



THE GUNS OF CRA DIAVOLO

Or

"The artillery of King Polo takes flight"

"Remember to act with surprise and strike suddenly. We must destroy the King's guns without fail "

- Cra Diavolo

Scenario for Flintloque Reloaded (for two players) CHFscCDI

Todoroni Rebels against Ferach Elves

TO PLAY THIS SCENARIO YOU NEED THE RULES OF FLINTLOQUE RELOADED.

THAT YOU CAN DOWNLOAD FOR FREE AND IN ITALIAN BY THE SITE OF CHIMCRAE HOBBY GROUP.

C H I M E R A E

The morning mist still enveloped the woods and the heights, blanketing Cra Diavolo's rebels with its moist and airy touch. Many were nervous while they advanced with perfect order and even more perfect silence towards the crest of the hill from which they would have a full view of the enemy camp. Once in place, the Raiders stopped almost as one, straining to capture all the details that were offered to their gaze.

At the foot of the Hill, in a little clearing at the side of the paved road leading up to Nappoly between weeds and ditches, stood the little Ferach camp. Tents were placed with soldierly order around two large cannons, their gaping muzzles fixed in a deadly yawn. It was the artillery so insistently requested by vainglorious King Tadio Polo, anxious to deploy the two pieces in his frequent, and quite showy, military parades. A small detachment of Ferach Elf Gunners had been sent from Armorica to the capital of the Kingdom of Napolise along with the guns. They were under the command of an old officer, given the task of trying to teach Todoroni how to use these devastating weapons.

Fortunately, the news was not long in coming to the ears of the rebels and after a secret meeting, Cra Diavolo himself had made the decision to intervene. It was necessary to prevent the artillery from arriving at its destination at all costs, and the brigands had chosen the most suitable point for an ambush. And so, the previous night, warned by their ubiquitous sentinels they marched out to arrive at dawn's first light at the enemy camp on the road to Nappoly.

It was time to act!

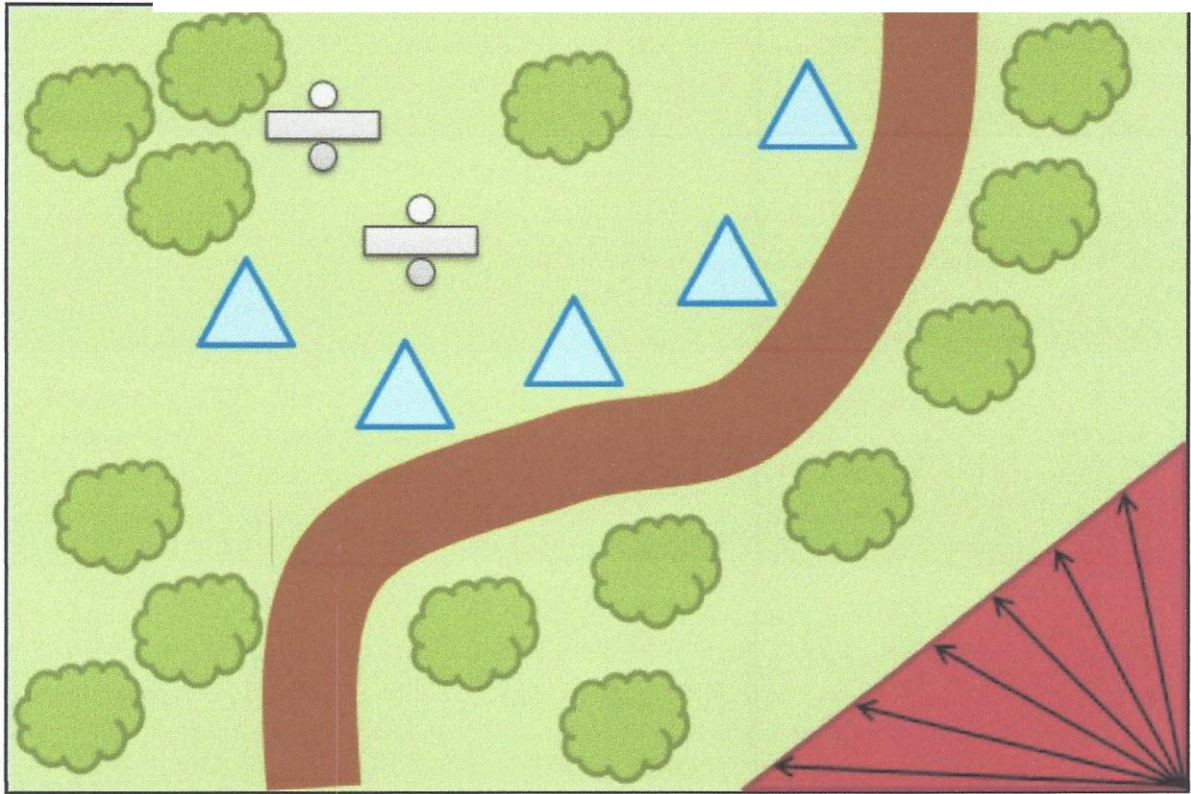
Descending cautiously along the slope of the hill, protected by fog and trees, Cra Diavolo and his trusty band silently approached the Ferach tents.

