

# FLINTLOQUE



## RELOADED

# RUN LIKE THE WIND

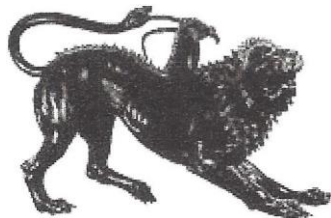
Or

**"Flight is the best defense"**

*"As my old Sarge used to say back in the Witchlands; 'He who fights and runs away, lives to fight another day'."*

- Cra Diavolo

***Flintloque Reloaded Scenario (for two players) CHFscCD2  
Todoroni Rebels versus Todoroni of the Napolise Regime***



CHIMERA

"Get out! It's a trap!" The desperate cry of the brigand resounded in the narrow and muddy streets of the small village, while the troops of King Tadio Polo swept into view from both ends of the main road, immaculate in their white uniforms, muskets polished to a blinding glare. Cra Diavalo cursed and agily leaped out the window of the room down to the street below. A pile of mouldering waste broke Our Hero's fall! The faithful few who had escorted him to the meeting with the notables of the village glowered at the approaching enemy troops.

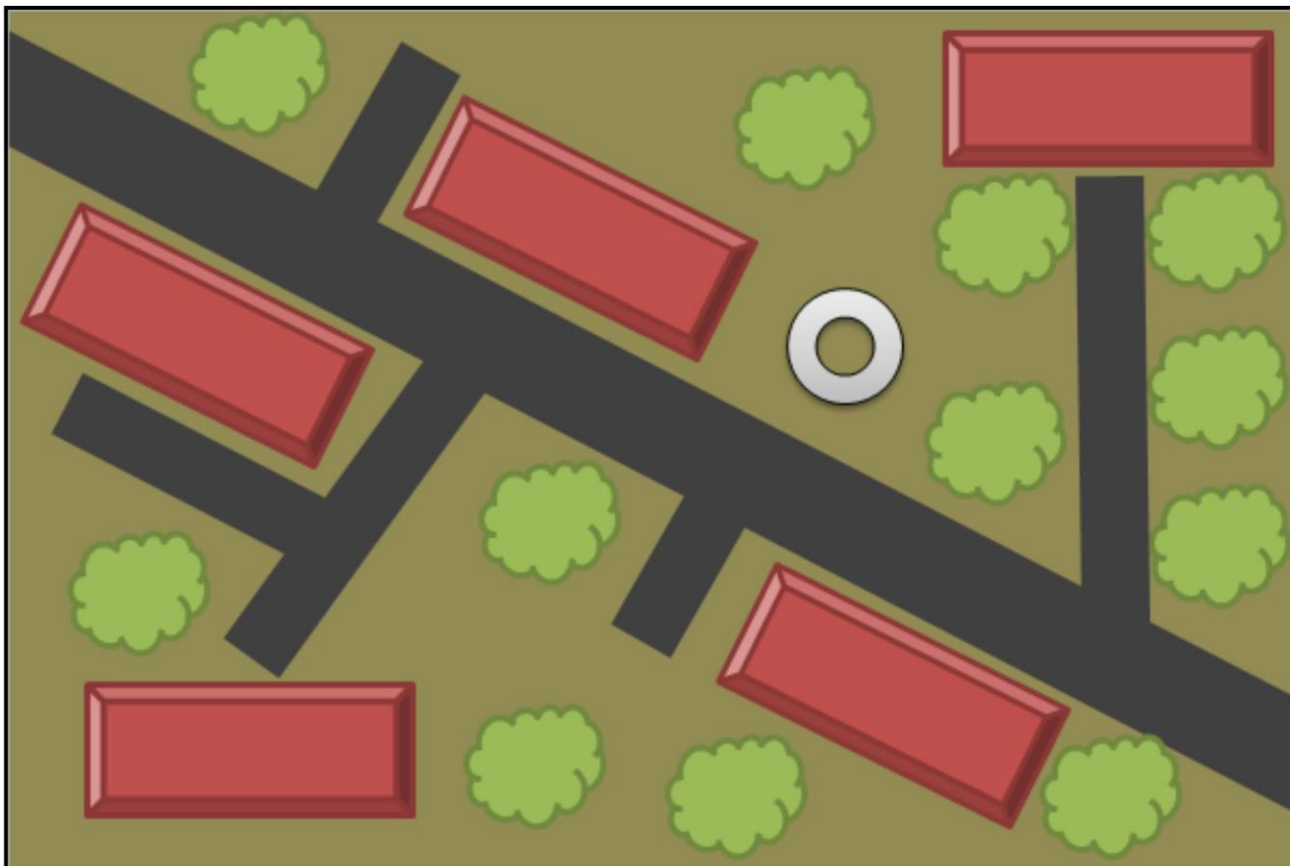
In a matter of a few moments, the brigands were practically surrounded and forced to let go of it to save their skin and avoid capture, which meant a long drop at the end of a short rope. This time Cra Diavolo had trusted too much in his countrytoads. Somebody in the village, evidently attracted by the sizable reward placed on his head, had decided to warn the authorities. There was not a second to lose, he had to run away as fast as possible.

While Nepolise regulas pursued the brigands, Cra Diavolo found himself musing on the irony of the situation. He was a master of skulking and ambushes, yet this time he had fallen into the trap like a tadpole who hadn't yet lost his tail. Trapped in enemy territory escape would be difficult, even though he was sure his companions would be willing die protecting him.

