

5109
Sharke's Chosen
A Flintloque Boxed Set



"Sergeant Harpy put those buggers down!"

Captain Sharke was leading the party of Rifleorcs towards a small farmhouse that was being stubbornly held by a group of Elvish Voltiguers. He pointed to a knot of three Elves guarding the broken down door that they needed to force their way past to take the house.

"Aye, Soir, right away!"

Harpy, a giant of a Bog Orc, used one massive arm to swing his seven barrelled Nock Gun into line with the Elves at the door and then as its muzzle came across he pulled the trigger. With a mighty boom the gun fired. The the three Elves were snatched back as six of the seven pistol calibre balls took them to bloody ruin.

Sharke shouted this thanks to the sergeant and then spying an enemy officer trying to rally his troops, he turned to the oldest of the Chosen 'Uns.

"Hagsmun give that officer a taste of your rifle!"

The old Orc had already settled himself far behind the rest of the 'Rifles' as they charged. He could be of far better use sitting calm and steady. He was the best shot in the regiment and that was no mean feat.

A moment later Sharke heard the loud bang of a Bakur Rifle and the Elf officer collapsed, shot clean through the skull. Now the Elves were getting scared. They started to flounder and even though they were experienced troops and they out numbered their foes, they had never seen ferocity such as from these green jacketed Orcs.

"Arris, Tunge, Purrkinz get into them!"

Now they were only a score of yards from the doorway and though Elvish muskets barked they did not slow their advance, not for a moment. Harpy grunted as a musket ball hit his huge chest but failed to penetrate the layers of muscle.

Sharke had his heavy cavalry sword raised as he and the closest three Orcs hit the doorway like a hammer. Rifleorc Tunge drove his bayonet into a wounded Elf while Rifleorc Arris fired his Bakur Rifle into the hallway and young Purrkinz followed his daring officer into the darkness of the farmhouse.

"Koopaa make sure Sweat Villiam makes it into the farmhouse kitchen to that ruddy oven."

This command was to the pair following the first group. While Sharke and his Orcs would deal with any Elves they found, it was vital that Rifleorc Koopa and Captain Fredorson made it to the kitchen and to the oven where Major Wo-Gan had told them secret plans were being stored. Septic Piecrust aided by Hagsmun had blown up a wagon a good five hundred yards from the farm to provide a distraction for the attack now underway. They should all be long gone by the time the rest of the Elves returned from their investigation into the exploding supply wagon.

"Good work lads! Major Wo-Gan will be pleased!"

This was hot work for the Rifleorcs but it was the norm for them and for Captain Sharke too. The Mordredian Wars had to be won and while high command strategised it would come down to killers like them to make it a reality....

WHAT IS THIS BOXED SET

Welcome to this Flintloque Boxed Set. 5109 Sharke's Chosen is a full set of character 28mm scale white metal miniatures designed for use with your Flintloque the Skirmish books and other miniatures from that range by Alternative Armies. It has many varied uses some of which you will learn about here and others you will be able to read about in print and online from various sources. Some of these sources are named in the credits.

The contents of this boxed set allow you to field all of the central characters that make up Captain Rekhardt Sharke's section, his closest allies, in the war against the Ferach Empire. These include Sharke himself both on foot and mounted on a horse along with his closest comrade the huge Sergeant Harpy who is also on foot and on a horse in this set. Along with these two come five characters from the 105th Rifles regiment. These 'Chosen Un's' include the literate but drunk Arris, the aging but crack shot Hagsmun, the gangly but lethal Tunge as well as the murderous Koopa and young Purrkinz. These five are always in close proximity to Sharke. Then come the other officers beginning with Captain Fredorson who is known as 'Sweat Villiam' to his friends and a close ally of Sharke. Major Wo-Gan both on foot and mounted on a horse is an intelligence officer who gets the Rifleorcs into all kinds of scraps. Finally Major Septic Piecrust both mounted and on foot who aides Sharke by his liberal use of all kinds of bombs and other explosive ordinance.

These characters align themselves in different combinations to suit your scenarios and those scenarios published by Alternative Armies and fans of Flintloque.

Now read on and learn all about each character in the set with their official game statistics for Flintloque. After this enjoy uniform details and accounts of firelocks plus ways to expand your crack 105th Rifles force and then a scenario to get you started on the gaming table.