The Brigands could only see trio of sleepy guards on duty, while between shadowy tents they caught glimpses of the menacing guns. Cra Diavolo raised his arm and his men moved in unison, each prepared to die in order to destroy the dreaded cannons.

YOU CAN DOWNLOAD THE FREE CIF7 EXPANSION TO PLAY WITH

CRA DIAVOLO AND HIS BRIGANDS FROM THE SITE OF CHIMERAEE HOBBY GROUP!

Map and Deployment



The playing area measures approximately 150 x 70 cm, the left half of the table is considered undergrowth (as is the slope of the hill), while the right half and the woods are rather sparse. The fog is not so dense as to hinder movement.

Cra Diavalo's Todoroni must deploy in the lower right corner of the map. along the hillside sloping down to the road.

The Ferach Elves must position two sentries, one at each point where the road leaves the game table. A third guard stands between the cannons. The remaining Elves are sleeping inside the tents and will only be able to get in the game in subsequent turns. The sentinels cannot include the Major or the Sergeant.

Objectives

The Todoroni of Cra Diavolo must destroy both cannons *or* kill all the Ferach.

The Ferach Elves must prevent the destruction of the artillery pieces and put to flight or eliminate the bandits.

Game Length;

The Scenario lasts 12 Turns or ends as soon as one side fulfils its victory conditions.

Victory conditions:

To win, Cra Diavolo's Todoroni must have destroyed both cannons and have at least one survivor within the initial deployment area on the hillside at the end of Round 12 *or* have removed all ten Ferach characters from play. Any other result is a Ferach victory.

Scenario Forces

The Brigands of Cra Diavolo (Todorroni, Little)

Cra Diavolo (Todoroni Little veteran)	(Guerrilla)	Standard Blunderbuss, Elf Pistol	52 Points
Antonio La Trippa (Todoroni Little exp.)	(Guerrilla)	Standard Musket, Bayonet	20 Points
Maso Fiorenzio (Todoroni little average)	(Irregular)	Standard Rifle	21 Points
Tazio Gracidone (Todoroni little average)	(Guerrilla)	Standard Blunderbuss	20 Points
Guglielmo Lecalze (Todoroni little average)	(Militia)	Standard Blunderbuss	18 Points
Berta Trebrache (Todoroni little average)	(Militia)	Standard Musket	16 Points
Ciro Friariello (Todoroni Little Raw)	(Irregular)	Fowl Gun	17 Points
Righetto Camicione (Todoroni Little Raw)	(Guerrilla)	Standard Musket, Bayonet	16 Points
Ciccillo Spaccafierro (Todoroni Little Raw)	(Militia)	Fowl Gun	14 Points
Gennaro Mozzarella (Todoroni Little Raw)	(Militia)	Standard Pistol	13 Points

Overall strength of Unit.: 10 Little Todoroni: 207 points.

The American Artillery (Ferach Elf)

Major Beaujolais (Ferach Elf Experienced)	(Line)	Elf Pistol, Sword	27 Points
Sergeant Haricots (Ferach Elf Experienced)	(Line)	Elf Pistol, Elf Musket, Bay.	28 Points
Private Foisgras (Ferach Elf Average)	(Line)	Elf Musket, Bayonet	21 Points
Private Chignon (Ferach Elf Average)	(Line)	Elf Musket, Bayonet	21 Points
Private Baguette (Ferach Elf Average)	(Line)	Elf Musket, Bayonet	21 Points
Private Mourisse (Ferach Elf Average)	(Line)	Elf Musket, Bayonet	21 Points
Private Dindon (Ferach Elf Raw)	(Line)	Elf Musket, Bayonet	17 Points
Private Legrand (Ferach Elf Raw)	(Line)	Elf Musket, Bayonet	17 Points
Private Julienne (Ferach Elf Raw)	(Line)	Elf Musket, Bayonet	17 Points
Private Renault (Ferach Elf Raw)	(Line)	Elf Musket, Bayonet	17 Points

Total strength of the unit: 10 Ferach Elves, 207 Points.

