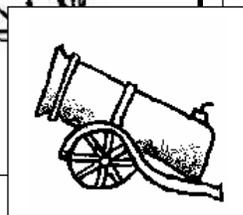
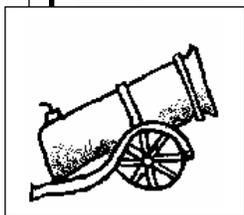
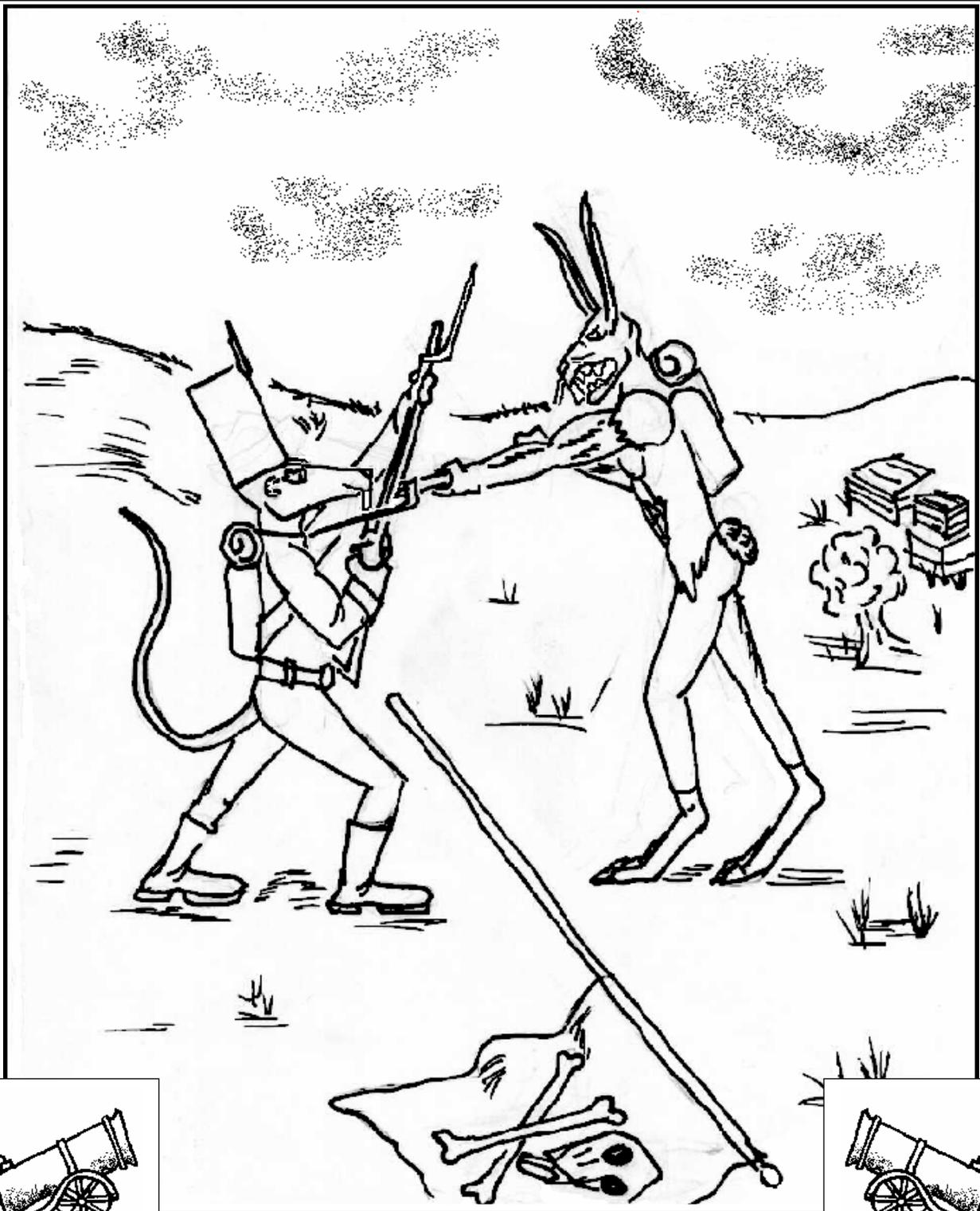


Black Powder Storm

Flintloque - Mercenaries



Volume

2

Black Powder Storm

Flintloque Mercenaries

Version 5.0

Black Powder Storm© is Gypsee Games' Tournament system. *Black Powder Storm – Flintloque Mercenaries* has been modified for use with Alternative Armies game: *Flintloque*.

BLACK POWDER STORM© IS GYPSEE GAMES' MODULAR CAMPAING SYSTEM. IT IS CURRENTLY AVAILABLE FOR USE WITH THE FOLLOWING GAME SYSTEMS:

**BATTLETECH – QUICK STRIKE RULES
FLINTLOQUE
MECHWARRIOR
PIRATES OF THE SPANISH MAIN (POTS)**

Black Powder Storm – Flintloque Mercenaries

For use with Alternative Armies game Flintloque 3rd Ed.

VERSION 5

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Acknowledgements: To: Kevin, my twin, the reason I still dance this dance, Tom Truelove for his art Vermin wouldn't have been as awesome without ya. Jamie Mathews, when the going got rough he kept the oil in the lamp, the wicker lit and allowed me to find my way. Finally, I want to thank my Kerri, for making the sun rise, the moon shine, and all the smiles.

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Mercs

The Deserter Contract

You have a bit of dirty work to do, but you don't want to dirty your hands, or your army needs some R&R. Whatever the case may be the front needs to be garrisoned; it's time to sign the contract...sometimes in blood. Mercenaries are of course a fickle lot and they may or may not perform as you've expected them too.

Mercenaries, a Word on Them

Mordred's rise to power against the **Dracci** not only destroyed most of the Dracci it also destroyed people, homes, and lives. Thousands have fled, seeking shelter and safety. Some have opted to begin life anew, as a mercenary. A valiant few have had the courage and power to create a mercenary band. So far, only four bands have proven to be strong enough, powerful enough, to be called mercenary bands or deserter bands. These mercenaries are: **Zelfar's Gipse Marauders**, **Skyleen's Ahhhwomezan Warriors**, **Burthold's Skavengers**, and a young man named Obadiah, who is forming what he calls **Obadiah's Army**. If you need further information on Obadiah please visit: <http://www.orcsinthewebbe.co.uk/index.php/orcs-in-the-webbe/the-rack/517-obidiahs-army-character-booklet>.

BPS – Mercenaries expands the exciting Flintloque action—allowing you experience a wider range of races and options, and it also brings you the Specialist Units—unique units that you can hire to work for your nation. This expansion was done to allow you to bring to the table a greater variety of units, to try them out. If you have opted to run one of the new BPS Mercenary groups instead of a nation you can still win the BPS Campaign, you'll just be winning it for your mercenary group instead of a nation.

Mercenary Types

So... why Mercs?

All Mercs like money that's why they're willing to work for you. Why would I hire Mercs, you ask? You'd hire them because they give you the opportunity to: use different figures, different races, different types of equipment, and gives you access to their special abilities.

Running a Merc Warband

A band of men gathered together, walking the land and seeking spoils of war, the Mercenary Warband. Anyone can form a Mercenary Warband... a group of hired guns. Only those that are well organized, well supplied, and highly trained are sought out and hired by nations, they are the BPS Mercenaries! There are four Mercenary Warbands to choose from in BPS-Flintloque: Zelfar's Gypsee Marauders, Skyleen's Ahhwomezan Warriors, Burthold's Skavengers, and Obadiah's Army. These groups are detailed in this section. If you'd like to use mercenaries in conjunction with your army you can do that as well using the Mercenary Contract, allowing you to field your nation's forces along side other races. The best part about a Mercenary Contract is it allows you to experiment with different races and figures, and still fight for your nation.

To design a unit for your chosen Mercenary Warband you select the race you'd like to include and create a single unit based upon that race's costs, remembering that mercenary groups are comprised primarily of standard units. You'll generate the standard units per the appropriate FLQ army rules: War in Catalucia, Death in the Snow, Grapeshote, or Beer and Bones. Your army must meet the **Mercenary Roster Chart** qualifications, and as long as it does then you can add it to your Mercenary Company.

Adding Mercs to your army

If you aren't running a Mercenary Company as your army in BPS but would like to substitute some Mercs in as part of your army or all of your army for the day's event you may do so. To purchase a "Mercenary Contract" you simply deduct up to 350 points from your 1000 point starting total. The points may only be used for Mercenary troops for the remainder of the BPS Campaign and once those points are gone you may not higher more Mercenaries. After deducting the points you simply generate the unit Rank which matches what you're trying to create as defined in the definitions. Eg. I want to add a Butcher Ogre to my army. He would be treated as a Sergeant. You would use the Mercenary Roster Chart for his Skills/Traits/Faults and my standard Army Roster Chart for the Rank min/max. You would use the appropriate rule book to create the unit. After designing a unit, its points are deducted from your 350 points and you would then be able to add him to my army at anytime, treating him as a Sergeant, as long as you did not exceed your Rank min/max when creating my army for the day.

Mercs Between the Games

At the end of a day's battle you simply deduct the points, for any mercenaries killed, from the 350 points. Wounded units that are brought back to the battlefield do not gain experience as per the "Between the Games" section (page 51 of War in Catalucia). Instead these returning troops only reduce the points lost by half (rounded up) of their cost. Eg Sgt Bad "Dog" Breef costs 36 points to field. He's killed during the battle but returns per the Between the Games rules. In this case you only loose 18 points instead of the full 36 points.

Specialists... Unique Mercs

Many mercenaries have developed special talents. They've had to develop them to survive, to conquer, and advance. These special units are the only part of Black Powder Storm not part of the Flintloque rules. These special units have abilities and costing specifically associated with that unit type. If adding them to your existing army, but you are not running a Mercenary Army then they cost an additional 10% of their standard cost. The Specialist units are (unit name – special ability):

- *Bombadear* – Flying Unit (Undead Units only, non-zombie)
- *Brackheads* – Close Combat Expert
- *DeedEy Sneepur* – Sniper (Joccian Only Unit)
- *Geetcha Grenadear* – Grenadier (Typically Goblin)
- *Leepinanout* – Guerrilla Specialist (Typically: Todoroni Unit)
- *MehkaBoom* – Heavy Munitions (Otharian Only Unit)
- *Secretoria* – Camouflage Expert
- *Sneka* – Disguise Artist – Single Unit
- *Tradorious* – The Traitor – Single Unit
- *UnWeSee* – Spy (Single Character Unit – Ferach Only Unit)
- *WoofPointer* – Scout Patrol

Mercenary Roster Chart

Rank	Race Allowed	Status	Skills (Min/Max)	Traits (Min/Max)	Faults (Min/Max)	Rank (Min/Max)
Da Boss	Special	Experienced/Elite	1/1	1/3	1/2	1
Right Arm	Any	Average/Elite	1/2	0/0	1/2	0/1
Butcher	Any	Average/Elite	1/1	1/2	1/2	0/1
Brute	Any	Average	1/2	1/2	1/2 (Ignore point reduction of 1 Fault)	0/2
Breakers	Any	Average	1/1	1/2	1/3	Must be 25% of your force / no max
Green Pea	Any	Raw	0/0	0/2	2/3	Must be 40% of your force (round down) / no max
Non-Standard Units						
Magicke Guy	Any	Experienced	0/3	0/2	0	0/0
Spell Flinger	Any	Average	0/2	0/2	0/1	0/3
Boomers	Any	Average	0/1	0/2	0/2	0/1
Killers	Any	Experienced	0/0	2/3	1/2	0/1
Specialist	See Unit Type	See Unit Type	Preset	Preset	Preset	0/2

Notes: This chart is a generalized chart reflecting the norms. Each Merc group has its own special flavor and characteristics, reflected in each groups' Mercenary Army Roster section. There you will find the exceptions to this generalized chart.

Army Roster Chart Definitions

Unit	Army Roster Chart Equivalent	Description
Da Boss	Capitaine	Section leader
Right Arm	Lieutenant	Second in command
Butcher	Marechal des Logis (Sergeant)	Third in command
Brute	Old Guard	Seasoned Veterans
Breakers	Seasoned Young Guard	Deserter that's seen a battle or two
Green Pea	Young Guard	Ran away before first battle, or guy looking for the spoils of war.

