



Volume

1

# *Black Powder Storm*

Version 5.0

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*Black Powder Storm*© is Gypsee Games' Tournament system.  
*Black Powder Storm – Flintloque* has been modified for use  
with Alternative Armies game: Flintloque.

**BLACK POWDER STORM© IS GYPSEE GAMES' MODULAR CAMPAING SYSTEM. IT IS CURRENTLY  
AVAILABLE FOR USE WITH THE FOLLOWING GAME SYSTEMS:**

**BATTLETECH – QUICK STRIKE RULES  
FLINTLOQUE  
MECHWARRIOR  
PIRATES OF THE SPANISH MAIN (POTS)**

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# Black Powder Storm - Flintloque

## For use with Alternative Armies game Flintloque 3rd Ed.

VERSION 5

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**Acknowledgements:** I want to thank my Kerri, for making the sun rise, the moon shine, and all the smiles. To: Kevin, me twin, the reason I still dance this dance, My gaming group: Ken, Jamie, Scott, Brian, and Randy. And finally, Trav for the gr and grins.,

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## Introducing Black Powder Storm – Flintloque

*Vis dis, dishonor, I defy you...till de end. Your dead vilt join vit me army, unt you vill die at der hunds.* – **Star Wraith** at the opening of the war

**P**ease and war, two sides of the same coin. Mordred's has ignited the fires of war. Orcs, Ratmen, Dwarves, and all manner of beings move to aid their king and country and stand ready to fight and die on the field of battle. The world looms on the brink of eternal darkness. Armies begin their march. Cities will burn, the dead will rise, and thus the face of the world will forever change. Mordred's Oaths Broken, war comes.

### You and the game

For years miniaturists have challenged each other on the battle field of honor. To most of us, we aspire to see our chosen/favorite nation succeed and thrive. We want it to grow into the dominant power and control the world/universe. Weekly games with our friends are fine, but those may not provide us with a sense of domination. For that we need to pit our skills against new players, players that we can only meet at conventions. That doesn't mean that we want to only play at conventions, just that we want to engage our enemies on a grander scale. This version of Black Powder Storm (Acronym: BPS) takes the rules from Alternative Armies' game Flintloque and creates a campaign system that allows you to participate in either a venue only campaign, or a world wide scenario driven campaign, named World Wide Event. Black Powder Storm has the flexibility to pit multiple players in combat across the world by tallying their battle report results to determine the outcome of each scenario (also called a World Wide Event), or be a single gaming group's campaign system—you decide what suites your player base.

If you participate in the World Wide Events (aka WWE) your game will be hosted by a Provost Marshal. He will record your player information and how you did in each of the events and transmit that information to the appropriate party for recording. The monthly tally will be posted on the appropriate website for viewing no later than a month after the event. This will allow you to see how your nation performs over all. If you and your compatriots do well you will see your nation to succeed and profit from everyone's efforts.

The best thing is Black Powder Storm, aka BPS, allows you to participate in the campaign using your current rule system so it is easy to learn the campaign system. BPS also brings: Mercenary Groups; (aka BFC)—change up the terrain and make it more exciting; Scenario Cards—Preset quick missions for friendly non-campaign games; new *Specialists* units—Quick Play Cards, and much more.

“Today...we, stand here and look towards the future of all things. It has been said that our destiny lies under the heel of a madman; others suggest we ally with the dark magickes, I say we claim the future for us, for our ways. We will be triumphant; we will break the shackles that are attempted. We are Joccian...fear our might. For Joccia! For her people! Arm yourselves, we go to war!”  
- Angus McBam, Aug 12 FIC0

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ICON KEY

 Valuable information

 Army Building

 Squad Leaders

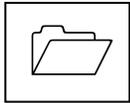
 Mission Information

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## About the “Picture” Icons

So...what are these picture icons? These icons represent important information that you will need. They are listed out above and will appear throughout this manual, pay close attention they’re important.

**Bold print words note:** The first time you see a word and it is in **Bold print**. That word has been defined and can be found at the end of the document.



### Black Powder Storm, a synopsis

What can I do during Black Powder Storm? Answer: Anything you want, whether you want to become more involved and discuss the war on the internet, create stories about your endeavors and send them to Alternative Armies for possible publication, or simply participate in the campaign, it’s all great! The forums can be found here:

<http://htcldarkside.proboards.com/index.cgi>

You will need to register to use the forums and your registered “Call Sign” will be your id for the World Wide Events.

If you’re reading this for the first time, you’re probably asking yourself: “How did I get here? How do I participate? What’s this all about?” Those are all good questions.

This is the Black Powder Storm for Flintloque 3rd Ed. It is a cross-venue, multi player campaign taking you into the very heart of the world of Valon, a world at war. You field an army in head to head scenario driven combat where you meet challenges, and face obstacles, in an attempt to claim the right to be the victor for the years’ campaign.

The conflict opens in the late summer of FIC0, with the inception of **Mordred**’s conquest for power. A Black Powder Storm season lasts one year, and includes twelve scenario driven events. The next season moves you into FIC1, the next year in **Valon**. Each month one official Event will take place at your local venue, or **Official Game Club**. Each mission you participate in will help determine your nations overall success, as the event’s outcome is registered, recorded. This is used to move the story along and help determine the future of Valon. The Black Powder Storm: will change the world’s future and bring change to the **Living-World-Map**; it will affect stories written for BPS, and when used for Gypsee Games’ games it will affect official characters known and unknown, official miniatures and more. Your **Provost Marshal**’s run the Black Powder Storm tournaments. If you’re interested in learning more about Official Game Clubs or becoming a Provost Marshal, please email us at [exarch@darkagepress.com](mailto:exarch@darkagepress.com).

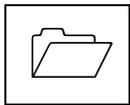
## Army Point Total

Each player starts the game with 1000 points to spend on their units, this is your **Army Point Total**. Each month when you meet (or before you get to the game) you generate an army value as stated in that month's mission. Typically it will be 300 points.

After the game you subtract the point value of units that have been destroyed from your total. The next month you simply use your remaining total to generate a new army. When you can no longer field an army due to attrition and death, you are out of the campaign. Here today... gone tomorrow.

