in the line up (if most are average then average etc). All weapons are per his weapon. The target is a corridor as wide as the line of miniatures. When firing all muskets fire. Take EVERY miniature in that corridor of fire, beginning with the nearest and see if they are hit. Use the range etc to this target to see if they are hit etc. This can be done up to four times for the closest enemy, then three for next nearest, then twice for next nearest then once for all subsequent distanced enemies. Once all ten shots have been accounted for the volley is over. It is possible for shots to go out of range and or hit nothing.

RECOMMENDED MINIATURE CODES

While you are free to use any miniatures in your collection for this scenario we d have a recommended list of codes if you wish to field the forces as intended. To match up the section you will need the following codes.

For the Albion Orc side sections you will need 5107 Londinum Coach with its crew. You will also need 56140 Fartinelli Todoroni Singer plus 53016 Hob Goblin Miser (to act as the Tax Collector). A unit of ten 54523 2nd Heavy Dragoons which will give you Section A and a unit of twelve 54524 2nd Heavy Dragoons Dismounted for Section B (with two spare) plus 54053 Orc Dragoon Casualty is useful in play.

For the Dogman side sections you will need 56595 Von Mohnblume a full unit of 20 miniatures for Section C and a skirmish set of 10 miniatures of that same code for the skirmishers of Section D.

In terms of non nature terrain we can provide 54502F Hand Cart or you can use 59524 Abandoned Goods Wagons if you already have them from your 5024 Escape the Dark Czar scenarios in the Witchlands.

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.

Damn it gets Boaring

You can make this scenario much harder for the Orc player(s) by adding in a fifth section composed of five 52530B Legion de Nain Dragoons on Boars. Generate the section of Dwarves as normal armed with Swords and Standard Carbines. They begin at the far end of the road and move towards the centre of the playing area to aide the Dogmen and to block passage of the Coach.



If you feel that the odds are not fair for the Orc player(s) then you can swop out the Orc Dragoons on Foot from Section B and replace them with five K.G.L Ogre Line soldiers. These are from 56120 K.G.L Line and armed with Ogre Bessie Muskets. Big muscle!

SOLO PLAY

This is a two to four player scenario for Flintloque but it can easily be played by one player against the solo play engine. The Human player takes the role of the Orcs, both their sections; as their actions are more complex. The other 'players' being acted out by a 'silent player' that being the bolt on mechanics for solo play found in all Flintloque game books takes the part of the Dogmen.

Here are the parameters for this scenario played solo.

When play commences the motivation of the Dogmen is to prevent the Coach from crossing the playing area and leaving the table. They wish to stop this and to capture the Todoroni Singer back from the Orcs without harming him. As a result they will put the hand cart in the road and their skirmishers will attempt to whittle down the first riders to pass them. They will use ranged fire and reload at all times unless an enemy on foot is within 10cm for a melee attack. The skirmishers will follow the enemy as they pass them and the main Dogman force will remain in the road.

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

We hope you enjoy this scenario!



I wrote this scenario during a few days off regular work due to an attack of gout (yes, I know very Napoleonic!). While laid up I had an idea about a lothario lover and those he owes money to. How to track him down and get him back to see justice. This is the result. Adding to Flintloque themed July 2023 and the free Toad Singer offered in that month.

So in play how do you best fair against the foe? If you are playing as the cute Von Mohnblume then (try out the volley test mechanics) block the road and get your lads on it too. You cannot keep up with the Orcs so you stop them. Keep the skirmishers off the road and fire as the enemy passes then follow them to try and catch in the rear. As for the Orcs it is haste which pays as there are only ten turns. Use the horse riders to clear the way and keep that Coach moving.

We ran this game four times (three with two players and once solo) and the results three times were that the Dogmen won. It all came down to the hand cart. I wish you better fortune. For Kyng Gorge!

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GBS 2023.



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