

51533

# Ferach Line Dragoons

*A Modular Set for*

*Flincloque and Slaughtersoc*

## LINE DRAGOONS OF ARMORICA

The Elvish Armees of the Ferach Empire centred upon Armorica the homeland of the High Elves are vast in number. They are placed all across the known lands of Valon with the highest concentrations being in Catalucia, in the Witchlands and in the cauldron of Kartoffelburg. Arrayed against the nations of the world with their allies at their sides the Elves are hard pushed to keep the Ferach Empire intact.

It is in the vanguard of the Armees that you will find the regiments of Line Dragoons. Performing the roles of scouts and of harassers and pursuers of the enemy it is the Dragoons who are the eyes of the Ferach Empire in battle. Mounted infantry who can also fight on foot if needed.

There are currently near sixty regiments of line Dragoons under the Emperor Mordred's control with the vast majority newer units and a few veterans that served under his mother the Empress Morgana. Unlike the Garde Dragoons these Elves do not shy away from black powder and proudly carry their swords and carbines into the fray.

Here is a table showing the number, name, current location and specific uniform detailing information. It does not show all the regiments but its a guide and you should feel free to create your own regiment where we have not.

Captain Sharke looked grim. The scars on his face were livid in the cold of the Catalucian mountains and there was a fleeting inch of snow on the barren ground around him. With an eye long used to war Sharke was watching distant horses down in the sheltered valley while he and a half dozen Rifleorcs were up the hill side where they could not be followed. Damn Dragoons, damn ruddy Elves. Why was it always these pointy eared prancing Ferach that made his life hell. Everywhere in Catalucia the threat of roving patrols of Dragoons kept the Army of Albion on its toes. While the distant port city of Kooruna was the goal of the marching army he was headed away from them on his own mission. Well he would be if he could just get shed of these damn Dragoons.

Sharke told the rest of the Orcs to get to their feet and they grumbled and grunted in cold limbed discomfort. It was warmer in the valley, the wind did not cut as deep into sodden uniforms. But on the ridges and hill tops they remained; for a sabre from horseback could and would cut all the deeper.

Captain Sharke ducked the sabre that sliced through the cold air above his head and before the Elf realised his sword stroke had failed to decapitate the half-orc Sharke swung his own heavy blade and it smashed into the leg of the rider as he passed. Blood fountained as the ruined leg drooped away from its owning body. Sharke ignored the scream from the Ferach scum as he continued on and instead looked to the rest of his Rifleorcs.

After a day of walking the ridges of the mountains and avoiding the valleys where the Armoricans rode free they had been forced to cross an open plain to get to the next set of raised stony ground. It had been a risk, Sharke had known that but they had waited until nearly nightfall and then started at a run across the plain. It was not far and they had gone in two groups. When he and the second group were a third of the way across the sparse grass the Elves had sprung upon them at a gallop and now they were fighting for their lives. But the Dragoons did not have it all their way as bullets from Bakur Rifles spun in the seven grooves of the barrel whip cracked from the hillside where the first group were already pitch up and now lending fire to their fellows aid.

Captain Sharke grimaced and the scars on his face went a livid white. Some of the Orcs were going to die in this crossing but now a lot more of the pointy eared horse botherers were going to end up worm fodder!