**PUOI SCARICARE GRATIS L'ESPANSIONE CJ1.F7 PER GIOCARE CON  
CRA DIAVOLO E I SUOI BRIGANTI DAL SITO DEL CMAI W LOBBY GBOUP! . .**

$$\frac{1}{n} \sum_{i=1}^n \left( \frac{\partial \log f(\theta)}{\partial \theta} \right)^T = 0$$

# Scenario Map



Use a playing area that measures about **150 x 70** cm. Most of the table counts as open ground. For this scenario buildings are considered impassable and may neither be entered nor climbed.

Place Car Diavalo in base contact with the southern most corner of the house near the well. The other Brigands may be deployed anywhere within 5cm of their leader. Remember the houses themselves are impassable and so not a valid set up location...nor is the center of the interior of the well for that matter but you probably already figured that one out.

The Napolese regulars are placed on the main road within 15cm of either table edge.

## Object of the Scenario

Cra Diavolo must escape the trap with as many of his band as possible. The Brigands will choose death or capture before abandoning their leader, Cra Diavolo. The Napolese regulars must capture or kill Cra Diavolo and as many of his band as possible.

Duration of the game:

The scenario lasts for 10 turns or until one side or the other achieves its victory conditions.

Victory conditions:

To win, Cra Diavolo and at least one of his toads must be able to get off of the table through one of the two ends of the main road. Any other result is considered a victory for the Napolese Regulars.

# Scenario Forces

## Cra Diavolo’s Brigands (Todoroni Little)

<i>Cra Diavolo</i> (Todoroni Little Veteran)	(Guerrila)	Standard Blunderbuss, Ferach Pistol	52	Points
<i>Albertone Bracalone</i> (Todoroni Little Experienced)	(Irregular)	Standard Carbine	23	Points
<i>Gino Tazzulella</i> (Todoroni Little Experienced)	(Irregular)	Standard Blunderbuss	23	Points
<i>Natalino Abete</i> (Todoroni Little Average)	(Irregular)	Fouwl Gun, Knife	21	Points
<i>Peppino Capece</i> (Todoroni Little Average)	(Irregular)	Standard Blunderbuss	21	Points
<i>Neretto 'o Stracco</i> (Todoroni Little Raw)	(Irregular)	Standard Blunderbuss	19	Points
<i>Dolfo de Sciacquone</i> (Todoroni Little Raw)	(Irregular)	Standard Musket Standard, Bayonet	17	Points

**Total Unit Strength: 7 Todoroni Small; 176 Points .**

## Nepolise Troops (Todoroni Little and Big)

<i>Maggiore Boccalone</i> (Todoroni Little Experienced)	(Regular)	Ferach Pistol, Sword	27	Points
<i>Sergente Pizziella</i> (Todoroni Large Experienced)	(Regular)	Standard Carbine, Sword	30	Points
<i>Soldato Semplice Capone</i> (Todoroni Large Average)	(Regular)	Ferach Musket, Bayonet	21	Points
<i>Soldato Semplice Esposito</i> (Todoroni Little Average)	(Regular)	Ferach Musket, Bayonet	21	Points
<i>Soldato Semplice Gigione</i> (Todoroni Little Average)	(Regular)	Ferach Musket, Bayonet	21	Points
<i>Soldato Semplice Saciccia</i> (Todoroni Little Average)	(Regular)	Ferach Musket, Bayonet	21	Points
<i>Soldato Semplice Scimmoso</i> (Todoroni Little Raw)	(Regular)	Ferach Musket, Bayonet	17	Points
<i>Soldato Semplice Vastaso</i> (Todoroni Little Raw)	(Regular)	Ferach Musket, Bayonet	17	Points
<i>Soldato Semplice Supramonte</i> (Todoroni Little Raw)	(Regular)	Ferach Musket, Bayonet	17	Points
<i>Soldato Semplice Luisiello</i> (Todoroni Little Raw)	(Regular)	Ferach Musket, Bayonet	17	Points
<i>Soldato Semplice Petisso</i> (Todoroni Little Raw)	(Regular)	Ferach Musket, Bayonet	17	Points

**Total Unit Strength: 9 Todoroni Small and 2. Todoroni Big; 226 Punti.**

# Scenario Speical Rules

## Hands Up:

If a Nepolise Todoroni engages a Brigand in Melee he may try to capture the Brigand rather than wound it. He must declare this intention before the dice are rolled and can choose this option even if he is attacked, not just when he attacks. If the Nepolisian wins the duel he has a chance to capture his enemy equal to 10% for each point of difference between his total melee score and that of the opponent. For example, if a Nepolise Todoron wins a melee against an enemy by 4 points, he has 40% to succeed in capturing him.

A character and his prisoner must remain in base contact and move at the as one at the captor’s discretion. If the guard is attacked in melee, the prisoner is automatically freed and may act this turn if he has not already done so. A character may only guard one prisoner at a time. Once a guard moves off of the table, his prisoner is considered well and truly captured and both figures are rmoved from play. In other words, even though the two models are in base to base contact the Nepolese player only needs enough movement to exit the guard figure from the table and both guard and captive are considered to have left play.

The Nepolese player wins immediately if Cra Diavolo is captured and removed from play in this way.

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Gianmatteo Tonei - Maps: Chimerae Hobby Group.