As the campaign goes on you'll have the opportunity to refresh your army point total if you do well in an engagement (The bonus to your point total will be listed in a scenario).

At the end of the season the person with the greatest number of victories, the largest remaining army, the best control of the world wins the campaign for that year.



## The Short

“Hey...this is a huge document! Can you sum it all up quickly?”

I'm glad you asked for that. Here's the synopsis of Black Powder Storm.

Step 1: a) Join the **WWE** (World Wide Event) and become a registered player by signing up for the forums, and play in as many of the official Events as you can... remember, the more you play the better your chances are that you'll be the winner!

b) Join the **Venue Sponsored Events** and have a great time playing Flintloque!

Step 2: Understand the Flintloque 3<sup>rd</sup> Ed. Rulebook so that you can create units easily. Note: Each person has 1000 points to start their campaign with. Before each game you'll use those points to create your army for the day. Defeated/Killed units and machines are converted back into points at the end of the day's event and those points are deducted from your total, you or your Provost Marshal will keep track of your running total. When you run out of men/points... you're out of the game as a competitor, however you are still welcome to join in the action each week and simply play for the fun of it.

Step 3: Participate in the event for the month.

That's it in a nutshell. It's simply a new and exciting way to participate in Flintloque. If you don't feel like reading the rest of this document that should be fine. With the exception of the few changes that have been made. The major changes are: a point total to use each month to design your army for each event; units' point value are deducted from your overall total points available when they die; skills; **magicke**; and mercenaries. You could participate without reading the rest of this document with the help of your Provost Marshal. However, this document was written in a fun style and is an easy read...enjoy it.

## The Game Concept

Leading an elite army trained in the ways of war and politics, you engage your enemies in a desperate struggle for world domination.

We recommend that you begin by creating several units, a pool to choose from, using the Flintloque 3<sup>rd</sup> Ed. Rules, if you'd prefer you can use the pre-designed **Quick Play Cards** in the Appendix. By generating several units, a pool, to draw from you can quickly show up at your venue and assemble an army total at the game table instead of having to design the units when you arrive. This will make it easy to quickly build an army for the day using the scenario's point total.

Each month's missions will be posted both on the website, [www.darkagepress.com](http://www.darkagepress.com), and on the forums. This allows you to decide what army you'd like to use for the engagement and gives you time to generate that army. Some missions may not include you're nations force. For example: Your army might consist of the Star Wraith's Undead, but the nations in the mission are the Ferach Elves and **Otharman Empire's** Otters. That's ok; you choose which nation your figures will fight for and build an army for the day. If you win it will count as a win for the army you've chosen to support for the day, but you will also receive a win—going towards your overall wins.

When you arrive at the game store/club you'll be assigned an opponent by your Provost Marshal. You'll face that opponent in one ten turn game, or the specified number of turns as determined by the day's scenario. After the game ends your Provost Marshal will tally the wins/losses to determine a Scenario Winner. The army that scores the most wins in the day's event will be treated as the winner for the purposes of the campaign.

If you're participating in a WWE, once all of the Events have been tallied the winner for the month will be announced.

Whether you're playing as part of the WWE or simply a local campaign, the armies listed in that month's Event will score wins/losses based upon how you do. The army with the most wins will be treated as that **Event Winner** and score a win. Individual player wins and losses are reported to Gypsee Games by your Provost Marshall.

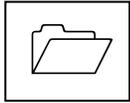
In this fashion nations will move out to conquer, moving towards their individual goal. All tournament progresses the WWE towards the final three day conflict at **Texicon**. The winner of the WWE at Texicon will receive the grand prize; second and third place winners will also receive prizes. All three winners will have their pictures posted on the Texicon website and be featured as that year's winner. If BPS – Flintloque is not being hosted at Texicon it is because there was not enough interest in a WWE, but that does not mean that you can't continue to run and play the monthly events just for fun. There may be other WWES taking place at Texicon instead. Please check [www.darkagepress.com](http://www.darkagepress.com) for a list of WWES taking place.

To be able to participate in the WWE you must become a registered player. Contact your Provost Marshal for information on how to become a registered player. WWES must be hosted by Provost Marshals in order to eligible for consideration in the WWE campaign. Send an email to [exarch@darkagepress.com](mailto:exarch@darkagepress.com) to obtain information on becoming a Provost Marshal.

## Rules

### Rule Systems

When participating in the Black Powder Storm campaign you will use the current rule system Flintloque 3<sup>rd</sup> Ed. and the most recent Flintloque 3<sup>rd</sup> Ed. FAQ, and the BPS-Flintloque rules, when playing the game. Flintloque 3<sup>rd</sup> Ed. rules take precedence over BPS-Flintloque rules unless specifically noted here in or in a scenario. In those cases this rule system, or the scenario, takes precedents over all the other rules, scenario rules take precedence over everything except BPS itself.



#### Action Points – BPS New Rule

**Action Points:** In standard Flintloque units may move and then fire, fire and then move, etc. You may only spend one Action Point on movement per turn, you may only spend one Action point on Firing per turn. When you are done spending Action Points for a unit, the unit receives an **Activation Token** and may not be given further actions this round. Black Powder Storm has changed the way in which units are activated; now each unit has two Action Points to spend each round. The action points may be spent on movement or a combat order, nothing else requires action points. When anything else requires an action point to use it will: either replace a movement action or a shooting/close combat action; or it will state that it requires X number of Action Points to use.

### House Rules

House Rules are not part of the Black Powder Storm campaign system. Although they may be useful or fun for normal games, in this campaign you must stick to the most current rules for the Flintloque game system and any special rules that are part of BPS. The reason; should a new player arrive to your venue and want to play they will not miss interpret house rules as official rules. Also, if they're already a Flintloque player and new to your venue, they shouldn't have to try to compete in an Event where they're not familiar with the rules. We also don't want to misrepresent the game system to players. So please, don't try to use house rules in tournaments.

## Skills

Predetermined armies inside of scenarios should typically be balanced, for fair game play. However, player designed armies do not have to be, nor will they always be balanced. As long as your army does not exceed the missions' total point value for the day you may design your army how ever you see fit. The only thing we ask is that you do not work towards creating armies that are unstoppable. Please keep in mind fair play and sportsmanship when designing your armies.

