

5025 WAR IN CATALUCIA SHILLING SERVICE PACK

Now you have learned the ways of war it is time for you to command those troops who will enforce your will on the field of battle...

The Emperor Mordred

A hearty greeting from all of us at Alternative Armies and welcome to the Shilling Service Pack for Flintloque 3rd edition. There are several of these packs all with a common theme but each one is a little different. This document serves as a direct link between the book and the 28mm scale white metal miniatures and dice which make up the pack. The aim...well that is simple. To get you ready, to get you playing Flintloque 3rd edition the greatest fantasy napoleonic game ever made!

THE SHILLING SERVICE PACK - 5025 WAR IN CATALUCIA

We love Flintloque, we really do and we want you to love it too. So with that stated lets get you playing and before you know it you will be chasing glory and fame in the destruction or the furthering of the Ferach Empire instigator of the Mordredian Wars.

This linking document will take you through the process of choosing a Section (a group of created characters you control in play), constructing that section with its skills, traits, flaws and equipment and then getting that section on to the field and getting into the action. Lastly some example scenarios and suggestions of where to go from here. All of this based around the miniatures in this pack. So you have your miniatures, your game book and your dice. Lets get started!

SETTING UP THE SECTION

Look at the images here and then lay out your miniatures according to them. Letters A through to F are the forces of Captain McSporrat (A) loyal to the Army of Albion. Letters from G onwards give you the forces of Major Elcalair (G) part of the Ferach Armeec. Use the image and letters to guide you while drawing up the two Sections first one then the other. There is a wide degree of freedom in this and you can make many choices which will affect the game play.

Go to the back of the game book and either copy or pull out the Roster Sheet. You have permission to design your own rosters or make as many copies of our one as you like (an electronic version of the roster can be had from Alternative Armies by free request). Head each roster up with the section leader name as already given. Now go to pg 46 of the book and look at the mechanics for creating a section. You can, if you wish, use the rules for giving Wylde Magicke to your characters. This is explained on pg 62-63.

The Joccian Ratmen - Army of Albion

Your racial types are already chosen. You have six Lowland Rats but you can randomly or purposefully choose their experience ratings. Choose names for them (the Joccian pages have many good names to copy or adapt) and nominate one as Section Second in command. Troop Type should be REGULAR for your initial games of Flintloque. Choose the experience level and then look at the pages for Skills, Traits and Flaws both Generic and for Joccian Ratmen. Choose some as per the rules and fill in the roster. Next look at the miniatures and see what weapons they are carrying. Figure A has a sword, B has a standard bearer's pole (see book for game effects) and a concealed pistol, C has a drum (see book for musical effects) might also have a pistol or two grenades in his satchel while the other three are armed with Standard Muskets. Write them onto the roster. This section is now ready for the table!

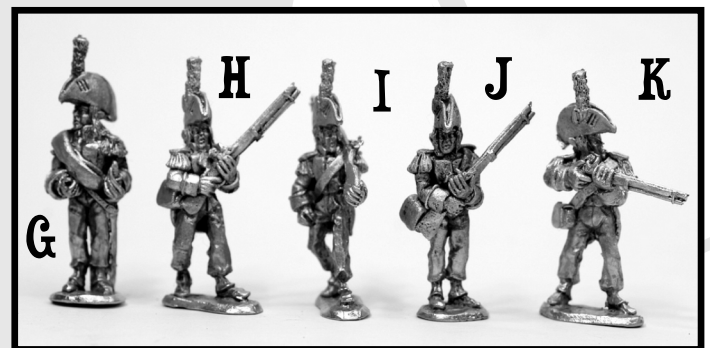
The Elves of Armorica - Ferach Armeec

Your racial type is already chosen. You have seven Ferach Elves but you can randomly or purposefully choose their experience ratings. Choose names for them (see the Elf pages for suitable names) and nominate one as Section Second in command. Troop Type should be REGULAR for your initial games of Flintloque. However with this force one of your characters is CAVALRY

and must have that type. Take the experience level and then look at the pages for Skills, Traits and Flaws both Generic and for Ferach Elves. Choose some as per the rules and fill in the roster. Next look at the miniatures and see what weapons they have. Elf G (Major Elcalair) has a sword while Elves H to K have standard muskets. Elf L is mounted and armed with a sword. Write them onto the roster. This section is now ready for the table!

