

*Uniformation.. A Resource for players of
Flintloque and Slaughterloo*

The Coin of War...

Welcome to Alternative Armies uniformation for **VLE13 The Gnome Notary** a limited edition set of 250 packs of miniatures for use in Flintloque and Slaughterloo. If you are interested in these for your collection go to our website at www.alternative-armies.com and use the search box with the code given. In this article you will find background which you can work into your games along with game statistics for Flintloque and also for Slaughterloo. As well as this there are uniform details and pictures along with details of where they fits into the World of Valon and the Mordredian Wars. Lastly we make a suggestion of where to go from here.

UPON THE CLINK DO THE CANNONS FIRE

Not often are the Gnomes seen in the field of battle preferring as they do a life indoors or even under the ground. Their lives revolve around the counting, the lending and the love of golden and silver coins. In their vaults is treasure which even the Emperor Modred himself can hardly bring to hand. None dare to rob the Zoorich houses though as these financiers and notaries are the very veins in which the blood of battle flows. To be cut off from their credit would bring any army to its knees in days if not sooner. They go between the warring capitol of Urop giving terms of loan to Kings and Emperors alike.

Upon occasion though a lesser ranking Gnome notary will be sent with his guards and his travelling furniture and chests to an important event or place. While robbery is a risk it is only so from the lower sorts as no officer would risk the wrath of his general by offending the Swizzic emissaries. That said...if an enemy can make a robbery look like it was committed by allied forces it is all the better!

To have a Gnome notary nearby and in your alliance is greatly desired by all soldiers as it means certainty that their owed pay will be shortly forth coming. The thought of those coins makes lions of cowards.

THE GNOMISH NOTARY

A low ranking clerk in the counting houses of Zoorich the Gnomish Notary is a rare sight indeed in the Mordredian Wars but it does happen. Famously some notaries were trapped in the Witchlands and several have travelled to Catalucia to speak with General Wheeling-Turn. The less said about the notary who visited the Otharmann demanded payment upon a defaulted loan the better.

The uniform and colours of this set are entirely up to the owning player. Gnomes favour brighter clothes while staff in their employ seldom dress in a gaudy fashion. Various shades of hard wood are used for travelling chests and boxes along with chairs and writing desks.

Rules for Flintloque: When playing Flintloque treat this set in a very special way as it is not a normal section of miniatures. Place the whole set into play in immediately adjacent positions where they must remain and **MAY NOT MOVE** during play. The furniture cannot be destroyed but it may be looted depending upon the scenario and it will contain gold or valuable papers. The Gnome and his Half Ogre guard may not move but the Half Ogre may defend in melee and may fire his High Elf Duelling Pistol once every turn. Treat the Gnome as a Halfling for statistics and the Half Ogre as a Bog Orc. The death of the Gnome ends this set's effect in play. This set is allied to a Section but it is **NOT** treated as part of that Section.

Clink of Coin: While in play this set confers a bonus upon all friendly characters. Each turn the owning player may remove 1D6-1 Reload Steps from his or her characters who have fired a ranged weapon. This reflects the sanctity of coin for the soldiers; they want to get paid! Note only one set may be in play on each side of the current game. May be used by Witchlands players but only with mortal troops (Zombies don't need no cash!). The Set costs 110 Points.



Rules for Slaughterloo:

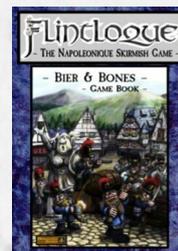
GNOMISH NOTARY - 75 POINTS

A rare entity on the battlefields of the Mordredian Wars the Gnomish Notary is not a combat unit as such. Each Army in play may only have **ONE** set in its control and that set should be based and treated as one entity. They are positioned in friendly ground and may not move during play nor attack or defend. Any ranged fire which successfully hits and likewise any enemy close combat or moving through their location results in the destruction of the set.

STATUS & ARMAMENT: Civilian and Unarmed.

SPECIAL RULE: As per the Slaughterloo rules this special unit is immobile and defenceless but it does inspire the troops it is allied to in battle. Each turn one friendly Unit may improve its formation status by one level in its favour back toward Good Order. This may be from Disorganised or even Routing. However the intention must be declared **BEFORE** any dice are rolled that the Gnome Notary ability is being used at that time in the turn. It may be at any time in the turn.

Where To Go From Here: This unique limited edition set is a rather special thing in your collection. It fits in with any Slaughterloo division (placing it well behind your units!) and with any Flintloque suitable scenario. It also makes a lovely diorama too. It was a labour of love for the designer Christian Cuello.



CREDITS

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