### Preventing Broken Armies

So... how do we handle skills and prevent players from potentially making nothing but super human type units? Simple, besides skills being redesigned so they have a prerequisite, the Army Roster will limit the type of units you can field.

Even though it is possible to still build a broken army please remember this is a gentle Orc's type of campaign and you'll want to be fair and have good sportsmanship... so don't build broken armies

## Communications

### Email

You'll send all emails regarding Black Powder Storm to [exarch@darkagepress.com](mailto:exarch@darkagepress.com).

### Email Format

When sending emails please use the following format:

Subject line: In the subject line you'll put what your email pertains to. Example: My Army, Fraud, Event for [insert date], Rules Question...etc & all. This will allow your concerns or comments to be addressed more expeditiously.

Body: In the body included as much information as is necessary. If a response is required, please allow a few days to receive the response.

Closing: Please make sure you include your full name, call sign, and mailing address/phone number.

## How do I win the Black Powder Storm Campaign?

Well... in a WWE campaign, you don't but your nation does. At the end of the Black Powder Storm the nation that has won the most events wins, they achieve their specified goal. The importance of that may not seem relevant now; however, what it will do is change the future of the world.

As the campaign progresses the map, on [www.darkagepress.com](http://www.darkagepress.com), may change and be updated. When the map does it will be base upon the wins losses of BPS WWE events thus far.

Winning a scenario in a Venue Sponsored campaign gives you a great feeling of accomplishment, its own reward. However, depending upon how your Provost Marshal handles the campaign there may be special awards. Any prize support outside of the WWE is handled by your Provost Marshal, and will depend upon how involved he wants to become in overseeing your non-WWE campaign.

## What do I win if I win Black Powder Storm – Flintloque?

That's the beauty of it... your nation will end up controlling more of the non-cannon world, reckoning with your more powerful force. You win, because your nation wins. The final WWE conflict occurs at Texicon each year. The winner of this engagement will be rewarded, and his or her nation will be too (any nation rewards are non-cannon rewards and will be reflected in the Map and non-official stories generated).

## What's this Texicon you speak of?

Texicon is a yearly game convention that takes place in Fort Worth, Texas, USA. The three day convention occurs the third full weekend of May. Their website address is: [www.texicon.net](http://www.texicon.net). Please visit them for further information on dates/times/cost/etc. This is the convention where the yearly final conflict takes places, over all winners are determined and prizes are awarded.

## Wrap up

That's it in a nut shell. The main concept is that you have a good time, you get to do it with the community that your Provost Marshal has created, and you make friends who share your enthusiasm for Flintloque.

## The Gathering Storm

Churning mud gathered under his feet as Sgt. Hargus tread up the hill towards his station. The men under Colonel McDugal seemed agitated for some reason; as if they knew, something was coming. His orders were clear; organize the men in his company and ensure that they were ready. Only a few stragglers were still out of order. *At least that damn private Vermin isn't in my company. God I'd hate to have him under my command. I don't know how his commander puts up with him. And what's with him and that cursed Dwarven weapon...every self respecting Joccian knows that our weapons are the best...bah!*

Scanning the assembled men, Sgt. Hargus knew his men and women were ready to receive their orders.

You have moved up through the ranks of the military. Along the way you have gathered people to you, been given charge of missions, gained the respect and admiration of people and populations. Your name has been spoken of with fear and admiration. Your conquests have gained you power, influence, and control. You've been to **Vilnau** and laughed at the dread within its horrific walls. Now you stand ready, to face the darkness, striving to bring light into the world... ready to fight and die for king and country.



## You and Your Army

In this campaign, you will participate over a nine-month period (December will have no Events due to the holidays, May's Event takes place at Texicon, and there are no Events in June) attempting to dominate Valon, battling opponents during official tournaments to win your nation's goal. Your army must consist of at least 80% official AA miniature. Although it is recommended that you exclusively use Alternative Armies figures we recognize that in some cases this is not possible. Please attempt to only use AA Minis for the games.

### Assemble the Troops!

Flintloque gives you the ability to generate a unit just about any way you would like to, offering you almost an infinite army list. Even though it is easy and relatively quick to design a unit it isn't something you want to do at the game table. To avoid this you should generate a fixed 300 point army that will be your fall back army, in case you haven't prepared for the day's Event. BPS also offers you Quick Play cards—building an army made simple. They are in this book's Appendix, and are also posted on the Dark Age Press website for download. So, step one of the campaign is to generate a fall back army.

You have a total of 1000 points for your over all campaign. Rather than keeping track of a complete army and trying to figure out what you have, and have lost, it is easier to work off a point system and simply keep track of your points. This allows you to build an army for each event using the **Army Roster**. Always remember, you are your nation's general. Like you, generals the world over are summoning their advisors to: tents, bunkers, basements, capital buildings, throne rooms, where ever the war room is located, and they too are preparing for the trials ahead... Valon is at war.

Unless stated in the scenario your army must follow the Army Roster's minimum/maximum unit listings.

### Flintloque Limited Edition and Very Limited Edition Figures

Please feel free to use any of the LE/VLE figures. Simply follow the Rarest Tin's description of them and simply match them up to the Army Roster's **Status**. Some LE/VLE units do not fit within the parameters of the Army Roster, use common sense and work with your Provost Marshal. LEs/VLEs may be disqualified as your Provost Marshal sees fit. An example of an LE would be Joccia's own Angus McBam. He has his own Status, Troop Type, cost, and special abilities and may be used in your army for the day, however, because of his Status and Troop Type and the fact he is an LE (Limited Edition Figure—All LEs are treated as your Captain for the day) he would be treated as the Captain for the day.

All units may attempt to have the Magicke rolls are performed in front of your Provost Marshal.