Non-Standard Units

Magicke Guy	Grand Thaumaturgist	Grand Wizard
Spell Finger	Wizard	Average Wizard
Boomers	Artillery	Guys with big guns
Killers	Seasoned Old Guard	Battle hardened Brute
Specialist	NA: Not part of the Army Roster – no equivalent	Unique individuals with rare talents.

Note: These Definitions have been supplied so that you can understand what the Mercenary counter part is.

“Get your Merc right here...best you can buy!”

There are four different Mercenary Groups to choose from. Each one has its own flavor and unit type in it. Some Specialist units are only available to one Mercenary Band, representing their special training and make-up. You must choose which Merc Army to field, you may not mix and match; after all... a Merc is only loyal to one leader.

The Deserter Bands – An History

At this point, you know all about Obadiah, so he won't be covered in the Mercenary Background section. If you need further information on Obadiah please visit <http://www.orcsinthewebbe.co.uk/index.php/orcs-in-the-webbe/the-rack/517-obidiahs-army-character-booklet>. There you will find the special characters associated with his army.

This section details the other mercenary army backgrounds. The different mercenary groups are: Zelfar's Gypsee Marauders, Skyleen's Ahhhwomezan Warriors, Burthold's Skavengers, and Obadiah's Army.

Zelfar's Gypsee Marauders

White, soft, fluffy... it floated on the wind, traveling south. Passing over trees, rivers and grasslands, the snowflake drifted lazily on. Over the open plains and populated areas until, touching down on the nose of young man barely in his teens, it alighted on the tip of Zelfar's nose.

"Momma! Momma!" He exclaimed. "Look, a snowflake!"

By then it had melted. Soon more followed. So multitudinous in number were they that it became hard to see. The temperature dropped rapidly and this first snowfall began the Years of White.

The coldest winter hit the people of the land during the final years of the Necromancers. Many people died, some were even frozen in mid-step. The Years of White lasted for two years.

The history of the Witchlands is murky, and vague. Most of it told only in whispers, spoken by the few living survivors to have been lucky enough to escape. Zelfar was young during the golden era of the Necromancers, belonging to a traveling band of people. His tribe was vibrant and joyous, as were the inhabitants of the land. Zelfar's tribe was a traveling Gypsee group which moved from place to place selling items to villagers and mending pots. They also trained and learned weapons and fighting styles, their swordsmanship was superb. When the Dracci Lords began their assault on the Necromancers the casualties not only included the living, but the dead as well.

The destruction of the Necromancers cost the Witchlands its population, few living souls were hearty enough to escape and survive the Star Wraith and his machinations. Zelfar, cunning and strong, was one of the few who were capable enough to survive. Gathering strength and power as he moved out and away from the Witchlands he eventually assembled what was probably the only remaining living people of the land to his side. His army became Zelfar's Gypsee's. When black powder was released into the world, it was Zelfar himself who was cunning enough to steal that knowledge. Bringing it back to his people, they again had the power to defend themselves.

The council was grim tonight, he'd been watching for signs of the change but they had not come. The old witch watched through glazed, solid white eyes. When she spoke the assembled leaders listened. "Dis be true, I see through the haze and watch a storm coming. His golden hair marches across the land." She spoke plainly. "War comes on Eagles wings."

"Tis true, I have sensed it." Zelfar spoke to his men. "Most will not welcome us, as they see us as thieves and murderers. We will never find a home, but we can live... survive the times to come."

Barhuk, his Lieutenant, spoke, "What would you have us do, wander the lands forever?"

"Until this war ends we must. Perhaps then we may find a home. Prepare the people, we march. But we will live as we have always lived, but now we fight for that right. It will be blood for blood, and two deaths for one."

"And what about our ancestors, do they not belong with us?" The old witch asked.

It was Churkad that spoke next, his words and thoughts always carried weight. "The Starwraith has made them unholy. We must release our ancestors from his grip. If it can be done, it must be done and then our ancestors will join us."

"I keen do dis ting you want, they can be freed." The old witch said enthusiastically.

"Then it will be so, and our ancestors will join us, and the living and the dead will be one." Zelfar exclaimed. With his final words his army, his people, entered the war.

And so they wander the lands, singing their songs and enjoying life as it comes to them. Zelfar's people continue to worship the old gods and their witches have retained their power in magicke and wield it very powerfully. In this, they have been able to release their countrymen from their undead state. A few of the truly undead have seen freedom from the Star Wraith and have joined Zelfar—ancestors and kin coming home.

Zelfar's Army Organization

Zelfar's people represent what's left of the human race. They are a sturdy and rugged people. We suggest either using Alternative Armies human figs for Erin or going with Napoleonic 28mm Turkish style figs (in suitable frozen climate clothing), or Russian Figures with heavy coats. What ever you go with you'll want to use figures that provide a Gypsy style and feel for the main force. As these humans are sturdy, rugged and strong, when you create a human gypsee figure for Zelfar's army use the stats for an Albion Orc. Any other race type will use that race's stats/costs for the army.

The advice we give as far as choosing additional figures for your squad is to select Witchland style units, cold weather figures.

Allowable Units:

For the most part any race may be added to Zelfar's Gypsee Marauders with the following exceptions:

1. Skeletons, Zombies, and Wraiths may be added to army. These represent long lost relatives, now freed from the control of the Star Wraith. Zelfar's people are a magickal people and continue to worship the old god, the old ways. Those undead that have been freed from the Starwraith's grasp have been reinvigorated with life energy and have found their will again. Ghouls and Gargoyles hate the loud singing and dancing, they never attempt to join Zelfar's Gypsees.

2. Vampires may join the band, however, their essence of magicke is too enticing for the witches to bear and they end up siphoning the Vampires' magickal energies from him... which in turn kills him. If you have a Vampire in the army you may not have any wizards. Also,

CHAPTER 2: MERCS AND THE BPS CAMPAIGN

Vampires are a very jealous lot and won't put up with any other Vampire being in his territory and a Duel To the Death eventually takes place leaving only one behind.

3. Werewolves may also join this merry band of Gypsees, however, they may not join if Dogs have joined... Werewolves and Dogs don't get along. Dogs aren't allowed to join if Vampires or other undead are part of the army (can't stand the smell), and won't join if Werewolves are part of the army—hatred prevents it.

4. Of Elvenkind, only Dark Elves will join this merry band of warriors and they're typically the Guerrillas.

Magicke and the Gypsee's

The Gypsee's have never left the old ways and continue to practice magicke. It is part of their culture and lively hood. To represent this Section leaders always have magicke, which is potent. All other units check for magicke on a roll of 1d10 where a result of 1-5 means they have magicke, but their spells are latent.

This also means that Gypsee's take less interest in firearms, preferring the old ways. To reflect this all Gypsee units receive a -15% additional firing modifier.

All units that join them are also drawn back into the old ways, and receive the Gypsee's magicke check and shooting modifiers.

Mercenary Roster Chart Modifiers

For Zelfar's Gypsees is modified as follows:

 Magicke Guy: Rank min/max 0/1

 Boomers: Rank min/max 0/0

Skyleen's Ahhhwomezan Warriors

As Mordred rolled over the Dracci, his army destroyed towns and people in his way. Among these towns was young Skyleen Nepate's village. Her small village was decimated during the war with the Dracci. Only a few women survived Mordred's assault, and the war claimed the life of all the males from her village. The few female survivors rallied around her, for she had been taught the ways of war and weaponry by her father.

Her decision made, she spoke to the assembled, "Our homes lay broken, our families are dead, and only we few women remain—the last of our people. We leave this place, never to return. We march for Mordred for assistance."

They set out and traveled south towards the palace. Along the way she found other women, defenseless and abandoned, remnants of the war with the Dracci. These she gathered to her on her march to Mordred.

Upon arriving at court, she begged for a meeting with Mordred, which took weeks. By then her anger and sadness over her loss had grown. After hearing her request for aid Mordred simply dismissed her pleas saying, "If I helped every woman displaced by this war, my dear, I'd be able to do nothing else. I suggest you find a husband." With a wave of his hand she was summarily dismissed.

Her anger became a razors edge and her hatred for Mordred grew into a living thing. Determined to prevent this from happening to other women she left, her band of women in tow. Skyleen was determined never to return to Mordred's city unless it was to kill him.

For the next several years she sought out women displaced by the war and trained them, gave them a name, a banner to rally around. They were her Ahhhwomezan, dedicated to protecting women and destroying Mordred.

This band, made up solely of women, had focused on strength through combat. They prefer to engage their enemies in close quarters, but have black powder weapons. Some of them prefer to use their womanly wiles in espionage to battle.

Skyleen's Ahhhwomean Warriors' Army Organization

Skyleen's Warriors are women, gathered from almost any race, trained to hate men and Mordred, Mordred above all. This hatred has made it impossible for Elven women to join her ranks. "Go ask your king for protection." Is her response to their plea for aid.

Women figures are difficult to find for FLQ. We suggest using codes:

56040 & 56041: Ogres

52017: Dwarfs

54502: Orcs

53004: Goblins

For other races or figures you may be able to find female characters that are dressed in the Napoleonic Era and use them. Another suggestion is to modify the male characters/units available through Alternative Armies. What ever you go with you'll want to use Napoleonic figs for the main force, and fill in the rest with what ever you feel is appropriate.

Allowable Units:

For the most part any race may be added to Skyleen's Ahhwomean Warriors with the following exceptions:

1. Undead may not be added to the army.
2. Ferach Elves may not be added to the army. Dark Elves may be added to the army as long as they remain 10% or less of your total army value.
3. Werewolves may not be added to this army in greater than 10% of your total force, no Dogs are part of the army, and no Dark Elves are part of the army.
4. Trolka and Ogres may be added to the army
5. Any race not mentioned may be added to this army, as long as they are female.

Magicke and Skyleen's Warriors

Skyleen's warriors roll normally for magicke. It is not something they focus on. Instead they choose to focus on hand to hand combat, and train all new recruits in close combat.

Weapons and Women

The gals have focused almost exclusively on close combat weapons. This gives them an advantage close up.

All Raw troops have only a -5% penalty to their close combat, not -10%. Their close combat focus also hinders their black powder combat less interest in ranged combat. They also have less black powder weapons. All Raw units receive an additional -5% to all ranges for shooting purposes in addition to the standard Raw modifiers. Skyleen's Warriros may only use Standard ranged weapons, no exceptions.

Special Skills:

Skyleen's Gals:

Seduction can be a powerful thing. This skill gives the unit the ability to attempt to seduce any character in base to base contact with her. The base chance is 20%. This is increased to 35% if the opposing character is Average and by 50% if they are Raw. A Gal using this skill will then keep her target occupied for D6 turns after which he receive a Shaken Token and must make an Impact 0 Steady Check or route and leave the battle. If he remains in play he will not attack the Gal again during the game.

Point Cost: 4 points. Character may not have this skill if she has the Siren's Call skill, and may not be Raw.

Siren's Call:

Close and personal, the gals perform gestures and cat calls, singing and gyrating in an attempt to lure their unsuspecting prey into base contact. Character spends two actions and attempts to draw the unsuspecting troop up to 30cm away into base contact with her. Base chance is 20%, which is increased by 10% for every full 10cm closer the target is (eg, 30% at 20cm, 40% at 10cm or less). If successful the target moves its maximum Quick March towards the character. If the target character is in base contact with this unit at the end of its movement this unit may perform a close combat action. This character is considered to be the initiator of the melee attack. Target may not have an action marker. After the melee attack the defender receives slow (loses one action point) even if no melee takes place (He's dreaming of his new love and her beauty).

Point Cost: 6 points. Character may not have this skill if she has the Skyleen's Gals skill, and may not be Raw.

Mercenary Roster Chart Modifiers

For Skyleen is modified as follows:

Right Arm: Rank min/max: 0/1, may not wield a Firelock

Left Arm: Rank min/max: 0/0

Butcher – Weapons Master: Rank 1/1, Must wield two swords and take dual sword skill.

Spell Finger – Rank min/max: 0/0

Specialist – Skyleen's Army may not contain the following Specialists:

DeedEy – Sneepur (Joccian Only Unit)

Geetcha Grenadear (Typically Goblin)

MehkaBoom – Heavy Munitions (Otharian Only Unit)

Boomers – Rank min/max: 0/0

Killers – Status: Average/Elite Rank min/max: Must be 30% of your force.

