

FLINTLOQUE RELOADED

The Devil's Roost

or

"When the going gets tough, the tough
get going"

*"Messieurs, today you have the opportunity to make a great service to our country, or to die
in the attempt."*

- Generale Champignon

Scenario for Flintloque Reloaded for two, three, or four players) CHFscCD3

Todoroni Rebels against Ferach Elves and Todoroni of Napolise



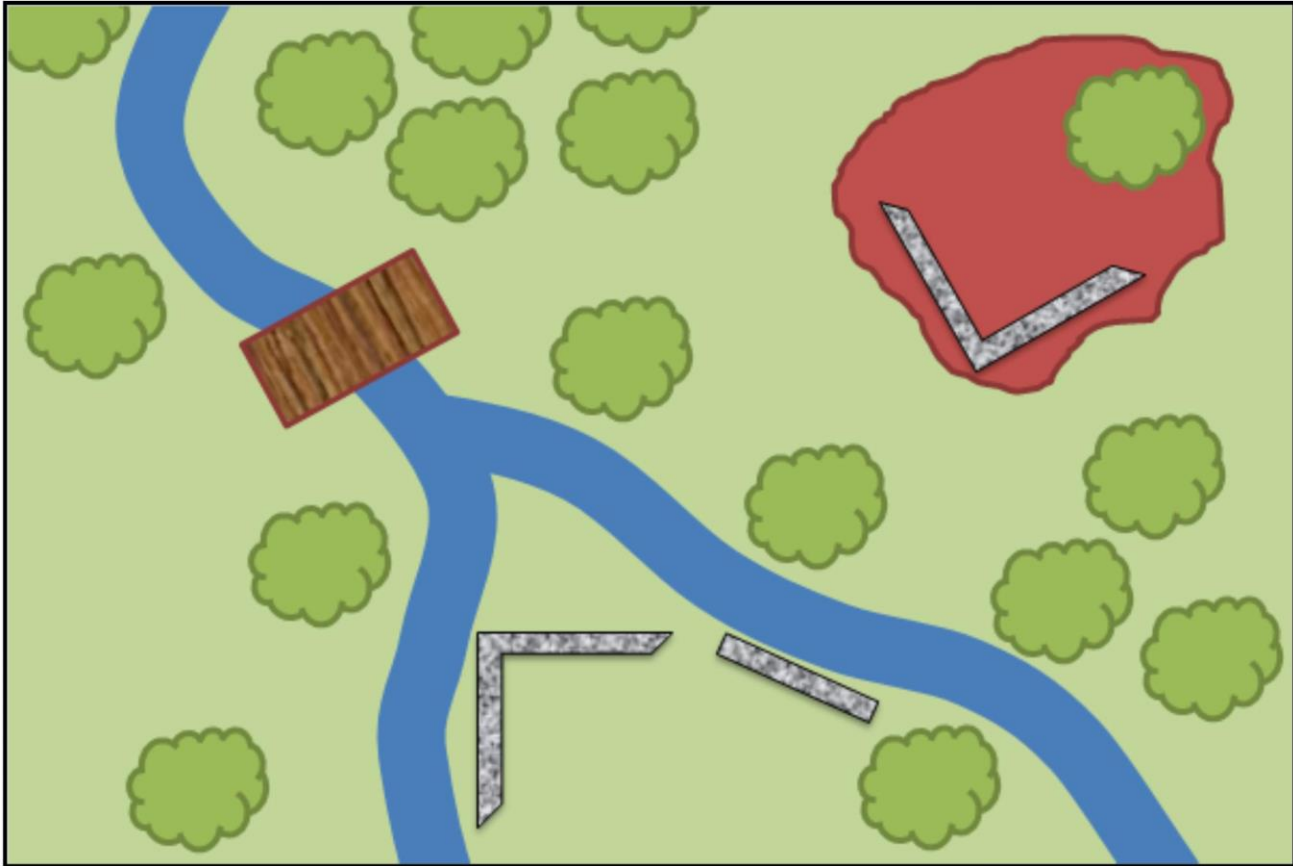
CHIMEIRAE

The Napolise and the Ferach Elves have joined forces against the common enemy. From Armorica came no less a fighter than General Champignon, his skills forged on half the battlefields of Valon, now heading a contingent of mixed troops, both Napolise and Ferach. The mission is to find the hiding place of the brigands and to end once and for all the threat that they represent to the stability of the Kingdom

After a few weeks of selection and training, the General has finally chosen the soldiers who will accompany him. With an iron fist, and showing no mercy the Imperial troops have extracted information from the peasantry. The noose around Cra Devil has become increasingly tight and many of his toads have been killed or captured in the course of various skirmishes.

A gang of rebels has found shelter at the Devil's Roost, among the rugged mountains and wild forests of Nappoly. But Champignon and his soldiers succeeded in following their trail, and now they are preparing to launch a final attack against the brigands' lair. It seems that the time has come for a reckoning and that Cra Diavolo has found a worthy opponent!

Scenario Map



The playing area measures approximately 150 x 70 cm. The entire table is considered open ground. The river can be forded anywhere, while crossing the bridge does not reduce movement. Ruins are considered as low obstacles.

The Todoroni of Cra Diavolo must be placed in the bottom area between the two streams. However, they can have up to three characters on the left side of the table, beyond the river. The Imperial troops of General Champignon are divided into three columns. The first to be deployed on the hill. The second should be placed on the left side of the table, beyond the river, within 2 cm from the top edge. The third comes into play as reinforcement from any point on the top of the table to the right of the river.