## Army Roster

Below you'll find a list of what your army may/may not contain for each event. The Status (Experience Level) listed is the maximum, you may create units lower than what is listed but you may not exceed the level listed. You may always create a unit of any type. The Skills, Traits, and Faults list the min/max available. The Rank min/max lists out what you must have in your army and how many you may create up to. Units may always have magicke if it is rolled for and achieved on the 1d10 roll, (Capitaine 1-3, Rest 1). On the chart below the Rank Min/Max lists what is required to be in your army each week. This chart below is only superseded by an event's scenario. Percentage of force refers to number of units, not point value, eg. You have 8 units: 1 must be your Capitan, 2 must be Seasoned Young Guard, and 3 of them must be Young Guard. In this example; As long as you have the points left over you may have a Lieutenant and a Marechal des Logis (Sergeant) or you can fill out the remaining army with any other type of unit.

## Advancement Points – Troop Promotions

**Advancement Points:** Troop advancement should be easy to keep track of. To this end BPS simply uses Advancement Points. You receive one Advancement Point for each victory and one for each scenario you've participated in. You may spend the points anywhere on the on the Army Roster Chart when you are building your army, keeping in mind it only applies to one unit.

For example: I have two points that I want to spend. I liked having a wizard on the field and want three. I spend one point on adding another standard wizard, now I can have three. That new wizard has to meet all of the qualifications of all the other wizards.

For my second point I want one of my Seasoned Young Guard units to be able to have a second skill. That point only applies to one unit. If I have four Seasoned Young Guards and I want them all to have a second skill it would cost me four Advancement Points.

As the Campaign moves on you'll accumulate these points, a possible total of nine event points and nine scenario win points are available. Your Provost Marshal will keep track of your wins and the number of scenarios you've participated in. This system makes advancing your troops simple. It is suggested that you not modify the Army Roster Chart, simply keep track of your points and use them when building your army.

### Young Guard, Seasoned Young Guard... how they work

When I want to spend an Advancement Point on elevating my Young Guard to Seasoned Young Guard I may do so. Simply convert one Advancement Point into 10% and subtract that ten percent from the Young Guard requirement and add that to the Seasoned Young Guard requirement.

You may not lower the Young Guard below a 10% requirement; however once they reach 10% you may then begin reducing the Seasoned Young Guard. To do this you will use one Advancement point to remove 10% requirement from the Seasoned Young Guard. The Advancement Point does not add to anything when used in this fashion, it simply reduces the requirement for the Seasoned Young Guard.

### Minimums and Maximums

Without using your Advancement Points you may only have the min/max listed on the Army Roster Chart. You may only have one Capitan, advancement points may not be used to change this. You may only have one Grand Thaumaturgist, advancement points may not be used to change this.

## Army Roster Chart

Rank	Status	Skills (Min/Max)	Traits (Min/Max)	Faults (Min/Max)	Rank (Min/Max)
Capitan	Experienced/Elite	0/3	1/3	0/1	1
Lieutenant	Average/Elite	0/2	0/2	0/2	0/1
Marechal des Logis (Sergeant)	Average/Elite	0/1	1/2	½	0/1
Old Guard	Average	0/2	0/2	½ (Ignore point reduction of 1 Fault)	0/2
Seasoned Young Guard	Average	0/1	0/2	1/3	Must be 25% of your force / no max
Young Guard	Raw	0/0	0/2	2/3	Must be 40% of your force (round down) / no max
Non-Standard Units					
Grand Thaumaturgist	Experienced (may be Elite)	3	0/2	0	0/1
Wizard	Average	2	0/2	0	0/2
Apprentice Wizard	Raw	1	0/2	1	0/2
Artillery Units	Average	0/1	0/2	0/2	0/1
Seasoned Old Guard	Experienced (may be Elite)	0/3	0/2	0/2	0/0
Specialists (BPS Merc Book)	See Unit Type	Preset	Preset	Preset	0/2

Note: **Specialists** are unique individuals with rare talents. They may be used by any Nation's army but cost 10% more for non-Merc armies (See BPS – Mercenaries).

## Skills/Traits/Faults

Tournaments are intended to be fun, fast pace, and exciting. We do not want players to abuse the rules and create inhuman armies that are unstoppable, to this end; skills, traits, and faults have limitations placed on them as is listed in the army roster. However, we also feel that a wider variety should be offered to the gamer so that he can fully customize his army. BPS-Flintloque has added more skills which you may use when creating your army.

## Skills

The standard skills have been expanded for BPS, to correct some errors and allow you a broader choice. See Appendix A for a list of BPS-Flintloque skills. Appendix A also includes all the standard Flintloque non-race specific skills, their point costs and full descriptions. If you wish to only use the skills/traits/faults listed in the Flintloque rules you may do so, the original skill/traits/faults have not been modified nor have their point costs been changed.

Skills also now have a prerequisite. This means that in order to take some skills you have to meet those prerequisites and skill points are cumulative. For example, If you choose to take Reload level two you must pay for Reload level 1 and Reload level 2, as well as meet the prerequisites for both skills.

When designing your units you'll include the skill cost in their creation. At some point you may want to upgrade your unit(s) because you want them to have more skills. To do this you'd spend your Advancement Points on increasing the Rank maximum. For more on this see *Promotion of Troops... Gaining Experience Levels* earlier in this chapter.

## Traits

BPS has not added any new traits, use standard or race specific traits.

## Faults

BPS has not added any Faults, use standard or race specific faults.

## New Troop Types (Non-Mercs)

There are four new **Troop Types** to choose from: Field Doctor, Grand Thaumaturgist, Wizard, and Apprentice Wizard.

### Field Doctor

What in the world is a Field Doctor? A Field Doctor is just that, a person skilled in the art of healing injuries. He accompanies your army as they move throughout the world.

Troop Type cost: +5 (All Races) May not be Elite.

Important Effects in Play for this Troop Type:

**Skill: Field Surgery (5 Points):** If Field Doctor is within 15cm of a unit that falls/is killed and he has no action token, then he may perform field surgery on the fallen unit. Field Surgery requires two Action Points to use. Roll 1d100, if the result is equal to or less than 30% the unit did not die and returns to the battle a little worse for the wear. The returning unit receives **Slow** (loses one Action Point this round—units with an Action Token receive Slow next round) until the end of the Maintenance Phase. The unit returns to the battle with half his starting wounds, rounded down to a minimum of one.

Not all Doctors are created equal: Subtract 10% from your roll for an Average Experience level; and 20% for Experienced or greater.