Green Pea – Rank min/max: must be 30% of your force.

Burthold's Skavengers

The snow liting slowly to the ground, covering his passing, Burthold moved towards his target, Vilnau. The riches held therein spoke of power, enough to bring into fruition his dreams, dreams of conquest and destruction. He knew the dangers, had been warned of them by many people, and he doubted that many of them had actually been to the fabled city. Perhaps some of them had, probably not. Coming around the hill his goal came into sight, Vilnau, the fabled city.

Tattered and torn, bleeding and half dead, Burthold stumbled as he ran. The sack he carried was all he had left of the riches he'd gathered. The horror was real; the mind numbing horrors of Vilnau were real! Now those horrors were chasing him, they were on him, the undead, coming without hesitation, unstoppable. He ran and ran, deciding not to stop until he reached the river. Then it started, the voices, talking to him. He didn't listen to them. Those horrific voices that began while he was in the city... he... didn't... listen.

Now, years later, he stood on the ridge overlooking the Marsales valley. Burthold waited for the opportunity to attack. Look at them, marcheeng in sooch straight formations! Bah! He thought in disgust. Thee will churly etack that ceetee an that is when I weel attack sem! His "companions" were the ones that had convinced him to take the job, stop the Grande Armee from reaching the town. He had been to Vilnau, nothing... NOTHING scared him now. He had assembled those who had no home, those that were the outcast soldiers any that wanted revenge,

or justice, or simply a job. His band had grown over the years, flocking to him simply because he had never failed at any task he had attempted.

Burthold...Burthold, pay attention. The time comes for you to strike against this arnee. Constantine whispered in his head. He had always hated her, she liked waking him up to argue with him.

Remember, we're not talking right now Constantine. He thought angrily at her.

Pay attention Burthold. The Commander said.

I'm in charge, all of you, so listen...I give the orders, not you. This is my arnee, not yours. I listen to your council, where none else would. Burthold's thoughts screamed at them all. They went silent, as they often did after he yelled at them.

"Commander?" Sgt. Waverly said—a rather large and powerful Ogre. Waverly had been one of the first men to join Burthold. Burthold had found him brooding along the roadside after he'd escaped Vilnau. He'd been so hungry he marched into Waverly's camp and just took Waverly's food. After the fight and his meal, Burthold woke up Waverly and helped clean his wounds. Somehow Vilnau had changed him, made him more powerful, fierce than even an Ogre.

"Yes Sgt. Waverly?"

"Should we," he paused and then continued, "Should we attack?"

"Oh...I suppose. Sound the attack." Suddenly Valoose spoke to him, What about the prisoners, you need to do it like we talked about! Burthold nodded and spoke, "And Waverly."

"Yes Commander?"

"Today we take no prisoners."

"Yes sir!"

Burthold's army is made up of the rag-tag and dispossessed, some are soldiers, some are common people. Burthold, the insane, spirit filled Dark Elf General, took anyone willing to follow him, for any reason; anyone looking for a home, for profit, or simply for the love of war.

Burthold's Army Organization

Burthold's ranks are made up of anyone, trained or not. He takes anyone willing to fight for him, including the undead. His time in Vilnau broke his mind, his body became inhabited by the spirits of Vilnau.

Allowable Units:

For the most part any race may be added to Burthold's Skavengers with the following exceptions:

1. Undead, other than Vampires, Wraiths, may not be added to the army. If Vampires and Wraiths are part of this army they may not perform melee attacks with other units of the army, their in this for their selves.

Magicke and the Skavengers

Burthold's Skavengers roll normally for magicke.

Weapons the Skavengers

Burthold's Skavengers may purchase any Firelock at the Own Nations cost, however they may not purchase weapons outside of their actual race type. Elves may not purchase Joccian weapons, for example. This represents that they brought their weapons with them from their homeland.

Special Skills:

The Skavenger's will take anything not nailed down, in fact they took these rules and I had to re-write them twice... dang thieves. The Skavenger's may select the Loot the World skill, a solid representation of their ability to take things.

Loot the World:

After a battle this unit wanders off the field, his new riches in tow. A month later he realizes he has no home, but doesn't want to return without a gift to his General. He brings a few of his friends back with him, new recruits. Add 50 points to your army total if you win the engagement, OR, Turns out that these new friends are actually part of the Grande Armee and have come to kill everyone, subtract an additional 100 points from your army total if you lost the engagement.

Point Cost: 10 points, may only be taken by The Right Arm or Da Boss but not both.

Mercenary Roster Chart Modifiers

For Burthold's Skavengers is modified as follows:

Spell Finger – Rank min/max: 0/1

Killers – Status: Average/Elite Rank min/max: Must be 40% of your force.

Green Pea – Rank min/max: must be 25% of your force, the newbies don't last long.

Don't ask – The Skavengers only follow their "leaders" out of fear, and greed. But their leaders don't train them... it's on the job training or nothing. To represent this no unit may be given the Elite status, except for Da Boss and his Right Arm.

Obadiah's Army

Obadiah's exploits are well documented and can be found elsewhere.

Mercenary Specialists Defined

Specialists are unique units that operate on their own; they're hired guns that have been paid to do a job. They do not suffer from being away from a command unit, similar to Light Troops. They make a deadly addition to any army.

Specialists:

Bombadear – Flying Unit (Undead Units only, non-zombie) Gypsee only

Fear of the dead is not part of the Gypsee life. They speak to their ancestors through the witches, and continue to harness and use Magicke as a people, un-death is an extension of life to them. They are happy to see their ancestors in un-death. With the exception of: Ghouls, who feed on the living; and Gargoyles, which are truly under the Star Wraith control and are abhorrent to Gypsee's as an attack on life, the un-living are welcomed into their camps. The Gypsee's belief in the afterlife and spiritual world carries over into their daily lives. This has allowed their witches to free some undead from the Star Wraith's control. This freedom puts the undead a strange place as they are free to do as they see fit. Some wander away, others remain with the Gypsees, their living relatives, a few crumble to dust... finally free to pass on.

The Bombadear unit is comprised of the undead. They fly through the air on their undead mounts and carry with them Boombaz, a large grenade like device that they drop on their enemy. The Bombadear may only drop one Boombaz, they can only carry one. These units also have rifles and swords.

Brackheads – Close Combat Expert

These units have honed close combat expertise to a razors edge. They prefer engaging their enemy up close and personal.

DeedEy Sneepur – Sniper (Joccian Race Only)

After the 45 Rebellion many Highland Rats continued to ferment and anguish over their new ruler. A few Big Yin took their knowledge of black powder and their understanding of weapons and used it to create the Joccian Long Rifle. A weapon designed to strike a target from extreme distances. This weapon, as powerful as an Orc Bessie packs quite a punch. Its drawback is that it is ineffectual up close. Using this weapon to attack Orcs from their mountain hiding spots these Big Yin were partially successful in gaining a greater respect for Joccia as a whole. Even though most Big Yin have returned home to aid Joccia some are still bitter towards Albion and continue to oppose their new ruler, taking every opportunity to destroy Orcs. These Big Yin have mostly left Joccian so their brethren won't be accused of aiding them. Many have adopted a life as part of Mercenary Bands.

The construction and use of the Joccian Long Rifle is possibly the greatest kept secret of the entire nation. This weapon's design can only be used by Big Yin, who has honed its use to a

fine art. Regular Big Yin regiments that are not commanded by Orcs occasionally will use these specialized troops. The technology and weapon use is both extremely guarded and not physically suitable to non-highlander races.

Geetcha Grenadear (Typically Goblin Unit)

Small in stature but cunning the Goblins of Al-Garvey have come to love throwing grenades. Many a Goblin has taken evil delight in watching grenades explode and destroy enemies and kin alike. This fascination with explosions seems to have something to do with their heritage as many Goblins that find this activity are related to her Madnesty. The officers of the army, having noticed this fascination with explosions have taken away the grenades from these men. Dissatisfied with this many have run away, choosing instead to join mercenaries that will allow them to throw grenades and watch them explode.

These specialized Geetcha units are comprised of Goblins all of whom seem to be slightly unhinged. This can be seen in their sometimes lackluster participation in battles, and sometimes fanatical exuberance, a frenzied and crazy expression on their faces... things go boom!

Leepinanout – Espionage Specialist (Typically: Todoroni Unit)

These units are comprised typically of Todoroni, whose physical make up is perfect for this type of activity. Quick jaunts into and then out of a combat area, be it ranged or close combat. The Todoroni in these units have left their homeland, choosing to “Take it to them!” and bring the fight to their homeland’s enemies. When non-Todoroni is in the unit, they’re often left behind and find themselves surrounded by the enemy.

Leaping into action, these units move over terrain, and other units, more effectively than most of their brethren as they do nothing but practice leaping into and out of combat zones. This has lessened their combat skills to a degree but prevents them from finding their selves locked into a combat situation that they can’t win.

MehkaBoom – Heavy Munitions (Otharian Race Only)

Individual Othari have moved into the western lands, Ottering out the internal affairs of the western nations. These individuals, having the expertise it takes to bring true munitions to the battlefield, are often recruited to mercenary bands. Though not loyal to any nation other than the Otterman Empire they are bound by their honor, and when commit to serving a Mercenary they do so willingly and without fail, until the term of their contract has been met. Once a contract has been fulfilled they often just disappear like smoke in the wind, returning home with their information.

The Otharians are well suited and trained for artillery. It is in this that they specialize, bringing with them accuracy and firepower not normally found on the battlefield.

Secretoria – Camouflage

These individuals have trained and honed their hiding skills to an art form. They are so adept at camouflage that they are often unseen during a battle. This gives them the ability to hide until the enemy is in a perfect position to be attacked. Sometimes these units are spotted, which isn’t good for them.

Their daily routine is comprised of working on and with camouflage and honing their art.

Sneka – Disguise Artist – Single Unit

Some individuals have the ability to assume the identity of other people or even other races. Examples of this are Lt. Daniel LaRoo or Bonnie Prince Ratley. This art of disguise allows these individuals to; seemingly appear out of thin air causing exclamations such as: “Hey...where’d Blythe go? And who are you?” to fly from the lips of their enemies just before the Sneka attacks.

Tradorious – The Traitor – Single Unit

Some individuals have the ability to assume the identity of other people or even other races. Examples of this are Lt. Daniel LaRoo or Bonnie Prince Ratley. So competent at assuming the identity of another individual they become that individual. Only the most cunning can recognize The Traitor.

UnWeSee – Spy (Single Character Unit – Ferach Only Unit)

The UnWeSee unit is comprised of Ferach soldiers adept at stealth and observation. Having trained under Morgana’s best generals these soldiers are capable and expert spies. Initially they left to form their own company and sought to aid Morgana. After frustration and inaction they left and chose to use their talents for personal gain. These soldiers have the ability to observe the enemy and use that information to help assist in bringing down the enemies they face. This gives their general a tactical advantage during some parts of a battle.

WoofPointer – Scout Patrol (Dogman or Werewolf Race Only)

These soldiers are comprised of the advanced scouts, the best noses in the field. Having found a dislike to their homeland they have joined up with the mercenary groups for pay and a chance to see the world. Loyal to their mercenary group they support their endeavors whole heartedly.

The Werewolves have been known to turn on the mercenaries when facing their country men, as such may not be used when facing off against other Diberian units. After all no good general wants to get eaten by the men under his command.

These units give their general the ability to go first, four times during an engagement. They also have a fifty percent chance of detecting hidden units or scouts. Though typically average they are useful during combat, and have been seen on many a front line.

How much?!?! – Specialist Unit Costs

Unit type notes:

Unless otherwise noted all stats on a unit are derived from the race the unit comes from. For example: You have a WoofPointer section in your army. You've decided to make the unit comprised of both Ostarian and Diberian units. The races will have the basic characteristics of the race they come from. Therefore, the movement of the Ostarian would be: 2, 5, 10, 15, 20, and 28, while the Diberian would have: 3, 6, 12, 18, 24, and 36. These two units would have DF, MM, etc from their race.

This section contains each Specialist Unit, their full description including its: base cost (some units can not be created on your own without this base cost), the units' special talents, and a stat card for the unit.

