

The Grand Alliance - The Goblins of Al-Garvey

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 Armee 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.....

Smaller and weaker than their steadfast allies the Orcs of Albion no one could accuse the Goblins of Al-Garvey of being cowards. Despite being invaded many times by their enemies including the Ferach Empire the soldiers of Al-Garvey remain devoted to the cause of freedom. Goblin troops fight in their own right and as part of the Army of Albion alongside the soldiers of Kyng Gorge III. There are a few regiment of Goblins in the service of the Ferach Empire but these traitors are in the Witchlands.

Special Rules

Slow –

The cavalry is naturally slow and cannot move at the gallop – neutral ability

Army Lists

Infantry Force
Leader II
Leader I
3 groups of 8 Goblin Line Infantry
Leader II
2 groups of 8 Guarda Real da Polissa
Leader I
1 group of 6 Goblin Cacadores
Points Value 50

Forces

Line Infantry

Goblin Line Infantry			Type			C&V	
Points		4	Weapon	Musket		Size	8
Formation	First Fire	Controlled Volley	Crashing volley	Step Out	Drill	Characteristics	
Always	Yes	No	-	-	-	Poor Shots	

Guarda Real da Polissa			Type			Regular	
Points		6	Weapon	Musket		Size	8
Formation	First Fire	Controlled Volley	Crashing volley	Step Out	Drill	Characteristics	
Always	Yes	Yes	-	2	-	Fighting Cocks	

Light Infantry

Goblin Cacadores			Type			Light Infantry	
Points		8	Weapon	Rifles		Size	6
Formation	First Fire	Controlled Volley	Crashing volley	Step Out	Drill	Characteristics	
Always	Yes	No	-	2	-	Sharp Practice	

Militia

The Terzo Auxiliaries			Type			Militia	
Points		4	Weapon	Musket		Size	10
Formation	First Fire	Controlled Volley	Crashing volley	Step Out	Drill	Characteristics	
Always	Yes	No	-	-	-	Poor Shots	

Cavalry

4 th Al-Garvey Dragoons on Lizards			Type			Dragoons	
Points		8	Weapon	Sabre and Carbines		Size	8
Formation	First Fire	Controlled Volley	Crashing volley	Step Out	Drill	Characteristics	
Always	No	No	-	1	-		

4 th Al-Garvey Dragoons on Dodo's			Type			Dragoons	
Points		7	Weapon	Sabre and Carbines		Size	8
Formation	First Fire	Controlled Volley	Crashing volley	Step Out	Drill	Characteristics	
Always	No	No	-	2	-	Slow	

Goblin Heavy Cavalry			Type			Impact Cavalry	
Points		7	Weapon	Sabres		Size	8
Formation	First Fire	Controlled Volley	Crashing volley	Step Out	Drill	Characteristics	
Always	No	No	-	2	-		

Artillery

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



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