Doctors may only defend themselves with their doctor's tools in close combat. Treat their surgical implements at a Sword.

Revived unit is treated as having been killed for purposes of MC. If the revived unit is alive at the end of the 10<sup>th</sup> round its points are not removed from the army total.

## **Grand Thaumaturgist, Wizard, Apprentice Wizard and their Mercenary counterparts**

Unless your Provost Marshal is using the optional Black Powder Storm – Flintloque Magicke rules then these classes can not be used. They are meant to represent the Wizards which are still prevalent at the beginning of Mordred's reign. See chapter 6 for more information on Magicke and Black Powder Storm. See BPS – Magicke for these Troop Types and their costs.

## **I no longer have enough points to participate... now what?**

If you find yourself in the position of abject poverty (points wise) and are no longer able to build a suitable army with which to combat your opponents you may bow out of the campaign and become an NPC. Your wins/losses will no longer be tallied, and your nation will win/lose the BPS Campaign with or without you. The good news is you may now create any type of army you see fit, you become a player not participating in the BPS Campaign (see rules: Facing a non Black Powder Storm player, later in this book).

## **Wrap-up**

As you can see, you are the mastermind behind your campaign. You will strive to increase your fame, money, and power. If you are good enough, you'll be able to defeat the other generals and gain control, achieving your nation's goal. Build your army well, good luck.

## The BPS Monthly Scenario

“I haev zomting speecal for you. It is teem ta kill da bad man, unt he is a Vervulf like us. See too eet. He haz turnt ageenst us and junt Morrdred and hee ez scum.” Sgt Vlad Zarhoo

### The Scenario

During the last seven days of the month, the next month’s scenario will be displayed on the Dark Age Press website and listed on the forums. This gives you the opportunity to prepare for the coming month’s engagement. Your Provost Marshal will schedule each month’s mission’s time and date. All you’ll have to do is bring your **terrain**, dice, tape measure, figures, and your desire for victory.

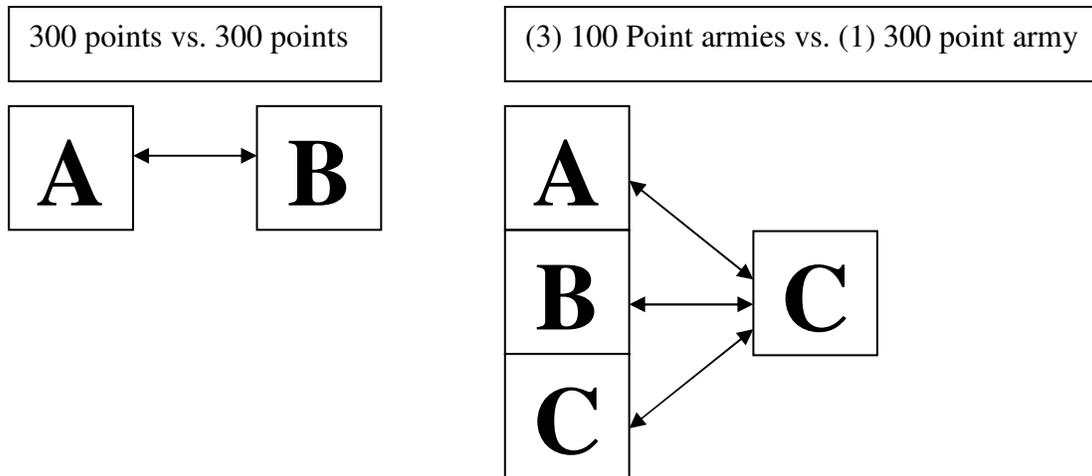
Each scenario is designed to be a head to head game. They can also be played, if you have an even number of players, as side vs. side. In the event that you have an odd number of players three people will play a game and everyone else will play head to head.

#### Table size

BPS is played on a 4’x4’ table. The reduced size works better with FLQ’s ten round game and removes unused space for a 300 point game. Larger army value games may require greater space but are not part of BPS.

### Three player games

When meeting your fellow combatants on the field of battle. Should there only be three participants you will do the following. Build a separate 100 point army. The 100 point army needs to meet all of the Army Roster Chart qualifications. Player A will face Player B using their 300 point armies. Player A, B, & C's 100 point armies will combine to make a 300 point army. Player B and C will face off (yea player B has to fight two battles... go figure. It also means that Player C's 100 point army turned on him). The battle must occur on a separate battlefield. Note: You'll want to add approximately an hour to your game time, this takes a bit longer to play.



### Facing a non Black Powder Storm player

If you are facing; A player who is not participating in the campaign (or one that was but has become an NPC), or a player that has never played Flintloque before, then your Provost Marshal will assist that player in; army creation and game setup if requested or required. The Provost Marshal will be on hand to answer questions about the rules. The Provost Marshal is not supposed to aid the player in tactical decisions—although you may do so if you wish to have good fellowship. Remember, it's more important to have fun than to obliterate a new player... which isn't fun anyway.

When facing a player of this type the game automatically becomes a standard head to head game and uses the Standard Mission Conditions, with the objective of destroying the enemy. Winner is determined as per the standard MC.

As the participant of the BPS the outcome of this battle will be used as your BPS Campaign Mission for the day and its outcome will be used as your win/loss.

## Mission Conditions:

Unless a specific **Mission Condition** is listed on the month's scenario Standard Mission Conditions will be used for the engagement.

The **Standard Mission Conditions** are: MC1: Each unit destroyed is equal to its point value in MC1. MC2: The total point value of your remaining force, plus the total point value of your opponents' units that were not killed during the engagement but were routed off the battlefield. MC3: "Capture the Flag": You gain 1 MC3 for each unit in your opponents' deployment zone at the end of the Initiative Phase. You win a MC if you have more points in that MC when the points are totaled up. In the event of a tie, the tie breaker is the winner of MC2 (most remaining forces). The scenario is won by the person with the most MCs.

## Event Rounds Broken down

### Overview

Games are played in a head to head two person format, unless otherwise specified by the scenario. Each game is scenario driven. Each scenario has MC, or mission conditions, which players attempt to secure for the win. Typically there are between two and four MCs. The winner of the day's event is the player with the most MC, in other words... you win the days engagement if you've accumulated more MC than any other player.

