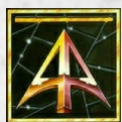


Uniformation...



"The Bravest of Souls" Flintloque and Slaughterloo

Exploring Officers in Play

Welcome to Alternative Armies free file for **54026 Explorer Officer** code for use in Flintloque and Slaughterloo. If you are interested in this for your collection go to our website at 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 additional character and uniform details.

SCOUTING OUT THE ENEMY

That's the problem with maps made by Goblins, they ain't right; not at all.

You see its a simple matter for any Orc to enter the shop of an Al-Garvey purveyor of issues of cartography and settle on a few coins for a roughly hewn sheet of that nation. With rivers and mountains, roads and towns all present in inky certainty.

That was what happened to the 24th Foote when they made landing in Lisabone a year back. Do you remember the pomp and circumstance that followed those brightly polished Hob-Goblins through the streets? I do. Hobbers Lads, raised and paid for by that old rascal Lorde Hobber of Abertwisty, determined that us Orcs and those furry Joccians were not to have all the glory of giving Mordy a good kicking. So there was I offering myself to his lordship for my normal rate, to guide them to the front lines and the rest of the army.

Now I know parts of the Goblin realm like the tusks on my wife's face, but I was turned away. Too much expense and other things to buy before a week's march inland. So off goes Old Hobber and buys all the maps he can, saving a good few groats. Being that I was going to the front anyway I set out after the 24th Foote, giving them a day's start on me. When I reached the crossroads at Opagorpto, I saw battalion size tracks leading off in a direction that certainly was not toward Wheeling-Turn and the front. I followed.

I found the 24th the day after next, dirty and exhausted, following a difficult track that led around in circles, following a road that just wasn't there. I swear by Sentinal that his lordship had aged ten years in a week.

Needless to say, I was hired and paid in gold. I got them to Catalucia with no troubles at all.

As I said, Goblin maps, not right at all. Especially when the map maker sneezes on wet ink and makes a trail of his own where rightly their ain't one!

Curtorc Muddywever; Albion Exploring Officer.

The following article is taken from 5027 Grapesbotte 3rd edition the expansion book for Flintloque as well as alternate optional rules for 5030 Slaughterloo.

All things Exploratory in the Mordredian Wars of Valon. Those brave officers who range ahead of the army to find out what they can. Not only the dispositions and numbers of the enemy but also the landscape and the placement of important bridges and towns to prevent their own forces becoming lost. It's a tough and dangerous task, but if done right the advantages are well worth the risk....

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.



Creating an Exploring Officer in Flintloque

The process of creating an Exploring Officer is exactly the same as that for any other character with a few provisions which are needed to get the flavour of the character right for this role.

Note that **Exploring Officers may be of any racial type** except for the following. They may not be UNDEAD and they may not be OTHARI or HALFLING. Lastly they may not be TROLKA as these huge creatures are not suited to such a scouting role. In terms of the Witchlands army a player can make use of mortal races such as Vampyres. Vampyres make excellent Exploring Officers.

The character becoming an Exploring Officer must be created with an Experience Rating of Veteran or Legendary as only the most capable fellows are given this vital role. The Troop Type to used by all Exploring Officers is MOUNTED INFANTRY. An Exploring Officer must also have a suitable mount for their racial type (such as Light Horse for Elf or Rhino for Ogres).

Typically an Exploring Officer will also have the tools of his trade. A spyglass or telescope, a good musket or even a rifle if possible and a sword plus paper and ink and other baggage.

Additionally all the extra skills that come with being an Exploring Officer costs another 30 Points which must be added on to the total cost of the character.

Here is an example Orc Exploring Officer profile which uses the 54026 Orc Exploring Officer miniatures. There are many other mounted and foot miniatures in the Flintloque range suitable for this task.

Major Curtorc Muddywever (Orc)
(Veteran / Mounted Infantry / Elite)

Light Horse, Bakur Rifle, Sword.

Exploring Officer Skills: Foreplotting, Ground Mapping, Spying.

