

Playing as the Othari

Core Rules

FLINTLOQUE

RESOURCE

Welcome to Alternative Armies free file for using the Othari of the Otharmann Empire in your games of Flintloque the Skirmish. This playtest resource contains statistics and rules which bolt onto any of the Flintloque game books such as 5025 War in Catalucia and 5027 Grapeshotte. This resource is a starting point for the 'Blood on the Sand' game book which is in the planning stage now. Take your Flintloque book and use these statistics and rules to get a section into play. This article is not complete but it is enough to get miniatures on the table. There are full rules for play in mass battle in 5030 Slaughterloo for the Otharmann Empire. To see all of the Othari and Aegyptian Halfings on our website [HERE](#).



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It seemed to me, my lords that the grandest Porte had forgotten what it was to call warfare an art and a science. The modern practices of siege, fortifications and manoeuvre were largely unknown to even the highest officers and the practises of training and discipline were deplorable and ignored. Incompetence has paralysed the armed forces to the point of idiocy. Ignorance is the reigning crown of even the most rightful officials, even to the most elementary aspects of Valon's geography. Indiscipline is rife in entire regiments of the Empire, even in the face of the enemy on the field, striking their officers and, I cannot credit it, refusing even to fight!

Theft from the commissariat, in the army that I observed in Teliajim, led to virtual famine for the lesser armed hosts of Othari that could not steal as much as the repulsive Janissary who considered himself with beaddress and harness to be their natural martial superior. The fabled Cavalry of the Otharmann refused to serve unless their services were leased by their rulers! In all they would lease themselves to any who would pay and often killed their own soldiers for a petty whim. As if this was not enough the Nazir or General of their forces along with many of his other brother officers of high rank would be forced to walk into battle like the common ranks simply because if they did not the Infantry would mutiny or worse, insist on riding to war themselves.

Costumes and uniform were a confusion of crazed colour and their banners, some the war banners were some twenty feet in height, blocked sight of themselves and the enemy. Not that it matter much though as the Nazir publicly shouted that he was unable to tell his Otters from the rabble that foamed alongside the army as it marched. Their clothes being of every hue and even in a small band of warriors a regiment's worth of golden braid.

I was conveyed to the battlefield in a large sedan chair with screen from the hot sun, it proved to be wise for as the Undead of General Maggotov advanced towards the out riding light horse of the Nazir a panic began. It seemed that the arrows of the Otters did not slow the staggers of the Undead and resultantly a rout more total than the enemy could hope to cause became absolute in mere minutes. I had not foreseen this happening but it was obviously a normal occurrence for as I saw the start of the flight, my sedan moved quickly rearwards, looking I saw my bearers had turned about as soon as they halted and were now saving themselves and by happy fate myself.

Do not even get me to speak of their lamentable navy and artillery parks!

**An Extract from, 'Expedition to the Blaake Sea'
 by the exiled Baron de Totte**

From his magnificent palaces in the teeming city of Isstanbal, The Sultan 'Selheem The Magnificent' rules his Empire absolutely. Time has much passed since the account above was conveyed in secret code to the Peacock Throne in Lyonesse and though the rot of which the Baron spoke still hampers the Otharmann Empire it is due almost in the entirety to the skills of Selheem that those pitiful times are now memory. The Sultan has modernised the Empire but more importantly he has given it back its pride and powers. To the outsider the Otharmann Empire is a joke, a sick creature, which would not be long for the world. Those who try now to crack the shell of the Sublime Porte find the innards much tougher than in the times of Annul.

Second only to the Witchlands in size the Otharmann Empire is quite massive with the central lands of Anotteria and the border places of the Bulkan region being supervised directly by those who had been hand chosen by the Sultan. Other regions are organised into provinces these include the deserts of Heyaz, the open expanses and fortresses of Syrupia, the troublesome hills and rocks of Threshly, the invaded Aegypt and the openly mutinous region of Cisternica home of pirates. The cities of the Empire are bursting with litters of Otters who have little to do and face the threat of slavery and many lesser officials are corrupt hiring out their troops to the highest bidder. The Empire makes use of many tens of thousands of warriors taken from each of its provinces and as a result maintains a mighty standing army, which is just as well when fighting the foul Undead!

The bulk of the day-to-day running of Otharmann Provinces is organised by the Viziers, their authority is second only to the Sultan and without his direct word of command they have the standing of kings. The lengthy time of journey by camel train from Province to Province ensures a large degree of autonomy for a Vizier. Each Vizier has his power under Sultan Selheem's permission in his own lands, to ensure the collection of taxes and the defence of those lands. This authority extends to trade and the assigning of posts in the administration of his Province. In times of war the Vizier is also responsible for assembling the forces required to campaign and of course if defeated he is held to blame with his life.