5109 Sharke's Chosen Credits

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 Published by Alternative Armies

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Dedications

In memory of my grandmother Betty who encouraged and supported me when I thought I could not continue designing miniatures. She made all the difference. Rob Alderman.

For all the loyal fans of this great game now and always. Gavin Syme.

Useful Links

Alternative Armies Online
www.alternative-armies.com

Barking Irons Online
www.barkingirons.co.uk

The Notables Yahoo Group
<http://games.groups.yahoo.com/group/notablemembers/>

Orcs in the Webbe
www.orcsinthewebbe.co.uk

Gavin Syme Online
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THE CHARACTERS

Each of the miniatures in this set is a named character and as such they have a complete and unique profile for use in Flintloque. This profile gives their name along with their rank in the Army of Albion. It then goes on to tell you something about them and their motives and habits. After this comes statistics for use in play telling you their troop type and experience level along with their weapons (weapon details are towards the end of this part) and any typical skills/traits and flaws they might have. Lastly comes any unique rules for use in play that are particular to that character and a suggested points value for the character.

If you do not make use of the Flintloque points system in your scenarios this is fine but please make sure the other players in your group are happy with this choice before you set up to play. Keep the combat to the gaming table!



Flintloque



When persons of any nation of Urop speak of the Army of Great Britoren it does not take long for the conversation to turn to the 'Rifles'. Among the most famous of regiments to be found anywhere the Rifles as they are hailed are some of the finest light infantry on all of Valon.

One of the oldest regiments in the Army of Albion, its creation being among the first before the great battle of Dresda and the Ferach Revolution. The 105th were among first to get training in the use of muskets.

It was quickly found that the Orcs of the 105th were so naturally proficient with their new weapons that the experimental rifled musket designed by Ezikial Bakur was given to them. Expensive, slow to load, but superbly accurate, the Bakur Rifle is the symbol of the pride of the 105th Foote. Originally called 'The Loyal Sharpshooters' the 105th got its nickname from the Duke of Wheeling-Turn, who with typical brevity refused to reel out the full name and used only the one word; Rifles. It stuck.



It's a tough life as a soldier but there is some glamour and notoriety to be had by gaining a commission in the 105th Rifles. With their strutting and reputation as 'the best' the Rifles get a lot of adventures than many line infantry just don't have the chance to see. This attracts officers of a certain mettle, you will not find many duffers and cretins in the mess of the Rifles.

As well as those aging but lethal Orcs like Colonel Oswald Pebblekettle, the Grand Duck, and Private Willham Scumtees (noted diarist and member of the Notables Club in Londinium) there is one officer of extra special note: Captain Rekhardt Sharke.

Captain Rekhardt Sharke

One of the most infamous and hardest soldiers in all of Valon, Sharke is the bastard son of an Elvish mother and Orcish father. A foundling with no family he grew up in the lethal rookeries and streets of Londinium before taking the Kyng's shllin' and joining the army. Rising to the rank of Sergeant he then saved the future Duke of Wheeling-Turn's life from an Injian sword thrust...as a result he was made an officer! Despite hatred and downright trickery from his more noble Orcish superiors, Sharke is such a good soldier he has risen in the ranks and now gets all the jobs too arduous for others. He is the ultimate soldier of the Mordredian Wars.

In Flintloque this character is a Half-Orc (see special profile) and is Legendary / Light Troop / Elite status. He is armed with a Bakur Rifle and a Sword of Exquisite Quality. He has the following skills/traits/flaws; Improved Command (2), Tap Loading, Interrupt Fire, Dodge, Alert, Good Shot, Nerves of Steel, Raised from the Ranks (note does not effect any character in this set but all others as normal), Foul Temper, Animosity (Obidiah Hogswill). Special Rules: All Ferach Elves are scared of Sharke, all Elves (not allied to him) within 45cm suffer a -1 on all Morale Tests. Sharke is so dirty a fighter that he gains an additional +1 in Melee and all Orc's within 15cm of him also gain a +1 to their melee rolls. His ability to survive mortal wounds is almost a fairytale in its own right if Sharke is 'killed' in play then roll 1D10 on a 6+ he comes back to life with one wound. This may be done any number of times in play.

