

# FLINCLOQUE

MICRO BOLT ON RULES

*By Gad Reginorc*

*he bit my behind!*

*All teeth and a spiked collar. Major Reginorc Cliffin of the 81st Foote has brought his wife's nasty animal on campaign (as she no longer wants it oddly enough) and now its your problem...*



This article is a micro bolt on page of rules for Flincloque which can be put into most scenarios. While it features a vicious dog it could equally be a vicious dodo or wolf or pummilig pig or any other non-monster creature which can be found on Valon. Treat each animal as per these rules but place a different model in play. If your scenario cannot fit these rules do feel free to alter them if needed.

## PUTTING INTO PLAY

As with all bolt on rules they only take effect once play begins. Set up your scenario as outlined as normal. Once the playing area is ready and miniatures in place it is time for the dog to make its entrance.

Nominate one character in play. While it can be any character it does make sense that the character is an important one and not a regular soldier or importantly in a poor position to have the dog. So an Orc officer among his troops and not an Orc Skirmisher far ahead of his force.

Place the model next to the chosen character and begin turn one.

## DURING THE SCENARIO

The dog is activated on its own JUST BEFORE the character is placed next to in turn one. So as that character is about to act the dog does so first. Roll 1D10 and carry out the result.

- 1-3: The Dog obeys its character.
- 4-6: The Dog becomes wary.
- 7-9: The Dog becomes aggressive.
- 10: The Dog attacks!

A result of obeying the character means that the dog takes no action and then will follow the character upon their activation. If the character is

attacked then the dog will get in the way and be the subject of the close combat attack. If the result is becomes wary then the dog will stay on that spot and take no action. If the result is aggressive then the dog moves 1D10+5cm in a random direction (use a clock face for this or a D12). On a result of attacks then make the same movement except towards the nearest character other than its original starting character and if it ends in base to base contact a close combat takes immediate place. The dog will change target each time a D10 roll is made which results in attack; moving on again randomly.

The animal has a Toughness of 4, 1 Wound and Melee Modifier of +3.

Close Combat takes place as normal and in the next turn if still in play the dog makes another D10 roll except this time add +1 to the roll and continue to add +1 each turn upon the roll. Eventually the dog will attack. If the dog has been attacked or has been fired upon then add +1 to the next roll as well for each occasion. If a character tries to calm the animal when it is aggressive (which takes one action within 5cm) the next roll has a -2 upon it. If the same is done when the dog is wary then no additions to the next roll (treat it as turn one roll).

As you can see a vicious animal in play mixes things up mainly for the section which begins the game with it. A hindrance if you will.

Lastly while these bolt on mechanics are made for a single dog there is no reason why you cannot put more than one animal like this into the scenario. Try it with three. Assign each to a different character. Use a token or two to represent the state of the dog.



## DESIGNERS NOTES

*These rules were written last year but I kept them for a time when the monthly free model suited them and September 2021 was just right! Micro bolt on rules are great for replaying existing scenarios with a different flavour and a vicious dog being involved is a boot.*

*Playtesting was done with four different scenarios. 'Deep Freeze Toad' with a wolf, 'A Rod Longer than Yours' with a dog, 'Snowball Volley' with a dog and lastly 'By Bloody Fist and Broken Tusk' with a dodo. While each of these scenarios have different forces and objectives these micro rules performed just fine. You can find these four on our free downloads page.*

*Enjoy and watch your rear end!*  
GBS 2021.



## CREDITS

Written By: Gavin Syme (GBS)  
Internal Artwork By: Edward Jackson  
Layouts and Photographs By: Alternative Armies  
Visit [www.alternative-armies.com](http://www.alternative-armies.com) for more information.  
All rights reserved. Copyright 2021.

