

*Uniformation...*

# *Wild Elves of Tuscani*

## *Flintloque and Slaughterloo*

Welcome to Alternative Armies free file for **The Wild Elves of Tuscani** which are codes **51031, 51051 51052 and 51534** miniatures for use in Flintloque and Slaughterloo. If you are interested in this miniature for your collection go to our website at [www.alternative-armies.com](http://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 for Slaughterloo. Also a short section on where in your forces these miniatures fit.

### THE FANGS OF TUSCAN

Armorica is nation of contrasts. From the incredible wealth of the intricately paved streets and superbly crafted stone buildings of Lyonesse to the poverty and hunger of the desolated countryside around Tolonge place of the doomed 'Petite Crystal'. While most are familiar with the rolling green fields and vineyards of northern and western Armorica, they do not know much about the regions that connect Armorica to Napolise and the Great Southern Sea.

One of these regions is Tuscan which is in the east of Armorica in the rising terrain that leads to the snowy Pearaknees mountains and from there on towards the valleys and fertile plains around the Todoroni city state of Gencroka. Tuscan is less favoured than the mountain crosses that lead from the city of Leon for two reasons. Firstly it is less accessible than the roads from Leon and secondly because the fearsome reputation of its inhabitants.

Amid the woods and streams of Tuscan is a pocket of residual Wylde Magicke. A number of these pockets exist, though few are as near to the Peacock Throne and Lyonesse as the Tuscan one is due to the influence of the Power Ring.

The Wylde Magicke pocket in Tuscan comes from the Darke Age, the result of a titanic battle between an Elven Mage of the highest order and a Necromancer named Gartary the Altered. So many incantations and battle spells of the most powerful types were loosed in the lands that became Tuscan that the very ground is infused with a low level Magicke aura.

This has resulted in a region that is home to many strange and wonderful animals that cannot exist elsewhere in Armorica. Small Griffons and Chimera, much more diminutive than their past age relatives roam free along with a sizable population of Elf sized tree creatures.

Foremost though among the inhabitants of Tuscan are the Tuscani themselves. These Elves suffered from the discharges of Magicke that Gartary unleashed as he raised his minions to life. As a result the Elves of Tuscani are referred to as Wild Elves as they have a rather bestial appearance. It is common thought that when the new Gods visited Valon to bestow the secrets of Black Powder and muskets the Tuscani were overlooked and shunned. Travellers to the region could be forgiven for thinking this for the Wild Elves still hunt with spears and sword.

Wild Elves are stronger and more agile than their noble brothers elsewhere in Armorica. Though not as graceful or elegant they are capable of feats that would test most Orcs in strength and they are more nimble on their feet too. Tuscani have sharp protruding teeth that look like fangs and do not tend to their hair which often hangs unkempt about their broad shoulders. They are expert hunters and make good soldiers.

The Emperor Mordred has gone to great lengths to recruit Tuscani troops into his battalions. This has met with some success, while Wild Elves are of no use as specialist troops, engineers or artillery crews and horses do not like to be ridden by them; they made fine skirmishers and line infantry as well as marines.

There are currently several regular regiments de Ligne of Wild Elves and several of Voltiguer and Carabinier in Ferach service. It has proven difficult though to keep these regular formations supplied with new soldiers as the Tuscani prefer gold to dedication and plunder to loyalty. Most Wild Elves that fight for the Ferach do so as long term mercenaries. These mercenary formations are paid by the week in gold or silver, even in valuable objects or plunder of other campaigns. They will not fight if they are not paid.

Among the 'Condottierie' as the Tuscani hail themselves no clutch of battalions is more infamous than the butchers of the 1o Regiment. Having fought at the Battle of Maulandgo and also at Osterlich the Ostarian Dogs worst defeat, along with countless other actions, the condottierie are seasoned warriors. They have not however faced the Undead, as yet.

The 1o Condottierie are on campaign in Catalucia and comprise three battalions each of ten companies of ninety Wild Elves with two of these companies being skirmishers. They are armed with Ferach muskets and officers carry heavy swords. Uniforms of the 1o comprises white breeches with a mint green tunic, dark grey greatcoat and black boots. Facings and cuffs are typically blue or red. Bicornes are black with red feathers with equipment and straps being black.



## PLAYING THE TUSCANI

If you wish to put the Wild Elves of Tuscani into your games here are the rules for doing so. We have included statistics tables too and the books into which you should insert them are as follows. 5025 War in Catalucia and 5030 Slaughterloo.



### Tuscan Rules for Flintloque

When playing Flintloque with Tuscani Wild Elves you should use the racial profile for this race and the points costs associated with the experience levels given. Also pay heed to the paths for characters to which Wild Elves has no access. Experience level spreads in a section are typical for Tuscani and worked out as normal. The Tuscani are part of the Ferach Empire and use in most cases the same weapons as Armorican Elves despite being stronger and larger. They may be led by Armorican Elves, Ogres and Werewolves but will not submit to Todoroni or Dwarf officers. Create your section as normal beyond this guide as per the game book.

**Looting:** Wild Elves are mercenary by nature and savage with it. While they abide by the code of the Emperor due to necessity they will not pass up a chance to loot a corpse if they can. During play if a Tuscani character (except Section Officer who is exempt) passes within 5cm of a corpse (allied or enemy) they MUST stop and loot it. They halt for one turn and take no other action except to defend in melee. A corpse may be looted only once so mark it in play once looted.

