

# FLINTLOQUE Reloaded

## BY THE SHIMMERING SEA

or

"Three Orcs in a Boat (To Say Nothing of the Dog)"

*"Well blow me down and gouge out me eye if them ain't pansy elves in them girllly uniforms yonder!"*

- Marine Jack Tarr

Scenario for Flintloque Reloaded (for two or three players) **CHFscCD4**

**Todoroni Rebels and Orcs of Albion** versus

**Ferach Elves and Todoroni of Nepolise**



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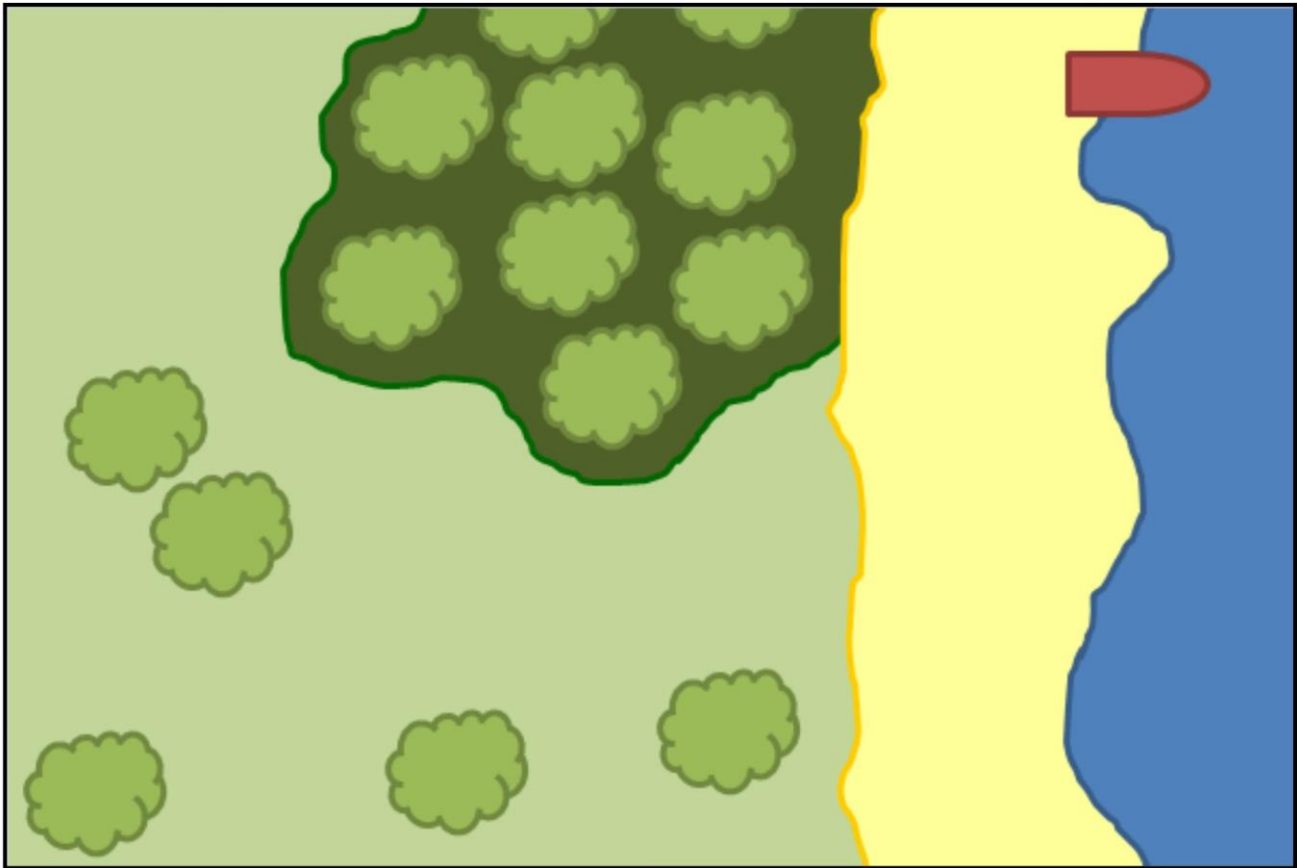
For some time now Cra Diavolo has been cooperating with the Royal Navy of Albion to orchestrate a landing of Orc Marines on the coast of Nepolise. A few days ago a group of Royal Navy scouts came secretly to meet with the rebels and verify the feasibility of the action plan. After various surveys and sweeps carried out with the rebels, it was time for the Orcish emissaries to rendezvous with the ship responsible for their recovery.

A group of Cra Diavolo's brigands escorted the Orc Marines to a small hidden beach, where the rendezvous with the ship was to be made. Unfortunately, a patrol of King Tadio Polo's soldiers came to the spot quite by accident, putting the entire operation at risk. The King's troops had actually picked that isolated cove for a spot of relaxing water sports after the long patrol march.

Both sides were quite stunned by being faced with an unexpected enemy and soon the black-powdered weapons began to make their eerie roaring voice heard. Certainly the King's soldiers could expect furloughs and perhaps promotions if they could capture or eliminate orc spies, while the rebels must make sure that nothing happens to their precious allies that could irreparably harm Cra Diavolo's relationship with Great Britorcan.