Each Stat Card has a race listed, to change the race simply subtract the point cost for the race listed and its level, then add back the new race, and level cost (remember to add the Base Troop type cost). You'll also correct the movement and other race adjustments. For example; you decide to change the Brackhead unit listed in the section to be a Goblin. You'd subtract the cost for the race level (in this case Orc, 34 points), and then add back in the cost for the Goblin, 28 points. Also, make sure to subtract the unit's Experience Rating and add back in the appropriate Experience Rating (For example: Converting a Skeleton to a Vampire. This may not apply to all Specialists Units). Then you'll modify the movement rates, remember to add the Base Troop Type cost, and that's it.

The cost listed, unless specified, is for a single unit.

Bombadear – Flying Unit (Undead Units only): Skeleton Cost 45.

The magicke coalesces and swirls around the mindless automaton. Sadharazinya, the gypsee, casts her magicke at her long lost uncle as he shambles forward. "Uncle, teez me! Awake!" The magicke crashes in upon the thing and his life spark is rekindled.

"Ella? Wha," he pauses and then continues, "what happened ta meh?"

"Dat basta Star Wraith!"

Now freed from his mindless state, his life spark rekindled, his decay stopped he is alive, but no longer living. His anger swells and he vows vengeance. He is home again.

Bombadear are Gypsee kin that have had their bonds with the Star Wraith broken. They have come home to rejoin their families once again, and fight the evil of the Star Wraith.

Allowable undead type: Skeleton, Savant Zombie, and Wraith. Non-human races are not allowable. Bombadear are not cavalry units, and receive no benefits as cavalry. They are simply mounted flying units. Movement rates are: Dismounted; Race Type or Mounted; Flying Mount. Dismounted Bombadear units may not throw Bombaz.

The Base Troop Type cost is 6. When building a unit you must take 1 skill, 1 trait, and 1 flaw for your unit from the standard lists only. Skeletons are more in touch with their life-

CHAPTER 4: MERCENARY SPECIALISTS DEFINED

force and receive an additional trait. Skeletons must use the standard skill, trait and flaw lists. All other races may use standard or race specific skills, traits, and flaws lists. Bombadear may not use national characteristics... they're Gypsies after all. Level: Skeleton, Savant Zombie, or Wraith.

Bombadear Skeletons and Savant Zombies ignore Brain Freeze and Confusion rules as they have been freed from the Star Wraith's control. Instead they are treated as living units and receive shaken tokens and make activation rolls as normal. They also have a Discipline rating of 1, a Steady of 3, and may receive bonuses, from Command points.

Bombaz:

A Bombaz is a Gypsee creation. It is a magicke grenade linked to the wielder. When released by the wielder it falls and the wielder wills the Bombaz to release its magicke, which then causes it to explode in a 5cm diameter blast. Use standard grenade rules for the Bombaz attack, treating the Bombadier's position on the field as the spot from which it was thrown even though it is dropped.

Bombaz: Magicke Grenade (5 points)			
Double March	Quick March	Slow March	Half Step March
No Throw Allowed	Throw with 1 Right Shift	May Throw	May Throw
50/2	40/4	30/5	10/7
Short: 0-10cm	Medium: 11cm-30cm	Long: 31cm-40cm	Extreme: 41-50cm

If the Bombadear unit dismounts the Bombaz may not be used (it's a flying only weapon).

Gypsee Bombadear: Skeleton Georgi Dozhdalev	45	Magicke: Glimer Notes:																								
		<table border="1"> <thead> <tr> <th>Double March</th> <th>Quick March</th> <th>Slow March</th> <th>Half Step</th> </tr> </thead> <tbody> <tr> <td>22 (54)</td> <td>16 (46)</td> <td>9 (36)</td> <td>5 (20)</td> </tr> <tr> <th>Range 1</th> <th>Range 2</th> <th>Range 3</th> <th>Range 4</th> </tr> <tr> <td>0-15</td> <td>16-45</td> <td>46-60</td> <td>61-75</td> </tr> <tr> <th>%/Str</th> <th>%/Str</th> <th>% /Str</th> <th>%.Str</th> </tr> <tr> <td>65/4</td> <td>50/3</td> <td>20/2</td> <td>'----</td> </tr> </tbody> </table> <p>Note: Ranges are in centimeters. Percent and strength listed are for the weapon specified. Movement in parenthesis is mounted movement</p>	Double March	Quick March	Slow March	Half Step	22 (54)	16 (46)	9 (36)	5 (20)	Range 1	Range 2	Range 3	Range 4	0-15	16-45	46-60	61-75	%/Str	%/Str	% /Str	%.Str	65/4	50/3	20/2	'----
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Status/Type: Bombadear Experience Level: Skeleton Wounds ○○●● ●●●●	<table border="1"> <thead> <tr> <th>D</th> <th>M</th> <th>A</th> <th>S</th> </tr> </thead> <tbody> <tr> <td>+1</td> <td>+1</td> <td>-10%</td> <td>3</td> </tr> </tbody> </table>	D	M	A	S	+1	+1	-10%	3	Flying Mount: <table border="1"> <thead> <tr> <th>Tough</th> <th>Wounds</th> <th>Melee Mod</th> </tr> </thead> <tbody> <tr> <td>6</td> <td>1</td> <td>0</td> </tr> </tbody> </table>	Tough	Wounds	Melee Mod	6	1	0										
D	M	A	S																							
+1	+1	-10%	3																							
Tough	Wounds	Melee Mod																								
6	1	0																								
Firelock: Standard Musket Melee: Bayonet Skills: Dodge Traits: Steadfast, Nerves of Steel Faults: Forgetful																										

Brackheads – Close Combat Expert: Cost, 45pts per unit.

The Brackheads Section of a mercenary group has found great pleasure in getting up close and personal with the enemy. Only the fastest and most aggressive are chosen to be in this special section, as such they do not receive a shaken token for being shot the first time. They are rigorously trained and physically fit, ready for attack. This is reflected in their MM and movement, also if ever unarmed or using an improvised weapon their MM only drops by 1 (they really enjoy scrapping it up). The unit is comprised of experienced participants that come from many different nations.

Allowable race type: The only race not allowed is undead. Level: Average.

The Base Troop Type cost is 7. When building different Brackhead you must take: the Brawler skill, both Knuckles and Nerves of Steel trait, and the Foul Temper fault.

All Brackheads ignore first hit shaken rule. Brackheads are Regular status and Average experience level and may not be Elite. Brackheads may not take long range weapons but may be equipped with pistols. They pay weapon costs based upon their race, eg a Barrovian pays for Barrovian weapons at normal cost but other non-standard weapons are paid for at the Others cost. They also receive Brass Knuckles as they are “Betta fa Punchin”. Brass Knuckles receive a +3MM. All Brackheads receive a +10% to their movement rates.

<p>Brackhead: Bog Orc 45 Dinny O’Dowd</p> <div style="text-align: center;">  </div> <p>Status/Type: Brackhead Experience Level: Average</p> <p>Wounds</p> <table style="display: inline-table; border-collapse: collapse;"> <tr> <td style="text-align: center;">○ ○ ○ ●</td> <td style="border: 1px solid black; padding: 2px;">D</td> <td style="border: 1px solid black; padding: 2px;">M</td> <td style="border: 1px solid black; padding: 2px;">A</td> <td style="border: 1px solid black; padding: 2px;">S</td> </tr> <tr> <td style="text-align: center;">● ● ● ●</td> <td style="border: 1px solid black; padding: 2px;">+1</td> <td style="border: 1px solid black; padding: 2px;">+6</td> <td style="border: 1px solid black; padding: 2px;">0%</td> <td style="border: 1px solid black; padding: 2px;">3</td> </tr> </table> <p>Firelock: None Melee: Brass Knuckles (+3mm) Skills: Brawler Traits: Knuckles, Nerves of Steel Faults: Foul Temper</p>	○ ○ ○ ●	D	M	A	S	● ● ● ●	+1	+6	0%	3	<p>Magicke: Allowed, normal check. Notes:</p> <table border="1" style="width: 100%; border-collapse: collapse; text-align: center;"> <tr> <th>Double March</th> <th>Quick March</th> <th>Slow March</th> <th>Half Step</th> </tr> <tr> <td>23</td> <td>18</td> <td>11</td> <td>7</td> </tr> <tr> <th>Range 1</th> <th>Range 2</th> <th>Range 3</th> <th>Range 4</th> </tr> <tr> <td>----</td> <td>----</td> <td>----</td> <td>----</td> </tr> <tr> <th>%/Str</th> <th>%/Str</th> <th>% /Str</th> <th>%.Str</th> </tr> <tr> <td>----</td> <td>----</td> <td>----</td> <td>----</td> </tr> </table> <p>Note: Ranges are in centimeters. Percent and strength listed are for the weapon specified. All Brackheads receive a +10% to all movement rates.</p>	Double March	Quick March	Slow March	Half Step	23	18	11	7	Range 1	Range 2	Range 3	Range 4	----	----	----	----	%/Str	%/Str	% /Str	%.Str	----	----	----	----
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DeedEy Sneepur – Sniper (Joccian Only Unit): Cost, 73pts per unit.

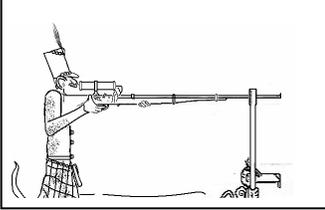
The hatred for King George and his take over of Joccia forced the Big Yi to develop this extremely effective long range weapon. Its deadly punch can be felt from great distances. These unique weapons require great skill and handling to use. The weapons use less black powder at close ranges, packing less punch. Joccian Long Rifle weapon requires an assistant to fire, and the Big Yin is always accompanied by a Lowland Joccian Helper of Average experience. The Big Yin is considered the Lowland’s commander. Without his helper the weapon may not be fired.

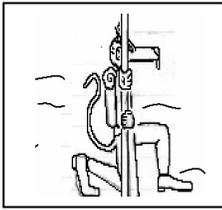
Each Big Yi is aided by a Lowland Helper, who is only equipped with Joccian Long Rifle Staff. The DeedEy Assistant may only engage enemy if attacked or when running away if the Big Yi is killed. If the DeedEy Assistant’s Big Yi is killed he may only move at a Double March towards the closest table edge, but may defend himself if attacked in melee.

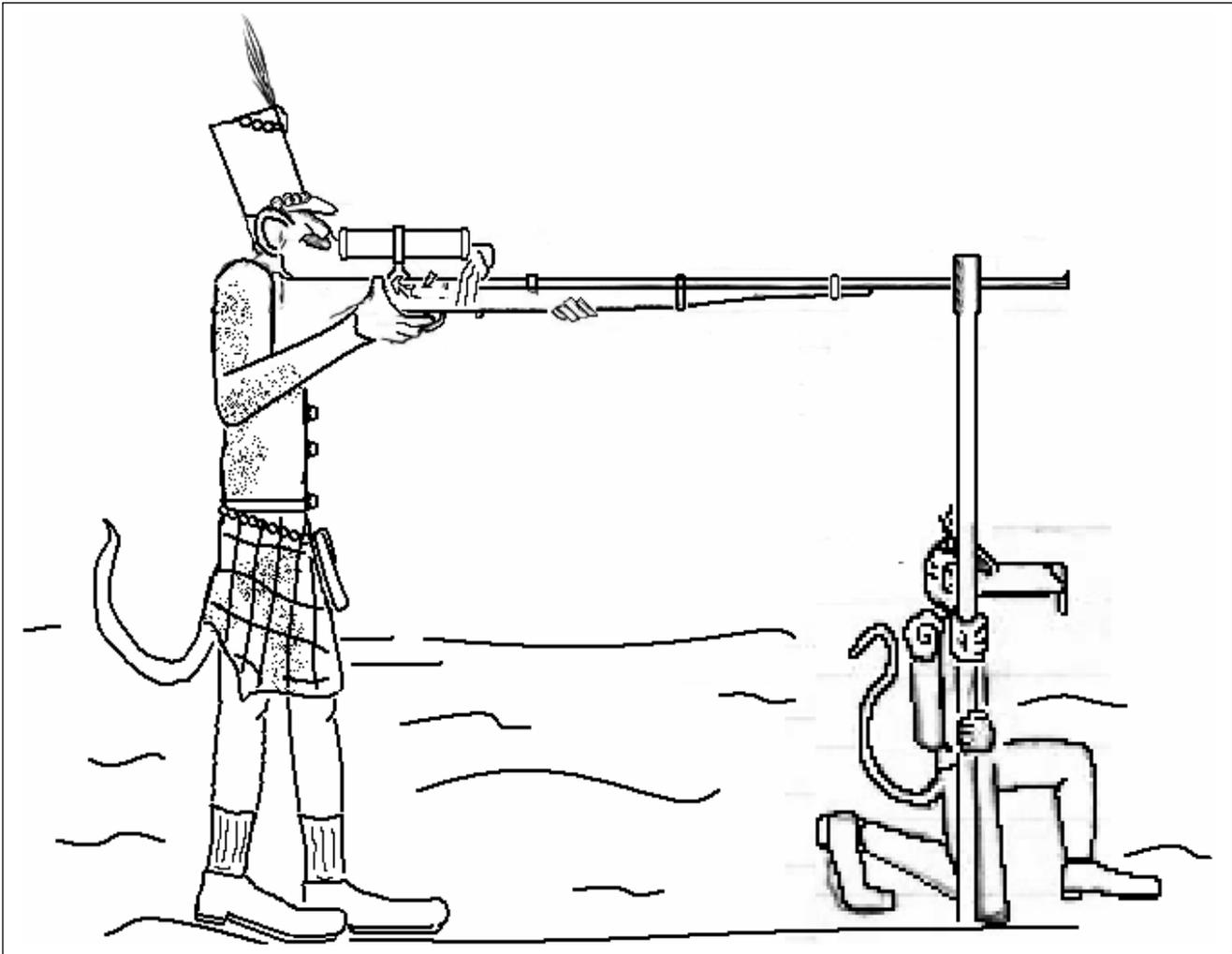
Allowable Race Type: Joccian Big Yin only.

