

Here be Monsters...



for your games of "Flintloque"

The Big Mouth Beast



Welcome to Alternative Armies free file for VNT38 Big Mouth Beast a 28mm scale monster model from our High Fantasy Range which you can now use in Flintloque. 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 how to use this monster in play. Also a short section on where in your forces this code could be placed plus a scenario seed. You can use any Flintloque game book with the bolt on rules for this monster.

OF TEETH AND BLOOD

The Darke Age ended with the passing of the Power Ring from the delicate hand of the Empress Morgana to her traitorous younger son the Crown Prince Mordred. When he donned the ring it changed the very nature of the World of Valon. As the Crystal Elves dimmed their sparkle and became the Armoricans so the magicke creatures of their lands and others died. From Lyonesse outward across Urop the magicke vanished and while in savage places such as Aegypt it persists diminished only in special places nearer the Powe Ring do monsters exist as before.

Chunks of rock or ore known as lode stones, one of them buried deep below Londinium, radiate wylde magicke and creatures of magicke who are near them can weather the death brought by the Power Ring. The Big Mouth Beast or the 'Gristbitun' is such a monster. Before they were the guard dogs of mighty mages and now they are a ferocious appetite driven by endless teeth and six eyes. There are places in Catalucia where guerillas fear to go; valleys were weird things happen and only chewed bones are found...

Rules for Flintloque: If you decide to put this model into your games of Flintloque then you should use the following game rules and statistics.

The Big Mouth Beast is a foul creature of Wylde Magick which can still be found where the lode stones lay keeping the wyrde in place in Urop and elsewhere. It is a single creature which is treated as a section and player in its own right and it knows no allies. It has a points cost of 96.

In play the beast is given the statistics on this page. It acts on its own and is not part of any Section. It is Regular for all experience checks. It attacks only in close combat and if using the solo play rules it is treated as aggressive and will go after the nearest target. This is a random hazard for any troops to encounter in play even in the Witchlands!

Special rules for the monster are as follows:

Show me your teeth dearie! The beast may once per turn show its row upon row of razor sharp teeth to a character of its choice who is in line of sight. That character rolls a D10 and on a 7+ receives a Shaken Counter. This may be done only once to each character.

Me Jealous! The beast is a solitary hunter but on occasion you will see two or three of them co-operating to take on a larger group of prey..perhaps prey armed with cannons. However when one of the Big Mouth Beasts gets its second wound it must roll 1D10 and on an 8+ it will decide to attach the nearest other beast rather than its prey. This fight will last for one turn and the process is repeated on the forth wound.

Mortal Racial Statistics Table

Race	Movement Rates in Centimetres				Combat Statistics			
	1 Double March	2 Quick March	3 Slow March	4 Half-Step March	Steady	Wounds	Discipline	Melcc Modifier
BIG MOUTH BEAST	32	24	16	8	6	6	1	+5

Adding to your Valon collection: This code is well suited to players who wish to add some high fantasy to their Flintloque games to mix up the action in perhaps a scenario already played through before. It goes well with any troops you have as a battlefield hazard.



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 Beast taking on a Von Rotte Dwarf Officer. Perhaps the Von Rotte Legion is marching through a seldom visited valley and encounters a group of these Darke Age monsters. We recommend five Dwarves to each monster...and volley fire!

CREDITS

Written By: Gavin Syme (GBS)
 Internal Artwork By: Edward Jackson
 Additional Contributions By: S.Croes, B.Colden and A. Scott
 Layouts and Photographs By: Alternative Armies

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