REGIMENT NUMBER AND TITLE	CURRENT DEPLOYMENT	UNIFORM FACINGS / BUTTONS / LACE
<b>Former Empress Dragoon Regiments</b>		
2 <sup>nd</sup> Dragoons of the Throne	Burrovia	White / Silver / Gold
18 <sup>th</sup> Dragoons of the Throne	Catalucia	Pink / Silver / Gold
33 <sup>rd</sup> Dragoons the Peacocks	Witchlands	Gold / Silver / Gold
<b>Dragoons Regiments of Mordred's Line</b>		
1 <sup>st</sup> Line Dragoons	Catalucia	Red / Silver / Silver
3 <sup>rd</sup> Line Dragoons	Catalucia	Red / Silver / Silver
4 <sup>th</sup> Line Dragoons	Catalucia	Red / Silver / Silver
5 <sup>th</sup> Line Dragoons	Catalucia	Blue / Gold / Silver
6 <sup>th</sup> Line Dragoons	Catalucia	Blue / Gold / Silver
10 <sup>th</sup> Line Dragoons	Burrovia	Blue / Gold / Silver
11 <sup>th</sup> Line Dragoons	Burrovia	Yellow / Gold / Silver
12 <sup>th</sup> Line Dragoons	Finklestein	Yellow / Gold / Silver
13 <sup>th</sup> Line Dragoons	Finklestein	Yellow / Gold / Silver
14 <sup>th</sup> Line Dragoons	Finklestein	Orange / Silver / Gold
15 <sup>th</sup> Line Dragoons	Kingdom of Nepolise	Orange / Silver / Gold
19 <sup>th</sup> Line Dragoons	Kingdom of Nepolise	Orange / Silver / Gold
20 <sup>th</sup> Line Dragoons	Witchlands	Pink / Gold / Gold
21 <sup>st</sup> Line Dragoons	Witchlands	Pink / Gold / Gold
22 <sup>nd</sup> Line Dragoons	Witchlands	Pink / Gold / Gold
23 <sup>rd</sup> Line Dragoons	Unknown	Pink / Gold / Gold
28 <sup>th</sup> Line Dragoons	Witchlands	Black / Gold / Gold
29 <sup>th</sup> Line Dragoons	Witchlands	Black / Gold / Gold
30 <sup>th</sup> Line Dragoons	Witchlands	Black / Gold / Gold
31 <sup>st</sup> Line Dragoons	Unknown	White / Gold / Gold
32 <sup>nd</sup> Line Dragoons	Witchlands	White / Gold / Gold





While the specifics of the Line Dragoon uniform is given in the table those apply to the collars, cuffs and turnbacks (facings) along with buttons and lace work. Here is the core uniform which is virtually the same for all Elf Line Dragoons. First the Elf rider and then the Horse.

**Elf Rider:** White Shirt, White Breeches, Green Coat, Black Boots, Gold or Blackened Helmet, White Crossbelts and Gloves. Plumes match facing colours in most cases. Armorican Elves have very pale skin tones.

**Dragoon Horse:** Saddle dark brown, Saddle Coat Green, Trim in facing colours, regiment number on cloth or saddle roll. Horses are mainly browns and or mottled greys with the occasional pure white or black.

## THE 18<sup>TH</sup> LINE DRAGOONS OF THE THRONE

One of the oldest regiments to adopt the flintloque and then side with the Emperor Mordred. In an infamous act of treachery it was the 18<sup>th</sup> Dragoons who tore off their mantles marked with loyalty to the Peacock Throne and the Empress Morgana and escorted the tyrant through the streets of Lyonesse when they were meant to be arresting him. Cutting through the rabble the Dragoons ensured that the new cannons of the Ferach were able to put a 'whiff of grapeshotte' across the ancient frontage of the palace and to make the last of the Halberdiers lay down their arms peacefully.

As a result of their actions the 18<sup>th</sup> Dragoons have become one of the Emperors most trusted and as a result best equipped light horse formations. They have served in Catalucia and Al-Garvey fighting against the Dark Elves and Goblins and then against the Orcs of Albion. In this never ending war in the dry dust the 18<sup>th</sup> has become experts in the cat and mouse game not only of hunting the Guerillas but also of ambushing companies of Orcs who stray too far from their regiments.

In one of the most audacious raids in living memory of Colonel Malin led a squadron of his Dragoons into the depot of the 44<sup>th</sup> Strathcarnage Highlanders just as the sun rose to liberate a gift for the Emperor. Among the supplies laid out at the depot was a small wooden case filled with bottles of the finest Joccian spirits. The dragoons snatched the box and presented it to the Emperor in person.

*Alternative Armies chose the 18<sup>th</sup> Dragoons as the regiment to feature in our own scenarios and photographs of this modular set.*

## WHAT'S IN THE DRAGOON MODULAR SET?

This set of modular white metal miniatures in 28mm scale is something rather different for the World of Valong and while it might look a little more daunting laid out in your chosen work area it is pretty straight forward. So just what do you get in the 51533 Ferach Line Dragoons set?