Optional Special Rule: Of course Sharke can never really die, so if he really is killed in play he rejoins his section after the game with one wound.

With all special skills and equipment this character costs 149 Points on foot and an additional 30 Points to be mounted.

Sergeant Padrag Harpy

Harpy is a huge Bog Orc who, after a titanic fight with Sharke to establish just who was the 'ardist' of them now calls Sharke and only Sharke 'sior' off the parade ground. The two of them have been through many adventures together and both profit from their relationship. Harpy owns a rare Seven Barrel Nock Gun which he uses instead of a Bakur Rifle though he is happy with almost all firelocks.

In Flintloque this character is a Bog Orc and is Legendary / Light Troop / Elite status. He is armed with a Nock Gun (seven barrel volley) and several knives. He has the following: Brawler, Rapport (Sharke), Large Fellow, Quick Reflexes, Knuckles, Massive Jamminess, Foul Temper. Special Rules: Harpy is massive and as a result he gains +2 Steady and +2 Wounds to the normal Bog Orc racial profile. All normal rank and file characters (not officers) allied to Harpy pass all morale tests when within 15cm of him in play. With all special skills and equipment this character costs 131 Points on foot and an additional 30 Points when mounted.



Rifleorc Dahn Hagsmun

An elderly Orc from the border hills that Albion shares with Joccia this old poacher is the finest shot in the whole army; or at least those speaking with Sharke do not argue the point.

In Flintloque this character is an Orc and is Veteran / Light Troop / Elite status and is armed with a Bakur Rifle and a knife along with a fiddle (small imp wpn). He has the following: Stealth, Alert, Jaminess, Bad Knees. Special Rules: Hagsmun is a superb shot and at all times this means a +15% to all shots he takes. Hagsmun also plays the fiddle like a dream and may act as a musician (see normal rules) if he chooses to. Once per scenario he may apply 'Best Browne Paper' to any character in base to base contact which will automatically regain one Wound for that character.

With all special skills and equipment this character costs 92 Points



Rifleorc Bok Arris

Arris is odd for an Orc, even more so for an Orc from the ranks; he can read and write. Not only that but he can even speak several languages including Elvish and He is also a firm believer in the theory of 'Democracy' and this makes him troublesome to many officers.

In Flintloque this character is an Orc and is Experienced Light Troop / Elite and is armed with a Bakur Rifle and Bayonet. He has the following: Rapport (Sharke), Good Shot, Sauce. Special Rules: Arris is educated but he is a terrible drunkard when not carefully watched; see the 'Sauce' rules. However his learning means he may taunt

any enemy in their own tongue meaning all foes within 20cm of Arris suffer -1 to Steady ratings.

With all special skills and equipment this character costs 78 Points

Rifleorc Ichziah Tunge

Trouble from the word go, that is Private Tunge all over. A firm, if failing follower of Orcish deity Sentinal, he always carries the book of 'Sentie's Words' with him. He has a real problem with grog and lady juniper, he will get drunk if the chance occurs to him.

In Flintloque this character is an Orc and is Experienced / Light Troop / Elite and is armed with a Bakur Rifle and a Bayonet. He has the following: Serpentine, Athletic, Quick Reflexes, Prayer, Sauce. Special Rules: Tunge is a vicious fighter and often drunk see the 'Sauce' rules but he is very nimble and never wears shoes. Once per scenario he may move ignoring penalties for poor terrain up to 10cm regardless of terrain type (assume he jumps impassible terrain).

With all special skills and equipment this character costs 76 Points



Rifleorc Fung Purkinz

The young lad of the Chosen Un's, the novice and the least offensive all around. He has only just recently joined the 105th and has been with Sharke for only a few missions. Sergeant Harpy has a soft spot for the young Orc, but he shows him no favouritism in front of the other Rifles.

