

Todoroni

Notables

Flintloque

UNIFORMATION

2024

Mordred's Ferach Armée is made up of many diverse races and client nations, among these are the Todoroni or Toad Men of Nopolise. After the disaster of the Unified Powers campaign in the lands of the Toads and the great defeat they suffered at the Battle of Maulandgo the kingdoms of the Todoroni that had resisted the Ferach were crushed and forced to join the Tyrant's Armée.

The Kingdom of Nopolise ruled really in name only by King Tadio Polo II used to occupy the southern mainland of the Toad realm but now includes the formerly hostile northern kingdoms and city states of the now united Nopolise nation. It would be true to say that during the Ferach Revolution and the Unified Powers eras of the Mordredian Wars the Todoroni military were plentiful but pathetic, with the exception of a few northern divisions, all these amphibian troops could be relied on to do was die or run away.

Since the subsequent follow up expeditions to Aegypt and the debacle of the Witchlands campaign, the Todoroni now have some quite experienced regiments and have on occasion shocked even solid troops with their determination to earn glory in battle. There are many Todoroni serving in Catalucia.

The Todoroni Armée is firstly very large, the spawning of new troops is a continual affair due to the licentious behaviour of most Toads, and is filled with a lot of very raw and ineffectual troops. These troops are used for the most menial tasks in their own lands and elsewhere Ferach rule is secure. Additionally there is now a dedicated series of experienced corps of fighting Todoroni in every theatre of the Wars, those who have survived long enough to gain the knowledge and skills to become good soldiers. It is these Toads who now fill the front lines and battle the enemy. Todoroni soldiers come in two distinct types universally known by the scientific terms 'Big' and 'Little' Toads.

Welcome to this Uniformation Article for the games of Flintloque and Slaughterloo. A free resource which gives you bolt on mechanics for use in play for Todoroni characters added to the World of Valon miniature range.

This article covers the following codes:

- 56140 Fartinelli Operato Supremo**
- 56139 Todoroni Giovanile Aide**
- 56138 Todoroni Surgeon**
- 56137 Todoroni Glutton Officer**
- 56136 Todoroni Exploring Officer**
- 56135 Todoroni Duelling Officer**
- 56133 Fruscati Grenaderia Sapper**
- 56134 Todoroni Servant**

Each of these have a game profile to use.

You can view the entire [Todoroni of Nopolise](#) range on our website which includes line infantry, militia infantry, elite infantry, cavalry, artillery, limited editions and more.

To make use of these additional mechanics you will need one or more of the following game books in which the Todoroni feature.

- 5025 War in Catalucia**
- 5026 Death in the Snow**
- 5027 Grapeshotte**
- 5030 Slaughterloo 2nd edition**





“Let's go from da Earthe to the mountainatop! Withouta walking! We can see Armorica, Napolise and Catalucia...and I canna see a you! Pull by da rope, no soonist said than a done, We'll go uppa ta heaven... It goes like da wind suddenly, Upa, upa, upa! Let us a go up to da top, lets a go, Farticular up, Farticular down!”

Fartinelli Operato Supremo

The lands of the Todoroni are renown for their output of vocal talents as well as chasers of ladies. One of the most famous for both is Fartinelli who has been wowing audiences for many years all over Urop. Recently falling on hard times due to debts owing to spawning's of little Toads as well as business investments gone wrong he has turned his skills to the martial. In the pay of the Ferach his singing voice inspires and awes as the musket balls fly.

RULES FOR FLINTLOQUE

Fartinelli is a Big Todoroni / Average / Civilian on foot. He is unarmed but is treated as a Singer as per the 5027 Grapeshotte rules on page 91. As well as this skill set he may also use his voice as a 'weapon' treated as a standard pistol for range and chance to hit. If a hit is successful the target loses all actions for its next activation as it holds its head in its hands shaking. He costs 45 Points. He may not command a section and may be a part of any Ferach Empire section.

RULES FOR SLAUGHTERLOO

Fartinelli is at home on the battlefield with the boom of cannon and rattle of muskets like music to him. He is attached to any Ferach Empire General at the rate of one per Army (place the model with the general). He allows the re-roll of a failed morale test for a unit in the division once per turn. He costs 25 Points.



The Fruscata Grenaderia

Only marginally better in combat than their smaller brothers, the Grenadiers of the Fruscata have fled some of the most famous battles ever to have happened on Valon. These Big Toads are capable of so much more but their constant 'cycling' of manpower through their ability to catch flying lead has left them seldom much use for more than target practice.

RULES FOR SLAUGHTERLOO

STATUS & ARMAMENT: The Big Todoroni Militia are classed as Regular Militia armed with Ferach Muskets.

