

## The Grand Alliance - The Ratmen of Joccia

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.....*

The second nation of Greate Britorcn and the most important subjects under Kyng Gorge III after the Orcs of Albion is Joccia. A land of mountains and wild creatures the Ratmen of Joccia come in two main kinds that is Big and Small with most of the bigger Joccians being from the Highlands and the smaller ones from the warren like cities of Glasgee and Edinborgh. Ferocious fighters who make up about a third of the Army of Albion's regiments.

### Special Rules

#### *Pipe Band -*

Famed across the lands of Valon are the Joccian Pipe bands, these musicians have been known to strike fear into the hearts of enemy troops whilst raising the morale of any Joccians nearby. They are unarmed but if attacked will defend themselves with their instruments as best they can.

When activated the Pipe band can spend 2 actions playing music, the effect of this is to cause 1D6 shock against any enemy troops within 18" (roll once and share the shock among all enemy troops) whilst simultaneously removing 1D3 shock from a single Joccian group or formation within 12"

## Army Lists

Infantry Force
Leader II
Leader I
3 groups of 8 Lowland line infantry
Leader I
1 group of 8 Highland Rat Pipe Band
Leader I
1 group of 6 Joccian Light infantry
<b>Points Value 46</b>

## Forces

### Line Infantry

Lowland line infantry			Type			Regular	
Points		6	Weapon	Musket		Size	8
Formation	First Fire	Controlled Volley	Crashing volley	Step Out	Drill	Characteristics	
Always	Yes	Yes	2	2	3	Thin Red Line	

Highland Rat infantry			Type			Regular	
Points		7	Weapon	Musket		Size	8
Formation	First Fire	Controlled Volley	Crashing volley	Step Out	Drill	Characteristics	
Always	Yes	Yes	2	3	2	Thin Red Line, Sharp Practice, Aggressive	

The Guard Regiment 'Coldscreamers'			Type			Elite	
Points		8	Weapon	Musket		Size	8
Formation	First Fire	Controlled Volley	Crashing volley	Step Out	Drill	Characteristics	
Always	Yes	Yes	2	3	2	Thin Red Line, Sharp Practice, Aggressive, Stubborn	

Highland Rat Pipe Band			Type			C&V	
Points		4	Weapon	Pipes and Drums		Size	8
Formation	First Fire	Controlled Volley	Crashing volley	Step Out	Drill	Characteristics	
No	No	No	-	1	-	No Bayonets, Pipe Band	

## Light Infantry

Joccian Light Infantry			Type			Light Infantry	
Points		9	Weapon	Musket		Size	6
Formation	First Fire	Controlled Volley	Crashing volley	Step Out	Drill	Characteristics	
Always	Yes	No	-	2	-	Sharp Practice, Aggressive	

## Cavalry

Joccian Greys			Type			Impact Cavalry	
Points		9	Weapon	Sabres		Size	8
Formation	First Fire	Controlled Volley	Crashing volley	Step Out	Drill	Characteristics	
Always	No	No	-	1	-	Tally Ho! Aggressive	

Joccian Hussars			Type			Scouting Cavalry	
Points		6	Weapon	Sabres and Carbines		Size	8
Formation	First Fire	Controlled Volley	Crashing volley	Step Out	Drill	Characteristics	
Always	No	No	-	2	-	Tally Ho!	

## Artillery

Joccian Artillery			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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