In Flintloque this character is an Orc who is Raw / Light Troop armed with a Bakur Rifle, Bayonet and Standard (see rules for its use). He has the following: Rapport (Harpy), Steadfast, Low Pain Threshold. Special Rules: Purkinz is still just a little lad and he needs his 'teddy'. He suffers a -1 in all Melee rolls due to his age and size. With all special skills and equipment this character costs 44 Points



Rifleorc Daz Koopa

The newest of the Chosen Un's is Koopa, a life long soldier who chose the shilling over the rope of the hangman back in his native Plymuff at a young age. He is a good soldier and an effective Rifleorc but he really is a thief and a murderer with few friends, who takes every chance he can to enrich himself. He has respect only for Captain Sharke to whom he owes his life several times over. The most infamous occasion was when Sharke shot an Elvish rider who was about to sabre Koopa in back as he rifled a heavily laden pack mule.



In Flintloque this character is an Orc who is Average / Light Troop / Elite status and is armed with a Bakur Rifle, Bayonet and Knife. He has the following: Rapport (Sharke), False Bravado, Thieving Scum, Animosity (Harpy). Special Rules: Koopa is a murderer and he will try to kill and rob when the chance occurs. If any friendly or enemy character (except Sharke) is reduced to one Wound and is out of line of sight to any allied character to Koopa then Koopa must attempt to melee and kill the character in his next activation. If observed Koopa will deny it and if unsuccessful the attacked character automatically has Animosity as per the rules towards Koopa.

With all special skills and equipment this character costs 56 Points

THE 105TH RIFLES

A Section in the 105th has ten to fifteen soldiers including an Officer, a lesser Officer, a couple of Sergeants, a musician and standard bearer, the rest being Rifleorcs (Privates). The Orc Rifles are armed with Bakur Rifles. Their uniform consists of a dark green tunic, dark green breeches, a black shako with a green plume, and black shoes. Cuffs, collars, shoulder straps and turnbacks are black, piped in white. Equipment and equipment straps are black leather.

Half Orc Statistics

Double March 28cm	Steady 3	Raw 19
Quick March 20cm	Wounds 3	Average 27
Slow March 12cm	Discipline 0	Experienced 38
Half Step March 6cm	Melee Modifier 3	Veteran 44
		Legendary 56

Regular	+0
Light Troop	+6
Elite	+4

Captain William Fredorson

A long, long time soldiering under the banners of Great Britorcn has cost Fredorson a lot. 'Sweat Villiam' as he is called by his Orcish brothers has been wounded many times and has fought not only in Catalucia but also Burrovia and even in Amerka. His wounds have cost Fredorson his left eye, his hair (he is bold but wears a wig of hair taken from dead Elves) and his teeth (which are now wooden dentures). He is a close ally of Reckardt Sharke.



In Flintloque this character is an Orc who is Legendary / Light Troop / Elite armed with a Bakur Rifle and a Cleaver (count as a Sword). He has the following: Rapport (Sharke), Tap Loading, Brawler, Improved Discipline (2), Stealth, Natural Leader, Iron Hard, Knuckles. Special Rules: Fredorson is an Orc of many parts...most of them taken from dead foes and as a result he is not quite as fast as others, reduce his movement rates by 10% rounding down at all times. But he can scare the living daylight out of any mortal foe due to his appearance. All enemies suffer -1 to Steady when within 15cm of Sweat Villiam. He may also, to reflect his stubborn talent to exist, once per scenario automatically regain one lost wound that is inflicted upon him (always the first he takes).

With all special skills and equipment this character costs 128 Points



Major Turri Wo-Gan

A staunch ally of Reckhardt Sharke as well as an officer of the engineers and more importantly General Wheeling-Turn's spy master in Catalucia, Major Wo-Gan buttons his coat up tight over many duties. Often undertaking dangerous missions in enemy territory or giving such vital missions to Sharke and his Chosen 'Uns Wo-Gan is an officer who knows what is what and who is who.

In Flintloque this character is a Bog Orc who is Veteran / Engineer / Elite status and armed with a Sword and Standard Pistol. He has the following: Improved Discipline (2), Alert, Stealth, Jamminess, Nerves of Steel and Jammi Wound. Special Rules: Wo-Gan is a spy master and each turn he is in play he inflicts a massive -3 to all enemy initiative rolls and he may remove 1D6-1 Shaken Tokens from any allies character in play including himself.

With all special skills and equipment this character costs 109 Points on foot and an additional 28 Points when mounted.