**PUOI SCARICARE GRATUITAMENTE L'ESPANSIONE CHF7 PER GIOCARE CON  
CRA DIA VOLO E I SUOI BRIGANTI DAL SITO DEL CHIMERII HOBBY GROUP!**

# Scernaio Map



The playing area measures approximately 150 x 70 cm. The left side of the table is considered sparse woods, except for the clearing which is instead undergrowth and dark green area that is dense forest. Moving on the beach involves a column modifier to the left for movement.

The Orc Marines and their Todoroni guides must be placed in the clearing in the top left corner of the game table.  
The forces of the Napolise and their Ferach allies must be placed on the beach, within 2 cm from the side of the table opposite to where the boat is located.

## Scenario Objective

The Orc Marines must embark on the boat and cast off, while Cra Diavolo’s Todoroni keep the enemy troops occupied. The forces of Napolise must instead prevent the Orcs from escaping by sea.

Game Length:  
The scenario lasts 12 turns or ends immeidiatley when eittther side achieves their objective.

Victory Conditions:  
If either the Major or the Lieutenant makes it to the boat and escapes the rebels win the scenario. Otherwise the Napolise player is the victor.

# Scenario Forces

## The Rebel Contingent (Todoroni Little and Orcs of Albion)

### I Brigands

Gino Pisello (Todoroni Little Experienced)	(Guerilla)	Standard Blunderbuss	22 Points
Marino Ragù (Todoroni Little Average)	(Guerilla)	Standard Musket, Bayonet	18 Points
Cesarino Cavacecio (Todoroni Little Average)	(Militia)	Fowl Gun	16 Points
Vanni Tortello (Todoroni Little Raw)	(Guerilla)	Standard Carbine	18 Points
Taddeo Zucca (Todoroni Little Raw)	(Irregolare)	Standard Musket, Bayonet	17 Points
Mario 'o Zappatore (Todoroni Little Raw)	(Militia)	Fowl Gun	14 Points

### I Orc Marines

Major Commodore (Orc Experienced)	(Marine)	Barfry Corsair Pistol, Sword	36 Points
Lieutenant Osprey (Orc Average)	(Marine)	Orc 'Sea Bessie' Musket, Halbard	34 Points
Marine Jack Tarr (Orc Average)	(Marine)	Orc 'Sea Bessie' Musket, Bayonet	29 Points

Total Unit Strength: 6 Todoroni Little and 3 Orcs: 204 Points.

## The Nepolise Troops (Todoroni Little, Todoroni Big, and Ferach Elf)

Lieutenant Teresio (Todoroni Little Experienced)	(Regular)	Ferach Pistol, Sword	20 Points
Caporal Alfione de Borio (Todoroni Big Average)	(Regular)	Ferach Musket, Bayonet	21 Points
PrivateVa/predo (Todoroni Little Average)	(Regular)	Ferach Musket, Bayonet	16 Points
PrivateLattanzio (Todoroni Little Average)	(Regular)	Ferach Musket, Bayonet	16 Points
PrivateGuasto/fa (Todoroni Little Raw)	(Regular)	Ferach Musket, Bayonet	14 Points
PrivateTaburzio (Todoroni Little Raw)	(Regular)	Ferach Musket, Bayonet	14 Points
PrivateNoce/lo (Todoroni Little Raw)	(Regular)	Ferach Musket, Bayonet	14 Points
PrivatePisquano (Todoroni Little Raw)	(Regular)	Ferach Musket, Bayonet	14 Points
Caporal Toilette (Elfo Ferach Average)	(Regular)	Ferach Musket, Bayonet	21 Points
PrivateDepardieu (Elfo Ferach Average)	(Regular)	Ferach Musket, Bayonet	21 Points
PrivatePremaman (Elfo Ferach Raw)	(Regular)	Ferach Musket, Bayonet	17 Points
PrivateTresjolie (Elfo Ferach Raw)	(Regular)	Ferach Musket, Bayonet	17 Points

Total Unit Strength: 7 Todoroni Little, 1 Todoroni Big, and 4 Ferach Elf, 205 Points.

# Scenario Special Rules

## Every Orc For Himself!:

Only the Albion Orcs can use the boat. Once at least one Orc is in contact with the boat, it can put it at sea for ½ action and then boarded using another ½ action. To move the boat an occupant must commit to row and during the turn can not do anything else.. Any other Orc on board can shoot at enemies, with a TWO column modifier to the right due to the boat's movement

For every turn where someone is rowing, the boat moves 10 cm away from the coast line. The Royal Navy ship is anchored at 40cm distance from the beach, so it takes four complete turns to reach it and, in the next turn, the occupants of the boat can board. If this is the case, they are considered as safe. If the Scenario ends with one or more Orcs on the Royal Navy ship, the victory goes to the Rebels.

Once at sea, the boat can be attacked by Nepolise soldiers only with black powder weapons. The orcs on board enjoy some cover. so the attackers fire with a one-column shift to the right.

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