Engaged in bitter and seemingly almost eternal conflict with the Dark Czar for the control of the Blaake Sea the Undead sometimes manage to threaten Isstanbal itself. Added to this is the threat from the Bulkan region of the Dog Army of Östaria and from the Kingdom of Bohundia who war also with the Othari. When combined with the threat of the Ferach Elves in Aegypt, the greedy nature of 'allies' from Albion to acquire new colonies, and the struggle with the Coursairs and Freebooters of Rippolli and Cisternica in general; the Othari even with very large armies find themselves strained to manage. The Empire, sword in hand, is fighting for its life...



We present to you here the following additional Flintloque mechanics and statistics by heading.

- Otharmann Emyre Racial and Troop Type Tables
- A Typical Othari Flintloque Section
- Playtest Unique Rules for the Otharmann
- Weapons and Mounts Types Tables
- Notes on the Othari and Feedback

Note that unless otherwise stated you should follow the same game rules and section creation rules and so forth for the Otharmann as you would do for any of the other mortal races on Valon.



Otharmann Emyre Tables

Otharmann Emyre – Racial Statistics Table

Race	Movement Rates in Centimetres (cm)				Combat Statistics			
	1 Double March	2 Quick March	3 Slow March	4 Half-Step March	Steady	Wounds	Discipline	Melee Modifier
OTHARI	30	22	14	7	2	2	-1	2
AEGYPTIAN HALFLING	20	15	10	5	2	2	0	3

Otharmann Emyre – Racial Points Table

Race	Experience Level cost in Points per new Character				
	Raw	Average	Experienced	Veteran	Legendary
OTHARI	13	17	24	28	35
AEGYPTIAN HALFLING	14	20	28	34	42

Otharmann Emyre – Troop Type Table

Race	Troop Type cost in Points per new Character (Add / Remove from Experience Points Cost)										
	Regular	Light	Militia	Grenadier	Marine	Cavalry	Gunner	Irregular	Guerrilla	Civilian	Elite
OTHARI	5	None	-4	8	None	2	11	0	3	-5	6
HALFLING	6	None	-3	None	None	1	10	0	3	-4	5

A Typical Othari Section

Using the game statistics tables on this page you are able to create and play Othari and Aegyptian Halflings. We will deal here with Othari since they make up some ninety percent of the soldiers of the Emyre. Take up your chosen Flintloque game book such as War in Catalucia, Death in the Snow or Beir & Bones.

Turn to the page for 'Creating your Forces in Flintloque' and follow the guide to make up a section of Othari with the points values above. The experience ratings follow the typical except that there are likely to be more Raw characters in Aegypt than typical such as about 60% and section size is larger at about sixteen characters.

Othari may roll for Wylde Magicke and may make use the general Skills, Traits and Flaws as normal. Their section leader is likely to be an Aggressive Officer.

The Othari do not have access to most firelocks and weapons which are found in the Ferach Armee or other Uropean armies though they can use them by paying THREE TIMES the Own Nation points cost. This is assumed to be a weapon taken in battle or in expensive trade.

The typical weapons of the Othari are the Jezail, the Bow, the Spear, the Sword and then Standard Firelocks. They pay normal points for these in the statistics blocks as Own Nation. Consult these weapons and add them as your miniature is equipped or as you desire. Black Powder firelocks are less common than Bows and Jezails are more common than Standard Muskets. Many Othari wear plate armour such as a breast plate or helmet and these can be given to your characters. See the playtest special rules.

It is now time to count up the points cost of your new Flintloque section of Othari and fill out a roster for them. You are ready now to play. Consult the following rules for the new weapons and items in play.

Between Games is treated as normal except that in scenarios which take place in the territory of the Othari they are far more likely to be able and willing to rejoin their fellows. This means an automatic +1 to all 1D10 rolls for between games for a character who is Othari.



Otharmann Empire New Rules

Here are the new playtest unique rules for the Otharmann Empire in Flintloque. These are to be used in your games when fielding Othari and Aegyptian Halflings and you should add them into the normal game rules.

Armour of the Sultan: The armies of the Otharmann are still partly in the Darke Ages of Valon and still use iron and steel armour on their bodies. While these are in the main decorative and serve little purpose in battle. However a thick breast plate and helmet can make a difference. If worn these reduce the movement rates of the wearer by 20% rounding down in play. They add +1 Steady to the wearer at all times against ranged fire. The wearer adds +2 in melee as well due to the protection offered by armour. This has a cost of 5 Points per character.

Artillery and Exotic Weapons: For the game rules and statistics of Otharmann Artillery such as the famous Barking Dogs and their stone cannon balls consult page 82 and onwards in 5027 Grapeshotte. This also includes exotic firelocks and troop types which match up with this resource.