UNIFORM: The Infantry uniform consists of a white tunic, white or blue breeches, white or black gaiters, black headwear with a red rosette, white cords and gold metal fittings and black shoes. Facing colours (cuffs, collars, etc.) are green or gold. Equipment is black and brown, with equipment straps being of black leather

RULES FOR FLINTLOQUE

Using 5025 War in Catalucia create your Todoroni section as normal. If you wish to use the Sapper as a character then he is as follows. A Big Todoroni / Experienced / Grenadier armed with an Axe and an Orc Artillery Pistol. As a Sapper he may ignore the first Shaken Token that the miniature gets in play; it is removed automatically. He costs 53 Points.

Combine up 56133 with the rest of 56541 Fruscata Grenaderia (shown below) to make up your Section or Unit. These troops fight in Catalucia and in the Witchlands.





“Certainly my lord my master your will shall be carried out. And now your back is turned I will fill my pockets and spit in your soup. To serve you is not my desire but in my misery it shall be done.”

Todoroni Servant or Aide

Some Toads find themselves low born or down on their luck and as a result they enter servitude to rich masters. A fortunate few have kind and good employers..many do not. Others aide Surgeons or Cooks in their duties. It is not a glamorous life but it beats carrying a musket!

Using Servants and Aides in Flintloque: If you choose to add a civilian servant or aide to your section this is done in the normal manner except that firstly they do not count to section total and secondly only officers or notables may have such assistance. This is connected directly to them in play (within 5cm at all times) and only one such miniature be given to that character. There is no points cost beyond the typical for this miniature but they may not be armed beyond a blade. In play the servant or aide has no activation but is part of the officer or notable they are assigned to. They never take morale or other tests. When in close combat or being fired upon the controlling play MAY elect to have the servant take the hit or wounds rather than its controlling character (nice eh!). In play having a servant or aide allows superior function for the character. They may add +1 to Discipline and +1 to Steady too. They may reload a firelock for their character leaving their hands free for a second one etc. If they are an aide to a notable Surgeon or Cook or such then they allow a chance that the special ability of that character can be used TWICE in a turn; roll 1D10 on a +5 it is successful.

RULES FOR FLINTLOQUE

A Little Todoroni / Average / Civilian on foot. Unarmed but is treated as a Servant as per above rules. He costs 11 Points. He may not command a section and may be a part of any Ferach Empire section.

RULES FOR SLAUGHTERLOO

A Servant or Aide may be attached to one Officer in a Unit in a Division at the rate of one per Division. This officer must be of an allied race to the miniature. If the officer is removed from play this miniature is too. In play it moves as per the officer. The sole battlefield role is to be a ‘bullet catcher’ any any Officer Killed result in play instead takes this miniature from play. Costs 10 Points.



“You have insulted my honour sir! I demand satisfaction and by the gods I will have it! By what means? Why by the blade of course none of this pistol nonsense. I shall see you at dawn and when you fall then honour will be satisfied.”

Giantodo Tizzone

Sent back to Melano in disgrace for duelling and killing the husband of the Dutchess Alice von Tugend Fehlt this officer of hussars found himself soon on his way to the Witchlands. Like many Todoroni in this frozen hell this Captain is now on foot and wishing for warmer climes.

RULES FOR FLINTLOQUE

The Todoroni Duelling Officer as used for Giantodo Tizzone is as follows. A Little Todoroni / Experienced / Regular. He is armed with a Sword of Exquisite Quality. He has the Massive Jamminess trait. He may command a section of majority Todoroni only. He costs 39 Points.

RULES FOR SLAUGHTERLOO

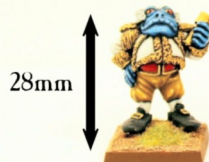
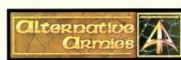
This miniature may be used for any Nepolise Unit on Foot as its officer in play. There is no points cost for this.

Todoroni Generale

Bust

1/10th Scale

BU01



28mm



Bust is
135mm

Flintloque



*“That looks like it hurts..let me have a look.
Now where is my saw?”*

Surgeons and Dotoring on Valon

Every nation produces those who dabble in medicine..some more successful than others of course. The best serve in fine halls and theatres and the rest follow the armies doing what they can. Sometimes with great or foul results.

RULES FOR FLINTLOQUE

A Little Todoroni / Average / Civilian on foot. Armed with a ‘sword’ and his medical tools. He may not command a section and is limited to one per force in play on the Ferach side in any Ferach section. When within 2cm of a character his actions may be used to roll 1D10 for medical aid. On an even roll 1 Wound is restored. On an odd result the character falls prone losing 1 Wound and may be treated again..even to death. Full wounds restored characters act as normal. Cost is 34 Points.