Scenario Special Rules

Keen (or not so much) Sentries:

At the beginning of every Game Round (including the first), the player who controls the Elves must roll 1D10. If the score is equal to or less than the turn that is about to begin, the sentries are aware the Brigands are attacking the camp even if no Todoroni is in sight. The guards immediately sound the alarm and call for reinforcements (see below). The guards will also sound the alarm if an opponent enters their line of sight.

Ferach reinforcements:

At the beginning of the game all the Elves, except the three guards, are sleeping in their tents. They may enter into play only when the sentries are alerted by the enemy's movements ([see above) or as soon as a shot is fired, or a melee started. Once one of these two events occur the player who controls the Ferach can deploy all the reinforcements not yet on the board within 5cm of the tents at the end of the Turn. The troops will be able to act normally on the following turn.

Todoroni Explosives:

Each Todoroni, including Cra Diavolo, carries a small explosive charge of Black Powder that it can use solely to try to destroy a cannon. To be able to use it, the Todoroni must be in base contact with the cannon and must use the whole turn to plant and trigger it. The explosion can damage the gun, but it will not hurt anyone who is near it even if in base contact with the piece (although see the *Effects of the Explosion* below). The player controlling the Todoroni must roll 1D10. apply the modifier to shoot for the experience level of the character that ignited the charge and refer to the following table:

RESULT	EFFECTS OF THE EXPLOSION
1 or less	The charge explodes too soon. The character that triggered it and everyone within a 2.5 cm radius of him suffer the same effects as if they were hit by a Standard Grenade.
2 - 5	The Charge was not powerful enough to damage the gun.
6 - 8	The charge damages the cannon, but does not destroy it. However, if later in the game, the gun suffers another result of this type, then it is considered destroyed.
9 or more	The charge wrecks the cannon, which is completely annihilated.

RESPECTING THE RIGHTS OF AUTHORS

The Chimerae Hobby Group, compiler in this manual, does not believe that it has infringed anybody's copyright in any way and shares efforts to protect their intellectual property and rights. Declares itself available to correct any omissions and / or involuntary violations of these or other rights, inviting those who are deemed to be harmed to report any problem at e-mail chimeraehobbygroup@yahoo.it. Lastly, it is stressed that it does not currently obtain any economic benefits from the distribution of this manual, but does not exclude any changes in the future.

The Chimerae Hobby Group reaffirms its moral right to be known as the compiler of this manual.

Texts and images are copyright of the respective authors and are used with the written permission of the same, or they are images with free license, free content or public domain. The compilation of this manual and copyright Chimerae Hobbies Group and has been made with the written permission of the author of the text. All rights to this work are reserved.

It is not permitted to reproduce this material - wholly or partially - in any way or form (on paper, on disk or on the Internet) without the explicit written permission of the Chimerae Hobby Group. Even in the presence of such authorization, the following points remain intact: no profit should be drawn from this publication; the manual should be distributed in an integral form; The manual does not have to be modified in form and content; If changes to the format are required for presentation and / or compatibility with other programs and / or operating systems, such changes must be made known to the Chimerae Hobby Group.

This manual may be altered for private use. but such unofficial modified versions can not be distributed without the written permission of the Chimerae Hobby Group.

You are asked not to violate these conditions, not only for legal reasons, but above all for respect for the work of many who spend many hours in a passion that enthuses them.

It is also noted that any use or distribution of this manual implies acceptance of these terms and conditions of use.

Flintloque, Slaughterloo, Frontear and all other distinctive game terms are trademarks of Alektor Ltd. and their use does NOT constitute an infringement or claim to this right. The contents of this manual are NOT officially approved, as it is a non-profit amateur production.

This manual can be downloaded free of charge from the Chimerae Hobby Group website

www.chimerae.it

CHFscCD1 _1 "Edition - July 2015 - Copyright © 2015 Chimerae Hobby Group - All rights reserved.

Author: Gianmatteo Tonci - Maps: Chimerae Hobby Group.