Object of the Scenario

This is a fight to the death. The time for daring escapes and strategic withdrawals has passed. Both sides aim to inflict as much damage as possible on the enemy.

Duration of the game:

The scenario lasts 10 Turns or ends when one of the two sides has been eliminated from play.

Victory Conditions:

The victory is awarded to the Army that has caused the largest number of losses to the enemy at the end of Round 10. To determine the winner, calculate the total cost in Points of enemy characters that were removed from play, that is, killed or fled from the game table.

Scenario Forces

Cra Diavolo’s Brigands (Todoroni Little)

| | | | | |
|---|-------------|-------------------------------------|----|--------|
| <i>Cra Diavolo</i> (Todoroni Little Veteran) | (Guerilla) | Standard Blunderbuss, Ferach Pistol | 52 | Points |
| <i>Lello Vitiello</i> (Todoroni Little Experienced) | (Irregular) | Standard Blunderbuss, Sword | 27 | Points |
| <i>Marcello Cuccuma</i> (Todoroni Little Experienced) | (Guerilla) | Standard Musket, Bayonet | 20 | Points |
| <i>Beppo Gualastrone</i> (Todoroni Little Average) | (Irregular) | Standard Carbine, Standard Grenade | 25 | Points |
| <i>Tito Merangola</i> (Todoroni Little Average) | (Guerilla) | Fowl Gun | 18 | Points |
| <i>Mimmo Lagrimone</i> (Todoroni Little Average) | (Militia) | Standard Blunderbuss | 18 | Points |
| <i>Alfredo Blablà</i> (Todoroni Little Average) | (Militia) | Fowl Gun | 14 | Points |
| <i>Gegè Crisostomo</i> (Todoroni Little Recruit) | (Guerilla) | Standard Musket, Bayonet | 16 | Points |
| <i>Nanne Fuitiella</i> (Todoroni Little Recruit) | (Irregular) | Standard Pistol | 16 | Points |
| <i>Enzo 'o Pazzo</i> (Todoroni Little Recruit) | (Militia) | Standard Blunderbuss | 16 | Points |
| <i>Sandrone Malocchio</i> (Todoroni Little Recruit) | (Militia) | Fowl Gun | 14 | Points |
| <i>Fefè 'o Guaglione</i> (Todoroni Little Recruit) | (Militia) | Standard Pistol | 13 | Points |

Total Strength: 12 Todoroni Little: 249 Points.

Le Truppe di Champignon (Ferach Elves e Todoroni, Little)

Unit 1 - Generale Clunnpitnon

| | | | |
|--|----------------------------------|----|--------|
| <i>General Champignon</i> (Ferach Elf Veteran) | (Regular) Ferach Pistol, Sword | 31 | Points |
| <i>Sergeant Bourguignonne</i> (Ferach Elf Average) | (Regular) Ferach Musket, Bayonet | 21 | Points |
| <i>Private Bonvivant</i> (Ferach Elf Average) | (Regular) Ferach Musket, Bayonet | 21 | Points |
| <i>Private Dupont</i> (Ferach Elf Raw) | (Regular) Ferach Musket, Bayonet | 17 | Points |
| <i>Private Bidet</i> (Ferach Elf Raw) | (Regular) Ferach Musket, Bayonet | 17 | Points |

Unit 2 - Mafffiore Apres-midi

| | | | |
|--|----------------------------------|----|--------|
| <i>Major Apres-Midi</i> (Ferach Elf Experienced) | (Regular) Ferach Pistol, Sword | 27 | Points |
| <i>Sergeant Fondue</i> (Ferach Elf Average) | (Regular) Ferach Musket, Bayonet | 21 | Points |
| <i>Private Duval</i> (Ferach Elf Raw) | (Regular) Ferach Musket, Bayonet | 17 | Points |
| <i>Private Barritore</i> (Todoroni Little Average) | (Regular) Ferach Musket, Bayonet | 16 | Points |
| <i>Private Svicolane</i> (Todoroni Little Raw) | (Regular) Ferach Musket, Bayonet | 14 | Points |

Unit 3 – Tenente Promanade

| | | | |
|---|--------------------------------|----|--------|
| <i>Lieutenant Promenade</i> (Ferach Elf Experienced) | (Light) Ferach Musket, Bayonet | 28 | Points |
| <i>Corporal Caccavella</i> (Todoroni Piccolo Experienced) | (Light) Ferach Musket, Bayonet | 22 | Points |
| <i>Private Bordeaux</i> (Ferach Elf Raw) | (Light) Ferach Musket, Bayonet | 20 | Points |
| <i>Private LeCoq</i> (Ferach Elf Raw) | (Light) Ferach Musket, Bayonet | 20 | Points |
| <i>Private Semolino</i> (Todoroni Little Average) | (Light) Ferach Musket, Bayonet | 20 | Points |
| <i>Private Napulione</i> (Todoroni Little Average) | (Light) Ferach Musket, Bayonet | 20 | Points |
| <i>Private Tricase</i> (Todoroni Little Raw) | (Light) Ferach Musket, Bayonet | 18 | Points |

Total Strength: 11 Ferach Elves, 6 Todoroni Little: 350 Points.

Scenario Special Rules

Here They Come!:

As explained above, the Light Infantry of Lieutenant Promenade is not deployed on the battlefield at the beginning of the game, but comes later as reinforcement from any point on the top of the table to the right of the river. At the start of Turn 2, the player who controls this unit can enter two characters of his choice. At the beginning of Turn 3 there are three more, while the last enters at the beginning of Turn 4. Alternatively, the player may decide to reach the entire Unit at the beginning of Turn 3.

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