**The Fear of Cavalry:** Wild Elves have no cavalry as all ridden beasts from Horses to Dodo to Unicorns and Rhino cannot stand the smell they give off. It is their nature. This means no Wild Elf can be mounted (unless they can find an Undead Mount). It also means that any cavalry who wish to make a melee attack upon a Wild Elf suffer for it. Any cavalry who enter into close combat in this manner suffer a -2 on top of any other modifiers to the attack.

**Fantastic Speed:** Wild Elves are nimble and capable of feats of speed beyond most other Valonian races. They count crossing Difficult Terrain at the Clear Terrain rate (1cm per 1cm) and may cross a linear obstacle at a rate of half that of normal (meaning a cost of 2cm rather than 4cm to cross) movement.

**Biting Teeth:** All Wild Elves have the ability to bite an enemy in close combat due to their very long and sharp canine teeth. It is a risky move though and as a result they will only attempt it once per game. The player chooses the melee roll to be affected by the bite and before rolling the dice adds +2 to the other modifiers which count in the attack. Keep note of the use of the bite attack by characters.

**Black Powder and Artillerie:** Wild Elves have forced themselves to get used to muskets and pistols but they cannot abide grenades and other larger weapons such as mortars and cannons. There are no grenadiers and no gunners among them and they will not make use of artillery in play.

### Lucius Malsovin

In the courts of Lyonesse there is a figure who cuts a dashing strut along the bejewel Elvish ladies. It is Colonel Lucius Malsovin commanding officer of the 1o Condottierie. An expert duellist and womaniser he is thought to have killed a hundred foes a a dozen fellow officers. Fond of gold lace and powered wigs he leads from the front when taking on the Orcs in Catalucia. Malsovin is a Veteran Elite Wild Elf armed with a Sword of exquisite quality. His physique means that he may ignore the first wound he suffers in play and he never loots corpses. Lucius may also remove one Shaken Token from any Wild Elf within 10cm of his position each turn. He has a cost of 78 Points.



### Tuscan Rules for Slaughterloo

You may field the Tuscani Wild Elves as part of any Ferach Division as long as it is commander by an Armorican Elf or allied Ogre, Werewolf and Centaur as they do not respect other lesser allies of the Ferach. They are counted as Line Infantry or Light Infantry never Artillery or Cavalry and there are a few Wild Elf Generals in Catalucia.

**1o Condottierie Line:** While in reality these soldiers are mercenaries they accept pay from the coffers of the Emperor and fight as a line regiment most of the time. They are vicious and dependable warriors who are regular infantry and use standard muskets. See statistics.

**1o Condottierie Light:** Despite a bitter enmity with the Carabiniers of the Grande Armee the skirmishers of the Wild Elves may in fact just be a little better than those elite Armoricans. Sought after by Marshals in Catalucia to hunt down Cacadores and Rifleorcs they are very good troops. They are Light Infantry and make use of Ogre Rifles. See statistics.

### LUCIUS MALSOVIN (CHARACTER OFFICER) (40 POINTS)

The colonel of the 1o Condottierie is reknowned as a skilled swordsman and steadfast leader. It is in the arena of hand to hand combat that he excels and as a result he inspires and motivates his soldiers to greater endeavours in this aspect of battle. When in close combat the unit he commands may add +1 to its Melee rating. He may command any Ferach Empire allied line or light infantry unit in play.



## 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
WILD ELF	28	21	14	7	3	3	+1	+2

## Racial Points Table 1

Race	Experience Level cost in Points per new Character				
	Raw	Average	Experienced	Veteran	Legendary
WILD ELF	18	26	36	44	55

## Racial Points Table 2

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
WILD ELF	+2	+5	N/A	N/A	+2	N/A	N/A	N/A	+7	-3	+4

### OGRE RIFLE

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
75/10	60/7	35/5	20 /4
Short 0-15cm	Medium 15cm-30cm	Long 45cm-60cm	Extreme 60cm-75cm
Long Reload - 2 Turns    Weapon Size: Wild Elf, Highland Rat, Ogre or larger			
POINTS COSTS	Own: 13	Allied: 20	Other: 27



## WILD ELVES OF TUSCANI

## ARMY LIST FOR SLAUGHTERLOO

REGIMENT	TROOP TYPE (REGARD)	UNIT SIZE RANGE	C	L	CB	F	FM	MM	DF	M	PC
Tuscani Line Infantry	Line Infantry (R4)	8-20	30	20	10	4	2	3	3	10	18
Tuscani Light Infantry	Light Infantry (R5)	6-12	30	30	10	5	5	3	3	10	22

The 'Regiment' statistics given in this table apply to all units of that type in play regardless of their actual names in the background of Slaughterloo. So you will use, for example, the Line Infantry profile if your unit is the '9eme Regt du Ligne' or the '43rd Foote' and so on as long as your unit is named and acts as Line Infantry in play. This gives you a lot of flexibility with your troops. A blank entry in the table means this entry does not apply to that Regiment.

### Flintloque Scenario - By Bloody Fist and Broken Tusk

*A two player adventure set on the border of Catalucia and Al-Garvey which sees Colonel Malsovin and his Wild Elves trying to ambush Captain Sharke and the 105th Rifles. Will the ambush succeed in trapping the Orcs before the rest of the advancing Army of Albion arrives? Or will the toughest Elves on Valon meet their match when facing the bane of Mordred?*

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