

SHILLING EXPANSION PACK

Victory has been and always will be ours..

We unleashed the arts of gunnery and I strode the world with it.

None will stand against us for we are the chosen peoples of Valon!

The Emperor Mordred

A hearty greeting from all of us at Alternative Armies and welcome to the Shilling Service Pack for Grapeshotte. There are several Shilling Service packs all with a common theme but this one is a little different. The aim of this expansion pack...well that is simple. To get you into the science and art of gunnery, ready to put artillery into your games of Flintloque 3rd edition the greatest fantasy napoleonic game ever made!

THE SHILLING SERVICE PACK - 5027 GRAPESHOTTE

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.

Please note that you will need a Flintloque game book (such as 5025,5026,5028) or another Shilling Service Pack (SSP01, SSP02, SSP04) to make full use of this set. Also this set is themed to the Dogmen of either Ostaria or the Dogmen of Finklestein (depending on who your enemies are either the Ferach Empire or the Grand Alliance) giving you two artillery pieces with Dogmen gunners to crew them.

In this Expansion Shilling Service pack you get a lot of stuff to broaden your experience and playing of Flintloque across all the theatres of the Mordredian Wars and the armies that fight against each other. Firstly the tremendous ninety six page 5027 Grapeshotte 3rd edition book with full rules for artillery, sieges, garrisons, vehicles and more plus the massive armoury containing all of the weapons from pistols to cannons used by all troops. Secondly a small bundle of excellent white metal 28mm miniatures and artillery pieces consisting of eight Dogmen Gunners a Mountain Gun and a Mortar (three crew for the mortar, five for the light gun); all with included plastic bases. You also get two percentile dice and a two page insert. The insert is unique to this expansion set and outlines the use of artillery, creating gunner sections, ideas for scenarios using artillery and ways to use the solo play mechanic with gunnery. Lastly the insert gives you ideas on how to expand your Dogmen Gun Crews into bigger adventures using this pack as a starting point.

So you have your miniatures, your game books and your dice. Let's get started!

SETTING UP YOUR INCLUDED GUNNERS AND ARTILLERY

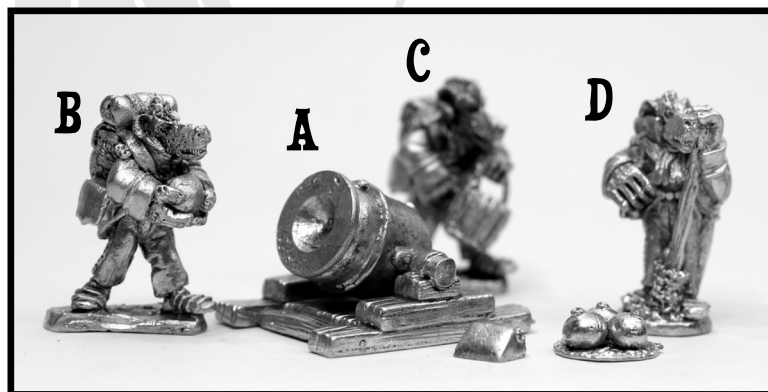
Look at the images here and then lay out your miniatures according to them. Letters A through to D constitute a Mortar (an indirect firing artillery piece) and three Dogman Gunners to provide a crew for it. Letters E through to J constitute a Mountain Gun (the smallest cannon sometimes called a 'Battalion Gun') and five Dogman Gunners to provide a crew for it. Use the images and letters to guide you when drawing up a Section or Sections of characters. But do keep in mind that you can exchange gunners from one artillery piece to another if you want to increase crew size for better reloading times; or if you are only putting one artillery piece into play. Gunners can be interchanged!

There is a wide degree of freedom in creating a Gunner Section. You must choose Gunner as Troop Type but you can select Experience Rating and also then look to the Grapeshotte book for skills, traits, flaws and so on. All of these affect game play.

5027 GRAPESHOTTE

Go to the Grapeshotte book and look up the parts on gun crews (pg8-9, pg 23) the part of Dogmen of Ostaria (pg68) on Dogmen of Finklestein (pg43) and then the traits of Gunners (pg25). Take a Flintloque roster and fill it out with the details you have chosen. You will also need to consult the rules on creating a section in any Flintloque game book.

The miniatures provided in this pack can represent either Ostarian Dogmen who fight for the Grand Alliance OR one of the many Dogmen states of the Confederation of Finklestein. They differ only in uniform colours and statistics not miniatures.



FLINTLOQUE



GETTING INTO THE ACTION

While you need a Flintloque game book such as 5028 Bier & Bones to play a game you can get your gunners and their pieces ready for that full on action right now. 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 large calibre shoot out to the death it is more satisfying to play out an adventure or a scenario that INVOLVES artillery but not just artillery. Alternative Armies has more than a dozen of these for Flintloque and there are more created by fans.

What follows now are some ideas for artillery in Flintloque followed by adaptations to the Solo Mechanics addition to cover artillery when playing on your own and then examples of artillery sections for you to use or adapt.

SHILLING STARTER SCENARIO IDEAS - ARTILLERY

Begin by reading the Designers Notes in your copy of Grapeshotte which is located on page 92 of the book. On that page Gavin Syme gives you his input on artillery in Flintloque and how to use it. After that...well let's have some ideas on what you can do with Cannons, Howitzers and Mortars in your scenarios.

Each of the following bullet points is a starting scenario idea using only gunnery.