Total Points Cost: 127



An Exploring Officer can be added to a Section for a special scenario or played as a single character section on his own if a player prefers. Typically he will have a specific mission to carry out or an objective to which he must attend. These scenario objectives can be any or more of the following;

Lay of the Land

The EO must spend a few Turns moving to set places on the table to map them before escaping. We suggest three places marked secretly before play begins with one turn being spent on each.

Spying on the Enemy

Similar to the above but it is normally to get EVERY enemy character into his Line of Sight (LOS) at some point during a turn to note them down. Once he has them all he escapes from a nominated table edge.

Getting Information

Sometimes an EO needs to know things by picking up information from contacts, like a Dark Elf guerilla, and taking it with him. There will be a character or place on the table which the EO must get to and spend two turns in base to base contact with to retrieve, before escaping.

Escape the Foe

It does happen that an EO may be 'caught in the act' by the enemy, who will do their best to capture him. An interesting way to do this is to have the EO on foot away from his mount. Can he reach the beast and flee before his enemies bring him down?

Skills of the Exploring Officer in Flintloque

In your games of Flintloque, in addition to any special scenario objectives Exploring Officers have these unique Skills to be used:

Foreplotting

This skill is almost magicke, the EO can feel what is going to happen almost before the enemy knows itself; from knowledge of the ground and previous observation of the foe. This gives the EO a +2 on all Initiative Rolls.

Ground Mapping

These officers know the lay of the land and it gives all those they oversee a good advantage. All friendly characters within 45cm of the EO at the start of their move, may add 10% rounding up to all their movement rates in cm.

Spying

A good spyglass at their eye the Exploring Officer can see what the enemy is up to most of the time. Once per Turn the EO can select an enemy character to which he has a line of sight (LOS) and make that character suffer a SHAKEN token automatically.



Using an Exploring Officer in Slaughterloo

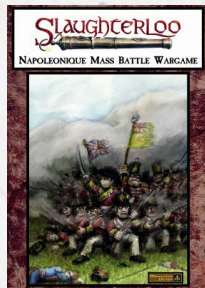
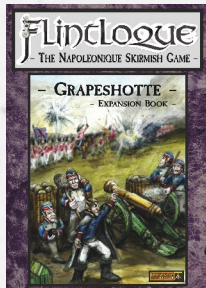
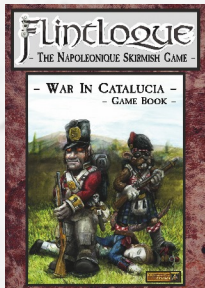
These new optional rules for making use of an Exploring Officer in the mass battle scenarios of Slaughterloo are presented for your enjoyment and are added to 5030 Slaughterloo. Unless otherwise noted such an officer may be of any racial type and is shown as a mounted miniature in play.

There may only be one Exploring Officer in your Division and as with Flintloque they may not be Trolka, Undead, Othari or Halflings. It is assumed that they have spent the time before the battle performing deep scouting and information gathering of the enemy and this gives the Generals a real advantage during deployment and during the battle.

An Exploring Officer has a cost of **75 Points** which is added to the chosen division.

During the set up of the battle (pg 30) having an Exploring Officer allows the player to add +1 to their Tactical Deployment Roll. They also allow the owning player to **affect one unit in the division once deployment is complete** for both sides. This movement is up to 10cm in any direction or a change in formation (from line to column etc). If there are several Exploring Officers present then the player who WON the Tactical Deployment Roll makes their choice AFTER the losing player of the role.

The Exploring Officer is placed in play anywhere the owning player chooses. If attacked in close combat or by ranged fire it is automatically killed and removed. It may not take any offensive action and moves as per a General at that point in a turn. In battle the Exploring Officer adds +1 to the Morale (M) rating of any friendly unit it is attached to. Attach the officer by moving it into base to base contact with the unit and then it moves with that unit until detached. Each time that unit is attacked roll 1D6 and on a six the Exploring Officer is killed.



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Uniform: The dress of an Exploring Officer varies by army but always takes a similar theme. Some wear their regular uniform with a heavy coat over the top. Others wear civilian clothes. Most carry a brace of pistols as well as a sword and if they can a good musket and telescope.