### Game Setup Phase

Each Scenario begins with the **Game Setup Phase**. The game setup phase is where player one is established for the first turn, terrain is placed, and your army is deployed. This is an additional phase added to the game by BPS. It has been added to allow the initial player one to choose his/her side for the mission, and provide players with the opportunity to setup the playing field. Initiative Phase is skipped for turn one, but resumes as normal there after.

### Player one and Player two

**Player One:** To determine player one both players roll 1d10 and the player with the highest roll is considered to have won that round's initiative. During the Game Setup Phase player one places one piece of terrain first, followed by player two placing one piece of terrain, and alternating until all terrain has been placed.

**Player Two:** is the person who rolled the lowest for initiative. During the Game Setup Phase player two places one piece of terrain after Player One places a piece of terrain (alternating back and forth until all terrain has been placed). After all terrain has been placed Player Two places his army, followed by Player One. After armies have been placed Player One places any infiltration units, followed by Player Two placing his infiltration units. After all terrain and units have been placed Round One begins.

## Terrain

### Terrain placement phase

**Terrain Placement Phase:** Each player brings three pieces of terrain to the scenario. It is recommended that you keep your terrain to no more than 6"x10" with the exception being a river of 3"x no more than 3'. Both players alternate placing terrain until all terrain is placed or remaining terrain may not be played. Terrain restrictions: No piece of terrain may be placed within 10cm of another piece of terrain unless it is intended to become part of that terrain. For example: Player two places a building. Player one may only place water under the building, not next to it. Player one may place a hedge row or other suitable terrain feature with the building. A non-suitable terrain feature in this example would be a mountain next to the building. Please use your common sense, all terrain placements may be overruled by the Provost Marshal. If terrain setup is detailed in the scenario terrain placement is not used as part of the setup as it has been predetermined by the day's scenario. Terrain restrictions are in effect and only over ridden by the Provost Marshal, or the scenario. Scenario terrain placement may not be overruled by the Provost Marshal.

### Terrain Types – Their Affect

Miniature games mimic the real world, they have buildings, trees, grass, water, and people and creatures. They are used to test the players' ability to command an army. Many games overlook Terrain and simply say Hindering, water, etc. Then most companies go on to briefly give the affects of that terrain. I've never liked how little affect game systems place on terrain. To increase the "realism" for BPS Scenarios the following Terrain Rules are in effect at all BPS events.

#### Hills

## Unit Placement

“Next take your miniatures, your Section of characters, and place them in [the] scenario's pre-determined area for Deployment of Troops for the game. If you are not using a scenario then each player selects a table edge or major feature (such as a building) and place[s] your miniatures within 10cm of each other and within 10cm of the table edge or terrain feature.” (Syme, Gavin and Mike White. Flintloque. Alternative Armies est. 2010).

### Initial Army Placement

**Army Placement Phase:** After terrain is placed player two places his non-infiltrating army. After his army has been placed player one places his non-infiltrating army, followed by his infiltrating army. After player one has placed his infiltrating army player two places his infiltrating army.

### Infiltration Phase

**Infiltration Phase:** After Player Two has placed his initial units, player one places any infiltration units. After player one places his infiltration units, player two places his infiltration units. After the initial game setup this phase is not used again.

## **Begin the engagement**

After all terrain and armies are placed player one begins the ten-round game. All BPS specific phases end and do not repeat following turn 1.

## **The Turn**

### **Turn Phases**

There are several standard phases in each turn. Each one can be found in the Flintloque 3<sup>rd</sup> Edition, *War in Catalucia* on page 70. The non standard phases have been added to the initial game setup but are not part of the normal turn phases after that.

### **End Game... Check Mate!**

Each scenario has fluff (a good bit of reading... fun too if you ask me) as well as the parameters for the engagement: Army Point Value Max, Terrain, Table Layout, objectives (Defender and Attacker), and MC. The objectives tell each player (Attacker and Defender) what their goal for the engagement is and what they need to do to secure each MC point.

The winner of the scenario is the person who has won the greatest amount of MC.

### **The Dead, and the end of the game**

After the game you'll follow the rules located in the Flintloque rules to find out what happens to a unit that has been killed. When they return to your army instead of gaining experience it means that their point value is not lost, instead it only reduces their loss by half.

## Scenario Types:

There are two types of scenarios; Venue Sponsored and World Wide Events (WWE). Your Provost Marshal will select the type of campaign your venue is participating in.

Venue Sponsored scenarios allow the venue to be listed on the website as a campaign venue but it doesn't afford the venue prize support or allow their results to be used in determining the outcome of the yearly BPS Campaign. This type of scenario is nice as it gets the venue listed and gives the Provost Marshal a greater flexibility to design and come up with missions that are better suited to his venue. This type of event is not part of Black Powder Storm, but your Provost Marshal may use the BPS Missions if he chooses to do so.

WWE (aka World Wide Events) scenarios allow the venue to be listed on the website as an official venue, hosting monthly official events. The event time and date will be specified by the Provost Marshal ensuring that each month's mission will take place on a specified date and time. This is a great way for your venue to gain recognition. It gives people looking for an event to have the ability to find your venue and know when to show up. A WWE scenario is one where the Provost Marshal has signed up for Black Powder Storm, an official event that allows you to help decide the fate of Valon, and fully reports the outcome of each monthly scenario. This type of campaign will allow you to help decide the fate of Valon in the future, non-cannon, fiction, next years' BPS events, and the ever changing Living Map. As these are not official events it will not necessarily affect the cannon/official world of Valon, but Alternative Army just might take the information and use it in some fashion... they're very good about supporting their customer base.

## Completing Mission Objective

### What do I get when I win the day's scenario?

From time to time we may mail out prize support to be given to the winner of the BPS event. Your Provost Marshal may work with your venue, in Venue Sponsored events, to obtain store credit—a prize for the winner of a month's mission. No one can tell what you may be awarded. The best part of all this is that you have a good time, playing with other people that enjoy the world of Valon. And from my point of view... Joccian's Rock!!!

