

Introducing the Tyrant Emperor..

Mordred of Armorica

A Resource for players of Flintloque and Slaughterloo

Welcome to Alternative Armies free resource for **5000B The Emperor Mordred** a character miniature for use in Flintloque and Slaughterloo as well as any other 28mm scale fantasy wargame system you might choose. If you are interested in this miniature for your collection go to our website at www.alternative-armies.com and use the search box with the code given.

In this free resource you will find a character background which you can work into your games along with game statistics for Flintloque and also for Slaughterloo. As well as this there are uniform details and pictures along with details of where this code fits into the World of Valon and the Mordredian Wars. Lastly we make a suggestion of where to go from here.

POWER ABOVE ALL THINGS

Valon is a world unlike any other, inhabited by a wide variety of sentient creatures including Elves, Orcs, Dwarves, Ogres, Dogmen Goblins, Ratmen, Todoroni, sand dwelling Othari, the sinister Undead and many more. All of these creatures are immersed in a bitter war. The ancient order of the Darke Age has been ripped down and crushed beneath the iron heel of the tyrant Elven Emperor Mordred, who overthrew his aging mother, the Empress Morgana, and took her place as ruler of the Elven homeland, Armorica.

With the fall of Morgana, Mordred's revolutionaries helped him steal her Power Ring, which enabled him to manipulate the very fabric of Valon's reality. Prior to Mordred's revolution, Valon was bathed in the aura of Wylde Magicke, a supernatural force harnessed by magicians and sorcerers to perform wondrous feats of fabulous proportions. It was a time of Magicke and science was unknown to all but a few like the young Prince Mordred.

Mordred had other plans for the future of Valon, grand plans with himself at their fore. Under the influence of his new Patron God, Buon-Partee, he learnt much about the potential of the Power Ring and how to break the Law of Wylde Magicke. His desire for knowledge had one goal: a new Elven Empire torn from Valon by the power of the mysterious Black Powder.

Mordred annulled the Law of Wylde Magicke and his armourers forged new weapons. Known as Flintloques, they fired lethal leaden balls. Weaponry like this was not possessed by any other race on Valon, and with these terrible devices his trained columns marched against the rest of the world and turned the earth red with blood. This was the time of the Annul and of the Ferach Revolution.

Few could stand against this aggressor and his marching columns with their new firelocks and artillery. The disposed Empress Morgana fled to seek haven with the other races before reaching the Dwarves of Krautia, who granted her sanctuary in return for the secrets of Black Powder weapons; secrets which soon filtered into the hands of Valon's many other races. By the end of the Ferach Revolution the musket was dominant on all of Valon's fields of war and the nation of Armorica had become the Ferach Empire under Mordred who had crushed all those who had sought to depose and overthrow him.

Determined now to punish his mother's allies the Unified Powers, Mordred marched through the lands of the Dark Elves in order to attack the Krautians. Massacring not only the poorly led Dark Elf army but, many civilians too, the Ferach quickly conquered the realm of Northern Catalucia, which took them right to the border with the Dwarven Krautian Empire. The Ferach Armies were now on the march for new bloody victories and the Unified Powers coalition collapsed under the assault of the Ferach Elves.

However, when Mordred's Ferach Armies threatened the Dwarves, many of them decided to side with him; for the old Dwarven League had been split asunder by internal conflict. These breakaway states and cities formed the Confederation of Finklestein in opposition to the rest of their kin in the Krautian Empire. With the Confederation Dwarves there also came the Ogres and Dogmen who lived in those lands. A bitter struggle erupted between Mordred's allies and the Krautians under their Kaiser, Artur, whom they elevated to the status of the Iron Star God Blooka.

This was just the beginning of the Ferach Armies. The surviving Dark Elves and their King, Fernando, fled from the Ferach held Northern Catalucia (now known as the Pays de Ferach) to Southern Catalucia, the only remaining Dark Elf territory still free. Mordred ruthlessly pursued them, and launched a full-scale invasion.....

Taken from 5030 Slaughterloo 2nd Edition



Rules for Flintloque:

When playing Flintloque treat this illustrious character as follows. The Emperor hardly takes to the field of battle but that does not mean he is a weakling no sire. Mordred is a Ferach Elf who is a Legendary / Elite / Cavalry armed with an exquisite sword and a Ferach Duelling Pistol. He rides a light horse. He is treated in play as normal except for the following special rules.

He must command any section he is in. All friendly characters never take a SHAKEN token while he lives and gain +2 Discipline. The Power Ring he wears gives him magicke abilities as well. All ranged fire directed against Mordred suffers one additional column shift to the right at all times. Each turn Mordred may elect one enemy character and either cause all of their black powder weapons to cease to work for 1D10 divided by 2 turns or influence them to grind to a halt and take no action (not even defend themselves in melee) for this and the next turn. Any Undead character except a Liche that comes within 15cm of Mordred automatically suffers from Brain Freeze which remains until outside of that distance. The Power Ring has other abilities but these are more scenario specific. Mordred is a character unlike any other! He has a points cost of 203 Points.

Rules for Slaughterloo:

THE EMPEROR MORDRED (C-IN-C) (VETERAN) (250 POINTS)

A superb military mind lurks within the ambitious brain of the Elven Emperor. His incredible skill has seen the Elves crush all opposition before them, and has given them an Empire of which they can be truly proud. Even though the entire world seems pitted against them, the Elves show no signs of weakening, and Mordred's iron grip on Catalucia and Krautia seems almost unbreakable. When Mordred leads the Elven Armee on the battlefield, a Ferach victory is the expected result. He inspires confidence in his soldiers and they will do virtually anything he asks of them. Single-handedly masterminding the downfall of the free Valonian nations, Mordred has few rivals that come even close to equalling his genius.

MASTER TACTICIAN: Mordred is a great leader. If he is the C-in-C of your Armee, then all Units within his command radius of 45cm receive a +1 to their Form score and +1 to their Morale score.

QUICK THINKER: Mordred has a keen mind, and rarely gives orders that his Generals can misinterpret. If any General draws a Command Indecision card, roll 1D6. On a result of 4+, the General may discard the card and draw another. Mordred has to be within Command Radius for this to work. In addition to this, any Forced Manoeuvre card played upon a friendly Unit within his Command Radius is ignored on a D6 roll of 4+.

Uniform Details: The Emperor Mordred has uniforms and clothing beyond the dreams of avarice but on campaign he actually favours a fairly plain uniform upon a black horse. The uniform is a blue coat, white trousers, black boots and bircorne, facings are gold and his skin is very pale and hair is a greying black.

Where To Go From Here: The Emperor never travels alone and always has an elite guard with him composed of a dozen or so riders from among the Lanciers Rouge or the L'Esprit du Garde or the Corps Imperial des Dragon. He will always be a target of supreme importance to the enemy. Mordred is throughout the game world of Valon but to get an idea of him try these titles. 5030 Slaughterloo 2nd Edition in the Armoricain Elf and fiction sections of the book and Flintloque 3rd edition Death in the Snow where the madness of the Emperor caused by power and the seductive Lady Rosafiend.

CREDITS

Written By: Gavin Syme
Internal Artwork By: Edward Jackson
Additional Contributions By: Bob Minadeo and Alex Scott
Layouts By: Alternative Armies
Photography By: Alternative Armies Studio

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