The Base Troop Type cost is 5 (Sneepur & Assistant). Designing units: No modifications are allowed.

Joccian Long Rifle (10 points) / 2 reload tokens			
Double March	Quick March	Slow March	Half Step March
May not fire	May not fire	May not fire	May Fire
50/1	40/2	35/4	15/7
Short: 0-20cm	Medium: 21cm-45cm	Long: 46cm-60cm	Extream: 60-75cm

DeedEy Sneepur: Highland Joccian:Fearchar Mac Chonnigh  Status/Type: DeedEy Sneepur Experience Level: Experienced Wounds ○○○● ●●●● Firelock: Joccian Long Rifle Melee: Knife Skills: Reload 1 & 2 Traits: Faults: 45’ Rebel (no point deduction)	55 Magicke: Allowed, normal check. Notes: <table border="1"> <thead> <tr> <th>Double March</th> <th>Quick March</th> <th>Slow March</th> <th>Half Step</th> </tr> </thead> <tbody> <tr> <td>28</td> <td>21</td> <td>14</td> <td>7</td> </tr> <tr> <th>Range 1</th> <th>Range 2</th> <th>Range 3</th> <th>Range 4</th> </tr> <tr> <td>0-20</td> <td>21-45</td> <td>46-60</td> <td>61-75</td> </tr> <tr> <th>%/Str</th> <th>%/Str</th> <th>% /Str</th> <th>%,Str</th> </tr> <tr> <td>50/1</td> <td>40/2</td> <td>35/4</td> <td>15/7</td> </tr> </tbody> </table> Note: Ranges are in centimeters. Percent and strength listed are for the weapon specified. If Lowland Rat assistant is killed the Joccian Long Rifle may not be fired. DeedEy Sneepur’s receive a +5% accuracy. They may not participate in coordinated actions.	Double March	Quick March	Slow March	Half Step	28	21	14	7	Range 1	Range 2	Range 3	Range 4	0-20	21-45	46-60	61-75	%/Str	%/Str	% /Str	%,Str	50/1	40/2	35/4	15/7
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<p>DeedEy Assistant: Lowland Joccian: Niall mac Eoghain</p> <div style="text-align: center;">  </div> <p>Status/Type: DeedEy Assistant Experience Level: Raw</p> <p>Wounds</p> <table border="1" style="display: inline-table; border-collapse: collapse;"> <tr> <td style="text-align: center;">○ ○ ● ●</td> <td style="text-align: center;">D</td> <td style="text-align: center;">M</td> <td style="text-align: center;">A</td> <td style="text-align: center;">S</td> </tr> <tr> <td style="text-align: center;">● ● ● ●</td> <td style="text-align: center;">-1</td> <td style="text-align: center;">0</td> <td style="text-align: center;">-10%</td> <td style="text-align: center;">1</td> </tr> </table> <p>Firelock: None Melee: Long Rifle Staff (+1MM) Skills: Traits: Faults: 45' Rebel (no point deduction)</p>	○ ○ ● ●	D	M	A	S	● ● ● ●	-1	0	-10%	1	<div style="border: 1px solid black; border-radius: 50%; width: 30px; height: 30px; display: flex; align-items: center; justify-content: center; margin: 0 auto;"> 18 </div>	<p>Magicke: Allowed, normal check. Notes:</p> <table border="1" style="width: 100%; border-collapse: collapse; text-align: center;"> <tr> <th>Double March</th> <th>Quick March</th> <th>Slow March</th> <th>Half Step</th> </tr> <tr> <td>24</td> <td>18</td> <td>12</td> <td>6</td> </tr> <tr> <th>Range 1</th> <th>Range 2</th> <th>Range 3</th> <th>Range 4</th> </tr> <tr> <td>----</td> <td>----</td> <td>----</td> <td>----</td> </tr> <tr> <th>%/Str</th> <th>%/Str</th> <th>% /Str</th> <th>%.Str</th> </tr> <tr> <td>----</td> <td>----</td> <td>----</td> <td>----</td> </tr> </table> <p>Note: Ranges are in centimeters. Percent and strength listed are for the weapon specified. The DeedEy Assistant will immediately flee the battle if his Big Yi is killed. This unit's steady and discipline checks are made by his Big Yi. This unit may not initiate melee attacks but may defend himself.</p>	Double March	Quick March	Slow March	Half Step	24	18	12	6	Range 1	Range 2	Range 3	Range 4	----	----	----	----	%/Str	%/Str	% /Str	%.Str	----	----	----	----
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Geetcha Grenadear (Typically Goblin Unit): Cost, 57pts.

The maniacal cackling echoed across the battlefield, quickly accompanied by several explosions. The Geetcha unit had become awestruck, unable to act or react to the events around them. Suddenly one of them broke out crying, another sucked his thumb, and Harold, now enraged, lit the fuse of his grenade. He thought ecstatically, "THIS...this will be the big one!"

The Geetcha unit is comprised primarily of Goblins, most of who are related to her Madnessty. The remaining units are also lacking mental stability. To the last they are slightly insane. This has given them an all consuming love of explosions, which can sometimes cause them to react inappropriately. Although they are sometimes; frustrating, worthless, or the very heart of change, all commanders agree that they are difficult to deal with.

Allowable Race Type: Any, but they are typically Goblins. Level: Experienced.

The Base Troop Type cost is 8. When designing other races you must take the Interrupt Fire skill, Jamminess and Massive Jamminess traits, and The Geetcha Boom Fault (-3 points) (see below). Geetcha units gain +1MM, +1 Steady, reduce all movement rates by 20% rounding down.

Geetcha love blowing stuff up, and they have all had their share of close calls. These close calls have affected their mental stability and caused them all to have the

Geetcha Boom fault—they're insane! Geetcha units must roll 1d10 after launching a grenade attack, consult the Geetcha Boom Fault chart to determine the unit's reaction; sometimes it's good, and sometimes it's very bad.

<p>Geetcha Grenadear: Goblin 57</p> <p>Private Heehee BurgoBoom</p> <div style="text-align: center;">  </div> <p>Status/Type: Geetcha Experience Level: Experienced Wounds</p> <table border="1" style="display: inline-table; border-collapse: collapse;"> <tr> <td style="width: 20px; height: 20px; border: 1px solid black; border-radius: 50%;"></td> <td style="width: 20px; height: 20px; border: 1px solid black; border-radius: 50%;"></td> <td style="width: 20px; height: 20px; border: 1px solid black; border-radius: 50%;"></td> <td style="width: 20px; height: 20px; border: 1px solid black; border-radius: 50%;"></td> </tr> <tr> <td style="width: 20px; height: 20px; border: 1px solid black; border-radius: 50%;"></td> <td style="width: 20px; height: 20px; border: 1px solid black; border-radius: 50%;"></td> <td style="width: 20px; height: 20px; border: 1px solid black; border-radius: 50%;"></td> <td style="width: 20px; height: 20px; border: 1px solid black; border-radius: 50%;"></td> </tr> </table> <table border="1" style="display: inline-table; border-collapse: collapse; margin-top: 5px;"> <tr> <td style="width: 30px; text-align: center;">D</td> <td style="width: 30px; text-align: center;">M</td> <td style="width: 30px; text-align: center;">A</td> <td style="width: 30px; text-align: center;">S</td> </tr> <tr> <td style="text-align: center;">+1</td> <td style="text-align: center;">+1</td> <td style="text-align: center;">+5%</td> <td style="text-align: center;">+4</td> </tr> </table> <p>Firelock: Pistol/(3) Standard Grenades Melee: Pistol Butt Skills: Interrupt Fire Traits: Jamminess and Massive Jamminess Faults: Geetcha Boom</p>									D	M	A	S	+1	+1	+5%	+4	<p>Magicke: Allowed, normal check. Notes:</p> <table border="1" style="width: 100%; border-collapse: collapse; text-align: center;"> <tr> <th>Double March</th> <th>Quick March</th> <th>Slow March</th> <th>Half Step</th> </tr> <tr> <td>19</td> <td>14</td> <td>9</td> <td>4</td> </tr> <tr> <th colspan="4">Pistol</th> </tr> <tr> <th>Range 1</th> <th>Range 2</th> <th>Range 3</th> <th>Range 4</th> </tr> <tr> <td>0-15</td> <td>16-30</td> <td>----</td> <td>----</td> </tr> <tr> <th>%/Str</th> <th>%/Str</th> <th>% /Str</th> <th>%.Str</th> </tr> <tr> <td>60/4</td> <td>20/2</td> <td>'----</td> <td>'----</td> </tr> <tr> <th colspan="4">Grenade</th> </tr> <tr> <th>Range 1</th> <th>Range 2</th> <th>Range 3</th> <th>Range 4</th> </tr> <tr> <td>0-10</td> <td>11-30</td> <td>----</td> <td>----</td> </tr> <tr> <td>50/6</td> <td>30/6</td> <td>----</td> <td>----</td> </tr> </table> <p>Note: Add +5% accuracy when throwing a grenade.</p>	Double March	Quick March	Slow March	Half Step	19	14	9	4	Pistol				Range 1	Range 2	Range 3	Range 4	0-15	16-30	----	----	%/Str	%/Str	% /Str	%.Str	60/4	20/2	'----	'----	Grenade				Range 1	Range 2	Range 3	Range 4	0-10	11-30	----	----	50/6	30/6	----	----
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Geetcha Boom (-3 points) – Fault Chart	
Die Roll	Affect
1	Units act normally...this time.
2	Philosophizers: The unit is unable to act next turn as they stand around debating which explosion was the best.
3	Enthralled: The unit becomes so enthralled by the explosion and damage caused that they immediately launch another volley of grenades at the closest target, friend or foe.
4	Enraged: The unit becomes so angry at the enemy that they immediately move their full running movement and launch another volley of grenades this turn. They do not check the Geetcha Reaction Chart afterwards and may make no action the next turn.
5	Unit acts normally...this time
6	Sad: The unit suddenly discovers that they are out of grenades. They huddle up in a big group singing songs of days gone by, lamenting their great loss. They may not attack, or move next turn but may defend themselves. Realizing that they did have more grenades they may act normally the turn following the next.
7	Happy ...they're just happy and wicked evil grins creep across their faces...so terrifying is the smile that enemy units within eight centimeters of them must make a moral check as if hit for the first time back.
8	Unit acts normally...this time
9	Argumentative: The whole unit suddenly feels that they've been attacking the wrong units. Next turn the opposing player issues their orders, using them to attack their own army. The following turn they realize what they've done, embarrassed they return to their normal duty.
10	“For Her Majesty!” The cry went out all across the land, man and woman alike. The Geetcha pulls his grenades out and immediately ignite all of them. This self destructive act catches everyone in an 15cm blast. The target is the Geetcha , they are hit by a strength 8 attack, normal grenade blast rules apply. If any Geetcha survive, the blast was so great it knocked some sense back into them and they return to the battle the next turn, a little scorched but ready for action—undamaged, but they have no grenades left.

