

5107

# The Londinium Coach



Travyls in the  
Grandest Manner

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Welcome gentle gamer to the special sixteen page booklet for Alternative Armies 'World of Valon' white metal box set; 5107 The Londinium Coach.

This booklet contains many useful pages to aid you in your use of the Londinium Coach including not only instructions for assembly of this model but also rules for its use in both Flintloque and Slaughterloo. Additionally a background section and two great scenarios to get you into the game; plus some information on choosing a colour scheme for your grand vehicle.

The World of Valon is a huge and growing place. From the raging Mordredian Wars against the Ferach Empire where musket and cannon blast to the seas where ships of the line fight and merchants ply their wares and the magicke lands of Afric and Chynna where monsters still roam. Travel there now in style.

Welcome, come and explore.....



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# The Rules of the Road and Toll ways....

- The Tale and the use of the Coach in Flintloque and Slaughterloo.

*'My Dearest Kittie it be only the rougher and base sorts who do travel on their knarled feete. It is only those of little means who do deporte themselves upon the backs of common riding creatures. Few are those and proude who can call themselves driven, safe from harm and from the foulness of nature and weather. It is to the invention and spirit of the savant Mantar Le Koorne that we owe our comfort.*

*Now come, it is dark and we must embark...*

Lord Arald Clemsonc, Kynght Errump of the Britoren Empyre.

## The Darke Age

Long before the coming of Morderdian Wars and the mastery of black powder there was the Darke Age a time of magicke, monsters and mighty warriors. High adventure and tremendous peril. This was an not an age of elegance in travel or anything else, the most sophisticated mode of transport was upon the back of an animal or in a crude cart made from squealing trundling wood.

However a few daring Elves of the Crystal Empire, whose mortal foes the Dracci - Children of the Dragons - were ferocious fighters with swords of purest jade, had come up with a cunning plan to even the odds against them. Crystal Elves, noble and graceful, who would become the Elves of Armorica and the Ferach Empire were no match for a Dracci warrior at very close range. They needed some way of keeping the enemy away from their throats.

The answer was a vehicle with iron shod wheels and thick wooden walls, places for bowmen inside to fire from and a furnace to boil lead and oil to burn the Dracci when they came close. This huge and slow vehicle was named the 'Coach' as those brave Militia Elves who crewed it received special training from the best Artificers and Mages in its operation.

## The Time of Annulment

Few of the vastly expensive 'Coaches' saw action in Darke Age battles against the Dracci. The eruption of the Elvish Civil War and then Crown Prince Mordred's seizure of the Power Ring from his mother's, the Empress Morgana, finger saw the War Coaches left to rot in barns and garrisons around Lyonesse. Lyonesse emerged as the capital city of the new nation of Armorica and as the factions of the Civil War fought over the newly created muskets and cannons of the black powder age the Coaches settled to rack and ruin.

During the Ferach Revolution the seeds of the mighty Mordredian Wars were sown and the armour and spears of the Elves gave way to blue coats, shakos and muskets. While battles raged and cannon roared, in the lanes and small streets of the newly built stone cities like Lyonesse and Londinium (built on the ruins of the old Human city of Dresda) another tragedy was occurring; but it was not among the Elves.

## Mantar Le Koorne

The annulment of Wylde Magicke, caused by Mordred seizing the Power Ring and forcing magicke away from all the lands of known Valon, unlocked science and the secrets of the Flintloque but it also sounded the death knell of many creatures.

While the Elves, Orcs, Dwarves and others of Valon had the fog of magicke removed from their minds seeing the world around them with the new eyes of discovery and invention; the banishing of magicke killed millions. Mighty Dragons fell from the skies, the magicke that sustained them gone. Griffins and Basilisks of the forests stumbled before laying down to die. Unicorns and Pegasus along with all other purely magicke creatures died as if they were starved of air to fill their lungs. It saved the Elves from the Dracci but at a terrible cost.

Over less than a season the magicke died and piles of corpses were gathered and then burned, a few being instated in the new museums of unnatural history. Only a few thousand magicke creatures survived and it was quite by fluke. Magicke was banished but in places where the greatest mages had cast the most powerful spells, where lode stones of pure magicke were dropped or buried in the deep soil enough magicke remained for life to continue if at only a pale shade of what it had been.

Among these few remaining creatures was one of a very rare race indeed, a Mancore, an intelligent being with the fur and tail of the monstrous Manticore, now all dead. This poor bedraggled Mancore, dying, staggered to the house of an Elderly Elf just beyond the boundary of Lyonesse. He was saved by kindness but also by the small loadstone of purest magicke which the old Elf seared into his flesh as he slept, the magicke in it kept the Mancore alive and cleared the fog of the Darke Age from its mind.

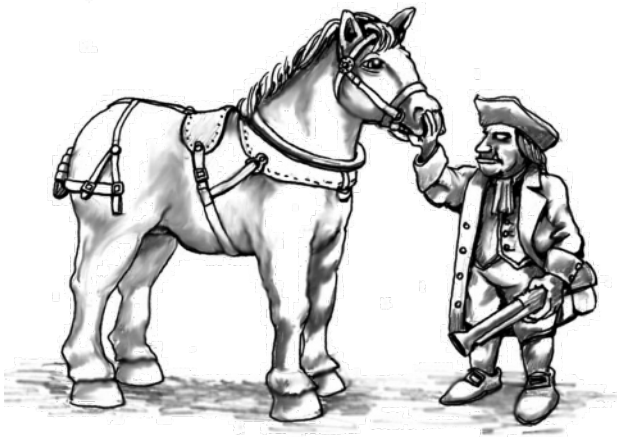
The Mancore became a savant, an artist of invention and he was called Mantar Le Koorne.





It was not long before the Tyrant Emperor Mordred declared that all formally magicke creatures were to be rounded up and arrested as enemies of the new Ferach Emyre. Mantar Le Koorne had to escape, which he did by way of a disguise, but to get away from Armorica he needed a way to make his fortune.

In the house of the elderly Elf rested the rotten carcass of a War Coach along with the plans on animal hide of its construction; the old artificer too frail now to make use of them but a gift to the Mancore he had saved. With this knowledge Le Koorne fled Armorica and sailed for Albion and the greatest city on Valon the city of Londinium.



## *The Cobbles of Londinium*

Londinium, filled to the brim with those looking for fortune welcomed Le Koorne with open arms. Quickly the savant found employment with Messors Ratche & Spanne makers of fine tackle for Horses, Pummilig Pigs, Joccian Cows and Dodo's. Le Koorne proved to be a superb talent with plans and wood working and within a few months he built his first small Coach based on the Darke Age designs.

The high society of Londinium was so impressed with a vehicle of such complexity (only a ship of the line has more parts) and expense (as all civilised peoples know, its got to be good if it costs a load) which kept the weather from their backs and kept ruffians at arms length and away from their valuables.

Messors Ratche & Spanne became the foremost Coach builders in Londinium and produce many fine vehicles each year all of which are sold to the wealthy or are bought by the Army and sent to Catalucia or Al-Garvey. Mantar Le Koorne is now a rich gentleorc who recently accepted an honourable place in the Notables Club at Mudfayre.

Of course Armorica and other nations now have their own coaches but those of Albion are reckoned the best made. These vehicles can be found everywhere now from the streets of cities to the fields of war, but they are all known by the common name of 'the Mancore Chariot' or The Londinium Coach.

The appearance of the Londinium Coach has led to the great expansion of a new 'sport', that of Highway Robbery. Highway Robbery as practised by such rogues as Plunkorc & McMean can gain the robbers riches and notoriety but it can, if caught, lead to them dancing the Tydnburnt jig on the end of a hangman's rope.

## *The Dusty Tracks of Catalucia*

Not all Londinium Coaches are to be found in the cities, the engines of commerce. Many are on campaign with the marching armies of the Mordredian Wars carrying not only generals and other high ranking officials but also valuable dispatches and letters vital to the conduct of the war. There are also of course those who really should know better than to be near battlefields but go there all the same.

