

*Uniformation.. A Resource for players of  
Flintloque and Slaughterloo*

*Elf Vivandiere*

*Succour to the Ferach Arme*

Welcome to Alternative Armies uniformation for **51048 Elf Vivandiere** a single special miniature for use in Flintloque and Slaughterloo. If you are interested in it for your collection go to our website at [www.alternative-armies.com](http://www.alternative-armies.com) and use the search box with the code given. In this article you will find 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 to fit this code into the World of Valon and the Mordredian Wars. Lastly we make a suggestion of where to go from here.



**WITH A CANTEEN AND COIN**

From Catalucia to the snows of the Witchlands and in the blazing heat of Aegypt too as well as anywhere else the blue coated Elves of the Emperor Mordred march you will find the Vivandiere. A class apart from the common camp followers and the damels of ill repute who follow the Army of Armorica these women provide a valuable service of supply. To supplement the rations of the army (when they are actually given!) The Vivandiere carries a barrel of wine which she sells by the mug as well as other sundries like tobacco, wig powder, ink, paper and the rare chocolate. Elves purchase what they desire and it is possible for a Vivandiere in trail to a regiment to become quite wealthy during a campaign. But there are risks...

As well as the dangers of battle there is also the risk of robbery and non payment to content with. Desperate Elves in retreat will steal what they cannot pay for and Dark Elf Guerillas or Goblin Bandits are cruel in the extreme to any Ferach they capture. In the Witchlands there have been sightings of re-animated and shambling Vivandiere.



**Rules for Flintloque:** When playing Flintloque this miniature has its own special rules which should be adhered to along with the points cost given here for its use in play. Remember you can also use the Elf Vivandiere as a typical female camp follower if you wish alongside other Elves.

In play the Elf Vivandiere is not part of your Section and can only be allied to a Ferach Empire force (refusing to serve the enemies of the Emperor Mordred) and will be under the nominal control of the player who is playing as the Ferach section. She is an Experienced / Civilian / Armorican Elf and is unarmed. She activates after every character in the owning section and may not be the beneficiary of Command Points.

Her livelihood is the sale of food, drink, and sundries like tobacco, wig powder, writing paper and ink to soldiers in the field. At any time during a turn if a Ferach character is within 5cm of her they may elect to try and purchase or charm supplies from her. The first time a character does this it is assumed he can pay for the wine he wants. Each time after he is trying to curry favour and it is less likely that she will want to assist him. The benefit is that the character feels better for getting things from the Vivandiere which leads to a +3 the next time the character needs to make a Steady Check. Each time after the first when that character approaches the Vivandiere they gain a +1 to their next Steady Check roll. Staying within 5cm of the Vivandiere makes no difference to each use. If you are a real cad then one of your characters may strike and steal from her (making any normal attack ranged or melee) as a result she is removed from play and lost to the Ferach player but every member of the Ferach Section gets a share of her wares resulting in +1 to the next Steady Check every character makes. You scum bag!

Additionally if you are playing a campaign or linked games of Flintloque and are using the 'between game' rules to determine what happens to your lost characters before the next scenario the Vivandiere (if she survives and remains with the Section after the game) influences this. For each lost character in the controlling section rolled for you may add +1 to the D10 roll giving a higher chance of them surviving or being less perilously injured.

There may be only one Vivandiere per Ferach allied Section in play in a scenario. A Vivandiere has a points cost of 85 Points.

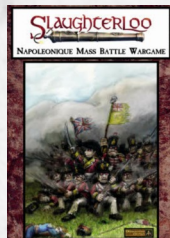
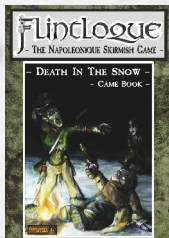
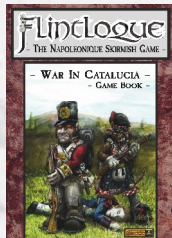
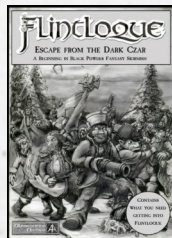
**Rules for Slaughterloo:**

**THE VIVANDIERE  
35 POINTS**

This special character may be attached to any Armorican Elf unit which is not Cavalry or Light Infantry. There may be a maximum of three Vivandiere in an Armorican Elf Division. Place the miniature with the chosen unit(s) and move it with the Unit. In play the stock of wine and sundries provided by the Vivandiere gives the Unit a +2 to its Morale Rating. Each time the Unit is attacked by ranged or close combat there is a 50/50 chance the poor Elvish woman is killed. Toss a coin for this removing the Vivandiere if she is killed and the modifier is then lost. Otherwise she remains with the Unit for the duration of the game.

**Uniform Details:** The uniform of these women varies but it is civilian clothing and common colours are white, pink, blue and yellow dresses with hat and boots being black or brown and the wine barrel brown with metal banding.

**Where To Go From Here:** You will get best use from these titles. Use 5030 Slaughterloo 2nd Edition or 5025 War in Catalucia and 5026 Death in the Snow for Flintloque 3rd edition as well as 5024 Escape from the Dark Czar. Miniatures which go well with the Vivandiere are any Elves of Armorica such as 51504 Elf Line as well as codes such as 51047 Elf Ladies for a more civilian force.



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