Leepinanout – Guerrilla Specialist (Typically Todoroni): Cost, 56pts.

These “Take It to the Enemy” units move into and then out of combat in the same round, striking fear into the heart of the enemy.

The enemies may take a parting shot before the Leepinanout unit leaves, finding it difficult to hit (Parting Shot: If the target does not have a reload token, it may shoot at the Leepinanout unit with a -25% to hit—fast moving targets are hard to hit. Range to the Leepinanout unit is where the Leepinanout unit ended its first Jump, or where the Hitnarun action's first Quick March ended). All Todoroni Leepinanout units add +7cm to their Double March, adjusting all movement appropriately (28/22/16/10), non-Todoroni only add +5 to their Quick March—their other movement rates are not adjusted. A Jump is exactly a full Quick March.

Special: Todoroni Leepinanout units are not running or walking, they're jumping... they just Jump everywhere. This Specialist unit may use the Todoroni special ability Leap each turn (Leap allows the unit to ignore terrain for movement purposes). To perform this specialist's attack: The Todoroni performs a Jump, makes a single attack (fire or single melee strike), combat is resolved, and then the unit performs a Jump out of combat. Each Jump is exactly a full Quick March.

Special: Non-Todoroni perform a Hitnarun action, similar to the Todoroni's Leepinanout. Non-Todoroni must Run every turn as they don't Jump, they're not Todoroni. Their admiration of the Todoroni causes them to hop around a great deal when not in combat, but sadly they just never seem to be able to Jump like the Todoroni they admire so much. To perform this specialist's attack: The non-Todoroni performs a Quick March, makes a single attack (single firelock or melee strike), combat is resolved, and then the unit Quick Marches out of combat. A Parting Shot is made at the closest range with no modifier (the enemy sees the Hitnarun attack coming a mile away, after all they're not Todoroni).

Units that are attacked by this unit may always perform a Parting Shot, even if they are killed by the ranged attack; they “Just squeezed one last shot off”.

Allowable Race Type: Any, but they are typically Todoroni (only Big, not Little). Level: Experienced.

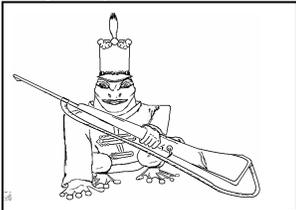
The Base Troop Type cost is 8. Skills: Interrupt Fire (Modified), Leap (Modified). Traits: None. Faults: Valon's Worst Coward. When designing other races you must take the Interrupt Fire (Modified) skill, and the Coward Fault.

Interrupt Fire (Modified) Skill: 5pts

Interrupt Fire (Modified): If this figure does not have a reload token he may fire after performing a Jump (or Quick March) action and then it may perform another Jump (or Quick March).

Leap (Modified) (Todoroni only) Skill: 5pts

Leap (Modified): This unit is so adept at jumping; in fact it's his preferred way to move. This unit may Leap every turn instead of performing a walk action. The unit may Leap no farther than a Quick March. The shooting penalty for Leaping is: Quick March: -15%; Slow March: -10%; Half Step: No modifier.

<p>Leapinanout: (Big) Todaroni Rigatony Sauca</p> <div style="text-align: right; border: 1px solid black; border-radius: 50%; width: 30px; height: 30px; display: flex; align-items: center; justify-content: center; margin: 0 auto;">53</div>  <p>Status/Type: Leapinanout Experience Level: Experienced</p> <p>Wounds</p> <table border="1" style="display: inline-table; border-collapse: collapse; text-align: center;"> <tr> <td style="width: 25px;">○</td> <td style="width: 25px;">○</td> <td style="width: 25px;">○</td> <td style="width: 25px;">●</td> </tr> <tr> <td style="width: 25px;">●</td> <td style="width: 25px;">●</td> <td style="width: 25px;">●</td> <td style="width: 25px;">●</td> </tr> </table> <table border="1" style="display: inline-table; border-collapse: collapse; text-align: center; margin-left: 10px;"> <tr> <td style="width: 30px;">D</td> <td style="width: 30px;">M</td> <td style="width: 30px;">A</td> <td style="width: 30px;">S</td> </tr> <tr> <td>+0</td> <td>+7</td> <td>+5%</td> <td>+4</td> </tr> </table> <p>Firelock: Standard Musket Melee: Bayonet Skills: Interrupt Fire (Modified), Leap (Modified). Traits: None Faults: Valon's Worst Coward</p>	○	○	○	●	●	●	●	●	D	M	A	S	+0	+7	+5%	+4	<p>Magicke: Allowed, normal check. Notes:</p> <table border="1" style="width: 100%; border-collapse: collapse; text-align: center;"> <tr> <th>Double March</th> <th>Quick March</th> <th>Slow March</th> <th>Half Step</th> </tr> <tr> <td>28</td> <td>22</td> <td>16</td> <td>10</td> </tr> <tr> <th>Range 1</th> <th>Range 2</th> <th>Range 3</th> <th>Range 4</th> </tr> <tr> <td>0-20</td> <td>21-45</td> <td>46-60</td> <td>61-75</td> </tr> <tr> <th>%/Str</th> <th>%/Str</th> <th>% /Str</th> <th>%.Str</th> </tr> <tr> <td>50/1</td> <td>40/2</td> <td>35/4</td> <td>15/7</td> </tr> </table> <p>Note: Ranges are in centimeters. Percent and strength listed are for the weapon specified. May not use coordinated actions.</p>	Double March	Quick March	Slow March	Half Step	28	22	16	10	Range 1	Range 2	Range 3	Range 4	0-20	21-45	46-60	61-75	%/Str	%/Str	% /Str	%.Str	50/1	40/2	35/4	15/7
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"It's truly a fearsome sight... a unit of these troops, flying through the air and assaulting their foes and then disappearing into nothing. It will haunt me forever."
- General Snookums "Pink" Phoodal

MehkaBoom – Heavy Munitions (Otharian Only): Cost, 247pts. You receive six figures/units and their mobile cannon for this cost: (1) Officer, (5) Crew, (1) Cannon.

Moving northwest out of their country these units have come to this land specifically to gather information. They found, early on, that by being knowledgeable in heavy munitions was a good way to enter into mercenary groups. These groups move about the land, going from place to place. This gives the Othari the ability to gather information. Very honorable they fulfill the contracts they agree to. If they've gathered enough information, they go home. If they haven't gathered enough information, they will sign on for another contract.

Allowable Race Type: Othari only.

The Base Troop Type cost is: 6. No modifications may be made to this unit.

MehkaBoom Cannon 15points

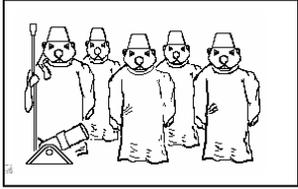
Double March	Quick March	Slow March	Half Step
May Fire, 2 shift right	May fire, 1 shift right	May fire, 1 shift right	May fire
65/6 15cm blast	40/4 10cm blast	20/2 5cm blast	01/1 no blast
Short 0-30cm	Medium 31-50cm	Long 51-60cm	Extreme 61-65cm

Size: Any Own Nation: Othari

Notes: The experimental MehkaBoom cannon is a devious Othari invention which takes great care and precision to fire correctly. This is being used for field tests, reports are being sent home. To avoid incidents a team of Othari is required to operate it properly. Because of the delicate nature of this cannon it receives four reload tokens when fired, subtracting one reload for every three crew (officer may be included in this reduction).

The cannon may be delicately moved and fired, to represent this modifiers have been added to the weapon's movement chart.

MehkaBoom: Othari
Abhula Achoo



Status/Type: MehkaBoom
Experience Level: Experienced

Wounds

○	○	●	●
●	●	●	●

D	M	A	S
+0	+5	+5%	4

Firelock: None
Melee: Sword (Exquisite Quality)
Skills: Alert
Traits: Nerves of Steel, Steadfast
Faults: Faoul Temper

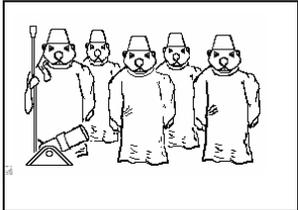
47

Magicke: Allowed, normal check.
Notes:

Double March	Quick March	Slow March	Half Step
30	22	14	7
Range 1	Range 2	Range 3	Range 4
----	----	----	----
%/Str	%/Str	% /Str	%.Str
----	----	----	----

Note: Ranges are in centimeters. Percent and strength listed are for the weapon specified. Use Abhula's Stats for Moral Checks. This unit may target any spot on the board. Without LOS Othari Experimental Cannon receives a -30% to hit.

MehkaBoom: Othari
Abhula Acho's Crew



Status/Type: MehkaBoom
Experience Level: Average

Wounds

○	○	○	○	○
○	○	○	○	○

D	M	A	S
+2	+2	+0%	2

Firelock: Standard Pistol
Melee: Sword (Exquisite Quality)
Skills:
Traits: Nerves of Steel, Steadfast
Faults:

37

Magicke: Allowed, normal check.
Notes:

Double March	Quick March	Slow March	Half Step
24	18	12	6
Range 1	Range 2	Range 3	Range 4
0-15	16-30	----	----
%/Str	%/Str	% /Str	%.Str
60/4	20/2	----	----

Note: Ranges are in centimeters. Percent and strength listed are for the weapon specified. Use Abhula's Stats for Moral Checks. This unit may target any spot on the board. Without LOS Othari Experimental Cannon receives a -30% to hit.

Secretorian – Camouflage: Troop Type: Secretorian Cost, 52pts

Softly they moved forward, almost as one. The 7th's scouts were to investigating what appeared to be an abandoned village. They moved quietly through the area and building by building, searching every nook and cranny, they cleared the village. The 7th's had been sent south, into Armorica where an abandoned Ferach mint was. It had been one of their smaller ones and the Corporal knew there had to be gold left behind. The Albion scouts began to relax, having searched the village. They assembled at the well, in the center of town, their scheduled meeting place, knowing they had performed their scouting task flawlessly. Their only mistake was not anticipating that the Ferach had hired the Secretorian mercenaries to stay behind and find out who was following them. Lieutenant Borgundy Whine knew he was being pushed and he didn't like it.

Turning towards the runner Sgt. GerkinBurp said, "Ey guess dey flufies ez gone heh. Runner, bring up the company."

"Ey Sgt. GerkinBurp, I'll bring em up."

The scouting patrol began to relax, awaiting the rest of the company. Soon they were eating and playing cards, drinking good Orc Ale. Before long they were ready to be picked like sweet plumbs.

Suddenly the bushes rose, a blanket pulled back, a water barrels water exploded out onto the street. All of this happened in a single second, revealing the hidden men. The 7th was caught completely unaware. As the Secretorian unit completed their mission of destroying those that had followed Borgundy Whine a gentle peace settled back over the village. The attack had been the last thing the scouts of the 7th ever saw.

Allowable Race Type: Any Level: Experienced.

The Base Troop Type cost is 10. Skills: Secretorian Camouflage, Interrupt Fire. Traits: None. Faults: None.

Skill: Secretorian Camouflage (8 points)

This skill is new to Flintloque and may only be used by this unit. The skill functions in the following manner for this unit. Skill description: Units with this skill may only wield hand to hand weapons, and pistols.

A unit with this skill is not deployed on the battlefield until this skill activates. To activate this unit, place it in base contact with a figure that has just activated and moved (representing the fact the unit passed by the Secretorian's hiding place), but before firing or melee takes place. This pauses the game until the Secretorian's attack has been made. The Secretorian unit may only target a unit whose experience level is less than Veteran. Also, the unit may not be placed in contact with LE/VLE figures/units. The Secretorian unit then performs a melee strike (using his Knife (EQ) or Pistol), against the unit it has based. After the attack, game play resumes as normal, with the exception that the attacked unit may fire as normal this round at a -5% instead of performing a melee attack against the Secretorian.