Missionaries of the Church of Albion, spreading the word of the Meddilst Faith are to be found all across Catalucia in Londinium Coaches packed to the gunnels with hundreds of copies of their books of faith. They travel, often in families, from town to town and often get themselves into serious trouble. Several times now Rifleorcs of the 105th Foote have had to rescue Meddilst's from the clutches of Dark Elf Calaberos and Ferach Elf Dragoons.

Londinium Coaches are also used by General Wheeling-Turn to carry personal baggage and a portable office with aides though he prefers when possible to ride on his own horse. The General takes care to place a guard of experienced Orc Hussars on his Coaches at all times lest they be stolen by the enemy!

## *The Frozen Hell of the Witchlands*

In his fantastical dreams of domination the Tyrant Emperor Mordred ordered the largest army ever to be assembled, the Grande Armee du Norde, over more than half a million soldiers to march into the unknown frozen depths of the Witchlands. To defeat the Dark Czar Alekzander. It turned into a disastrous rout and retreat as the soldiers of the Dark Czar turned out to be a remorseless tide of Zombies.

Coaches are used by the Imperial Postal Service which carries the Emperor's mail all over the Empire and in some cases beyond. Post crews are highly trained and well armed, it is treason to tamper with the mail, but to tamper with these Elves usually means death as well!

The Emperor Mordred has his own personal fleet of Londinium Coaches that carry not only him but his personal staff and his imperial baggage these vehicles are crewed by elite drivers and carabinieri light infantry with a garde of two hundred L'Esprit du Garde cavalry at all times. It was in this convoy that the Emperor left his Armee behind and returned to Armorica once the campaign was lost.



# Flintloque Rules

In this part of the booklet you will find all the needed expansion rules to allow you to use the Londinium Coach and its crew in any edition of Flintloque and in the two scenarios given here. The Coach is a mighty vehicle and is the perfect centre piece for many, many scenarios and adventures in the World of Valon. Unless otherwise stated please use the standard Flintloque rules when additional rules are not given here.

## PREPARING THE VEHICLE FOR PLAY

In Flintloque the Londinium Coach is treated as a Section in its own right, it has its own Section Roster and is rolled for Initiative in its own right. The vehicle is allocated one activation per Turn (as is any single miniature) and all crew and passengers 'aboard' the vehicle upon its activation are activated one after another AFTER the vehicle has taken its own move etc but before activation passes beyond the Coach's section.

Your Londinium Coach should be based up to give it a 'footprint' for working out shooting and movement placement etc. Though we do recommend basing the horses separately as there can often be a need to remove one or more of them in play.

Using the rules here fill out a Section Roster for the Coach and its Crew. This should be used to record all events in play, damage, wounds, loss of horses etc. You will need to keep track of the Vehicle, its Horses, its Crew members and any assigned passengers on your Section Roster. Once the Section Roster is filled out and you have your scenario decided upon place the Londinium Coach in its starting position for your game, on your gaming table and get ready to roll those dice!

## INITIATIVE

The Londinium Coach rolls for Initiative just as any other Section does. Unless otherwise mentioned in a scenario specific rule *all Initiative Rolls made by the Coach section are at a -3 to the roll.* It's a really heavy, cumbersome vehicle!

All Crew and Passengers present on or inside the Coach at the Declaration stage of the Turn before the Initiative roll is made DO NOT have any Initiative of their own theirs is covered by the Vehicle. If persons get off or are thrown from the Vehicle then they become single characters again for the next Turn.

It costs one Action in base to base contact to climb into or onto the Coach if unopposed. If any character on the Coach wishes to protest the climbing aboard then the controlling player of the Coach may elect one or more characters on the

vehicle to stop them and proceed with a melee as normal. If the boarder wins then they are aboard and any melee continues. *The Coach can hold aboard, two drivers, two footmen and four inside the cabin.* It costs one action to dismount the vehicle. This may be done at any speed.

## MOVEMENT & SHOOTING

The Londinium Coach is a very heavy vehicle and in play its movement is worked out as follows.

For the vehicle to move from stationary it accelerates at a rate of 2cm per Horse per Turn; so with four horses (it can have eight horses maximum) it can accelerate up to 8cm per Turn. It can decrease its speed at a rate of 1cm per Turn per Horse. Turning is done using the lead horses, these may turn up to 45 degree left or right once per Turn, the other horses and the vehicle itself will FOLLOW THE EXACT PATH of the horses. The maximum speed of the vehicle is 28cm per Turn, though watch out for collisions!

The Coach is unaffected by any load it carries and is not affected by rough terrain of a light kind (such as scrubland, or light snow). However when crossing more difficult terrain that seriously hampers those on foot (such as Streams, Deep Snow, Woodland) it loses 4cm per Turn of movement for each Turn it is partially or fully in that terrain. It may not enter buildings, dense woodland, swamps or other impassible terrain; it will crash if so doing

Firing from the coach is worked out after movement, character by character aboard the vehicle. If a character has loaded weapons they may fire up to TWO of them. *Distance is worked out from the nearest edge of the vehicle to target, no Aimed Fire is possible at ANY time and ALL shots suffer one negative column shift due to 'rattling and bouncing' unless the coach is stationary there is no penalty to this type of shot. Reloading is carried out as normal.*

## VEHICLE DEFENCE FACTOR

It is easier to think of the Coach in play as more like a mobile building in terms of its structure. When shooting at the Coach there is FAR more chance of hitting the vehicle than its occupants. When a shot is fired at the Coach the firer must declare that they are shooting at the Vehicle or the Horses. The Horses are all Heavy Horses and are treated as such when shot at, if killed they are removed and the movement of the vehicle is affect as above.

*If shooting at the Vehicle the shooting player rolls 1D10 and applies the following modifiers. -2 if inside the vehicle, +2 if Driving or Footman. On a Result of 8+ the character is struck and damaged to them is worked out as normal. If 7 or less is rolled after modifiers then the vehicle is struck. Any number of shots of Attack Strength 7 OF LESS can strike the Coach and cause NO DAMAGE. Shots of Attack Strength 8 or more can possibly disable the Coach.*

When a shot this strong strikes the Vehicle deduct STRUCTURE points from the Coach. The Vehicle begins with 10 Structure Points and LOSES ONE for every point of Attack Strength of the shot OVER 8. So a weapon hitting with an AS of 10 will do (10 - 8 = 2) TWO points of Structure damage. Record lost Structure on the Roster.

	WALK (CM)	TROT (CM)	RUN (CM)	CHARGE (CM)	DEFENCE FACTOR (DF)	WOUNDS	MELEE MOD
<b>HEAVY HORSE</b>	12	24	36	48	5	1	+2

Vehicle Destruction & Crashes. When the Coach loses its last horse it will glide to a halt at a rate of -2cm per Turn plus any negatives from terrain at which point it is stationary. However in skirmishes there is MUCH more chance of accidents or damage causing a crash!

If the Coach loses its last Structure Point or Driver, or strikes (not the horses only the vehicle itself) any obstacle it cannot simply crush such as a waist height stone wall, a building, a large tree (not saplings or small walls these are smashed!) then it crashes! As soon as this situation occurs you must take into account the speed of the vehicle. If the vehicle is stationary or moving at less than 6cm per Turn then all occupants suffer no injury. At a speed of 7-12cm per Turn then all occupants suffer one wound, at a speed of 13-20cm all occupants suffer two wounds and at speeds greater than this EVERYONE is killed outright. Surviving characters may operate as individuals from this point.

Any character struck by the Coach while it is moving (it passes even partially over the miniatures base) rolls 1D10 on a 5+ they can dive aside (-1 per wound, -1 if Raw, -1 if Militia, -2 if Undead, +2 if Elite, +1 if Experienced or above). If they fail then they are struck by the Coach and suffer 1 Wound for every multiple of 8cm per Turn the vehicle is moving at rounded up (so speed 10cm = 2 Wounds).