Major Septic Piecrust

Often a lonely and mistrusted figure Major Piecrust travels from place to place in Catalucia where and when the need for demolition arises. He is an expert in black powder, bombs and generally taking apart things that need destroyed. Few will attempt to befriend him though as he is bad tempered and very badly disfigured (the result of a too short fuse) and he wears a leather hood. But he is an Orc of great personal honour and those who look beyond the hood will find a loyal ally in the fight against the Elves.

BAKUR RIFLE			
1 - Double March	2 - Quick March	3 - Slow March	4 - Half Step March
No Fire Allowed	Fire with 1 Right Shift	May Fire	May Fire
80/6	65/4	40/3	20/2
Short 0-15cm	Medium 15cm-45cm	Long 45cm-60cm	Extreme 60cm-75cm
Long Reload - 2 Turns Bayonet			
Size: Elf or Larger Own Nation: Albion Orc			

SEVEN BARREL VOLLEY GUN			
1 - Double March	2 - Quick March	3 - Slow March	4 - Half Step March
No Fire Allowed	Fire with 1 Right Shift	May Fire	May Fire
85/6	60/4	20/3	---
Short 0-10cm	Medium 10cm-30cm	Long 30cm-45cm	Extreme 45cm-60cm
Long Reload - 2 Turns Spread Shot (2cm either side)			
May only be used by Bog Orc or larger Own Nation: Guinlean Bog Orc			



In Flintloque this character is an Orc who is Veteran / Gunner / Elite status and is armed with a Sword, Standard Pistol and a variety of Grenades (three Standard, three Orc Grenadier and two stolen Elf Fyre). He has the following non Gunner abilities: Tap Loading, Alert, Prayer, Nerves of Steel, Iron Hard, Bad Knees, Animosity (Wo-Gan), Three Rounds. Special Rules: Piecrust specialises in demolition and as a result he may reduce the IRP (see Grapeshotte - Structure and Impact Resistance Points) of any structure he wants to destroy by 25% rounding down as long as he does the demolition himself. He may also remove his hood during play and if he does so he suffers -2 to Discipline while it is off but any enemy who sees him for the FIRST time automatically loses one Action of their next activation.

With all special skills and equipment this character costs 112 Points on foot and an additional 27 Points when mounted.

SHARKE'S BRIDGE ON THE SIDE A FLINTLOQUE SCENARIO FOR TWO PLAYERS



When Wo-Gan wanted something done he came to Sharke. Not for the pretty or the fancy jobs but for the tasks that mattered. Tasks that would give the Ferach a nasty nose bleed rather than a headache. This was one of these occasions. The sun was rising over the little bridge at *Casa del Knakardo* and the Rifle Orcs were laying flat they were still just outside maximum rifle shot range, looking at the Elvish garrison that guarded the stout wooden bridge. This was the second bridge to stand in this location and Sharke knew it as he had wrecked the last one himself but the pointy eared sods just kept building more and giving him more work. Now his small band along with the added help of Sweat William and Major Piecrust watched three dozen sleepy blue coated soldiers beginning to wake up to the coming day. Sharke thought grimly that it would be their last day on Valon for he was here for the bridge and that meant they would be meeting their maker very shortly.

The Scenario and Objectives

This scenario is played on a standard size table of six foot by four foot in size with a grassy surface. The whole eastern edge of the table is a river with the foot of a wooden bridge at its centre. The Elf encampment of six tents and a camp fire is 25cm from the bridge and spaced out in a rough circle. There are scattered trees and rocks across the playing area and in the last 30cm towards the western table edge there are continual level one hills. The table is laid out with its longest edge being west to east. Sharke and his section set up within 10cm of each other and 10cm of the western table edge. The Elves set up within 5cm of each other and at least two of the tents. The game lasts until one side meets its objectives.

Sharke and his section must reach the bridge and place a bomb that Major Piecrust is carrying upon it to win the game. The Elves must defend the bridge and prevent its destruction. If Piecrust dies then the game ends immediately with an Elf victory.

Sharke's Section

Sharke leads a section containing all of the characters in the 5109 boxed set minus Major Wo-Gan and all three characters with mounted options have their horses with them. If you like, Fredorson may lead a second smaller section of characters taken from the first. Fill out a Roster.

