# Uniformation...



"The Sons of Beresfore"
Flintloque and Slaughterloo

# 18th Al-Garvey Foot

Welcome to Alternative Armies free file for 53513 18th Al-Garvey Foot and 53014 18th Foot Casualties codes for use in Flintloque and Slaughterloo. If you are interested in these for your collection go to our website at <a href="https://www.alternative-armies.com">www.alternative-armies.com</a> and use the search box with the code given. In this free resource you will game statistics for Flintloque and also for Slaughterloo. Also additional character and uniform details.

### A CRACK AT NOPORTOE

The disaster at Kooruna left Catalucia and by extension Al-Garvey without any defence against the forces of the Emperor Mordred. With the Orcs thrown into the roiling seas the Elves continued their conquests..but Greate Britorcn was far from defeated.

Marshall Mouratte was given the task of subduing the Dark Elves and the Goblins which he proceeded to do. All of Catalucia fell under the boots of the Ferach Empire. The role of bending Al-Garvey to the Emperor's will was then given to Marshall Sault. As winter came the armies bedded down confident that Lisabone would fall in the spring however tensions between the two marshals and unrest among the Dark Elves slowed Sault giving the Goblins a chance.

Unknown to Sault the Orcs had built up a sizable army in Lisabone and had used the months which has passed to construct massive earthworks and fortifications beyond the Goblin capital. The mighty lines of Tornandbleedasse stopped the Elves dead and they were forced to retreat or starve. It was then that the Duke of Wheeling-Turn unleashed the other surprised that was in store. A fully re-organised and trained Goblin Army overseen in its creation by William Beresforc.

Rules for Flintloque: If you wish to field the soldiers of the eighteenth regiment in your games of Flintloque begin with the 5025 War in Catalucia book where you will find the rules for Goblins and the Army of Greate Britorcn and Al-Garvey. These troops are classed as Goblins with Regular type across all experience levels (though there are no Legendary characters in its ranks). They are armed with Goblin Regency Muskets though these may be changed for Standard Muskets if the player has them win an action against Armorican Elves. They also carry Swords, Pike and Standard Pistols all calculated as normal for a section before play begins. The typical section contains sixteen to twenty Goblins.

Captain Nelgob da Fartado is a command and is a Regular /Veteran / Elite Goblin armed with a Sword and Standard Pistol. He has been with the 6th Company since its formation and harbours a deep hatred of the Elves who murdered his wife the beautiful Gobora in cold blood. He may gain the aimed shot bonus for any ranged fire he makes against an Armorican Elf. He costs 51 Points. (Use the officer from 53513).

**Private Raygomundo da Rego** marches with the sixth company and is a tortured soul prone to bouts of hysterical madness which causes him to freeze up. Despite this his commanding officer keeps him in the line. Roll a D10 for this character on the first turn of play before activation. On a result of 1 or 2 he becomes catatonic for the entire scenario and may make no action. Create this character as normal but reduce his points cost by 20% rounding down. (Use any trooper from 53513).

GOBLIN REGENCY MUSKET									
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						
55/5	25/4	10/3							
Short 0-15cm	Medium 15cm–45cm	Long 45cm-60cm	Extreme 60cm-75cm						
Bayonet Size: Elf or Smaller Own Nation: Al-Garvey Goblin									







## Flintlogue

**Rules for Slaughterloo:** Use the statistics and points values to field a regular line unit of the 18th Foot with twenty miniatures. They are armed with standard muskets. They may be part of any Grand Alliance division fielding as many units as is allowed in the rules for Goblins. They are typically found in Catalucia. They have a character profiles as follows:

## CAPTAIN NELGOB DA FARTADO (SPECIAL UNIT OFFICER) (40PTS)

Found in the front rank of his battalion on the field of battle it is amazing that no musket nor cannonball has yet taken the life of Da Furtado. He may command any unit of Goblin alliance line infantry. TAKE AIM BROTHERS: Once per game this officer may increase the Fire Modifier (FM) of his unit by one for the duration of one turn. This must be announced at the start of the turn to all players.

**Uniform:** The regular soldier uniform consists of a dark blue jacket with white breeches and a white undershirt. Collar, cuffs and turnbacks are yellow and buttons are gold. Shako and boots are black. As with all Goblins in Al-Garvey skin tones vary with most of the 18th Foot being green of skin.



THE GOBLINS OF AL-GARVEY													
ARMY LIST FOR SLAUGHTERLOO													
REGIMENT	TROOP TYPE (REGARD)	Unit Size Range	С	L	CB	F	FM	MM	DF	M	PC		
	(REGARD)	ITANGE											
18th Al-Garvey Foot Line	Regular Infantry (R4)	8-20	20	10	5	4	2	2	2	10	14		

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.

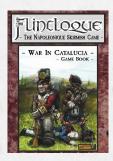
Key to Wheeling-Turn's plan was a Goblin Army which could take the Elves on alongside his red coats. Bereforc had managed this with the aid of Orc, Ratman, Bog Orc and Ogre drill sergeants. As the Elves fell back thousands of Goblins marched after them and towards Al-Garvey's second city Noportoe to liberate it. Among these regiments was the 18th Foot.

At the river Doro which cut Noportoe off from the advance of the allied army the Goblins of the 18th Foot were witness to the Wylde Magicke which dried the river out. As the river bed steamed and the massed Elves on the opposite bank attempted to form line of battle the 18th Foot was in the vanguard as Wheeling-Turn led the soldiers towards the enemy. In the battle that followed the city was liberated and the Ferach pushed into the countryside and into retreat to Catalucia.

The first, third and sixth companies of the 18th Foot were ordered to break a weakened force of Todoroni who were holding several riverside warehouses while the other companies marched onward into the city proper. Though outnumbered by the slimy skinned but gaudily uniformed Toads they were led by Captain Fartado who urged the Goblins forward and to hold their fire. The Goblins took two ragged volleys before halting a meagre twenty yards from the enemy and opening a rolling fire in the manner the Orcs had taught them. Under the fusillade of hundreds of musket balls hammering into flesh, wood and goods the Todoroni died and then broke as Fartado led a bayonet charge into their midst.

This brave action was observed by General Black Blob Crowfoot as he and the elite Light Division cross the rapidly refilling river Doro. The Rifleorc said nothing as they waded chest deep in the water. As the Orcs passed the the General nodded to the wounded and bleeding Captain and stated that he would inform the Iron Duke of the Goblin's bravery.

As the war has continued into Catalucia there have been several times that the 18th Foot has acted alongside the 105th Rifles and other elements of the Light Division as they grapple with Marshal Sault's columns.



#### **CREDITS**

Written By: Gavin Syme Internal Artwork By: Edward Jackson Additional Contributions By: S.Croes, M.Taylor, R.Haskitt Layouts and Photographs By: Alternative Armies

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