### HORSES, CREW & POINTS COST

To use the Londinium Coach in Flintloque you must pay its cost in Points as you would do for any other character or weapon etc. There is a points cost for the Vehicle itself, a cost for each horse and then a cost for the crew. If you wish beyond this to add passengers then these can be worked out in points as well using the main Flintloque rule book.

The Coach costs 150 Points.

Each Heavy Horse to pull the Coach costs 14 Points.

The Orcish Driver costs 25 Points. (Profile given here)

The Orcish Footman costs 29 Points. (Profile given here)

On the rest of this page are the special tables for using the Coach in Flintloque, though you will require a copy of a game book to make full use of them.

	ORC		ORC
<b>CRAWL</b>	2 CM	<b>DEFENCE FACTOR</b>	3
<b>PRONE</b>	4 CM	<b>WOUNDS</b>	3
<b>STAGGER</b>	8 CM	<b>MELEE MOD</b>	+2
<b>FALTER</b>	12 CM		
<b>WALK</b>	16 CM		
<b>RUN</b>	24 CM		

Here are the standard profiles for the Coach Driver and Footman as supplied in 5107 and outlined here;

**Orcish Driver - Willum Delorc**

Average / Regular / Orc armed with Gutter Pistol and a knife. Points Cost: 25 Points.

**Orcish Footman - Grub Keltorc**

Average / Regular / Orc armed with the Coaching Blunderbuss and a knife. Points Cost: 29 Points.

	POINTS COST (CIVILIAN WEAPONS)
<b>COACHING BLUNDERBUSS</b>	8
<b>GUTTER PISTOL</b>	4
<b>HORSE MUSKETOON</b>	4

	RELOAD TIME STANDING	RELOAD TIME KNEELING (PRONE +2 TURNS)
<b>COACHING BLUNDERBUSS</b>	1 TURN	1 TURN
<b>GUTTER PISTOL</b>	1 TURN	1 TURN
<b>HORSE MUSKETOON</b>	1 TURN	1 TURN

	0-5cm	>5-15cm	>15-30cm	>30-45cm	>45-60cm	>60-75cm
<b>COACHING BLUNDERBUSS</b>	80/9	55/6	35/4	10/2	---	---
<b>GUTTER PISTOL</b>	65/5	50/4	20/2	---	---	---
<b>HORSE MUSKETOON</b>	65/5	60/4	30/3	10/2	---	---

# Slaughterloo *Rules*

On this page of the booklet you will find all the needed expansion rules to allow you to use the Londinium Coach and its crew in any edition of Slaughterloo Mass Battle.

The Coach is a mighty vehicle and is the perfect centre piece for many, many scenarios and adventures in the World of Valon. Unless otherwise stated please use the standard Slaughterloo rules when additional rules are not given here.

## THE LONDINIUM COACH IN PLAY

In Slaughterloo the Londinium Coach is treated as a Unit inside a division in its own right. It is not a combat unit like Elf Line Infantry or Orc Grenadiers, it is a tool used by Generals and or Commanders in Chief.

When you are building your division then you must allocate one unit as normal as you would for any unit to purchasing a Coach.

When you purchase a Londinium Coach you must pay the points cost which is; 175 POINTS.

The Unit has only one formation which is LINE formation all movement is committed on this basis.

The Coach may not retreat or move directly backwards, it must turn in a series of 'wheeling about' actions as covered in the Slaughterloo movement rules.

If made disorganised or forced to retreat the unit will remain stationary in that place until its status is returned to Good Order. It will continue to function as normal though with the exception of movement while in play.

In play the Londinium Coach Unit REPLACES your General or your Commander in Chief (C-in-C) miniature on the table. He is assumed to be contained within in the Coach. If the Coach is destroyed then the General is killed as per Sniper rules, a C-in-C on the other hand replaces the Coach model on the table and continues in play.

The Coach Unit may not enter woods or water and cannot traverse Slogging Terrain for Cavalry or Infantry. It must remain on Roadway or normal ground; if it enters this kind of ground it is stuck unless any other Unit within 5cm passes a basic form roll to free it.

The function of the Coach unit in play is to act as a kind of 'mobile headquarters' such as the kind used the Emperor Mordred himself while on Campaign. The General or C-in-C is contained within the vehicle and is moved around the battlefield as part of that unit, he may not leave it during play while the unit is on the table. Any other special abilities of these commanders are unaffected by use of this Unit in play.

*Here are special rules for having your C-in-C contained inside a Londinium Coach Unit:*

\*The Command Radius of the C-in-C is expanded from 45cm to 90cm in all cases.

\*Each time a Card is drawn from the C-in-C deck the controlling player may roll a D6 (if he wishes to) and on a result of a 6 he may discard the card and draw another.

\*Once per game ANY Unit within Command Radius may discard any Command Indecision card it has played upon it, this includes the Coach Unit itself.

\*All friendly Units within 45cm which can make Line of Sight to the Coach gain a +1 to Morale.

*Here are special rules for having your General contained inside a Londinium Coach Unit:*

\*The Command Radius of the General is expanded from 45cm to 90cm in all cases.

\*Each Turn the General may elect one Unit in his Division (anywhere on the table) and bestow upon it a +1 to Form for the Turn.

\*Once per game ANY Unit within Command Radius may discard any Command Indecision card it has played upon it, this includes the Coach Unit itself.

\*Once per game any Unit within 45cm of the Coach Unit if in Retreat, may be freely returned to Good Order.

There may only be ONE Coach Unit for every three divisions in a players army on the table.

	TROOP TYPE (REGARD)	UNIT SIZE	C	L	CB	F	FM	MM	DF	M	PC
THE LONDINIUM COACH	SPECIAL UNIT (R7)	1	N/A	20	5	3	N/A	-	2	11	175



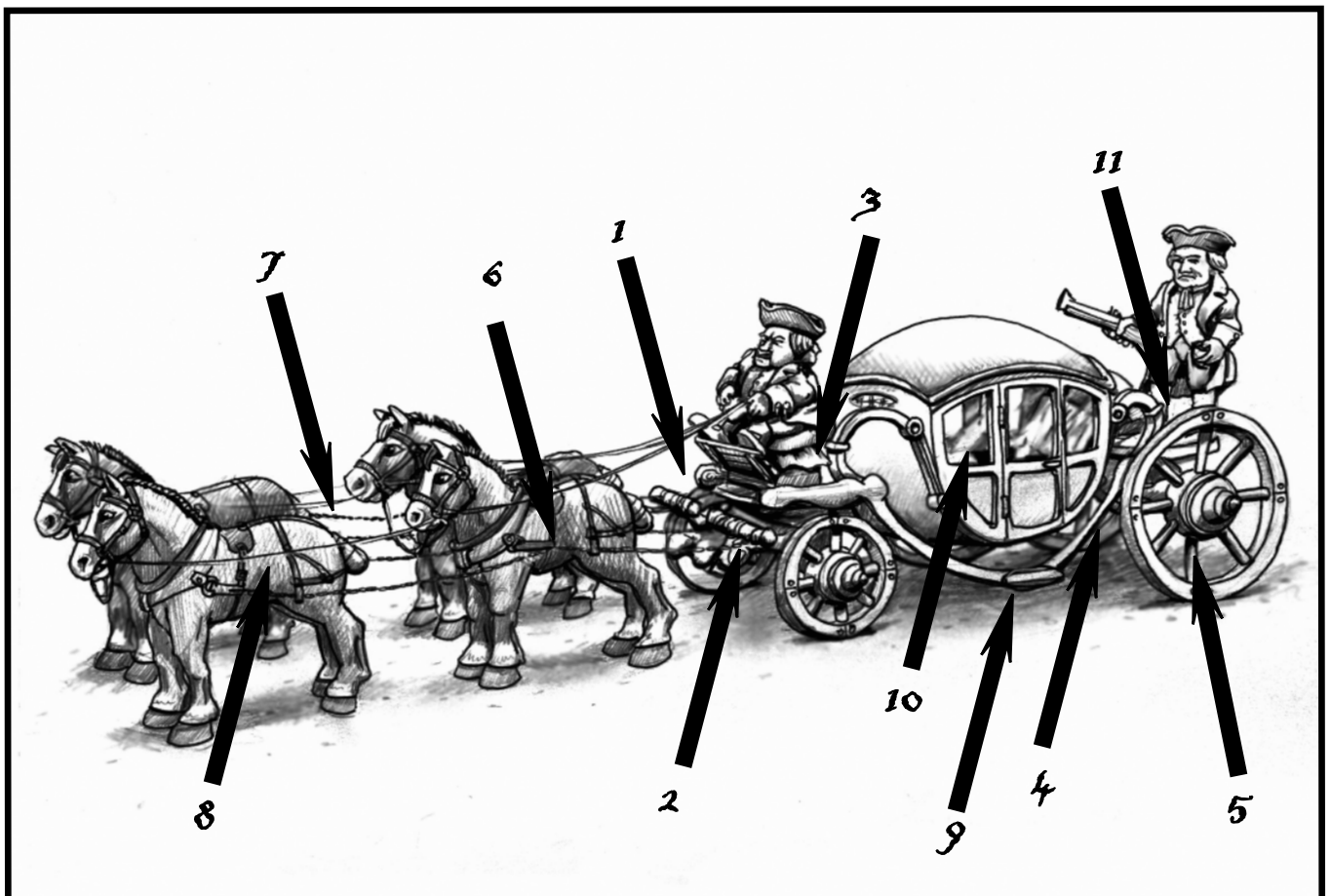
# What Be Ye, Beast of Iron and Woode? .....