Exception: Once the Secretorian unit has been placed, the opposing player has a 10% chance of detecting the Secretorian just before he revealed himself. If this happens the Secretorian is not placed into base contact with the intended target and may not make the intended melee attack. Instead it is placed next to the terrain closest to the intended target and receives an Activation token, its turn is over. The Secretorian receives the Heavy Cover bonus for the remainder of the turn.

CHAPTER 4: MERCENARY SPECIALISTS DEFINED

<p>Secretorian: Dark Elf Rhamone the Knife</p> <div style="border: 1px solid black; width: 100%; height: 80px; margin: 5px 0;"></div> <p>Status/Type: Secretorian Experience Level: Experienced</p> <p>Wounds</p> <table style="display: inline-table; border-collapse: collapse;"> <tr> <td style="text-align: center;">○ ○ ● ●</td> <td style="border: 1px solid black; padding: 2px;">D</td> <td style="border: 1px solid black; padding: 2px;">M</td> <td style="border: 1px solid black; padding: 2px;">A</td> <td style="border: 1px solid black; padding: 2px;">S</td> </tr> <tr> <td style="text-align: center;">● ● ● ●</td> <td style="border: 1px solid black; padding: 2px;">+0</td> <td style="border: 1px solid black; padding: 2px;">+3</td> <td style="border: 1px solid black; padding: 2px;">+5%</td> <td style="border: 1px solid black; padding: 2px;">+3</td> </tr> </table> <p>Firelock: Standard Pistol Melee: Knife (EQ) Skills: Secretorian Camouflage, Interrupt Fire. Traits: None Faults: None</p>	○ ○ ● ●	D	M	A	S	● ● ● ●	+0	+3	+5%	+3	<div style="border: 1px solid black; border-radius: 10px; width: 30px; height: 30px; display: flex; align-items: center; justify-content: center; margin: 0 auto;">52</div>	<p>Magicke: Allowed, normal check. Notes:</p> <table border="1" style="width: 100%; border-collapse: collapse; text-align: center;"> <tr> <th>Double March</th> <th>Quick March</th> <th>Slow March</th> <th>Half Step</th> </tr> <tr> <td>30</td> <td>22</td> <td>14</td> <td>7</td> </tr> <tr> <th>Range 1</th> <th>Range 2</th> <th>Range 3</th> <th>Range 4</th> </tr> <tr> <td>0-15</td> <td>16-30</td> <td>----</td> <td>----</td> </tr> <tr> <th>%/Str</th> <th>%/Str</th> <th>% /Str</th> <th>%.Str</th> </tr> <tr> <td>60/4</td> <td>20/2</td> <td>----</td> <td>----</td> </tr> </table> <p>Note: Ranges are in centimeters. Percent and strength listed are for the weapon specified.</p>	Double March	Quick March	Slow March	Half Step	30	22	14	7	Range 1	Range 2	Range 3	Range 4	0-15	16-30	----	----	%/Str	%/Str	% /Str	%.Str	60/4	20/2	----	----
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%/Str	%/Str	% /Str	%.Str																																	
60/4	20/2	----	----																																	

Sneka – Disguise Artist, (One unit in entire army): Cost, 68pts.

As the Werewolves poured through the pass, catching them off guard it became clear the Star Wraith's hand was in this battle. He would have his due, and this time it was evident he would be victorious. They would be crushed under the might of the Star Wraith's army.

Had the orders not implicitly stated they were to take the pass and the bridge beyond at all cost things may have turned out differently for the Snouser, the Finklestein Dogman but it was not to be.

“General... should we give the word to attack? General... General??”

Pulling back his wig, and wiping his wax and makeup off, LaRoo smiled evilly as his sword slid into the adjutant who finally found death after all this time with his favorite General, CatchaFrizbee. The Schnauzer's eyes glossed over as he found death. “Not General, just LaRoo, wie?” He gave the order for the hopeless attack; it provided just enough time for his escape.

Allowable Race Type: Any. Level: Veteran.

The Base Troop Type cost is 10. Skills: Disguise Level 3, Interrupt Fire. Traits: None. Faults: None. Weapons: You will create the unit using 6 points for Ranged Weapon, 3 Points for Melee but the weapons the unit has once deployed are the same as the unit being replaced (So if you replace a unit with no weapons then you'll have none). Moname Pointame E'ars is the only exception to this, as he has his weapons stashed which aren't replaced when he replaces a unit. This unit may be created as Average, Experienced, or Veteran.

<p>Sneaka: Ferach Elf 68</p> <p style="text-align: center;">Moname Pointame E'ars</p> <div style="border: 1px solid black; width: 100%; height: 80px; margin: 10px 0;"></div> <p>Status/Type: Sneaka Experience Level: Veteran</p> <p>Wounds</p> <table style="display: inline-table; border-collapse: collapse;"> <tr> <td style="text-align: center;">○</td> <td style="text-align: center;">○</td> <td style="text-align: center;">●</td> <td style="text-align: center;">●</td> </tr> <tr> <td style="text-align: center;">●</td> <td style="text-align: center;">●</td> <td style="text-align: center;">●</td> <td style="text-align: center;">●</td> </tr> </table> <table border="1" style="display: inline-table; border-collapse: collapse; margin-left: 10px;"> <tr> <td style="text-align: center;">D</td> <td style="text-align: center;">M</td> <td style="text-align: center;">A</td> <td style="text-align: center;">S</td> </tr> <tr> <td style="text-align: center;">+4</td> <td style="text-align: center;">+5</td> <td style="text-align: center;">+10%</td> <td style="text-align: center;">+5</td> </tr> </table> <p>Firelock: Standard Pistol Melee: Knife (EQ) Skills: Disguise Lvl 3, Interrupt Fire. Traits: None Faults: None</p>	○	○	●	●	●	●	●	●	D	M	A	S	+4	+5	+10%	+5	<p>Magicke: Allowed, normal check.</p> <p>Notes:</p> <table border="1" style="width: 100%; border-collapse: collapse; text-align: center;"> <tr> <td>Double March</td> <td>Quick March</td> <td>Slow March</td> <td>Half Step</td> </tr> <tr> <td>32</td> <td>24</td> <td>16</td> <td>8</td> </tr> <tr> <td>Range 1</td> <td>Range 2</td> <td>Range 3</td> <td>Range 4</td> </tr> <tr> <td>0-15</td> <td>16-30</td> <td>----</td> <td>----</td> </tr> <tr> <td>%/Str</td> <td>%/Str</td> <td>% /Str</td> <td>%.Str</td> </tr> <tr> <td>60/4</td> <td>20/2</td> <td>----</td> <td>----</td> </tr> </table> <p>Note: Ranges are in centimeters. Percent and strength listed are for the weapon specified.</p>	Double March	Quick March	Slow March	Half Step	32	24	16	8	Range 1	Range 2	Range 3	Range 4	0-15	16-30	----	----	%/Str	%/Str	% /Str	%.Str	60/4	20/2	----	----
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Skill: Disguise Level 3, This skill is new to Flintloque and may only be used by this unit.

Disguise Level 3, Veteran, Cost: 10pts

This unit is not placed on the field of battle until this skill is used. When this unit uses this skill; choose one unit and replace the chosen unit with the Sneka unit. If the unit being replaced is wounded then the Sneka unit gains those wounds. If the amount of wounds exceeds the Sneka unit's wound level it is treated as though it has one wound remaining. The Sneka unit uses this ability at the end of any turn's Initiative Phase. Note: To prevent damaging another player's figure it is recommended that you mark the spot with some type of marker (a coin) then ask that player to remove the unit. After the figure is removed you will then place your unit at the marked spot and remove the marker. You may not select the army leader, an LE or VLE for this purpose. Once placed on the field this unit may act as normal. Removed unit is treated as killed for the purposes of MC but is not removed from the controller's Army Point Total.

Prerequisite: Unit must be a Sneka. Note: All Sneka Units come with this skill built in; however, it is listed here for reference.

Tradorious – The Traitor, (One unit in entire army): Cost, 50pts.

Zilda found herself face to face with Lt. Uthway. This surprised her as the reports had put him on a different part of the battlefield. She figured he was here to get a report from her, afterward she would rejoin her unit.

Her admiration for Uthway was great, many felt the same. For her this honor of briefing him was surely to be a high point in her career. He'd come looking for her, to warn her of the treachery that was at hand... the Sergeant in charge of her company was actually a traitor. She read the proof and found herself angry, and yet joyful that she could destroy this traitor, this enemy to the state. With great admiration for Uthway, almost star struck, she accepted her new assignment to kill the Sergeant. Turning on her heels she hoped she'd be successful surely he'd never suspect that a lowly private would have orders to kill him. She cackled with glee and set out to save her countrymen.

Allowable Race Type: Any. Level: Veteran Elite

The Base Troop Type cost is 10. Skills: Sabotage Level 1-3. Traits: None. Faults: None. Weapons: Sword. When designing a unit you may take up to 2 Faults, must take the required Skills, and may not take Traits.

<p>Sneaka: Ferach Elf 68 Moname Pointame E'ars</p> <div style="border: 1px solid black; width: 100%; height: 80px; margin: 10px 0;"></div> <p>Status/Type: Sneaka Experience Level: Veteran</p> <p>Wounds</p> <table style="display: inline-table; border-collapse: collapse;"> <tr> <td style="border: 1px solid black; border-radius: 50%; width: 15px; height: 15px; background-color: white;"></td> <td style="border: 1px solid black; border-radius: 50%; width: 15px; height: 15px; background-color: white;"></td> <td style="border: 1px solid black; border-radius: 50%; width: 15px; height: 15px; background-color: black;"></td> <td style="border: 1px solid black; border-radius: 50%; width: 15px; height: 15px; background-color: black;"></td> </tr> <tr> <td style="border: 1px solid black; border-radius: 50%; width: 15px; height: 15px; background-color: black;"></td> <td style="border: 1px solid black; border-radius: 50%; width: 15px; height: 15px; background-color: black;"></td> <td style="border: 1px solid black; border-radius: 50%; width: 15px; height: 15px; background-color: black;"></td> <td style="border: 1px solid black; border-radius: 50%; width: 15px; height: 15px; background-color: black;"></td> </tr> </table> <table border="1" style="display: inline-table; border-collapse: collapse; margin-top: 5px;"> <tr> <td style="width: 25px; text-align: center;">D</td> <td style="width: 25px; text-align: center;">M</td> <td style="width: 25px; text-align: center;">A</td> <td style="width: 25px; text-align: center;">S</td> </tr> <tr> <td style="text-align: center;">+5</td> <td style="text-align: center;">+4</td> <td style="text-align: center;">+10%</td> <td style="text-align: center;">+6</td> </tr> </table> <p>Firelock: None Melee: Sword Skills: Sabotage Lvl 1-3, Traits: None Faults: None</p>									D	M	A	S	+5	+4	+10%	+6	<p>Magicke: Allowed, normal check. Notes:</p> <table border="1" style="width: 100%; border-collapse: collapse; text-align: center;"> <tr> <td>Double March</td> <td>Quick March</td> <td>Slow March</td> <td>Half Step</td> </tr> <tr> <td>32</td> <td>24</td> <td>16</td> <td>8</td> </tr> <tr> <td>Range 1</td> <td>Range 2</td> <td>Range 3</td> <td>Range 4</td> </tr> <tr> <td>0-15</td> <td>16-30</td> <td>----</td> <td>----</td> </tr> <tr> <td>%/Str</td> <td>%/Str</td> <td>% /Str</td> <td>%.Str</td> </tr> <tr> <td>----</td> <td>----</td> <td>----</td> <td>----</td> </tr> </table> <p>Note: Ranges are in centimeters. Percent and strength listed are for the weapon specified.</p>	Double March	Quick March	Slow March	Half Step	32	24	16	8	Range 1	Range 2	Range 3	Range 4	0-15	16-30	----	----	%/Str	%/Str	% /Str	%.Str	----	----	----	----
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Skill: Sabotage (Level 3): 6 points

This unit chooses a single, non-VLE or Section leader (note: LE's may be the target of the Sabotage) unit within line of sight and takes command of that unit. The Tradorous unit is treated as friendly until discovered. This unit may not receive orders as long as it controls another unit; instead its orders are given to the Sabotaged unit.

