

The Ferach Empire - The Todoroni of Napolise

This Army list is based on the background and miniature ranges available for Flintloque and Slaughterloo by Alternative Armies, if you want to get more information on the 2 games please visit

<http://www.alternative-armies.com/>

Introduction

With a distant thump and a billow of grey the cannonball approach the thin woods and the slope behind them, its force expended in the effort of crossing more than a thousand yards in the clear morning air. It burst through the green leaves and branches, splintering a dew covered trunk and then vanishing from view into the invisible clearing beyond. The cheers of the Elf gunners mingled with the sound of thousands of Elven feet marching in perfect order in the distinctive blue tunic columns that had won the tyrant Mordred and his Ferach Imperial Arme'e the largest Empire that Valon had ever known. Only a few lands like Catalucia held out, and few enemies like the accursed Albion scum in their stubbornness. They never knew when they were beaten; they never knew when to kneel to the inevitable.....

One of the most loyal client states of the Ferach Empire, these slimy fellows are known for being somewhat cowardly. Todoroni come in two sizes Big and Little. Massed ranks of Militia and Garrison troops are often sent ahead to soak up the fire of the Napoleonic Wars of Valon.

Special Rules

Aquatic-

Due to their background and love of water, some Todoroni are trained to move through water at normal speed and can be deployed on the battlefield in water features

Run Away -

It's not unusual for Todoroni to fall back under enemy fire so much so that other troops don't blink an eye when it happens, groups with this rule do not roll on the 'bad things happen' table when forced to withdraw

Scared -

The normal state for Todoroni in battle is one of fear, so groups with this characteristic start the game with 2 points of shock due to their nervous disposition

Army Lists

Infantry Force	
Leader II	
Leader I	
3 groups of 8 Fruscati Grenaderia	
Leader II	
2 groups of 10 Bella Lugosi Militia	
Leader I	
1 group of 6 Tapioca Voligeria	
Points Value 41	

Forces

Line Infantry

Fruscati Grenaderia			Type			C&V	
Points		3	Weapon	Musket		Size	8
Formation	First Fire	Controlled Volley	Crashing volley	Step Out	Drill	Characteristics	
Always	No	No	-	2	3	Run Away, Scared, Weedy Coves, Poor Shots	

Crustati Splendido			Type			C&V	
Points		4	Weapon	Musket		Size	8
Formation	First Fire	Controlled Volley	Crashing volley	Step Out	Drill	Characteristics	
Always	Yes	No	-	1	3	Run Away, Scared, Weedy Coves, Poor Shots	

Leonardo Fuchelli			Type			Regular	
Points		5	Weapon	Musket		Size	8
Formation	First Fire	Controlled Volley	Crashing volley	Step Out	Drill	Characteristics	
Always	Yes	First only	-	2	3	Run Away, Scared, Weedy Coves, Aquatic	

Cotechino Guarda			Type			Regular	
Points		7	Weapon	Musket		Size	8
Formation	First Fire	Controlled Volley	Crashing volley	Step Out	Drill	Characteristics	
Always	Yes	Yes	2	2	2	Aggressive	

Light Infantry

Tapioca Voligeria			Type			Skirmishers	
Points		8	Weapon	Musket		Size	6
Formation	First Fire	Controlled Volley	Crashing volley	Step Out	Drill	Characteristics	
Always	Yes	No	-	1	-	Aquatic, Moveable DP	

Militia

Bella Lugosi Militia			Type			Militia	
Points		3	Weapon	Musket		Size	10
Formation	First Fire	Controlled Volley	Crashing volley	Step Out	Drill	Characteristics	
No Shock	No	No	-	-	-	Run Away, Scared, Weedy Coves, Poor Shots	

Cavalry

Cacciatore Natterjacki Di Molto Splendido			Type			Impact Cavalry	
Points		8	Weapon	Sabres		Size	8
Formation	First Fire	Controlled Volley	Crashing volley	Step Out	Drill	Characteristics	
Yes	No	No	-	2	3	Tally Ho!	

Artillery

Artilleria Lasagna			Type			Artillery	
Points		5/6/8	Weapon	Gun		Size	5
Formation	First Fire	Controlled Volley	Crashing volley	Step Out	Drill	Characteristics	
No	Yes	Yes	-	-	-		



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