Uniforation...

Condottierie Skirmishers

Flintloque and Slaughterloo

Welcome to Alternative Armies free file for the 1o 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 Uniforation 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 Pearknees mountains which lead to the city state of Genoroka. Tuscani Elves are nimble and sport sharp protruding teeth. 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. Wydke 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 elsewhere in Armorica. They were tasked with combating the creatures of Tuscan.

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.

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.

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 1o 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 Rifles being able to match them for range and accuracy but exceed them in stopping power of shorthe. 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 Britorcns privates have learned to their cost.

Optional Rules for Flintloque

1o 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 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 Britorcns privates have learned to their cost.

<table>
<thead>
<tr>
<th>Ogre Rifle</th>
<th>1 - Double March</th>
<th>2 - Quick March</th>
<th>3 - Slow March</th>
<th>4 - Half Step March</th>
</tr>
</thead>
<tbody>
<tr>
<td>No Fire Allowed</td>
<td>Fire with 1 Right Shift</td>
<td>May Fire</td>
<td>May Fire</td>
<td></td>
</tr>
<tr>
<td>75/30</td>
<td>60/7</td>
<td>35/5</td>
<td>20/4</td>
<td></td>
</tr>
<tr>
<td>Short 0-15cm</td>
<td>Medium 15cm-30cm</td>
<td>Long 45cm-60cm</td>
<td>Extreme 60cm-75cm</td>
<td></td>
</tr>
<tr>
<td>Long Reload - 2 Turns</td>
<td>Weapon Size: Wild Elf, Highland Rat, Ogre or larger</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>POINTS COSTS</td>
<td>Own: 13</td>
<td>Allied: 20</td>
<td>Other: 27</td>
<td></td>
</tr>
</tbody>
</table>

CREDITS

Written By: Gavin Syme
Internal Artwork By: Edward Jackson
Additional Contributions By: S.Croes and B.Colden
Layouts and Photographs By: Alternative Armies
Miniatures Painted By: Mark Taylor
Visit www.alternative-armies.com for more information.
All rights reserved. Copyright 2019.

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?