

5028 BIER & BONES 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 - 5028 BIER & BONES

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 E are the forces of Major Wunderbush (A) loyal to the Confederation of Finklestein. Letters from F onwards give you the forces of Kaptain Krass (F) part of the Krautian army. 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 58 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 60.

The Confederation of Finklestein

Your racial types are already chosen. You have three Dwarves and two Ogres but you can randomly or purposefully choose their experience ratings. Choose names for them (the Confederation 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 Dwarves or Ogres of the Confederation. 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 only his fists or a concealed pistol, C might also have a pistol or two grenades in his satchel while Ogre D has a Kannonderbuss and Ogre E a Double Musket; both lethal firelocks. Write them onto the roster. This section is now ready for the table!

The Dwarves of Krautia

Your racial type is already chosen. You have six Dwarves but you can randomly or purposefully choose their experience ratings. Choose names for them (see the Krautia pages for suitable names) and nominate one as Section Second in command. Troop Type should be REGULAR 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 Krautian Dwarves. Choose some as per the rules and fill in the roster. Next look at the miniatures and see what weapons they have. Dwarf F has a sword, G has a MkII Dwarf Musket ass does H but this Dwarf also has a musical instrument, see the rules for this in play. I J and K all have MkII Dwarf Muskets. 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

The whole of central Urop is aflame and more than a dozen nations are slugging it out for final victory. You can read all about it in the Bier & Bones game book but here we are focusing on one of the countless border skirmishes between Krautia and the Confederation of Finklestein. In particular the aftermath of a disastrous invasion of eastern Krautia by the troops of General Toppel Von Quantro who has now lost three thousand Dwarves and Ogres of the comic opera barony Nassau-Hundormstadt. The scattered survivors are making a run for the border and the fortresses of the Ferach Empire that offer sanctuary. Will they make it, will the pursuing Krautians hunt them down? 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 - Der Escapen!

The campaign is over and the army scattered; now its time to head for the border. The columns are scattering! A motley band the small and large soldiers of Nassau-Hundormstadt seek to escape from the grasp of the Krautians before they can close their hairy fist and trap you all. You do not want to spend years in a low roofed prison! The aim of the scenario is simple, get off the gaming area and don't get killed in the process. If more than two Finklestein characters are killed then they lose otherwise its victory for the Confederation.

The gaming area has a few low hills and scattered trees otherwise it is flat grass, there is a burned out farmhouse in the centre of the table and a rickety fence surrounds it about 20cm away in all directions. Finklesteiners set up within 5cm of each other and anywhere within the fence. The Krautians set up within 10cm of each other and more than 20cm from the fence in any direction. Escape must be from the North or East sides of the gaming area. Special Condition - Limited Ammo! Each time a Finklestein character fires his weapon roll a D10 on any result by a 1 he is out of black powder and cannot fire again during play.

Scenario Two - Der Munchies!

Its been a few days now since the army fell apart and you are tired and hungry! Time for a daring snatch attack on a lone Krautian wagon that you spotted while marching wearily for the confederation border. You have ten turns to capture the wagon and get it moving or you have lost the game. It takes one Dwarf to drive the wagon which he does so by making base to base contact with it. The wagon moves at 5cm per turn if a driver is with it. Use a marker for the wagon and remember in this scenario the wagon and its pulling pony cannot be harmed.

The gaming area has a dirt track running across it and is part of a valley with steep sides. There are some rocky outcrops across the playing and but no buildings aside from two stone markers on the road marking the distance to Munchiberg. The Krautians set up in the middle of the playing area with the wagon, they must be within 10cm of the wagon and each other. The Nassau-Hundormstadt characters can set up anywhere within 10cm of each other and a table edge. A Finklestein character making contact with a driverless wagon means victory for that side and the game ends. Special Condition - Fatigue! At the start of the first turn roll 1D10 for each Nassau-Hundormstadt character on a result of 1 they are too tired to act in the first turn and can be activated as normal on the second and following turns.

Scenario Three - Der Booten!

The border is near and your lads are fit and ready to make the crossing, only two things are in your way. The *Nichtderswimmen River* and a Krautian patrol combing the area. The river has boats but the patrol will not let up so its time to move swiftly and quietly. Cross the gaming area and make for the boat. The Krautians will not go within 15cm of the river edge as your allies on the other side have some light cannon with them which will kill them if they do with a liberal dose of roundshotte!

Go in one group or go it spread out, its your choice. The playing area has the river at one edge which is 15cm wide in from the edge. The rest of the area is flat and grass covered, there are many trees in groups of two or three. The boat is in the middle of the river side of the playing area and sits on the edge of the water. The water cannot be swum and no Krautian may go within 15cm of the river edge or they are automatically removed from play. Set up the Nassau-Hundormstadt characters within 5cm of each other at the opposite side of the playing area to the river, on the edge. The Krautians may deploy anywhere as long as they are 15cm apart (but within command range of their officer), not in range of the cannons or 25cm of a Finklestein character. Special Condition - Panic! The Krautians are already scared by the Confederation artillery and this results in them suffering a -10% to fire and -10% on all movement rates for the game.

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. Krautians 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 conflicts covered by Bier & Bones. 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 Krautia come from the codes 52000 and 52003 you can add more from these codes to increase your section size. You can choose pack 52506 Krautian Command to add foot and mounted officers plus pack 52508 Kartoffelburg gives you more trooper poses. For mounted troops 52501 Krautian Uhlan Lancers is a great starting point and if you fancy some gunnery then you can't go wrong with 52008 for a small field gun and crew. If famous names interest you then LE009 Verner Von Raucher gives you a character officer to lead your lads. 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 Monich Bier Wars where Dwarves fight each other or the Cabbage Grove War where you can put all your Dwarves and Ogres together and fight the Burrovia Rabbitmen. 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.