You do not have to use the suggestion weapons but for new players it is easier to simply look at a miniature and know what it is carrying. Among more experienced players it is common manners to arm miniatures as they are depicted in metal but if you do not then you declare it to the other players. A Gentleorc's word is his bond in the Mordredian Wars!

You can find the statistics and grading's for all the firelocks and melee weapons in this theatre of the Mordredian Wars in the 'Tables for Flintloque' part of the book. If you wish to use POINTS for your game then you can tot them up as you go and record each characters cost on the roster (some more traditional Flintloque players do not use points and only guide the game with scenario conditions). It's your choice.



Flintloque

GETTING INTO THE ACTION

Go to your game book and look up the pages on the Flintloque rules and setting up for play. Follow what is written there and get the miniatures ready. You have two percentile dice included in the pack and these are used for all results in play. You should also copy or pull out the game tokens from the rear of the book as this makes play easier to keep track of. While you are free to just set up your characters at either end of the gaming area and have at it in a fight to the death it is more satisfying to play out an adventure or a scenario. Alternative Armies has hundreds of these for Flintloque and there are many, many more created by fans. However here we have three example scenarios for you to get these characters into the action and to get the hang of the mechanics as you go. So read on and set up for the first one because though you can play then in any order they work best as a thread of three.

SHILLING STARTER SCENARIOS

Battle rages back and forth across the arid lands of Catalucia and Al-Garvey and while the guerilla bands of the Catalucian tie down the bulk of the Ferach Armee's it falls to the Army of Albion to make the big pushes. In the aftermath of the vicious battle of Ballarados many troops have been separated from their battalions and commanders. For us this means following the attempts of six Joccians of the Blacke Watchit as they try and evade Elvish patrols and make it back to General Wheeling-Turns lines. The land is thick with the enemy for even though the Elves lost the battle they did not lose a lot of ground. Cavalry and Infantry hunt for those lost to their regiments. Can the poor lost wee Joccians get back to their camp fires? Play on and find out!

Each of these three scenarios takes place on a standard gaming table or area of three feet wide by six feet long. Terrain requirements are given and are basic so you have a lot of choice in placement of hills, trees and so on. Set up positions for Sections are given and should be closely adhered to by players.

Scenario One - Where are we!

The smoke still hangs over the field of Ballarados and among the thousands of dead and wounded our small band of Blacke Watchit are lost. Brave Captain McSporratt has gathered his soldiers around him and now looks for friendly lines but the smoke is too thick. He has a choice. Go east or west, one will be right. But which? The aim of the scenario is to cross the battlefield and exit from the western edge. The long edges of the table are north and south making the table widest east to west. If more than two Joccians are killed then the Elves win otherwise its a win for the Rats!

The gaming area has a flat surface covered in dry, dry grass. There is a well in the middle of the gaming area and there are scattered clumps of dry bushes and also piles of dead bodies too. Arrange these randomly across the table. The Joccians set up 15cm to the east of the well and within 10cm of each other while the Elves are within 5cm of each other and the eastern edge of the table. The Ratmen must leave by the western edge of the table. Special Condition - Dry Grass! Each time a character discharges a musket or pistol the grass could begin to burn. Roll 1D10, on a result of 1 3cm x 3cm of grass is light directly in front of the firer. This fire remains for the whole game and anyone entering it rolls as if hit by a standard pistol at a range of 1cm.

Scenario Two - Wind up their Sporrans!

Well Captain McSporratt made the wrong choice. He headed west when the army went east; now he must make good on that error and try to get back to the lines once more. But he has a problem. He is short of ammunition. Luckily there is a case of Elvish powder and shotte, dropped by a passing wagon, in some woods that are on their path. Unfortunately the case is guarded by a mounted Elf and others are on their way! Victory goes to the Ratmen if they can spend ten turns next to the case (one character ten times or five two times, a time being one turn in base to base contact) otherwise the Elves win. The game ends once the ammo is collected or the last Joccian dies.

