

Uniformation...

Condottierie Skirmishers

Flintloque and Slaughterloo

Welcome to Alternative Armies free file for the **10 Condottierie Light Infantry** which is code **51535** for use in your games. If you are interested in this miniature for your collection go to our website at www.alternative-armies.com and use the search box with the code given. There is another longer article which is called **Tuscani Elves in Flintloque and Slaughterloo** seek it out for a full history, special rules and statistics for the playing of Tuscani in your games. This short Uniformation is solely for the skirmishers.

THE BALLS TO DROP THEM

The region of Tuscan in the east of Armorica is home to the Wild Elves. It is at the foot of the towering Pearaknees mountains which lead to the city state of Gencroka. Tuscan is rural and poor, not favoured by travellers due to its poor roads and its fearsome people who are far stronger than an Armorican Elf. In the academies of Lyonesse the reason for the difference in stature of all Elves is studied and for Tuscan it is put down to Wylde Magicke. There is a pocket of residual Magicke in this poor but beautiful land.

Wild Elves are nimble and sport sharp protruding teeth. They shun most technology and while they will not be drawn to the artillerie or sciences they make excellent skirmishers. The Emperor Mordred has several regiments of Tuscani Elves in Ferach service and light infantry are foremost among their ranks. They are mercenaries for pay rather than loyal to the eagles and this gives them the name of 'Condottierie'. These skirmishers are outfitted and commanded rather differently to others in the Empire due to what their initial undertaking was.

When the Condottierie Skirmishers were first formed and trained by other Elves they were tasked with combating the creatures of Tuscan. Wylde Magicke allows the existence of creatures and monsters not found elsewhere in Armorica. Animated Tree creatures as well as Chimera and Griffons but worst of all the Jabberwock. Preying upon villages and merchants these monsters were very hard to kill. In their new uniforms the skirmishers took to hunting down these monsters and destroying them. It was a vicious and near impossible campaign and after many losses a new plan was hatched. From the Ogres of Hunvaria came new black powder weapons. Large rifles which Wild Elves could use!

With the new heavy rifles the Tuscani began to win against the tribes of Jabberwocks. Over two years the roads and villages were made safer the number of Magicke beasts reduced to manageable levels. Then the officers of the regiments accepted offers of paid service outside of Tuscan.

While most of the Tuscani are in Catalucia in formations such as the 10 Condottierie there are also regiments which accompanied the Grande Armee du Norde into the Witchlands. The skirmishers are a mean enemy for Goblin Cacadores and Albion Rifleorcs being able to match them for range and accuracy but exceed them in stopping power of shotte. In the Witchlands they are sought after by broken companies trying to retreat as they are able to bring down almost any Undead enemy.

In battle Tuscani Skirmishers operate in pairs having copied the superior tactics of the the Orcs trained by Surjon Moore. Even with their greater strength the massive recoil of the Ogre Rifle means that to avoid injury the Wild Elves tend to stand still when shooting. It adds to their chances of bringing down the target and not getting a shattered shoulder. The Ogre Rifle is capable of killing an Orc at an extreme range with one shot which is something that Greate Britorcn privates have learned to their cost!

OGRE 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
75/10	60/7	35/5	20 /4
Short 0-15cm	Medium 15cm-30cm	Long 45cm-60cm	Extreme 60cm-75cm
Long Reload - 2 Turns Weapon Size: Wild Elf, Highland Rat, Ogre or larger			
POINTS COSTS	Own: 13	Allied: 20	Other: 27

Optional Rules for Flintloque

10 Condottierie Skirmishers Ogre Rifles: In play you may make these special option rule changes for Tuscan Elves using the Ogre Rifle. Due to the weight and recoil of the weapon when firing it is best to stand still. If fired when standing still you may add 5% to the base chance to hit with the rifle. This bonus is down to skill and training.

For full rules and statistics on the Tuscani Wild Elves you need the larger article as mentioned.

CREDITS

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Flintloque Scenario - By Bloody Fist and Broken Tusk

A two player adventure set on the border of Catalucia and Al-Garvey which sees Colonel Malsovin and his Wild Elves trying to ambush Captain Sharke and the 105th Rifles. Will the ambush succeed in trapping the Orcs before the rest of the advancing Army of Albion arrives? Or will the toughest Elves on Valon meet their match when facing the bane of Mordred?