RULES FOR SLAUGHTERLOO

A Surgeon may be attached to one Officer in a Unit in a Division at the rate of one per Division. This officer must be of an allied race to the miniature. If the officer is removed from play this miniature is too. In play it moves as per the officer. The sole battlefield role is to aid to those wounded in the unit. When the unit has ‘Wound Tokens’ applied due to enemy fire or melee once per turn roll 1D6 and on a 6 one wound token is removed. If the Officer is Killed the Surgeon is too. One per Division. Cost 15 Points.



“It was a fine table, fine, such delights of taste and texture to experience. Yum. It may have been the General’s table but he was not there... ”

Officers of Napolise take many guises and among them there are gluttons and while not necessarily bad they can be..unreliable.

RULES FOR FLINTLOQUE

The Todoroni Glutton Officer is as follows. Little Todoroni / Average / Regular. He is armed with a Sword and has a jug too. In play if food is present such as a table or a discarded pack he must stop and then investigate it. Roll 1D10 and on a 10 he remains in place for a turn eating during which he may not issue orders or act. He may command a section of majority Todoroni only. He costs 31 Points.

RULES FOR SLAUGHTERLOO

This miniature may be used for any Napolise Unit on Foot as its officer in play. There is no points cost for this.



“Right away sir! What am I doing now? Take this paper to the Colonel...right..but the enemy are between us and him...err...right away sir!”

Youths in the Armies of Valon

A noble can buy a commission for his son but others are not so rich nor lucky. Some join for the pay, some for adventure, some out of desperation and some are pressed into service. Youths of the teeming slimy cities of Napolise view the army as an escape.

RULES FOR FLINTLOQUE

A Little Todoroni / Raw / Regular on foot. He has a Standard Pistol and some papers. He may not command a section nor give commands to any character. Due to his small size all ranged fire towards him suffers a 10% to hit. He has an additional -3 modifier for melee combat due to his scrawny size. He must remain within 5cm of the section leader if possible. During play the player may transfer wounds given to the section leader to this Youth (callous indeed!) unto death. Cost is 18 Points.

RULES FOR SLAUGHTERLOO

In your games of Slaughterloo this miniature can be placed into any Napolise infantry or artillery unit as a non counted member. Limit is one per division. Taking no part in the action and in base to base contact with the unit officer. His role is not one of runner or aide but to take the blame. When the unit falls a Form Roll it may ‘sacrifice’ this miniature and remove from play for an automatic pass of that same test. Cost is 7 Points.





“So what did you see? Your memory is not so good..that is a shame there seems to be a lot of that going around. I have found that coins of silver often aid in restoring memory. Oh you now remember seeing the Orcs and their furry Rat fellows passing this way yesterday. Thank you. Oh, that coin, it was just a dream. Be seeing you...”

Todoroni Exploring Officer

Exploring Officers can be called by many names in the different forces of Valon, but their task is the same. To find out what the enemy and the land is up to before either can cause mischief for the officer's masters. While the main task of the Exploring Officer is abstract to a game of Flintloque (being concerned for the larger scale of information) there are occasions when an Exploring Officer can find themselves on the front line.

Exploring Officers in Flintloque: There is much to being such a character and it is outlined on page 89 of 5027 Grapeshotte and carries a cost of an additional 30 Points over and above character creation for those special skills etc.

RULES FOR FLINTLOQUE

A Little Todoroni / Veteran / Mounted Infantry. He is armed with three Standard Grenades as well as a Sword and Standard Pistol. He also possesses maps and a Telescope. If mounted he rides a Baby Hippo. He costs 84 Points (Including Mount and Exploring Officer Skills). He may not command a section and may be a part of any Ferach Empire section.

RULES FOR SLAUGHTERLOO

Exploring Officers take no active part in a Slaughterloo battle but they preform their task before the game takes place. At a cost of 10 Points and the rate of one per Army an Exploring Officer improves his Commander in Chief's chances of outfoxing the foe in deployment. As per page 30 in 5030 Slaughterloo when the rolls are made for Tactical Deployment giving bonuses for good Generals etc the following is done. An Exploring Officer adds another +2 to the player's roll.

If you choose to you may place the miniature for the Exploring Officer next to the Commander in Chief on the table.

CREDITS

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On our website you will find the [Slaughterloo Mass Battle](#) page. This is where the game book in print and as a digital download title as well as all of the Division of troops reside. A Divisional Army Pack (DAP) as shown here for the Todoroni of Nepolise gives you all the miniatures and bases to form a force in the game. A mighty saving is built in and of course all the miniatures can be used in Flintloque too.