### Can my venue charge for the event?

Although we discourage charging admission for events, it is permissible for venues to charge a nominal fee to cover their costs. It is reasonable as we take up valuable space. This is the reason we also encourage that you support your venue through the purchasing of AA items ONLY at your venue, not on line, not from a different venue, at YOUR venue. Brick and mortar stores are the only place that can host our events. They are the only place which is allowed to receive prize support. They are the only ones that: are there for you. They allow you to host your games, and have a place to play and enjoy your community of friends.... so support them! The ONLY exception to this rule is Official Game Clubs.

## Merces

### The Deserter Contract



The basic Black Powder Storm campaign rules do not alter Mercenaries units for Flintloque. There is only one, Obidiah, and he is an army. Without the BPS – FLQ Mercenaries supplement there really is no way to “hire” mercenary units. However, if your Provost Marshal is using the Black Powder Storm – Flintloque Mercenaries supplement then you’ll be able to use units such as Specialists (unique units with rare talents), and standard non-nation allied forces. If you’re not using the BPS Mercenary Rules then you’ll only be able to use your nation’s forces. For more on Black Powder Storm – Flintloque Mercenaries please visit [www.darkagepress.com](http://www.darkagepress.com) to get your copy of the rules supplement.

## Magicke

As Flintloque is a fantasy Napoleonic game, set in a world where magicke is part of the universe, it is allowed in the game play. In fact, Black Powder Storm takes place in year zero when Magicke is still a powerful force in the world of Valon. Mordred has only recently removed/broken magicke in the world. This means that magicke is more powerful in the BPS time than the current non-BPS timeline. To represent this, your Provost Marshal has the option of using the Magicke expansion rules *Black Powder Storm – Flintloque Magicke*. This optional magicke rules supplement may be downloaded from [www.darkagepress.com](http://www.darkagepress.com). If the expanded Magicke rules are not used in your BPS Campaign, then the standard Flintloque 3<sup>rd</sup> edition rules for magicke apply, with the exception that even though this is a campaign, your characters will never advance as you select new units for each engagement, and they will only ever wield Latent Talents.

## The End

“Here we are my old friend...at the end of the road. This contest may be over but I shall never relinquish the Rifle or the Sword”. – Sharke upon his leaving the field of battle outside Badjobz.

### End of the Road.

**"This is all very well and good but...how do our opponents get knocked out of Black Powder Storm?"**

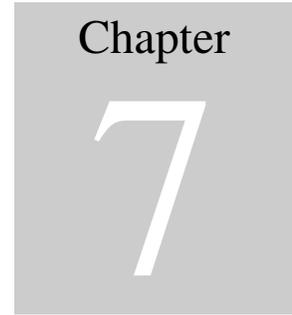
What are you crazy?!? No one gets knocked out of the game. We're a community that encompasses the entire world. We are happy to have people play in the game... but, it could be possible for a player's army to become decimated due to deaths.

#### **So what happens then?**

I'm glad you asked. This game is not designed to be over quickly. This is Black Powder Storm, a yearly world wide campaign. Roughly, half way through the campaign players will be allowed to recruit more troops and boost their army roster again. This infusion of points will take place in either Scenario 4 or 5. Also, some missions will allow the winner of the days' game to recoup some army points. Even though we do everything possible to keep everyone in the campaign it is possible to get knocked out. This happens when a player doesn't have enough points to purchase a viable army for a days' event. It is possible for someone to get knocked out of the Black Powder Storm campaign but still play in the weekly events.

#### **Nationals! What's that?**

The Nationals event takes place at Texicon each year. It's an opportunity for the players to come together and participate in the final event of the season. The winner of the Nationals Event will have struck a victory for his/her nation! In addition, there will be prizes awarded. It'll be a great time for all.



## A Final Word

To you, the participant we the Game Designers raise our glass and toast your bravery. Good luck with the game and remember the main thing is always to have fun.

Until we meet...good gaming!

- Karl "Republic's Fury" Pajak

# Appendix A

## Skill Cost Chart

Skill	Unit must be at least this Status to use	Cost
*Alert	Raw	4
*Boarding Technique	Raw	2
*Brawler	Raw	3
Camouflage Level 1	Raw	3
Camouflage Level 2	Average	5
Camouflage Level 3	Experienced	6
Disguise Level 1	Raw	3
Disguise Level 2	Average	5
Disguise Level 3	Average	10
Doctor	Experienced	7
*Dodge	Raw	4
*Duelist	Raw	3
Heal Own Wound Level 1	Raw	3
Heal Own Wound Level 2	Average	5
*Improved Command (X)	Raw	4/X
*Improved Discipline (X)	Raw	3/X
*Interrupt Fire	Raw	4
Jamminess of the Guinaleans	Average	2
Luck of the Guinaleans	Raw	3
Leap (Todoroni only)	Raw	5
Magic Level 1	Raw	5
Magic Level 2	Average	8
Magic Level 3	Experienced	10
Melee Level 1	Raw	3
Melee Level 2	Raw	4
Melee Level 3	Average	6
Miraculous Fortuity of the Guinaleans	Raw	5
Movement Level 1	Raw	3

Movement Level 2	Raw	5
Movement Level 3	Average	6
*Rapport (Name)	Raw	4
Reloading Level 1	Raw	3
Reloading Level 2	Average	5
Reloading Level 3	Experienced	8
Sabotage Level 1	Average	4
Sabotage Level 2	Experienced	5
Sabotage Level 3	Experienced (Elite)	6
Scent of an enemy	Experienced	5
*Serpentine	Raw	4
Spying	Average	8
*Stealth	Raw	5
*Tap Loading	Raw	3

Note: \* Denotes the skill is a generic skill either taken directly from the FLQ rule book or rewritten for BPS (for clarification). All generic skills have a minimum level requirement of Raw. Even though it is a generic skill you will still need to use the skill listed in this book as they may have been rewritten for clarification.

# Appendix B

## Skills

These skill descriptions have been modified from their original wording. This has been done to clarify their function. The updated skills replace those found in the rule system. The original skills may not be used during the BPS-Flintloque Campaign, unless the player is new to Black Powder Storm and has come to the tournament prepared with an army of 300pts. In that case the Provost Marshal may use his/her discretion as how to handle the situation.