## - The mechanics and components of the Londinium Coach.

Apart from the mighty vessels which with crews of hundreds sail the seas of Valon the Londinium Coach is the most complex contraption fashioned by Orckind or any other race.

In better order to understand this vehicle which straddles the lanes and cobbles of Albion and elsewhere we give you a listing and brief note of the parts and pieces which coachers must know in their trade.

1. **THILL** - The leading wooden shaft of the Coach which is the link to the horse tackle and the body.
2. **GRAND AXLE** - The wooden or iron spine of the Coach to which the body is harnessed.
3. **DRIVERS BOOT** - A wooden chest which the driver sits upon containing tools and firelocks.
4. **ELLIPTICAL SPRINGS** - Invented by wagonmaster Obidiah Elliorc these iron springs give superb balance and comfort to the Coach ride.
5. **FELLOE** - The wooden inner spokes of the Coach wheels which are hammered into the iron outer wheel.
6. **LAYNCEWOODE** - Very flexible and almost like rope this special woode is harvested in Joccia for horses tackle and saddles for Coach use.
7. **WHIFFTREE** - A complex assortment of leather and layncewoode ropes which connect all pulling horses to the main hand straps which the driver controls.
8. **BURROVIA DRAFT HORSE** - These big horses are the only animals with the size and temperament to pull a Coach, some argue for Hunvarian Rhino's but those brutes like to charge more than trot!
9. **IRON STEP** - Few have the size to jump straight into the cabin of the Coach this plate gives a foot up!
10. **CABIN** - This is the body of the Coach a weather tight place of luxury with velvet seating and plate glass windows, supported on the springs and topped with a stretched leather roof. Travel in style!
11. **FOOTPLATE** - An iron plate upon which the Coachman rides, typically armed!







## *Stand and Deliveroc, Your Groats or your Lyfe' ....*

- Two Player Flintloque Scenario.

It was early afternoon on the Port Bristle toll road and the Londinium Coach *'Hogshead'* was making quick progress towards the capital and a waiting audience of lords and ladies who were eager to meet those travelling within the wooden beast. In addition to Sir Willorby and his wife Lady Anna, of Yorkshire textile fame, the head Ostarian Ambassador to Albion the Duke of Yippstatte was also in the *Hogshead*.

Sir Willorby smiled, his tusks recently polished by a servant gleamed, at his wife who sat with a fan methodically fluttering at her neck. It had been a good year so far, plenty of muck and plenty of brass and the new ball gown he had bought Anna showed her fine figure to its best advantage. Without really thinking he reached down and patted the pocket in his breeches that contained his coin bag which now held two dozen solid gold coins. Each of these would be useful as a 'favour' to play at the nights engagement, coin made things happen in Londinium.

Opposite him in the rocking cabin of the *Hogshead* the Ostarian Dogman Ambassador Yippstatte noted this almost unconscious movement and spoke;

*'Mein dear Willorby ist du expecting trouble, jah?'*

The Orc blinked and then realised what he had done before replying;

*'Eh, lad? Ah, I see what you are getting at. Yes, being local to this fair isle I expect a little bit of bother. That's why I have this.'*

As he spoke he lifted his coat flap to show a pistol in his waist belt. The Dogman made a small bow before agreeing that an Orc needed to protect himself these days, and his wife.

Willorby snorted and then gestured to his wife;

*'Anna love, show the good fellow your party piece.'*

His wife folded her fan and as the Ambassador flushed with evident embarrassment hitched up her long dress to her knees and showed them both a leather holster holding a fine oak stock pistol.

*'Good girl, that's you and me ready I say.'*

The Coach began to slow down, which was odd as no stop was scheduled out in the wilds here, they creaked to a halt and the three heard the Orcish driver question the person who had called the vehicle to a halt. Willorby sighed at the delay but perhaps a passenger of means would be joining them, it was not a rare event.

A shot boomed out from ahead of the coach, its leaden death sound reaching out over the damp trees all around. Then a pair of voices, one an Orc the other a Joccian Rat;

*'Stand and Deliver, your groats or your lives!'*

*'Aye laddies, gie us all yur tin ur wul blast ye's to Haydes!'*

Willorby had worked too long and hard to let some rascals take his money, he pulled his pistol and checked the flint and hammer as the body of the Coach driver toppled to the ground. He looked at his wife;

*'Anna love, does thou think ye can pilot this beast if I kill 'em buggers?'*

## MAP AND SET UP

This scenario is set up on a standard gaming area of six feet by four feet (180cm by 120cm) with a large open area in the centre and a covering of heavy forest all around up to 25cm in from every edge. There is a small mile marker every 20cm from north to south along the table next to a road which is 8cm wide and enters and exits the table from north to south.

The Coach and its riders begin with the Coach within 10cm of the south edge on the road. The Highwaymen begin anywhere on the table that is 30cm or more from the Coach.

## SCENARIO OBJECTIVES & VICTORY CONDITIONS

The Objective of this scenario is robbery and to avoid it. Those in the Coach wish to remain alive and with their possessions and those without aim to get them.

Victory belongs to the Robbers if they manage to stop the coach and rob or kill all the occupants before the time expires. Victory belongs to the Coach occupants if they prevent this occurring to all of them in the time allotted to the game.

## GAME LENGTH

This scenario lasts ten turns only. At the end of the tenth turn a winner will be declared based on the Victory Conditions.

## SCENARIO FORCES

### The Coach and Riders -

The Londinium Coach & Four Horses  
The Coach Driver - Willum Delorc (as per page 6)  
The Coach Footman - Grub Keltorc (as per page 6)  
Sir Willorcbey (Orc, Regular, Average, Standard Pistol, Sword)  
Lady Anna (Orc, Militia, Raw, Standard Pistol)  
Herr Butchursprime (Dog, Militia, Raw, Standard Pistol)

### The Highway Robbers -

Plunkorc (Orc, Regular, Experienced, Standard Blunderbuss)  
McMean (Small Rat, Regular, Average, Standard Carbine)  
Benn Von Gerry (Ogre, Militia, Average, Bessie Musket)

## SPECIAL SCENARIO RULES

In this scenario all rules operate as normal including those for the Londinium Coach with the following extra special rules.

