While the most infamous 105th, while an officer in the 44th, while an officer in the 44th, while in command of a line company Captain Angus McBam has been known to volunteer for scouting missions with the Wheeling-Turn’s Whiskers. The war against the Empire of the Ferach in Catalucia is long and bitter. 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!

There is a light company of around one hundred Ratmen in the exulted Highland Light regiment with Bessie Muskets. 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.

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 Britorc 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.

“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.

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.

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