

Uniformation...



"Joccian Light Infantry" Flintloque and Slaughterloo

Rat Skirmishers

Welcome to Alternative Armies free file for **56520 Joccian Light Infantry** a set of miniatures 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 resources for Flintloque and also for Slaughterloo. A place to jump from into the World of Valon.

WHEELING-TURN'S WHISKERS

The war against the Empire of the Ferach in Catalucia is long and bitter with the numerically superior Elves and their allies fighting not only the Army of Albion but also that of Al-Garvey and the remaining soldiers and guerillas of Catalucia itself. In a dry and dusty land battles are fought for possession of vital cities, towns, roads and river crossings and it is in preparation for these bloody engagements that light infantry and detached troops play a needed role.

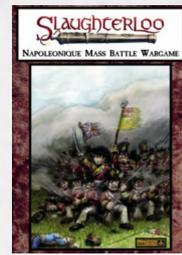
While the most infamous 105th Rifles provide the most elite scouts for the Lord Wheeling-Turn they are not the only talented skirmishers who seek out the foe and who harass the enemy at the worst time possible. Joccia the land of the Ratmen has a dozen regiments of foot in the Army of Albion and all of them have a light company which specialises in such warfare.

There is a light company of around one hundred Ratmen in the exulted 2nd Guards the 'Coldscreamers' as well as in the 44th Strathcarnage and Killmore and the 42nd Foot the 'Blacke Watchit' plus the 70th and 72nd Foot. There are two regiment almost entirely made up of light companies and these are the 71st Highland Light the 'Quick Rats' and the famous 43rd Mangemouthshire known as the 'Fur Rotters'. It is from these two regiments that Wheeling-Turn and his second in command General Archrat Gordon choose soldiers to send on missions or two spread across the front of the thin red line during a battle.

While an officer in the 44th in command of a line company Captain Angus McBam has been known to volunteer for scouting missions with the Strathcarnage and also with the 43rd Fur Rotters as well when he feels the action is a little slow coming.

It was a combined force of the 71st and 43rd who managed to tie down three entire Todoroni divisions for two days while Blacke Bob Crowfoot got his Orc Rifles into a lofty position to force their surrender. Despite being out numbered fifteen to one the Nepolise Generalissimo professed he thought he had been facing a force equal in size to his own!

Uniformation: The Joccian line uniform consists of a red tunic, a tartan kilt, white and red socks, black shoes, and a black feather bonnet with a red and white plume. Facing colours (collars, etc.) vary between yellow, green and blue. Equipment is black and equipment straps are white leather. The light company uniform differs from this in the case of Orc finance Rat regiments with dark grey trousers and a dark grey greatcoat as well as a black shako with plume often in green or yellow.



Playing as Joccian Light Infantry: You can field these miniatures in Flintloque and in Slaughterloo. You will find more information on Joccia and army lists in 5025 War in Catalucia and in 5030 Slaughterloo as well as game statistics. They are part of Greate Britorcn and the Army of Albion. Here are some play tested additional rules.

Flintloque: Create your section of characters as normal choosing Lowland or Highland Ratmen and assigning experience levels as normal keeping in mind to choose 'light' as troop type and Rat Short Musket or Bessie Musket for the weapon. The images in this article show you skirmishers from the 71st Highland Light regiment with Bessie Muskets. When in play this special rule can be used if the following skill is purchased for each member of the section before play.

"Aye git yersel here ya Bam!" Once per game the character may add 50% rounding down to their base movement rates in centimetres for that turn. This must be declared and all section members must do it in the same turn. Cost is +3 per character. Joccian Ratmen only.

Slaughterloo: If you are fielding a division in play from the Grand Alliance then you may choose to put Joccian Ratmen in it. Refer to the book on page 130 for Joccian Light Company for game statistics. When you have this light infantry unit in play this special rule can be used for the unit.

"By a Whisker" In play each time artillery is fired at the unit it may attempt to 'dodge' the attack. The owning player rolls 2D6 for the unit for each cannon ball or other artillery attack made and on a result of 12 the attack simply misses...by a whisker. The attack is discarded. Light Infantry only. Army of Albion only. Cost 40 Points.

CREDITS

Written By: Gavin Syme
Internal Artwork By: Edward Jackson
Additional Contribution Painted Miniatures By: M. Taylor
Layouts and Photographs By: Alternative Armies

Visit www.alternative-armies.com for more information.

All rights reserved. Copyright 2018.