The gaming area has a winding dirt track running across its flat surface which is ten centimetres wide. The rest of the table is covered in thick patches of trees which hinder movement and are impassible to cavalry. A large very heavy case of ammunition is in the centre of the table and the dirt track. The Joccians set up within 10cm of one end of the track and 5cm of each other. The Elf Infantry set up within 5cm of the opposite end of the track and each other while the mounted Elf begins within 5cm of the ammo case.

Special Condition - Hobbling. If you choose you can give the Elves sore feet from marching which means the Joccian player may choose one turn in the game and in that turn all Elf movement is reduced by 50% rounding down.

Scenario Three - Furry Whiskers!

The army is in sight just across the valley but the damned Elves have blocked the way and are in wait. The valley must be crossed and the Elves defeated to reach safety. Cross the table and reach the opposite edge. The Elves win if they kill all the Ratmen and vice versa, there is no time limit in terms of turns.

The gaming area has patches of boulders scattered around and a ruined mill in the centre. The terrain gradually slopes upwards to a one level hill halfway across and a two level hill two thirds of the way across. Start the Joccians on the flat table edge within 5cm of each other. All of the Elves begin anywhere that is more than 40cm from a Joccian and arranged as the player sees fit. Special Condition - Steep Hill. Those climbing the hill of the valley side can run out of puff and this means that in any movement uphill roll 1D10 and on a 1 or 2 that character loses one action in their next activation to temporary fatigue.

Solo Play Mechanic

You can play Flintloque on your own for fun or for practise as all the game books have solo play rules in them. If you wish to do this with these scenarios then you can. Elves are the 'automatic player' and their Aggression Level is as follows: Scenario One - Neutral, Scenario Two - Aggressive, Scenario Three - Defensive.

WHERE NEXT FOR ADVENTURE?

So you have make up your sections and you have read the book and you have tried out the three scenarios (let us know how you got on, we love to hear of victories and tragedies in Flintloque games!) but you thirst for more. So what now? Where next for adventure?

You can choose many options but the main ones are firstly to expand on the two small sections you have created and the second is to branch out into other parts of the conflicts covered by War in Catalucia. Here is a first step on the path for each.

Expanding on the two sections you have can be great fun and the choices of miniatures are varied. For example your starter miniatures for Joccian Ratmen come from codes 56119 and 56120 of the Blacke Watchit; you could add more from 56120 to expand the section. Or you could choose pack 56535 Joccian Command to give you more officers, or 56532 for the Joccian Hussars for light cavalry or even introduce the Orcs of Albion with 54503 Orc Line Infantry. If famous names interest you then perhaps code 56117 for General Davie McBaird or LE028 General Gordon on his Highland Cow. For the Elves the choice is even bigger with many codes of infantry, cavalry and command. Expanding the initial section can be done with code 51017 and typical Elf Line come from 51504 while if you want more cavalry then ones to match your single come from 51501 Le'Esprit du Garde. Famous names are many but perhaps LE030 Marshal Sault or LE035 Marshal Mouratte. You can build a section up to ten, sixteen and even more than twenty characters and then split the section up into more than one and have a choice of troops or an even larger game. Some Flintloque scenarios have infantry, cavalry, artillery and more than sixty miniatures in play for an evening or even a weekend full of gaming action.

Branching out lets you get off the path we have started you on and move over to another part of the campaign. Look for inspirations such as the fight for Al-Garvey, the Retreat to Kooruna, the siege of Scardangosa along with the border clashes as armies meet. You can use all your Ratmen, Orcs, Hobgoblins, Goblins, Dark Elves and more against the Ferach. Refer to the game book for inspiration and for direction plus you can go to the Alternative Armies website for links to online resources and forums for discussion.

Enjoy this Shilling Starter set and as an added bonus from us next time you are on www.alternative-armies.com and decide on some Flintloque or other gaming goodies enter this code in the checkout screen box marked 'discount/voucher' for 10% off your order! The code is 'ssp10' and the total on screen will automatically update. More value! Happy Gaming.