

Distractions & Asides... A Resource for players of Flintloque and Slaughterlee

No.1. The Demon Drinke

Welcome gentle reader. Distractions and Asides are short pieces for you to add to your games of Flintloque 3rd edition. They are totally superficial and not needed in the slightest during play, as they add nothing to the 'engine' of the game. Then why have you create them, I hear you shout, and rightly so....

The reason is anarchy, the reason is fun; the reason is to add a chance of total ruin for one or more characters during play. These optional suggested additions are for 'role play', adding to the characters of your scenarios. We give you Distractions & Asides!

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BOOZED UP BATTALIONS

Keeping the discipline of an army on the march is a hard task indeed, and few aspects of keeping discipline are as challenging as the lure of alcohol. Soldiers of all kinds love to drink, the 'demon drinke' as the Joccian's call it (and they imbibe more than most!) and ensuring that these soldiers arrive for a fight sober is not easy. The constant threat of death, injury and receiving pay that is often worse than that given to an Otharmann galley slave makes the attraction of booze all the stronger.

To add the Demon Drinke to your games of Flintloque you can add these additional elements, each giving you more options in play.

'Only a Drop, sir, honest...hic!'

The enemy have taken you by surprise, on the march, or at night in camp, anyway it happens the result is the same; some of your force have been at the bottle and are worse for ware due to it.

At the start of the scenario you must roll on the 'Tipple Table' and apply the relevant modifiers for every soldier in your section. You must then abide by the results during play. This can seriously change the balance of power in a scenario, your Orc redcoats might be fine fighters but after a gallon of grog each they couldn't beat a section of Raw Todoroni militia!

The Tipple Table (D100 Roll + Mods)	
0-20 %	Stone Cold - No effects on the character.
21-40%	Not Bad - Slightly drunk. -1 negative shift for firing in play.
41-60 %	Rosy - A bit merrier, as 'Not Bad' plus -10% on movement.
61-80%	Sozzed - As 'Rosy' but an extra -1 shift for firing. -20% on movement and roll D10 each turn on a 1-2 passes out.
81-90%	Mangled - As 'Sozzed' but roll a D10 each turn. on a 1-4 passes out.
91% +	Dead Drunk - Passed Out. Roll a D10 each turn on a 8+ they wake up, treat as 'Mangled' if they do.

CREDITS

Written By: Gavin Syme
 Internal Artwork By: Edward Jackson
 Additional Contributions By: M.Lesney, B.Colden and A. Scott
 Layouts By: Alternative Armies
 Photography By: Alternative Armies Studio
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'Woz that? I smell's juniiper!'

During a game you might want to place one or several catches of hidden, or in plain sight, alcohol as temptation. These can be as large as a Dwarven Brewery's casks or as small as a few bottles of rancid wine left in an abandoned hovel or the pockets or pack of a dead body.

Once you have decided on the reason place it on the table. If a character comes within 5cm of a small catche of booze, or within 15cm of a large and obvious source of alcohol they must test for the chance that they give into temptation. This test is only taken once on a D100 and is modified by the factors on the Tipple Table as with the rules above. The character must then suffer the effects for the rest of the scenario or until they wear off.

The Modifiers (apply these to your roll on the Tipple Table)

Character is RAW +10% Character is EXPERIENCED -10%
 Character is MILITIA +10% Character is VETERAN / ELITE -20%
 In Enemy Territory -10% In Friendly Territory +10%
 Character is Wounded -10% Officer of Captain rank or more present -15%
 Character has found 'Religion' - 20% Note Othari DO NOT drink alcohol.

These modifiers apply on top of the previous but only apply to booze found during play.

Character was shot at in last two Turns - 15% Officer within 15cm -15%
 Enemy is not in sight +20% Character is a Halfling -15%

If a character passes out they remain stationary and cannot move if they do not pass a D10 roll on their turn for activation. A character can pass out any number of times during play but only once per Turn.

Who likes what drink? - Racial Types

For more of a Role Play element in scenario creation or playing here is a list of which races prefer which types of booze, we suggest a -20% modifier for booze not of the preferred type.

Real Ale: *Orcs, Bog Orc, Hob-Goblin, Ogre, Trolka.*
 Lager / Beer: *Dwarves, Dog, Gnome, Goblin, Rats, Trolkin.*
 Cider: *Orcs, Ogres, Rats, Hob-Goblin, Bog Orc, Mountain Elf, Wild Elf.*
 Cheap Wines: *Dark Elf, Goblin, Rabbits, Todoroni, Werewolf.*
 Expensive Wines: *Everyone. Especially Ferach Elves (+5%).*
 Spirits: *Elf, Dark Elf, Centaurs, Orcs, Rats, Dwarves, Todoroni, Dog, Trolka.*

The Undead

The Undead do not drink anything being animated corpses, they do not suffer from drunkenness. Mortal Witchlands characters such as Vampyres (but not Werewolves) may try alcohol at a -20% on any type of booze.

Booze and Fyre

In the Witchlands, or other places when the need arises, the time could come when instead of drinking that bottle of Czar brand Wodka you will want to light and throw it. This is an effective tactic against Zombies.

To do this the alcohol must be a Spirit no other type and must be bottled. It takes one action to light the bottle and throw it. Treat it as an Elf Fyre Grenade in the rules. The character must take a test of rolling 6+ on a D10 to commit this act, as the idea of wasting booze is so horrid. A modifier of +3 is allowed if a Zombie is within 15cm of the character.

56113 Frech Von Krug Dogman Barmaid