All Coach and Rider characters begin within the body of the Coach except for the driver and footman who occupy their normal places on the vehicle.

When any Highway Robber gets within 10cm of the Coach the Coach MUST slow down to a halt. This reflects the fact that no one aboard the Coach knows that a robbery is about to take place and the Robber has sufficiently disguised himself to fool the driver into thinking him a safe Gentleorc! The Coach may only move again either when a Robber climbs aboard or a shot is fired or a melee attach initiated.

To rob a character the Robber must be in base to base contact (or within the Coach body) with his target and he must win a round of melee with them. Declare a rob action before rolling otherwise assume the melee aims to kill a character. It takes one Turn stationary to pick the pockets of a corpse, so with time limited its faster not to kill them first!

## SCENARIO REQUIREMENTS TO PLAY

In order to play out this scenario you will require all of the following items from the Flintloque game range:

**Flintloque Rules (Rulebook or Flintloque Lite)**

**This Londinium Coach Booklet**

**2 x D10 Dice / Section Roster**

**The Londinium Coach model with horses**

Miniatures with which to play. You may use any from your collection allocating one to each character (except the driver and footman who come with the Coach set), but here is our own official list that was used in our own playing.

**LE034 Sir Willorcbey and Lady Anna**

**LE027 Plunkorc & McMean**

**BE003 Duke of Yippstatte**

**56039 Ogre Trooper with Musket**

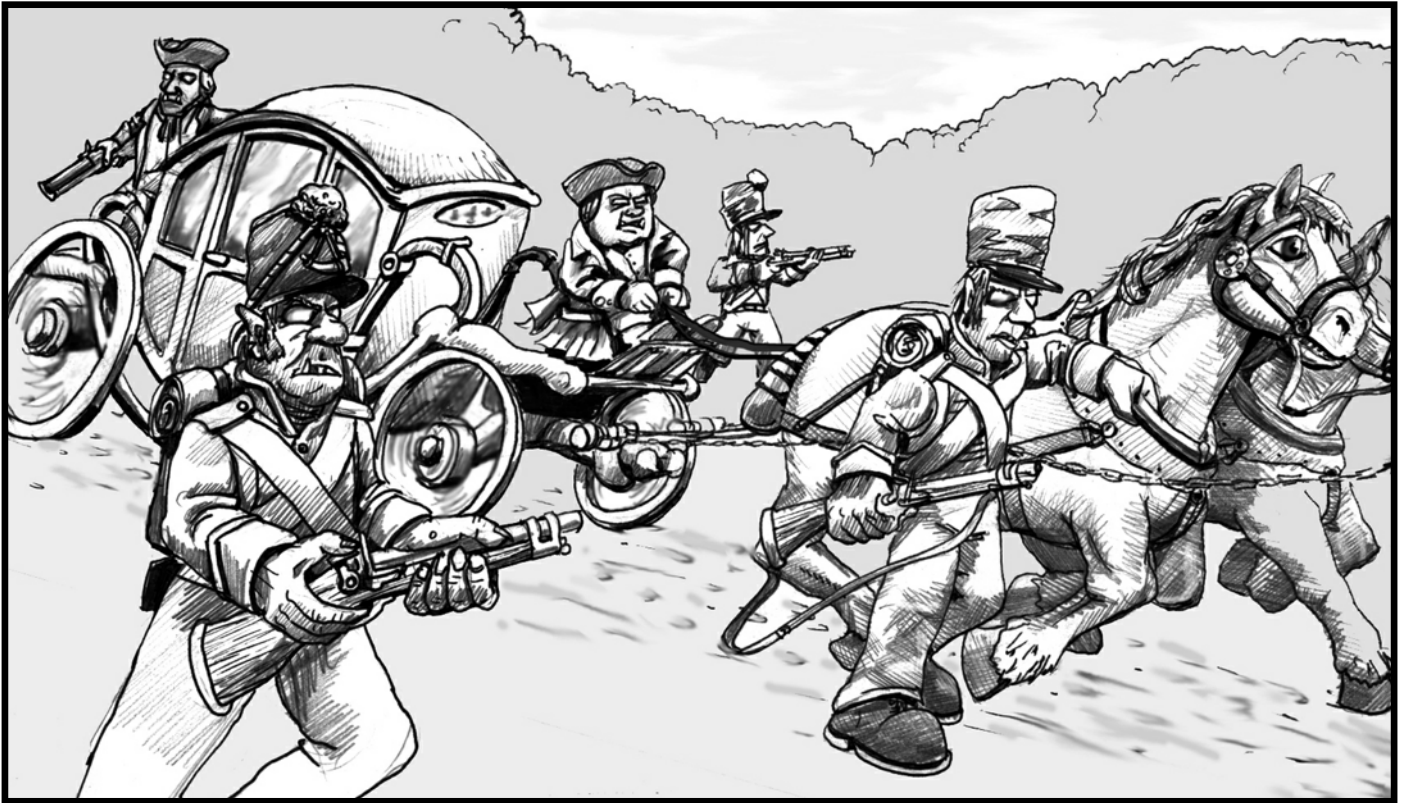
## TIPS FOR PLAY

If you are playing as the Highway Robbers then you have two general approaches to winning. Firstly Get the Coach to stop and then kill the Driver and Footman before attempting to overpower the passengers. This takes more time, or you could try and shoot the driver and make the Coach crash, risking allowing the Coach to escape but hoping for a big mangled rich corpse payout!

As the Coach Riders you must wait to be attacked before trying to make off, to that end do not travel too fast as you risk a crash if you lose your driver in a fight. When making off use the passengers to try and shoot the Robbers and get the Coach up to speed again to escape the table.







## *'Its all a Trifle in the Rifling' .....*

### - Two / Three Player Flintloque Scenario.

Sergeant Barkore of the 105th Rifles felt a measure of pity as he pulled the trigger on his Bakur Rifle. The bullet spun down the finely crafted barrel and exploded through the skull of the wounded horse that flailed weakly on the bloody soil. Its movements ended and at least for the poor animal the war was over.

It did however give the three Rifleorcs escorting the fiery tempered naval Captain Cochratrain another problem. They had begun their journey with a full company and six horses, now they were but three rifles and two horses for the heavy Londinium Coach '*Ambergristle*'. It was enough to move them toward the coastal village of Catchadeemenez though not very quickly and despite giving two large Elvish patrols a good thrashing they were still being chased by a few very desperate lancers. They might not be lucky the next time.

Every moment the Orcs remained at rest the lancers might fall upon them, they needed to get underway. From the high voice within the cabin of the *Ambergristle* the Captain realised it as well, he was roaring at the harassed driver mounted to the front of the vehicle to get it moving again. With a sound like a deaf Todoroni practising the violin with its eyes closed the Coach began to slowly pull away and rumble on across the rutted grass; the two remaining horses already glistening with sweat despite the half hour they had been at rest.

The three Rifleorcs set out at a trot behind the Coach, turning and skipping a step every few seconds to see if they were being followed. Perhaps the 'Cruddo's' had given up and learned that the green jacket of the 105th Rifles meant death for any Elf who stood in their way.

Rifleorc Curthiss shouted a warning not many moments later, so much for the lancers giving up the chase. Perhaps the Ferach were just as good as the Catalucians claimed. With a single hand sign the three Orcs halted and then knelt down, un-slinging their Bakur Rifles, as they dropped to their knees, and drew beads on the first couple of lancers who were closing rapidly with them, turf thrown up at a gallop.

The Coach rumbled on, the Rifleorcs would buy Cochratrain some time....

### MAP AND SET UP

This scenario is set up on a standard gaming area of six feet by four feet (180cm by 120cm) which is all flat grassland with a few patches of scattered rocks and light trees. Roll randomly for placement of these items, divide the table into six parts and place two items in each. The long edge of the table runs east to west. Place a small house or outbuilding within 10cm of the eastern edge equidistant from the north and south edges.