Using a Bow in Play: Almost all soldiers on Valon make use of firelocks but among the Otharmann the use of Bows is common and many Othari train with a Bow from a young age. In play a Bow is treated like a Musket with the following differences. There is no reload step; a Bow may shoot once per activation. Skills such as rapid loading or tap loading simply may two shots at the same or different targets may be made by the Bow. Bows are not effected by the weather. Critical Hits and Misfires remain as normal but misfires only mean the arrow broke. For Uropean Races additional training for bow and regular Uropean troops will never use a Bow. Here is the stats block for a Bow.

OTHARMANN BOW			
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
70/4	50/3	35/2	15/2
Short 0-15cm	Medium 15cm-45cm	Long 45cm-60cm	Extreme 60cm-75cm
Reload - Special		Weapon Size: Any	
POINTS COSTS	Own: 2	Allied: None	Other: 25

Dervishes of the Othari: These fanatical warriors shun normal tactics and are always on the attack. They are Irregular type and typically Regular or Experienced troops. They do not use Armour and will not use firelocks or Bows and instead all who are not standard bearer or musicians use Two Blades (see rule for this). Dervishes may ignore the first Steady Check they are required to take in play and all 'Pushed Back' results are ignored as no effect. There is no points cost to make a character a Dervish but once done they may not become anything else. Dervishes may be part of any Othari section but if they are more than half of the section then the section leader must be an Othari.

Jezeil Matchlocks: One of the most common black powder weapons among the Othari is the Jezeil. There are pistol versions, long barrelled versions and more exotic super long range and camel mounted Jezeils. Cut off from many of the civilised nations of Valon, the Othari moves into black powder technology have been slow and ponderous. The Jezeil itself illustrates this being clearly a matchloque musket, rather than a flintloque (ie. Its charge is primed by a burning fuse - the match). Additionally the Jezeil is awkward to load, due to its length, and takes as long as a rifle, to reload. However its length does give the Jezeil unparalleled accuracy for a smoothbore firelock. Here is the typical musket sized Jezeil.

OTHARMANN JEZEIL			
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
70/5	55/4	30/3	15/2
Short 0-15cm	Medium 15cm-45cm	Long 45cm-60cm	Extreme 60cm-75cm
Long Reload - 2 Turns		Weapon Size: Elf or Larger	
POINTS COSTS	Own: 7	Allied: 14	Other: 22

Pikes and Spears: Aside from Swords which are the most favoured Otharmann melee weapon (treated as normal in the rules) many others make use of Pikes and Spears. In melee use the standard rules for Spears and for Pikes the points cost is the same but treat the first attack as that of a Lance and subsequent attacks too. Additionally Otharmann characters may elect to throw their Spear as a ranged weapon. Treat this as a normal attack using a Standard Pistol for chance to hit and ranges and unless retrieved it is a single attack. Impact Strength is high and is 8 at (0-15cm) and 5 at (15cm - 30cm).

Storm Riders and Flying Carpets: There is more Wylde Magicke this far from Urop and the Othari possess many strange items including Flying Carpets which are used by the expert Storm Riders in battle. The Carpet is treated as a Flying Mounts and while capable of true flight, for the purposes of play in your games they are actually hovering. This means they can gain the advantage of flight but still be able to attack the enemy and in turn be attacked. Flying Mounts may move at any allowed rate each turn and are NOT affected by ANY terrain type (they may fly over walls and cliffs etc without slowing) moving maximum distance per activation. They must though still declare a charge and obey the rule of accelerating into the charge. See the Mounts Table.

There is a price to pay for this extra advantage, falling from your flying mount is REALLY lethal. Any character whose flying mount is killed under them rolls a D10. On a result of 5+ the rider is killed outright, you may -2 to the roll if the mount was stationary. Otherwise the rider is unhurt.

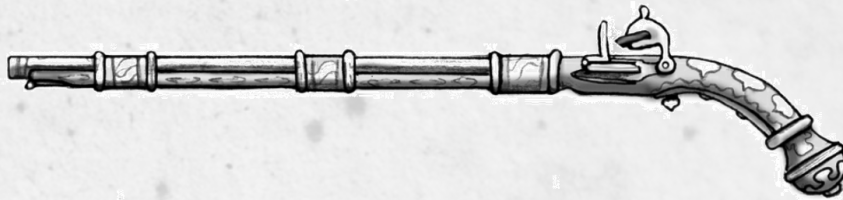
Flying Cavalry have the option to climb to a HIGH level of flight. This costs once Action to achieve and one Action to return to the normal hovering level of flight. At the HIGH level of flight the Flying Cavalry may make no attacks and suffer from no terrain effects in movement. It is however very hard to shoot at them at this height and normal musketry shooting at them suffers at -40% to hit modifier at any range. If the mount is killed (destroyed) at this height the rider is automatically killed by the fall to the ground.

