

*Uniformation.. A Resource for players of
Flintloque and Slaughterloo*

To Hail A Chair!

Welcome to Alternative Armies uniformation for **59522 Sedan Chair** a set of miniatures with vehicle for use in Flintloque and Slaughterloo. If you are interested in these for your collection go to our website at www.alternative-armies.com and use the search box with the code given. In this article you will find background which you can work into your games along with game statistics for Flintloque and also for Slaughterloo. As well as this there are uniform details and pictures along with details of where they fits into the World of Valon. Lastly we make a suggestion of where to go from here.



A FRIEND OF THE EMPEROR

Early in the light of the pre-dawn morning of a sleepy town the echoing booms and reverberations of cannon fire shook the sleep from a thousand slumbering minds. As the tiles rattled on the roofs of Whinesbark and glass panes did the same one person was already dressed and tapping his elegantly shoed foot. The battle had begun early and Baron Abelard Von Canin was now late for it.

Out across the shallow valley to the side of Whinesbark in the now clearing mists beside a slow running river and amid scatter apple trees the Ferach Armece was taking on the hated Ostarians. Three Divisions of Armorican Elves along with two of Pudigrochumserg Dogmen facing a similar number of white coated servants of the Mad Emperor Klaffenhund. Today would decide the matter. The matter of being able to cross the frontier and enter Ostaria plunging like a dagger towards Palzberg. Beating the Ostarians at Whinesbark would hinge the door open. The Baron wanted to, needed to, be there!

A full two minutes passed before, at a full run, two Dogmen tongues lolling and steaming in the cool air came to the Baron. Between them they carried a Sedan Chair. The Baron's own chair a family heirloom. They placed it down and then bowed before one of them opened the door of the Sedan Chair and stepped back.

Abelard Von Canin entered the small vehicle and sat down. The door was swung shut and he was lifted before setting off at a fast pace out of the town. The jarring of the cobbles of the street was lessened by the velvet seat and the arms of his bearers. As the houses slipped by and they left Whinesbark the Baron made one more check upon his uniform and then lifted his pistol from its holder.

In the specially made holder built into the inner facing panel of the Sedan Chair was the Doppelschuss pistol. Made in Stoutgart this expensive firelock had two barrels one atop the other making it capable of two shots before reload or one mighty blast which could bring down an Ogre. The power was dry and satisfied he replaced the pistol knowing it would be there for when danger was close.

The rearmost ranks of the Elves came into view and now the cannon fire was sharp and distinct. The heavy 9lb shotte of the Elves and the lighter 7lb guns of the enemy swatting at each other across the open ground. There was little undulation in the ground and already the trees were turning to splintered matchwood. Slowing the Sedan Chair came to a stop next to an Elvish officer in the uniform of a colonel. The Elf spoke as the chair came to him.

"Good morning Sir. The General sends his regards and is expecting you. He asks that you take a guard of six of my Fusiliers and make your way to him. He is about five hundred yards to the west."

Pointing the Armorican colonel stepped back and then bowed. Six Elves, their muskets to their shoulders took up places either side of the Sedan Chair. Smiling the Baron gave the order to trot on. As they moved off he leaned from the window of the chair and called to the colonel.

"My thanks. I shall commend you to the General and return your soldiers too. This day we will make the minions of the Mad Emperor agog and run them to ground. The day will be ours!"



Rules for Flintloque: When placing a Sedan Chair with its passenger and bearers into your games of Flintloque make use of these special rules for this special vehicle. The Sedan Chair is a vehicle only in the sense that it transports a passenger by use of an 'engine' (legs in this case!) but it is not like an artillery limber, a horse or a coach as it is after all just a wooden box on poles. This makes it slow but actually rather more adaptable to terrain than anything with wheels.

The Sedan Chair has a base cost of 50 Points and you must then choose your two bearers. These may be from any suitable Valonian race which is capable of carrying the Chair. These are Average / Civilian type and status and points cost with no weapons. The bearers are not separate entities and can only be used with the Chair and if lost they and the Chair are lost. Add their points cost. The passenger may be of any suitable character type and is created as a separate character such as one from your existing Flintloque section. They may be armed with and use any melee weapon and any Pistol, Carbine and Grenade allowed to them. No long barrel weapons such as a Musket. These combined give you the whole and points cost of the Sedan Chair with its three users.

The Chair moves at the Quick March rate of the bearers each turn and can be part of your Section or on its own as long as the Passenger is capable of doing so (such as an Officer). It may traverse ANY terrain which an infantry miniature can with the same penalties to movement.

For the sake of simplicity, fun and sanity all ranged fire taken by and directed against the Sedan Chair is from its Passenger and towards the Chair and then its Passenger. We do not consider the Bearers. When the passenger is making an attack it is always made as if the passenger inside is STATIONARY (no penalty for movement) and the passenger may then automatically carry out one RELOAD STEP per turn. This means a big advantage in shooting and that a normal pistol for instance may be fired every turn as it needs one reload step to reload. One weapon per turn may be fired. All ranged fire and melee directed against the Chair hits the chair first.

In close combat treat the Chair as if it is a Mount such as a Horse with those modifiers which apply. The Bearers do not fight and are not attacked. Combat is from and with the passenger. If the passenger wins the attack continue but if they lose then a bearer is killed and the Chair is removed from play.

The Chair may absorb a total of 15 Impact Points of ranged fire (keep note of the running total) before being destroyed. When destroyed remove the chair and bearers from the table and place the passenger now as an infantry miniature on that spot in play.

It is permissible to make the Sedan Chair your Section Commander and to have more than one in play at a time. They are a mark of rank and of wealth and privilege and are often used by nobles and high rank officers. Refer to your chosen Flintloque game book to create your Bearers and Passenger.

Rules for Slaughterloo:

THE SEDAN CHAIR

In Slaughterloo the Sedan Chair is a symbol of rank and privilege and is often the conveyance of a high rank officer or noble personage who has come to observe or command in the battle. This is typically done by running alongside advancing infantry and inspiring them.

You may attach the Chair as a Special Unit Officer to any Infantry unit with these special rules. You may have a maximum of TWO per division. The Chair is unarmed and moves at the same rate as its Unit. It is not counted towards the Unit size total and it is not its officer. It cannot be attacked directly in play but if the unit breaks or is removed from play the Chair is also removed. This is from the start of the game. You may choose ONE of the following advantages for the Unit from this list. You use only this for the whole game.

- The Form Rating of the Unit gains +1.
- The Fire Mod of the Unit gains +1.
- The Morale of the Unit gains +2.
- The Unit may add its Charge Bonus to movement each Turn.

The Cost of the Sedan Chair is 50 Points.

In Slaughterloo the Chair is a good way of improving your Units.



Uniform Details: The Sedan Chair can be any colour you wish and in fact from plain black to richly and uniquely painted you can go wild! As for the Bearers they are your servants so attire them as you see fit!

Where To Go From Here: You will get best use from these titles. Use 5030 Slaughterloo 2nd Edition as well as all of the Flintloque Game Books. The Sedan Chair is a great tool for scenarios such as the escaping noble or a 'steeple chase' type game as well as the opportunity to get a very rich and very corpulent merchant on the table with insane demands. Endless potential fun.



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