Ferach Elf Section

Captain Avec les Porties leads a platoon of twenty four other Elves all of whom are Regular Line Infantry with the standard ratio of experience levels (as per the 5025 War in Catalucia book). All are armed with Ferach Muskets and have Bayonets except for the captain who has a sword and standard pistol. If you like you can have a musician and or standard bearer and a sergeant armed with an additional sword or pistol. You may add a second minor officer in further playing of this scenario to allow splitting this force into two smaller sections. Fill out a Roster.

Special Rules for this Scenario

In this scenario Sharke wins the initiative in the first turn with no dice roll and all Elves begin the game with their firelocks unloaded. To avoid additional complexity (and if you do not have a copy of Grapeshotte...not then shame on you!). In this simple scenario all Piecrust must do is spend one turn on the bridge to place the bomb and this ends the game right there and then.

If you fancy adding some additional threat for the Orcs then replace five of the least experienced Elves in their section with five average light troop Elf Voltiguers armed with Ferach Muskets.

Solo Play Information

If you lack a human being to play against or if you fancy a game on your own then you can use the solo play mechanic as provided in any Flintloque game book. Make the Elves the 'silent player' controlled by the solo play rules. The Elves are defensive posture and will protect the bridge. They will not target Major Piecrust over any other character UNTIL he is within 20cm of the bridge at which point they will ALL realise what is happening and will attempt to shoot at him or melee him if possible.

Suggested Miniatures and Scenario Requirements

In order to play this scenario you will need several things including this miniature set (obvious but yes!) plus a Flintloque game book, we suggest 5025 War in Catalucia, several percentile dice, a couple of Flintloque Rosters and gaming terrain that suits the scenario requirements.

You have some more leeway with the choice of enemy Elf miniatures from the Flintloque range. Most players will have Elf Line figures as they crop up rather a lot to be shot! A good choice is 51504 Elf Line or for a full platoon with command miniatures go for 51504-U Elf Line. Other codes are 51519 Elf Line Catalucia or 51019 2eme Regt de Ligne, 51029 Chef du Compagne. You could even go for the classic 5001-E Elf Voltiguers set. All of these would suit the scenario fine.

WHERE TO GO NOW

This superb boxed set of characters will provide you with hundreds of adventures (including many official scenarios...have a look online) but it is very much a beginning point for expanding into the wider Mordredian Wars; the setting of Flintloque. While scenarios will suggest miniatures suitable for them there are certain codes that will come up again and again that are well worth getting as they will give you a much bigger force to choose from. Read on...

Additions to the Chosen 'Uns

If you wish to add more miniatures and more adventure to your Sharke's Chosen set then here are some ideas for you.

5104 105th Rifles

This box set of miniatures contains eighteen Orc Rifles including Colonel Oswald Pebblekettle 'the Grand Duck' a Bugler, Sergeant and several poses of Rifle Orcs.

54001 105th Rifle Command

This pack is for you to add a command element to your Rifle Orcs, containing three personalities. A Rifles Major, a Rifles Colonel and another Fredorson!

54009 Orc 105th Rifles

This pack contains three poses of Rifle Orc in skirmishing poses.

54027 105th Rifles Skirmish

This pack contains three dynamic rifle poses including kneeling and laying down firing.

Adventures and Foes

A Boxed Scenario Set and enemies a plenty but here are the top candidates.

5004 Sharke's Victory

This scenario pack contains a 32 page booklet of background and missions along with sixteen miniatures. These miniatures include Sharke in civilian clothing, Harpy in uniform, Daniel La Roo, Wheeling-Turn on foot, Colonel Augustus O'Toole and Major Michel D'Kless. A superb addition to your gaming collection and you can get a free 3rd edition conversion of the booklet.

LE033 Obidiah on Mule - Limited Edition pack

A mounted version of Sharke's mortal foe, the quite mad Obidiah Hogswill.

LE026 La Spiga - Limited Edition pack

A mounted version of Sharke's lover La Spiga the female Dark Elf guerilla leader.

Something Rare to Hunt Down

LE004 Moor, Derness and 'Im

If you are lucky enough to find this long sold out Pack, from the middle of the 1990's you can add three more 105th Rifles personalities to your Flintloque collection.

