

5026 DEATH IN THE SNOW 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 - 5026 DEATH IN THE SNOW

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 Colonel Gelure (A) loyal to the Ferach Empire of Armorica. Letters from G onwards give you the forces of Count Grimalov (G) loyal to the Dark Czar of the Witchlands. 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 42 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 45.

The Grande Armee du Norde - Ferach Empire

Your racial types are already chosen. You have six Ferach Elves but you can randomly or purposefully choose their experience ratings. Choose names for them (the Elf pages have many good names to copy or adapt) and nominate one as Section Second in command. Troop Type should be LIGHT TROOP 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 Ferach Elves. 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, while B through to F are armed with Ferach Muskets but perhaps they also have a couple of Elf Fyre Grenades or a couple of Standard Pistols tucked into pockets and packs and one might have a carbine too. Write them onto the roster. This section is now ready for the table!

The Witchlands Army

Your racial types are already chosen. You have one Vampyre and five Little Werewolves but you can randomly or purposefully choose their experience ratings. Choose names for them (see the Witchlands pages for suitable names) and nominate one as Section Second in command. Troop Type should be

LIGHT TROOP for your initial games of Flintloque. Take the experience level and then look at the pages for Skills, Traits and Flaws both Generic and for Vampyres and then again for Werewolves. Choose some as per the rules and fill in the roster. Next look at the miniatures and see what weapons they have. The Vampyre (G) has no visible weapon but its a good bet he has a sword and a pistol hidden away. The Werewolves (H onwards) are armed with Standard Muskets, some with bayonets. Perhaps a few have pistols or other blades hidden away and of course one has a standard pole which gives a bonus in play if you look up the rules. Write the weapons 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 Gentleore'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

The Emperor Mordred has ordered the invasion of the vast and frozen realm of the Witchlands using the biggest army ever assembled; the Grande Armee du Norde. But the Dark Czar and his legion lay in wait. You can read all about this in the Death in the Snow game book but here we are focusing one one of the thousands of stories of the Retreat from Moskova. The Grande Armee has virtually fallen apart and bands of Elves from a few to dozens to thousands strong are making their way on foot through the snow to the safety of allied Diberia. But will they make it for all the way for the Undead troops of the Dark Czar endlessly chase the Elves and their allies. Foremost in this chase are the Licantzrop Jagers, Werewolves who can outrun all but the most determined enemies. Can the elite troops of the Elven Carabiniers escape..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 - Howling at the Moon

Colonel Gelure of the Carabiniers has led what is left of his Elves out of the burning trap that was Moskova. There are a thousand leagues to the great river and he safety of Diberia but these soldiers are the best and they are determined to escape an icy death. However Count Grimalov and his Jagers are on the trail. The aim of the scenario is simple. Try to escape the chasing Werewolves and their Vampyre master. Get off the gaming area without loosing two or more Elves. If you do then victory goes to the Dark Czar.

The gaming are is flat with scattered patches of dead tress and some deep snow drifts. In the centre of the table is the footprint of a rubble strewn building which is about 20cm wide. The Elves set up within 5cm of each other at the narrow edge of the gaming area. They are alone for the first two turns with the goal of exiting the opposite narrow edge of the gaming area (six feet away). At the start of the third turn the Werewolves and Vampyre enter the playing area where the Elves started again within 5cm of each with the goal of chasing and killing the Ferach scum! Special Condition - the first time any Elf moves in play roll 1D10, on a 10 they sprain an ankle and may only move at 50% of normal rates for the rest of the scenario.

Scenario Two - Tooth and Claw

The escape from the Wolves was a success but now the Elves are tired and hungry but Gelure knows that unlike the Undead even Werewolves need to eat so he has hatched a plan. Steal the Wolves grub! The food is in a wooden chest that was guarded but a ruse has sent the enemy off the scent. You have ten turns to eat your fill from the chest. Each turn that an Elf is in base to base contact with the chest he is assumed to have stuffed enough food for two Elves into his pockets. You must get six Elves worth of food or you lose the game; casualties are not counted.

The gaming area is flat and is covered in a light dusting of snow (affects movement, see the rules) there are a half dozen piles of barren stones dotted about too. The chest is in the centre of the playing area. The forces of the Dark Czar set up 15cm apart and all to the right of the chest but not within 20cm of

it. The Elves set up within 5cm of each other and 10cm in from the left edge of the table. The Elves automatically win initiative in the first turn. Special Condition - Toothache! If any Werewolf moves to within 10cm of the chest they must roll 1D10 and on an result of 1-4 they must ignore the Elves and attempt to get to the chest and eat from it. This lasts one turn.

Scenario Three - Elvish Steel

Gelure knows that there is a sizable Elvish force nearby and that if he reaches it then the Jagers will give up as their numbers are not enough to challenge such as large body of troops. But to get there they need to get past the Werewolves one more time. Cross the gaming area, get by the enemy and then reach the Armeec.

The playing area has several one level hills and while bitterly cold there is no snow in sight. But the Jagers are between the Elves and safety. The Witchlands section must deploy anywhere in the middle portion of the table within 5cm of each other while the Elves set up with 5cm of each other on the left narrow edge of the playing area. The Elves must reach the right end of the playing area by passing through the enemy. If 50% of the Elves make it then they win otherwise its a win for the Werewolves. Special Condition - Friendly Fire! If any Witchlands character is within 60cm of the right edge of the playing area then Elvish forces will fire upon them from off table. Use the range and stats of a Ferach Musket for these shots with a maximum of one shot per character per turn when in range.

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. Werewolves are the 'automatic player' and their Aggression Level is as follows: Scenario One - Aggressive, Scenario Two - Neutral, 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 conflict in the Witchlands. Here is a first step on the path for each.

Expanding on the two sections is great fun and you can go in many directions. For example the Elves can bulk out the Carabiniers with 51511 or add line infantry with 51504, perhaps some cavalry with 51501 Le'Esprit du Garde. Any one of these will double the size of your section and give it more power. If you want a famous leader then LE019 Marshal Ney is a good fit. A section can be 6,10,15,20 characters in size. For a Witchlands player the natural choice is to add Undead to your Werewolves to give them a much bigger section. There are a choice of codes but 55508 Zombie Line is a good place to start and if you want some cavalry go for 55503 Zombiski Cossacks to hunt down those pesky Elves. Famous names include LE010 Graf Von Orlock an ancient Vampyre. Undead sections are even bigger up to 28 characters. You can split big section down into two or more parts for added variety. 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. Refer to your game book and look at the advance upon Moskova to get started. Plus you can go to Alternative Armies for ideas and 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.