The Coach begins within 10cm of the east edge of the table, all allied Rifleorcs begin within 10cm of the Coach; Cochratrain is in the Coach. The Elf lancers begin anywhere on the eastern table edge when they are put into play.

### THE THIRD PLAYER

This scenario is designed for two players (Rifleorc & Lancers Rouge) but a third player can easily be added. Assign the Coach with its driver and footman along with Captain Cochratrain to another player (as a new Section in the Flintloque rules), allied to the Rifleorcs. A third player adds a random element that makes play a lot more exciting!

### SCENARIO OBJECTIVES & VICTORY CONDITIONS

The Objective of this scenario is for the Coach and the Rifleorcs to hold off the attacking Elf Cavalry and make their escape from any point on the Western edge of the game table. The attacking Elves wish to kill the occupant of the Coach and generally do in all those pesky Orcs!

Victory belongs to the Rifleorcs if they protect the Coach and manage to get its notable occupant off the western end of the table, Captain Cochratrain must survive and leave the table. If the Elves kill the Captain they win. All other results are a draw and just cause for a re-match!



## GAME LENGTH

The scenario lasts until Captain Cochretain leaves the table, by any means, or is killed.

## SCENARIO FORCES

### The Coach and Rifleorcs -

The Londinium Coach & **TWO** Horses  
The Coach Driver - Willum Delorc (as per page 6)  
The Coach Footman - Grub Keltorc (as per page 6)  
Captain Cochretain (Lowland Rat, Veteran, Regular, Sword)  
Sergeant Barkorc & Rifleorc Trimlorc  
(Orc, Light Infantry, Experienced, Bakur Rifle, Bayonet)  
Rifleorc Curthiss  
(Orc Light Infantry, Average, Bakur Rifle, Bayonet)

### The Lancers Rouge -

Capt Le'Grenne (Elf, Veteran, Reg, Sword, Standard Pistol)  
Troop Leader Trebor (Elf, Experienced, Regular, Std Pistol)  
Trooper Etinne (Elf, Average, Regular)  
Trooper Rostitoste (Elf, Average, Regular)  
Trooper Yarbonne (Elf, Average, Regular)  
Trooper Renolt (Elf, Raw, Regular)  
Trooper Bastart (Elf, Raw, Regular)  
*(All Lancers ride a Light Horse and carry a lance except Le'Grenne who only has the Horse and additional items)*

## SPECIAL SCENARIO RULES

In this scenario all rules operate as normal including those for the Londinium Coach with the following extra special rules.

The Lancers Rouge do not begin the game on the table, roll 1D10 and keep the result secret from the Orc player. On roll of 1-3 its Turn 1, on 4-9 its Turn 2 and on a 10 its Turn 3. Place the Elves on the table as per set up at the start of that Turn. They then play as normal.

Cavalry may attack the coach with lances as normal against their choice of target FROM HORSEBACK. Cavalry with Sword must mount the Coach to attack like Infantry.

The Rifleorc's may ride in or on the Coach as per the rules in this booklet but they MAY NOT reload a Rifle while on the Coach, it is too complex.

## SCENARIO REQUIREMENTS TO PLAY

In order to play out this scenario you will require all of the following items from the Flintloque game range:

### Flintloque Rules

**This Londinium Coach Booklet**  
**2 x D10 Dice / Section Roster**  
**The Londinium Coach model with horses**

Miniatures with which to play. You may use any from your collection allocating one to each character (except the driver and footman who come with the Coach set), but here is our own official list that was used in our own playing.

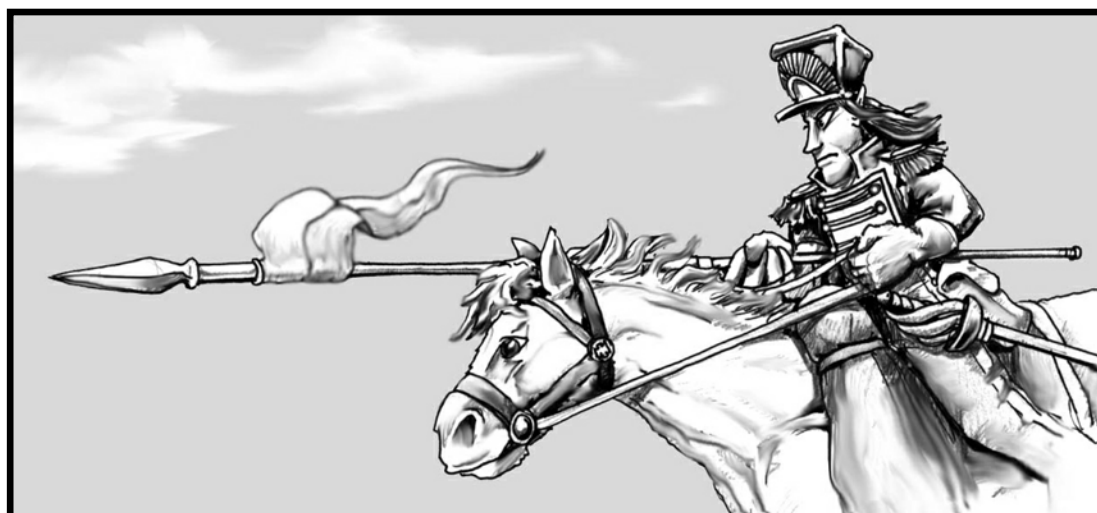
**Captain Cochretain (1 Giant Ratman)**  
**54009 105th Rifles (3 Orcs)**  
**51502 Lancers Rouge (5 Cavalry)**  
**51022 Lancers Rouge (2 Cavalry)**

## TIPS FOR PLAY

If you are playing as the Rifleorcs then time is of the essence, you need to get that Coach moving and with only two horses it will be a lot slower than with four horses. You can choose to leave the Rifleorcs on foot to try and slow the Elves down or gamble all and get them on the Coach for a running fight. Keep a close eye on Cochretain, losing him means losing the fight.

As the Elf player you have the advantage of speed, you can catch the Coach and the Orcs on foot with ease. But you may not come onto the table for a couple of turns. Do you try and spear the Orcs or risk their rifle fire and close with the Coach and skewering the Naval Captain through the window.

Do what lancers do and charge!