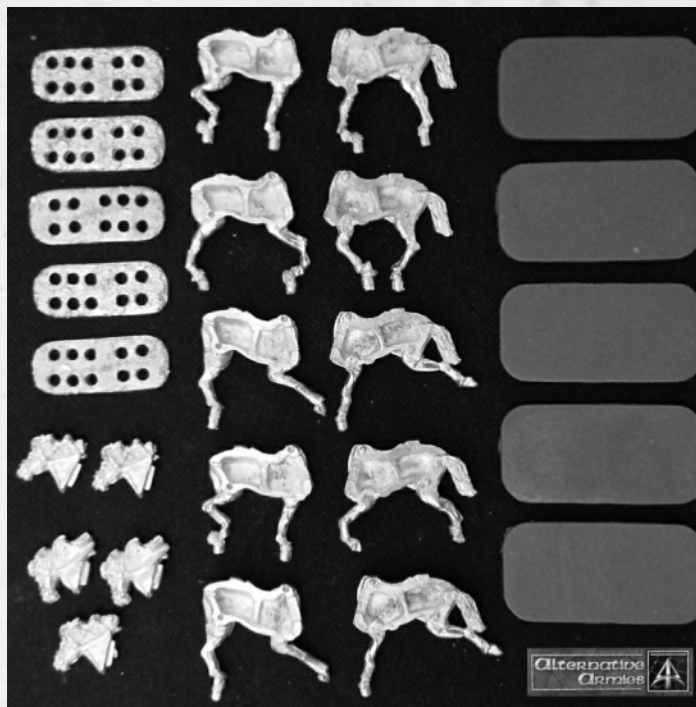
In the unit code you get ten rider kits, ten horse kits, ten metal 'domino' bases and ten regular bases. Once assembled this gives you a really distinctive unit of ten cavalry ready for play. You can also get single troopers and expansions too but they all follow this guide.

The central idea of this modular set was to give the more generic Dragoon cavalry of the Armorican Elves a great variety in one release. What follows outlines how to assemble your horse and your riders along with a rough calculation of just how much variety you can get in the final miniature.

## ASSEMBLING YOUR MODULAR HORSES

As you can see in the picture on this page your horses are delivered to you in several parts. The picture shows a standard set of five (if you get the unit code you will get two of this set for a total of ten horses) each with a head, a left body, a right body and a 'domino base'. You should lay out your parts taking note of the 'left and right' marked on each body (easiest way to tell is the tail, one per horse). They will all work with each other allowing roughly eighteen poses of horse. Take a left and right body and a head and using normal super glue assemble them. Once dry slot the feet into the domino base. Then attach the domino base to the normal base. Done!

It is best to assemble your horses and allow them to completely dry before assembling the riders as some wargamers will prefer to assemble the riders ON their mounts to check the posing.

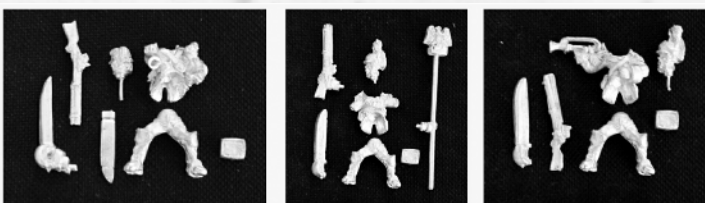


## ASSEMBLING YOUR MODULAR RIDERS

With the horses sitting waiting for their masters its time to assemble your modular Elf Riders. As you can see from the picture each rider is a micro kit of its own. An Officer, a Standard Bearer, a Musician, a Sergeant and then four kits of Trooper. In a unit code you get additional random troopers to make ten riders.

Begin by taking the 'sprue' off of each part and laying out each rider kit. Attach the upper body to the legs at an angle you like paying attention to the horse he will ride. Now put the head on into the collar at a position you like; perhaps looking over his shoulder. Its time for the arms now and these often offer a choice of weapons so you can select a sword arm or musket arm unless its a specialised pose like the musician. If you have not already its time to put the rider on the horse as the next stage is to attach any slung swords in scabbards or muskets. Lastly take the cartouche box and place it behind the rider and its complete.

We estimate that you can get about twenty four poses of rider from the eight different kits and a modicum of swopping parts. So this means that when you combine up the options for the horses and for the Elves riding them you can honestly get around three hundred final cavalry poses or even more if you do a bit of conversions and scratch building yourself. This is made easier by the fact that this set is durable white metal.



### Dragoon Riders (Modular)

From left to right: Officer, Standard Bearer, Musician, Sergeant, Trooper 1, Trooper 2, Trooper 3, Trooper 4.