Two Blades: Some Othari such as Dervishes make use of twin blades in battle and this gives them an advantage. The character pays for two swords as normal and may use only those in play. In melee attacks the character is NEVER considered outnumbered no matter how many enemies he faces with no penalties. Both swords make one attack as normal with a +2 modifier applied.

Whips and Grenades: The Otharmann make great use of whips and of grenades. The Grenades used are of two main kinds the Standard Grenade and the Fyre Grenade (stats are below) and many Othari carry one into battle. Whips are melee weapons which cost 9 Points. They may make one melee attack upon all enemies just before the main close combat begins with no return attack from the enemy. In regular melee after this a Whip is a -1 in attacks.

ELF FYRE GRENADE			
1 -Double March	2 - Quick March	3 - Slow March	4 - Half Step March
No Throw Allowed	Throw with 1 Right Shift	May Throw	May Throw
50/4	30/4	---	---
Short 0-10cm	Medium 10cm-30cm	---	---
Grenade	Fyre Maker	Not Undead	Nation: Ferach Elf





Otharmann Empyre Table

Otharmann Empyre – Mounts Statistics Table

Cavalry	Movement Rates in Centimetres (cm) (use when Character is on Mount)				Mount Combat Statistics		
	1 Double March	2 Quick March	3 Slow March	4 Half-Step March	Tough**	Wounds	Melee Modifier
LIGHT HORSE	50	42	30	16	5	1	0
GNOLL	40	34	22	10	4	1	1
CAMEL	30	24	18	8	7	1	1
FLYING CARPET	60	40	30	20	6	1	0

** Tough is the equivalent of Steady for a Mount used for Melee and Ranged Fire for determining Hits.

The Points Cost for a Mount is 50% of the Experience Level cost of a Mortal Character who will ride it in play.

A full Mounts Statistics Table for all the mortal Races in the Mordredian Wars can be requested for free direct from Alternative Armies.

Otharmann Notes and Feedback

We want to thank you for taking the time to download and read this free resource for the Otharmann Empyre in Flintloque. It is a starting point for 3rd edition for you to put the Othari into your games. As stated it is a playtest document and the statistics and rules here have not been finalised but they have been tried out by Alternative Armies in house.

If you have input or feedback upon what you have read or if you wish to make suggestions for what could be added or tried out then we do want to hear from you. Contact us by email to sales@alternative-armies.com heading it up with 'Otharmann' and tell us what you are thinking.

The end result of this free document with much more added to it will be the next game book for Flintloque. Provisionally titled 'Blood on the Sand' it will tell the tale of the Othari and their wars against the Dark Czar as well as against the Emperor Mordred. If you own 5027 Death in the Snow then this will give you an indication of the page count and contents to expect. The miniature range which exists and currently contains Household Warriors, Janissaries, Camelry, Artillery, Dervishes, Personalities and more will continue to expand. It will feature new units and perhaps a new fantasy race as well as the Imperial Army of the Othari...the Nizem Cedit. Details of this will appear nearer the time.

Alongside the Undead of the Witchlands the Otharmann are one of the stranger and more remote armies on Valon. More Magicke and distinct they allow for play which is as different from an Elf vs a Zombie as it will be an Othari against anyone else. Tactics which make use of the Bow as well as fierce close combat mean a mobile force which wants to make contact with the enemy as soon as possible. Using Camels and Gnolls that is a quick thing to do.

See you among the Pryamids of Aegypt! GBS 2018.



57039 **Othari Aristo**



Alternative Armies

Free Rules Download for
Flintloque and Slaughterloo

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"A Real Fop"

YANI OTHARAN

A NEW GENTLEORC

The ailing Otharmann Empyre is an exotic and semi magicke place which is filled with contrasts. From the rich bazaars and gardens of Istanbaal to the dirt and bloody soaked sands of Aegypt the Sultan rules over many millions. While Urop is far off there are those among the Othari who wish to become more like them. From the Janissaries who have become the 'new model army' to merchants who sell the fashions of Londinium and Lyonesse.

A son of a wealthy Istanbaal cloth seller Yani Otharan begged his father for enough gold to travel to Urop and to see for himself the places of sook, smoke and mighty ships. With an agreement and an promise to return to his family in two years time Yani set out from the Blaake Sea for Ostaria to begin his tour.

With little experience of the world outside of his home city and equipped with a lot of coin and an idea of how a 'gentleorc' behaves it was not long until Yani became a real fop. After coming near being robbed he hired an entourage of Dogmen as guides and protectors. Yani Otharan is now on his way to Venna the capital of Ostaria and hopes, despite his guides pleas not to, to meet the Emperor Klaffenbund. The Othari Aristo has attracted a lot of attention with his generous tipping of anyone who crosses his path. There may be a full scale riot!

Go to our website and search for [57039](#) for this new Othari character with his own insert containing rules and more for Flintloque and for Slaughterloo.