

Dispatches...



"Keeping the Count Straight"
Flintloque and Slaughterloo

Hob Goblin Miser

Welcome to Alternative Armies free file for 53016 Hob Goblin Miser a miniature for use in Flintloque and Slaughterloo. 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. In this free resource you will game statistics for Flintloque and also for Slaughterloo. Also a short section on where in your forces this code could be placed plus a scenario seed.

KEEPING THE COUNT STRAIGHT

Coins don't fall from the sky. Coins come from those not willing to give them and they try to escape your grasp as quickly as they can; as if it were fabled Wylde Magicke. Keeping the count straight falls to those in the commissariat, to those in the back room with the thick leather purses and those in secure rooms with guards outside.

Who keeps the count straight? What kind of being is taken on by Magnates, by Generals, by Kings? A special breed known as the 'Miser'. A miser never spends any coins. Not those of his employer nor those of his own. This makes him excellent for seeking out the breaches and drains where coins leak away.

In the Army of Albion and the great counting houses of Londinium there is a shortage of Gnomes so the misers are on the whole Hob Goblins from Taffsea and Ratmen from Joccia. Coming from the cobbles streets where murder, starvation and robbery are commonplace a miser who survives that upbringing develops an almost supernatural sense to where money can be found.

Many rank and file Orcs have found themselves swinging from ropes or facing the tender mercies of a Bessie musket when a miser has uncovered their taking of a few pennies. Several Lords and other notables have been reduced to penury in the same manner. Watch out for a miser with authority..they keep the counts straight.



CREDITS

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Rules for Flintloque: If you decide to put this miniature into your games of Flintloque then you can choose one of two routes. Firstly the Miser is Regular / Civilian / Hob Goblin who is unarmed except for a boot knife. Add him to any Greate Britorcnc section as a scenario goal or objective.

The second route is character based for the Hob Goblin Miser. This character is a Veteran / Civilian / Hob Goblin who is unarmed and has been assigned as a member of a Section. This may be any Greate Britorcnc section (Albion Orcs, Joccian Ratmen, etc) or allied such as Catalucian Dark Elf. He may not be in command nor hold any rank and is at all times to remain within with 5cm of the Section Leader. The Section Leader may NOT abandon the Miser and if the Section Leader is killed then the Miser moves to the next in the chain of command. Assigned by the Quartermaster or High Command to take note of all ammunition expended or supplies used; the Miser is a real pain. The Section Leader is reduced in their movement rates by 50% during play as he listens to endless complaints. However this attention to detail results in rolling 1D10 per turn and on a result of 9 or 10 the Section Leader gains ONE COMMAND POINT to use at any future time. This character has a cost of 75 Points.

Rules for Slaughterloo: If you choose to make use of this miniature in your games of Slaughterloo you can do so in this manner with these optional rules. The Hob Goblin miser is a an additional figure which can be added to the total for any Division in any Greate Britorcnc army or direct ally such as Catalucian Dark Elves. You may have one per division. This is placed in permanent base to base contact with the commanding General for the division. It is only removed from play if the unit break and routs. It is never affected by enemy direct action such as close combat or ranged fire.

A division with a General who has a Miser on staff will be reluctant to expend ammunition but will be more precise when doing so. Each turn the general nominates (in secret) one unit in the division which will NOT be able to make a ranged fire attack that turn (it must be a ranged fire capable unit!), Then nominate one other unit which may add +1 to its Fire Mod for one ranged attack that turn. A Miser has a cost of 35 Points.

Adding to your Valon collection: This code is well suited to players who want civilians in their games and goes excellently with 54050 Valon Civilians pack. The Miser goes well with 56009 1st Staff Detachment Ogr as an aide to count the coins in the purse.

Flintloque Scenario Seed: Looking to the picture in this article which was taken during playtesting of the Flintloque rules for it you can see the Hob Goblin Miser standing next to a three barrellled cannon (59519). The scenario was Captain Sharke (5109) appraising a captured Ferach gun while his Rifleorcs held off a large section of Todoroni who have been dispatched to get the cannon back. A tense but fun scenario!