## USING DRAGOONS IN FLINTLOQUE

For Flintloque each miniature 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 Armee of Armorica. 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 and any typical skills/traits and flaws they might have. Use **5025 War in Cataclucia** to create your troops. Here are the racial combat stats and weapon stats used by dragoons. The rest is in the book.

Race	Movement Rates in Centimetres (cm)				Combat Statistics			
	1 Double March	2 Quick March	3 Slow March	4 Half-Step March	Steady	Wounds	Discipline	Melee Modifier
FERACH ELF	32	24	16	8	3	2	+2	+1

Cavalry	Movement Rates in Centimetres (cm) (use when Character is on Mount)				Mount Combat Statistics		
	1 Double March	2 Quick March	3 Slow March	4 Half-Step March	Tough**	Wounds	Melee Modifier
LIGHT HORSE	50	42	30	16	5	1	0

FERACH ELF CARBINE			
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
65/4	35/3	---	---
Short 0-15cm	Medium 15cm-45cm	Long 45cm-60cm	Extreme 60cm-75cm
Size: Any Own Nation: Ferach Elf			

## USING DRAGOONS IN SLAUGHTERLOO

There is a place for a unit of Dragoons on horseback in virtually all Ferach Elf Armorican divisions in Slaughterloo. Light Cavalry that can support an infantry advance or guard the artillery or even chase a broken enemy from their held positions. If you wish to add Dragoons to your divisional line up then use the statistics given here along with your Slaughterloo rule book. They can act in two roles. As light cavalry or regular infantry.

## THE ELVES OF ARMORICA

### ARMY LIST FOR SLAUGHTERLOO

REGIMENT	TROOP TYPE (REGARD)	UNIT SIZE RANGE	C	L	CB	F	FM	MM	DF	M	PC
Elf Line Dragoons	Light Cavalry (R3)	4-10	30	25	15	5		4	3	10	29
Elf Line Dragoons on Foot (Dismounted)	Regular Infantry (R3)	8-20	20	10	5	4	0	2	2	10	11

The 'Regiment' statistics given in this table apply to all units of that type in play regardless of their actual names in the background of Slaughterloo. So you will use, for example, the Line Infantry profile if your unit is the '9eme Regt du Ligne' or the '43rd Foote' and so on as long as your unit is named and acts as Line Infantry in play. This gives you a lot of flexibility with your troops. A blank entry in the table means this entry does not apply to that Regiment.

## USING DRAGOONS ON FOOT

Sometimes in a skirmish or a battle your Dragoons will find cause or necessity to get down from their horses and continue the fight on foot. This is all part of their training as they are unique among cavalry in being mounted infantry. Its not their preferred role since it lacks the speed of horseback and their knee length riding boots are not made for rocky ground and a hard march but none the less they will dismount and carry the fray to the enemy.

## WHERE TO GO NOW

This Dragoon modular set 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 expansion codes to this set which will improve your forces. Read on...

### Ferach Line Dragoons on Foot

This set of miniatures will give you a group of upper modular bodies along with pairs of legs allowing you to put your mounted Dragoons into the field on foot.

### Bucking and Rearing Modular Horses

These modular horses fit in seamlessly with the rest of the mounted Dragoons for even more variety. A horse rearing up and one kicking its legs out make for superb characters and vignettes.





# The 18<sup>th</sup> Line Dragoons



## FLINTLOQUE SCENARIO 'MALIN PLAYS THE WISE GUY'

Did you enjoy the little tale of Colonel Malin of the 18<sup>th</sup> Dragoons who undertook a dawn raid to get his hands on a case of Joccia's finest booze for the Emperor?

Well if you did then you can play it out using the 51533 set of miniatures and some Ratmen in our free Flintloque scenario 'Malin Plays the Wise Guy'. This free download can be found in the same place as this insert or by email upon request from us directly at Alternative Armies.

Lets see if you can make Mordred proud!

### Useful Links

**Alternative Armies Online**  
[www.alternative-armies.com](http://www.alternative-armies.com)

**Alternative Armies Blog**  
<http://alternativ-armies.blogspot.com>

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

**Orcs in the Webbe**  
[www.orcsinthewebbe.co.uk](http://www.orcsinthewebbe.co.uk)

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