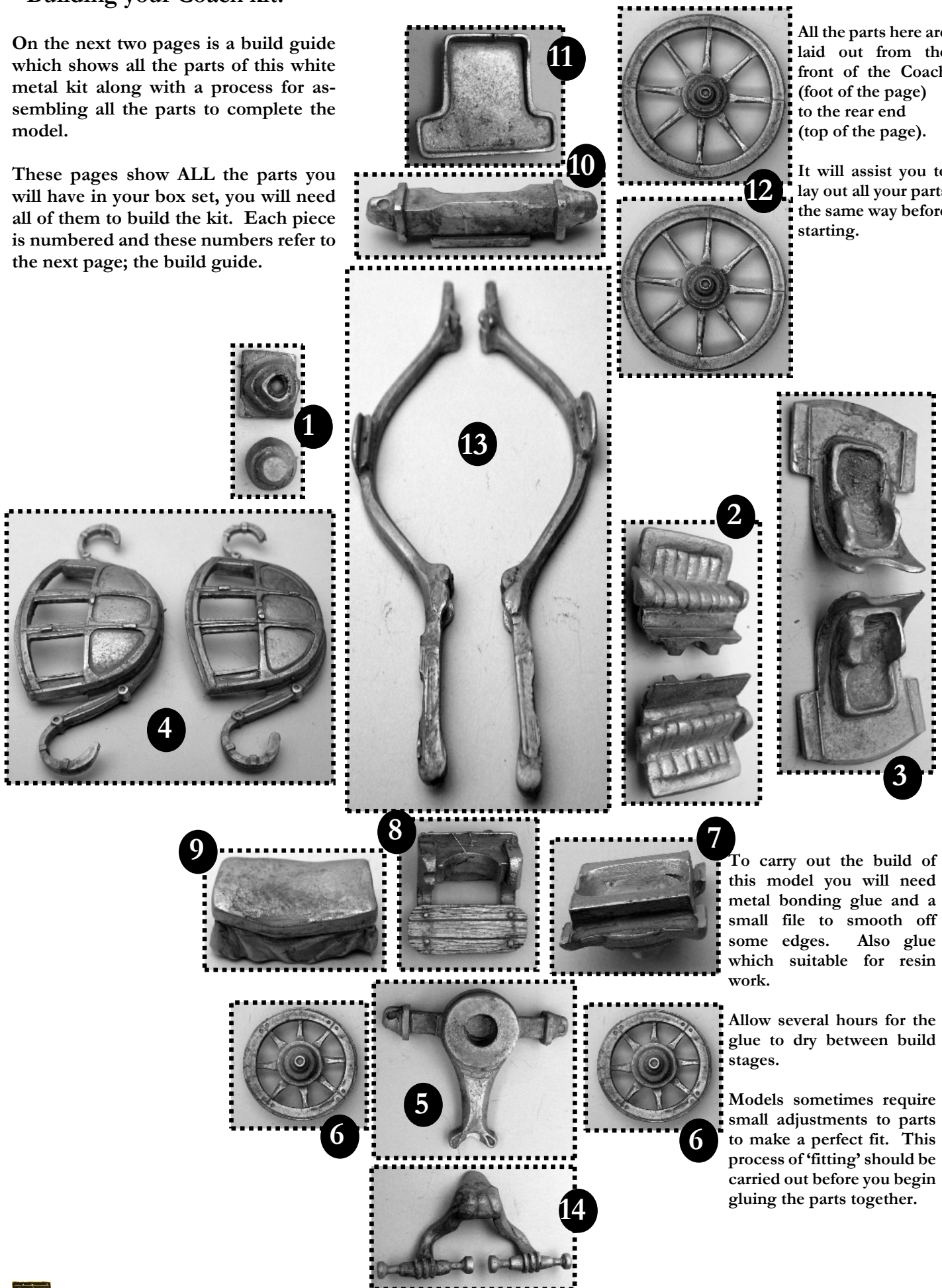


# *In the Coach Works and Commissioning a Carriage.....*

## - Building your Coach kit.

On the next two pages is a build guide which shows all the parts of this white metal kit along with a process for assembling all the parts to complete the model.

These pages show ALL the parts you will have in your box set, you will need all of them to build the kit. Each piece is numbered and these numbers refer to the next page; the build guide.



All the parts here are laid out from the front of the Coach (foot of the page) to the rear end (top of the page).

It will assist you to lay out all your parts the same way before starting.

To carry out the build of this model you will need metal bonding glue and a small file to smooth off some edges. Also glue which suitable for resin work.

Allow several hours for the glue to dry between build stages.

Models sometimes require small adjustments to parts to make a perfect fit. This process of 'fitting' should be carried out before you begin gluing the parts together.



## THE COACH BUILD INSTRUCTIONS

After layout all the parts of this set and removing any excess sprue and flashing on any of the pieces you are ready to begin. The following build is given in stages, you should complete all the aspects of each stage before moving onto the next. Have your glue handy!

### Stage One - Cabin & Cradle

Take both items in part 1 and insert the smaller part into the bottom of the larger part making sure the 'notch' matches the slot in the receiver of the larger item. Glue securely and allow to set fully. Once set take both items in part 2 and align the seats opposite each other with the shorter floored item fitting under the longer one, the result being a round hole under the seats facing each other; glue securely. Once set attach the glued part 1 to the underside of the glued part 2. Note you **MUST** align part 1 when glued to part 2 so that it has two 'lips' to the left and right where the wishbones of the suspension will later be anchored; this is the cradle. Once the glue is fully set take both items in part 3, these are to fit under the underside of the seats and around the lip of the cradle. Glue both items in part 3 to the backs of part 2 so that the sides with the detailing are outward facing and create the outer walls of the coach cabin. Once glue is securely set, take both items in part 4, these are the sides of the coach cabin. Arrange one coach cabin side on each side of your already built cradle with the seats and sides on it and glue in place. At each stage of this process make sure the Coach Roof fits snugly to your build. This completes Stage One, you have finished building the Cabin and the Cradle.

### Stage Two - Front Axle and Wheels

Take part 5, this is the front axle. Then take both wheels in part 6 and glue one to each axle mooring point, one on the left and one on the right. Once set take part 7 and glue the male pin into the female receiver on part 5, so that the flat recessed side of part 7 is facing upwards away from part 5. Once set take part 8, the buck board and fit into the recess on the top of the combined parts 7,6 and 5; it will fit so that the wooden effect buck board is facing upwards and in. Glue in place. Then take part 9, the drivers seat, and glue into place atop part 8 so that the fabric effect seat cover 'drapes' over part 8. This completes Stage Two.

### Stage 3 - Rear Axle and Wheels

Take part 11, the footplate for the footman, and insert into the top groove of part 10 the rear axle. Glue in place. Once set take both wheels in part 12 and glue one into each axle mooring point. This completes Stage Three.

### Stage 4 - Wishbones

This stage sees you fit the two large wishbone suspension items to your model and these serve to bring together all the already built items from stage one, two and three. Take both items in part. The longer arm of each wishbone faces the **FRONT** of the coach. Turn the Cabin and Cradle upside down (Stage One) and then proceed to place one and then the other wishbone in place. In place means that bottom of each wishbone fits snugly into the correctly aligned slots from when you built parts 1 and 2. Then you must also ensure that the arms of each wishbone (each has a groove for receiving the spiral arms of the coach cabin sides) fit into the points recessed in the spiral arms of the coach sides (part 4), At this stage take the built parts of Stage Two and fit them between the front long arms of both wishbones so that when glued then sit on the receiving points of part 7. It will only fit the correct way, this will be seen at the time.

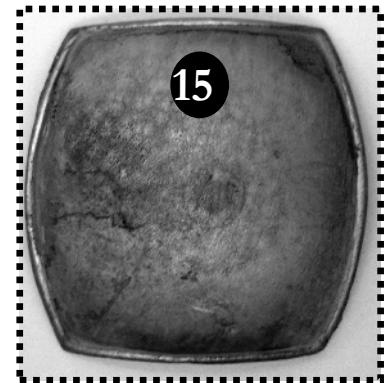
Now take the built parts of Stage 3 and attached to the short arms of both wishbones, in the same manner as the front axle assembly. The arms fit beneath the footplate onto the rear axle. This completes Stage Four.

### Stage 5 - Finishing

At this point you are ready for the Horses, the Riders and the Horse reins and tackle assembly. Take part 14 and glue to the exposed end of part 5 with the arms facing upwards. Place part 15 the roof atop the cabin, this can be glued or left loose. Items in part 16 should be based up and painted before placing on the drivers seat and the rear footplate. Finally the four horses in part 17 should be based singly and then if you desire a set of chains for tackle can be scratch built.

### Well Done!

Move onto the next page to get schemes for colours of paint on your built coach.





## *Livery and Finest Cloth .....*

### - Choosing the colours of your Coach.

Once you have your grand conveyance constructed then you must choose for it an allegiance, a type and a form of colour. That is to say a paint scheme which will suit the use to which you are going to put the vehicle in your games. We have suggested several schemes here which are suited to the typical uses of the Londinium Coach.

#### **THE WORKADAY COACH**

#### **THE HAKEDKNEE COACH**

#### **THE LONDINIUM GENTLEORC'S COACH**

#### **THE ALBION STAGER**

#### **KYNG GORGE III COACH**

#### **THE FERACH IMPERIAL**

#### **TADIO POLO'S STATE RACING COACH**

Each gives you the main colours for parts of the vehicle and its cabin interior plus livery for its crew. Feel free to use any of these for your Coach or to come up with more of your own. After all Valon is a big place and as long as you are happy with the paint job on your Coach that is what matters. Plus if you have a particular task in mind and get stuck just contact us directly and ask, we are always happy to help.