- **Lob Shot** - Using your Mortar and its crew try and knockout the Mountain Gun and its crew while they try to get into range from the opposite end of a six foot gaming table. You can make this more of a challenge by reducing either gun crew to add reload time.
- **Rapid Gunnery** - Use the gun crew from your Mortar, without the artillery piece, and try to move them across the gaming table while the Mountain Gun and crew try to shoot each one with roundshotte. Keep your Dogmen a good distance apart...its not easy using a cannon as a musket!
- **Skittles** - Use both your artillery pieces in unison with their crews at one end of a gaming table and use them to try and destroy token as they slowly advance upon you. Token can be counters or bits of paper (25mm square) in four groups of five. Each group moves 15cm per turn and is any token hit is killed. Good practise at loading and targeting.

SOLO MECHANICS ADDITION - ARTILLERY

While it is perfectly possible to play against the Flintloque solo play rules as a section with artillery there is a bit more needed when you want the artillery to be controlled by the 'silent player' the solo mechanics. Unless otherwise stated all the solo rules and game rules remain as in print.

Unless otherwise dictated by your scenario artillery with its gun crew will always behave as motivation Defensive as this is the natural state of gunners in combat; to stand off from afar. Unless threatened by a close enemy who is within 20cm at which point gun crews will attempt to move their piece directly away from the foe. The gun crew draws one token which counts for all characters in the crew and unless threatened with a close enemy they will attempt to fire a loaded artillery piece, after adjusting gun angle, at the nearest good target. They will prefer small groups of characters with 5cm of each other over single enemies at the same range. They will always try to knock out enemy artillery in range if possible over other targets. If their artillery piece is unloaded they will use all actions to reload it. If no targets are in range they will advance or change facing but only if the artillery piece is loaded. Gun Crew will never split off to be single characters.

With these easy changes your silent foe will handle his artillery with the lightness of a pistol and give your characters a run for their roundshotte!

CREATING ARTILLERY FORCES IN FLINTLOQUE

There are many armies on Valon and almost all of them have gunners and artillery to bring to war. With that in mind here is a short introduction into which codes suit which armies to get you a field gun and suitable crew.

Ferach Empire

Elves of Armorica - Code 51513 for Gunners and Code 59502 for Artillery Pieces.
Todoroni of Nepolise - Code 56529 for Gunners and Code 59502 for Artillery Pieces.
Dwarves of Finklestein - Code 52511 for Gunners and Code 59502 for Artillery Pieces.
Rabbitmen of Burrovia - Code 58510 for Gunners and Code 59502 for Artillery Pieces.
Werewolves of Diberia - Code 57811 for Gunners and Code 59507 for Artillery Piece.
Hunvarian Ogres - Code 56523 for Gunners and Code 59513 for Artillery Piece.
Trolka of Skandavia - Code 56580 for Gunners and Trolka Cannon.

Grand Alliance

Orcs of Albion - Code 54508 for Gunners and Code 59501 for Artillery Pieces.
Orcs of Albion (Rockets!) - Code 54516 for Gunners and Rocket Platforms.
Ratmen of Joecia - Code 56515 for Gunners and Code 59501 for Artillery Pieces.
Dwarves of Krautia - Code 52510 for Gunners and Code 59501 for Artillery Pieces.
Dogmen of Ostaria - Code 56512 for Gunners and Code 59501 for Artillery Pieces.
Goblins of Al-Garvey - Code 53508 for Gunners and Code 59504 for Artillery Piece.
Dark Elves of Catalucia - Code 51515 for Gunners and Code 59510 for Artillery Piece.
Krautian Giant Legion (KGL) Ogres - 56522 for Gunners, Code 59508 for Artillery Piece.

The Undead of the Witchlands & The Otharmann Empyre

Zombie Artillery - Code 55501 for Gunners and Artillery Piece.
Witchlands Artillery Set - Code 59503 for three Artillery Pieces.
Othari Barking Dog Artillery - Code 57500 for Gunners and Artillery Piece.

Obidiah's Deserter Army

Deserter Artillery - Code 54501 for Gunners and Artillery Piece.

WHERE NEXT FOR ADVENTURE?

You have read your copy of Grapeshotte from cover to cover and perused this insert too. You know all about gunners and artillery and you have played out some ideas and small scenarios...but your lads look lonely out there on the tabletop. So what now? Where next for adventure?

All artillery needs the support of other arms to make it truly successful in the field of battle. Once you have your artillery pieces and crews for them (in this pack you have two guns and Dogman crews for them) look to the Flintloque range to find suitable Infantry and Command.

Here we will use the example of the Dogmen of Ostaria but the theory works for every army on Valon. You have the artillery so to support them begin with typical Dogmen Line Infantry as these are the most common and most versatile troops your force will possess in scenario terms; they pop up everywhere. Code 56506 gives you those Line Infantry. Then, depending on your preference, you can get a set of officers to lead them in code 56510 Dogman Command or same famous Light Infantry to act as a skirmishing screen in code 56504 Frei Corp Von Chum. Cavalry are further on but a fine choice to support your gunners and infantry is code 56524 Dogman Lancers to keep the enemy at bay. Famous names to lead your whole force could be LE012 Colonel Digby Von Klauswitz commander of the Frei Corps Von Chum. This is but one path. There are many, but these choices will give you an Ostarian Section or two Sections to be reckoned with!

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 in your Grapeshotte book plus you can go to the Alternative Armies website for links to online resources and forums for discussion.

Enjoy this Shilling Expansion 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.