The turn the Sabotage is realized and his control is false orders are destroyed the controlled unit returns to normal, a bit ashamed and soon to be doing KP...but wiser for the experience. At the point when the Tradorous unit is discovered he/she immediately moves, at a full run, toward his/her board edge, which occurs at the point of discovery and is outside the normal turn sequence. Thereafter the Tradorous unit may be given orders as normal. Later, around the campfire, several drinks and regaling of a job well done will follow.

At the end of each round's Initiative Phase, following the initial Sabotage, a test to discover the Sabotage is made. The Sabotaged unit has a 20% chance (+5% accumulative per round thereafter) to discover its orders are false. Once the unit discovers his orders have been Sabotaged the Tradorous unit may be targeted by any unit for attack. Ranged attacks are made at a +10%, Melee attacks against the Tradorous are made at +2... everyone hates a Traitor.

Prerequisite: Unit must be a Tradorous, and must have Sabotage Level 1 & 2. This skill must be used instead of Sabotage Level 1 & 2.

UnWeSee – Spy, (Single Character Unit – Ferach only: Cost, 40pts.

Lying on the roof of the crumbling building he watched through his spyglass as the company moved up. Then he saw them...their plans and men, moving to hide and ambush. Using his signal flags, he called out their location and movements.

Allowable Race Type: Ferach Elf Level: Average or better.

The Base Troop Type cost is 6. Skills: Spying. Traits: Steadfast. Faults: Cruel Pointed Ears. Weapons: Firelock: Ferach Elf Dueling Pistol Melee: Signal Flags & Spyglass. When designing a unit you must take: Spying, Steadfast, and Cruel Pointed Ears (you may take an additional Faults).

<p>UnWeSee: Ferach Elf 40 Bigeye Strano</p> <div style="border: 1px solid black; width: 100%; height: 80px; margin: 10px 0;"></div> <p>Status/Type: UnWeSee Experience Level: Average</p> <p>Wounds</p> <table style="display: inline-table; border-collapse: collapse;"> <tr> <td style="border: 1px solid black; width: 15px; height: 15px; border-radius: 50%;"></td> <td style="border: 1px solid black; width: 15px; height: 15px; border-radius: 50%;"></td> <td style="border: 1px solid black; width: 15px; height: 15px; border-radius: 50%; background-color: black;"></td> <td style="border: 1px solid black; width: 15px; height: 15px; border-radius: 50%; background-color: black;"></td> </tr> <tr> <td style="border: 1px solid black; width: 15px; height: 15px; border-radius: 50%; background-color: black;"></td> <td style="border: 1px solid black; width: 15px; height: 15px; border-radius: 50%; background-color: black;"></td> <td style="border: 1px solid black; width: 15px; height: 15px; border-radius: 50%; background-color: black;"></td> <td style="border: 1px solid black; width: 15px; height: 15px; border-radius: 50%; background-color: black;"></td> </tr> </table> <table border="1" style="display: inline-table; border-collapse: collapse; margin-top: 5px;"> <tr> <td style="width: 25px; text-align: center;">D</td> <td style="width: 25px; text-align: center;">M</td> <td style="width: 25px; text-align: center;">A</td> <td style="width: 25px; text-align: center;">S</td> </tr> <tr> <td style="text-align: center;">+3</td> <td style="text-align: center;">+0</td> <td style="text-align: center;">+0%</td> <td style="text-align: center;">+3</td> </tr> </table> <p>Firelock: Ferach Elf Dueling Pistol Melee: Signal Flag & Spyglass Skills: Spying Traits: Steadfast Faults: Cruel Pointed Ears</p>									D	M	A	S	+3	+0	+0%	+3	<p>Magicke: Allowed, normal check. Notes:</p> <table border="1" style="width: 100%; border-collapse: collapse; text-align: center;"> <tr> <th>Double March</th> <th>Quick March</th> <th>Slow March</th> <th>Half Step</th> </tr> <tr> <td>32</td> <td>24</td> <td>16</td> <td>8</td> </tr> <tr> <th>Range 1</th> <th>Range 2</th> <th>Range 3</th> <th>Range 4</th> </tr> <tr> <td>0-15</td> <td>16-30</td> <td>----</td> <td>----</td> </tr> <tr> <th>%/Str</th> <th>%/Str</th> <th>% /Str</th> <th>%.Str</th> </tr> <tr> <td>65/4</td> <td>35/2</td> <td>----</td> <td>----</td> </tr> </table> <p>Note: Ranges are in centimeters. Percent and strength listed are for the weapon specified. Signal Flags & Spyglass (-1MM).</p>	Double March	Quick March	Slow March	Half Step	32	24	16	8	Range 1	Range 2	Range 3	Range 4	0-15	16-30	----	----	%/Str	%/Str	% /Str	%.Str	65/4	35/2	----	----
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Spying, Average, Cost: 8pts

This unit is placed on the field in the Army Placement Phase. Units in cover that are in LOS of this unit receive a -1 to their cover bonus (to a minimum of 0). Units which are behind other units but at least 5cm from any other figure may be fired upon if this unit has an unobstructed LOS to the target, target receives Heavy Cover bonus.

Prerequisite: Race must be Ferach. Unit must be UnWeSee.

WoofPointer – Scout Patrol, (One unit in entire army) Dogman or Werewolf unit only: Cost, 44pts.

Wafting on the air the smells of battle, melded with the scents of the enemy. The WoofPointers knew where they were, and when they would arrive. Setting up... they awaited the enemy.

Allowable Race Type: Dogmen & Werewolf Level: Experienced or better.

The Base Troop Type cost is 5. Skills: Scent of an enemy. Traits: None. Faults: Werewolf Antagonist. Weapons: Firelock: Standard Rifle Melee: Sword. When designing a unit you must take: Scent of an enemy, no Traits, and at least (1) Nation Specific (Dogman or Werewolf) Fault. You may take an additional Fault if you wish.

This unit may be deployed 20cm ahead of the rest of the army. This unit may be given an action token instead of activating. If this unit has been activated in this manner and it does not have a Reload Token it may fire at an enemy which declares a movement before the enemy movement is performed.

<p>WoofPointer: Dogman of Finkelstein: Barka Grrhutin 44</p> <div style="border: 1px solid black; height: 80px; width: 100%; margin: 10px 0;"></div> <p>Status/Type: WoofPointer Experience Level: Experienced</p> <p>Wounds</p> <table style="display: inline-table; border-collapse: collapse;"> <tr> <td style="text-align: center;">○</td> <td style="text-align: center;">○</td> <td style="text-align: center;">○</td> <td style="text-align: center;">●</td> </tr> <tr> <td style="text-align: center;">●</td> <td style="text-align: center;">●</td> <td style="text-align: center;">●</td> <td style="text-align: center;">●</td> </tr> </table> <table border="1" style="display: inline-table; border-collapse: collapse; margin-left: 10px;"> <tr> <td style="text-align: center;">D</td> <td style="text-align: center;">M</td> <td style="text-align: center;">A</td> <td style="text-align: center;">S</td> </tr> <tr> <td style="text-align: center;">+1</td> <td style="text-align: center;">+4</td> <td style="text-align: center;">+5%</td> <td style="text-align: center;">+3</td> </tr> </table> <p>Firelock: Standard Rifle (Long Reload) Melee: Sword Skills: Scent of an enemy Traits: None Faults: Werewolf Antagonist</p>	○	○	○	●	●	●	●	●	D	M	A	S	+1	+4	+5%	+3	<p>Magicke: Allowed, normal check. Notes:</p> <table border="1" style="width: 100%; border-collapse: collapse; text-align: center;"> <tr> <th>Double March</th> <th>Quick March</th> <th>Slow March</th> <th>Half Step</th> </tr> <tr> <td>24</td> <td>18</td> <td>12</td> <td>6</td> </tr> <tr> <th>Range 1</th> <th>Range 2</th> <th>Range 3</th> <th>Range 4</th> </tr> <tr> <td>0-15</td> <td>16-45</td> <td>46-60</td> <td>61-75</td> </tr> <tr> <th>%/Str</th> <th>%/Str</th> <th>% /Str</th> <th>%.Str</th> </tr> <tr> <td>75/5</td> <td>60/4</td> <td>35/3</td> <td>20/2</td> </tr> </table> <p>Note: Ranges are in centimeters. Percent and strength listed are for the weapon specified.</p>	Double March	Quick March	Slow March	Half Step	24	18	12	6	Range 1	Range 2	Range 3	Range 4	0-15	16-45	46-60	61-75	%/Str	%/Str	% /Str	%.Str	75/5	60/4	35/3	20/2
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Scent of an enemy, Experienced, Cost: 5pts

The winds blow, bringing the scents of the battlefield to your nose. There, in the building, they are... your enemy.

This unit has a 30% chance to detect hidden units (including: Secretorian, Sneka, and UnWeSee units) when within 50cm of the hidden unit's position. If successful the unit is revealed. In the case of Secretorian, Sneka, and UnWeSee units the chance is reduced to 15%, if successful their special ability is cancelled).

Prerequisite: Unit must be a WoofPointer.

Definitions

Army Roster Chart Definitions: Defines what the Standard Army Roster Chart names mean in Mercenary Units

Burthold's Skavengers: Burthold and his ruthless band of thieves will hire out to anyone, loyal only to the gold they seek. This band of thieving scum will take anything not nailed down. They are land pirates and often cause more trouble than they solve.

Dracci: The rulers of the third age of the world of Valon. Dragon like in nature and immensely powerful. It was Mordred's discovery and use of Black Powder Weapons that made it possible for them to be destroyed.

Mercenary Contract: A contract between you and a mercenary group. For BPS you deduct 350 points from your Army Total and can use those points to "hire" mercenaries for the day's engagement. Remember... when you get a Merc killed his points are deducted from the Mercenary Contract point total which can not be replaced

Mercenary Roster Chart: A chart detailing the unit type minimum and maximum you can have in your Army Roster for an engagement in the Black Powder Storm campaign.

Obadiah's Army: Obadiah Hogswill leads this newly formed and growing band of mercenary scum. His aims and goals are his along... his and Mudder's.

Skyleen's Ahhhwomezan Warriors: This all female group of mercenaries is led by Skyleen. Their aim is the destruction of Mordred.

Specialist Units: Unique units that you can add to your Nation's army.

Zelfar's Gipse Marauders: A gypsee band of mercenaries wandering the Witchlands, fighting for human kind and the old ways. This band of mercenaries is the last true bastion of humankind in all of Valon. It is led by Zelfar.

Mercenary Roster Chart

Rank	Race Allowed	Status	Skills (Min/Max)	Traits (Min/Max)	Faults (Min/Max)	Rank (Min/Max)
Da Boss	Special	Experienced/Elite	1/1	1/3	1/2	1
Right Arm	Any	Average/Elite	1/2	0/0	1/2	0/1
Butcher	Any	Average/Elite	1/1	1/2	1/2	0/1
Brute	Any	Average	1/2	1/2	1/2 (Ignore point reduction of 1 Fault)	0/2
Breakers	Any	Average	1/1	1/2	1/3	Must be 25% of your force / no max
Green Pea	Any	Raw	0/0	0/2	2/3	Must be 40% of your force (round down) / no max
Non-Standard Units						
Magicke Guy	Any	Experienced	0/3	0/2	0	0/0
Spell Flinger	Any	Average	0/2	0/2	0/1	0/3
Boomers	Any	Average	0/1	0/2	0/2	0/1
Killers	Any	Experienced	0/0	2/3	1/2	0/1
Specialist	See Unit Type	See Unit Type	Preset	Preset	Preset	0/2

Army Roster Chart Definitions

Unit	Army Roster Chart Equivalent	Description
Da Boss	Capitaine	Section leader
Right Arm	Lieutenant	Second in command
Butcher	Marechal des Logis (Sergeant)	Third in command
Brute	Old Guard	Seasoned Veterans
Breakers	Seasoned Young Guard	Deserter that's seen a battle or two
Green Pea	Young Guard	Ran away before first battle, or guy looking for the spoils of war.

Non-Standard Units

Magicke Guy	Grand Thaumaturgist	Grand Wizard
Spell Finger	Wizard	Average Wizard
Boomers	Artillery	Guys with big guns
Killers	Seasoned Old Guard	Battle hardened Brute
Specialist	NA: Not part of the Army Roster – no equivalent	Unique individuals with rare talents.

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