Note that the Cradle and underside of all Coaches is, unless you are feeling really adventurous is black in colour.

Note that Horses vary in colour but those in urban settings are sometimes of a lighter hue than those on the battlefield. The Ferach favour black horses and the Orcs brown.

### **THE WORKADAY COACH**

This Coach is not the most fanciful but it is the norm and can be found running the streets of any city or town in Albion or elsewhere. If its for general use then this is the scheme for you.

**Roof** - Light Grey

**Side Panels / Main Cabin Walls** - Black

**Door / Side / Additional Trim** - Golden

**Seats and Internal Walls / Floor** - Grey material, off White floor

**Main Metal Work (Axles / Suspension / Wishbones)** - Dark Grey

**Thill** - Golden

**Wheel Rims / Spokes / Cores** - Black / Dark Grey / Golden

**Drivers Padded Seat / Foot Rest** - Off White / Light Brown

**Footman's Footplate** - Dark Grey

**Drivers Livery** - Light Brown Breeches, Bottle Green Coat, White shirt / stoking's, black boots and Tricorne. Swarthy Flesh, Red Eyes.

**Footmans Livery** - As Driver plus light brown and metal gun.

### **THE LONDINIUM GENTLEORC'S COACH**

This Coach is of the kind used by those with some riches, a more refined vehicle if ever there was one. Elegant ladies in expensive gowns escorted by well paid guards and often with their husbands who are the movers and shakers of the social and political scenes.

**Roof** - Light Blue

**Side Panels / Main Cabin Walls** - Black

**Door / Side / Additional Trim** - Silver

**Seats and Internal Walls / Floor** - Red material, Black floor

**Main Metal Work (Axles / Suspension / Wishbones)** - Black

**Thill** - Black

**Wheel Rims / Spokes / Cores** - Black /

Light Blue / Silver

**Drivers Padded Seat / Foot Rest** -

Light Blue / Light Brown

**Footman's Footplate** - Black

**Drivers Livery** - As Workaday

Coach Driver except Light Blue Jacket.

**Footmans Livery** - As Workaday

Coach Footman but

Light Blue Jacket.



### **THE HAKEDKNEE COACH**

This Coach is paid for by the hour, a hired vehicle its name referring to what happens to those who attempt not to pay the fair! Seem roaming the streets of Londinium, Edinborgh and elsewhere its your for a price.

**Roof** - Black

**Side Panels / Main Cabin Walls** - Black

**Door / Side / Additional Trim** - Dark Yellow

**Seats and Internal Walls / Floor** - Brown material, Black floor

**Main Metal Work (Axles / Suspension / Wishbones)** - Black

**Thill** - Black

**Wheel Rims / Spokes / Cores** - Black / Dark Yellow / Black

**Drivers Padded Seat / Foot Rest** - Dark Yellow / Light Brown

**Footman's Footplate** - Dark Yellow

**Drivers Livery** - Black Breeches, Dark Yellow Coat, White shirt / stoking's, black boots and Tricorne. Swarthy Flesh, Red Eyes.

**Footmans Livery** - As Driver plus light brown and metal gun.

### **THE ALBION STAGER**

This Coach is often chased by those who wish to rob it or its paying passengers. The Albion Stager is the Coach which carry mail and persons between cities and towns all across Albion, Joccia and Taffsea. Watch out for Highway Orcs!

**Roof** - Dark Brown

**Side Panels / Main Cabin Walls** - Dark Brown

**Door / Side / Additional Trim** - Black

**Seats and Internal Walls / Floor** - Red material, Black floor

**Main Metal Work (Axles / Suspension / Wishbones)** - Black

**Thill** - Dark Brown

**Wheel Rims / Spokes / Cores** - Black / Dark Red / Black

**Drivers Padded Seat / Foot Rest** - Dark Red / Light Brown

**Footman's Footplate** - Dark Red

**Drivers Livery** - Black Breeches, Dark Red Coat, White shirt / stoking's, black boots and Tricorne. Swarthy Flesh, Red Eyes.

**Footmans Livery** - As Driver plus light brown and metal gun.

This Coach is also found where ever the Army of Albion campaigns, carrying officers and their baggage to the front.

See the next page for three more, well a touch exotic and special paint schemes for your Londinium Coach and its crew.

## THE KYNG GORGE III COACH

This Coach is the personal property of that most regal and huge of monarchs, Kyng Gorge III of Great Britorcn (that being Albion, Joccia, Taffsea, Guinalca and the rest of the Empire). It is used for state occasions and really any time when the need to impress is paramount. Who say's I ain't as fine as that tyrant Mordred!

**Roof** - Bright Yellow

**Side Panels / Main Cabin Walls** - Bright Red

**Door / Side / Additional Trim** - Gold

**Seats and Internal Walls / Floor** - Purple material, White floor

**Main Metal Work (Axles / Suspension / Wishbones)** -

Bright Yellow

**Thill** - Gold

**Wheel Rims / Spokes / Cores** - Black / Bright Red / Gold

**Drivers Padded Seat / Foot Rest** - Purple / Dark Brown

**Footman's Footplate** - Bright Red

**Drivers Livery** - White Breeches, Bright Red Coat, Golden shirt / stoking's, black boots and Tricorne. Swarthy Flesh, Red Eyes.

**Footmans Livery** - As Driver plus light brown and metal gun.

## THE FERACH IMPERIAL

While most of these schemes are aimed at Orcish uses here is one that is pride of place in Armorica land of the Ferach Elves. The Ferach Imperial is used by Marshal's and other very important officials and officers of the Empire. This of course makes them prime targets for ambush by Dark Elf fighters or Orc Red Coats.

**Roof** - Bottle Green

**Side Panels / Main Cabin Walls** - Bottle Green

**Door / Side / Additional Trim** - Gold

**Seats and Internal Walls / Floor** - White material, Black floor

**Main Metal Work (Axles / Suspension / Wishbones)** -

Dark Brown

**Thill** - Dark Brown

**Wheel Rims / Spokes / Cores** - Black / Bottle Green / Gold

**Drivers Padded Seat / Foot Rest** - White / Dark Brown

**Footman's Footplate** - Bottle Green

**Drivers Livery** - (Elves or Dwarves) White Breeches, Light Grey Coat, Light Blue shirt / stoking's, black boots and Tricorne. Pale Flesh, Blue or Brown Eyes.

**Footmans Livery (Elves or Dwarves)** - As Driver plus light brown and metal gun.



## TADIO POLO'S STATE RACING COACH

Those in the know, the know of fine Coaches and their uses, have all heard of the Todoroni King of Napolise. Tadio Polo is somewhat portly and also somewhat 'eccentric' and his own stable of Coaches shows this. He possesses several racing vehicles in the most outlandish colours. The populous of Napolise often have to dive for cover as one of these garish contraptions thunders past at speed.

**Roof** - Bright Pink

**Side Panels / Main Cabin Walls** - Ivory (Off White)

**Door / Side / Additional Trim** - Bright Pink

**Seats and Internal Walls / Floor** - Dark Brown material, White floor

**Main Metal Work (Axles / Suspension / Wishbones)** -

Dark Brown

**Thill** - Pink

**Wheel Rims / Spokes / Cores** - Dark Brown / Bright Pink/ Ivory

**Drivers Padded Seat / Foot Rest** - Pink / Dark Brown

**Footman's Footplate** - Bright Pink

**Drivers Livery (Todoroni)** - Ivory Breeches, Bright Pink Coat, Dark Brown shirt / stoking's, black boots and Tricorne. Green Flesh, Black Eyes.

**Footmans Livery (Todoroni)** -

As Driver plus light brown and metal gun.