Some skills now have prerequisites. These prerequisites must be met in order for the unit to obtain a particular skill. Some skills have multiple prerequisite options. No skill has more than one prerequisite; if more than one is listed they are to be considered optional skills, one of which must be held by the unit in order to take the skill being considered.

When you are designing a unit and you wish to take a skill that has prerequisites, simply purchase those prerequisites for the unit to meet the requirement. As long as the unit meets the skill min/max then you'll be fine.

## Skills, listed by alphabetically and by level

### Notes on Skill Levels

#### Raw

These are the weakest skills; however, they play an important role as some of them are the basis for higher levels skills and must be chosen in order to meet skill prerequisites.

The skills have prerequisites; however, only one prerequisite requirement need be met to be able to select a skill unless the skill specifies otherwise.

#### Average-Experienced Advancement

These midrange skills play an important part in a young officer's career. They demonstrate his/her ability to command. The skills have prerequisites; however, only one prerequisite requirement need be met to be able to select a skill unless the skill specifies otherwise.

#### Experienced-Veteran Advancement

These high level skills play an important part in a seasoned officer's career. They demonstrate his/her ability to lead and his or her battle hardened state.

The skills have prerequisites; however, only one prerequisite requirement need be met to be able to select a skill unless the skill specifies otherwise.

### **Skill List**

#### **Alert, Raw, Cost: 4pts**

This figure receives a +2 to all Activation Rolls.

Prerequisite: None

#### **Boarding Technique (Pistol Firelock only), Raw, Cost: 2pts**

When armed with a pistol this figure may use an Action Point to fire at point blank range after spending an Action Point to move into base contact with an enemy figure. The figure receives an Action Token after performing the Firing Action.

Prerequisite: None

#### **Brawler, Raw, Cost: 3pts**

This character is perfectly comfortable fighting without a proper melee weapon. He receives a +2 melee modifier if he is not armed with a melee weapon instead of the -2 for bare fist.

Prerequisite: None

#### **Camouflage Level 1, Raw, Cost: 3pts**

Characters with this skill are placed on the battlefield during the Infiltration Phase of the game and may be placed anywhere outside of 20cm from an opposing figure. This skill confers the following ability when it occupies hindering terrain, or is behind cover: Until this unit is given a movement order which moves it directly towards an enemy figure, or a move order where it bases an opponent, or it is given a ranged combat or melee combat order, then this unit is very difficult to see and target with ranged attacks, conferring a -10% to an opponents ranged target number. While active, this skill causes the unit to receive a two column shift for movement purposes, in addition to any other movement penalties incurred.

Prerequisite: None

#### **Camouflage Level 2, Average, Cost: 5pts**

Characters with this skill are placed on the battlefield during the Infiltration Phase of the game and may be placed anywhere outside of 20cm from an opposing figure. This skill confers the following ability when this unit occupies hindering terrain, or is behind cover: Until this unit is given a movement order which moves it directly towards an enemy figure, or a move order where it bases an opponent, or it is given a ranged or melee order, then this unit is very difficult to see and target with ranged attacks, conferring a -20% to an opponents ranged target number. Once it performs one of those actions this skill becomes nullified for the remainder of the game (He came out of cover into the open!). While active, this skill causes the unit to receive a two column shift for movement purposes; in addition to any other movement penalties incurred (He's hiding in the woods).

Prerequisite: Camouflage Level 1, —OR— Troop Type: Guerrilla.

**Camouflage Level 3, Experienced, Cost: 6pts**

Characters with this skill are placed on the battlefield during the Infiltration Phase of the game and may be placed anywhere outside of 20cm from an opposing figure. This skill confers the following ability when it occupies hindering terrain, or is behind cover: Until this unit is given a movement order which moves it directly towards an enemy figure, or a move order where it bases an opponent, or it is given a ranged or melee order, then this unit is very difficult to see and target with ranged attacks, conferring a -30% to an opponents ranged target number. While active, this skill causes the unit to receive a two column shift for movement purposes, in addition to any other movement penalties incurred.

Prerequisite: Camouflage Level 1, 2 and Experienced Level, —OR— Troop Type: Guerrilla and Camouflage Level 2.

**Disguise Level 1, Raw, Cost: 3pts**

The first time this unit is targeted during the game: If it does not have a reload token, or it is not currently the initiator of a melee attack, then the opponent must roll greater than a 40 on 1d100 to target this unit. This unit has disguised him/her self as the enemy. If the enemy fails he gains a Reload Token and an Activation Token (Realizing that he's about to shoot one of his own troops he pulls up at the last minute... shooting in the air).

Prerequisite: Unit may be a **Sneka**. If a unit chooses this skill, it may no longer wield range combat weapons and may only wield close combat weapons while this skill is active. It may purchase ranged combat weapons, it just may not use them.

**Disguise Level 2, Average, Cost: 5pts**

The first time this unit is targeted during the game: If it does not have a reload token, or it is not currently the initiator of a melee attack, then the opponent must roll greater than a 50 on 1d100 to target this unit. This unit has disguised him/her self as the enemy. If the enemy fails he gains a Reload Token and an Activation Token (Realizing that he's about to shoot one of his own troops he pulls up at the last minute... shooting in the air).

If this unit has only been given movement orders it also gains: A) It may not be the target of a ranged combat attack initiated greater than 20cm away. B) When this unit bases an enemy unit it may attempt to overcome the "victim". Chosen victim may not be the enemy leader and may not be an LE or VLE Unit. This unit performs a close combat attack with an extra +2 to its Melee Modifier. The winner of this close combat attack has successfully "knocked out" and hidden on the battlefield the other unit. The "knocked out" unit is removed from the game and considered part of the killed units for purposes of MCs. The Overwhelm attempt may only be performed once during the game.

Prerequisite: Unit may be a Sneka. Unit must have Disguise Level 1. This skill must be used instead of Disguise Level 1. Note: While this skill is active this unit may not use ranged combat weapons.

**Disguise Level 3, Veteran, Cost: 10pts**

This unit is not placed on the field of battle until this skill is used. When this unit uses this skill; choose one unit and replace the chosen unit with the Sneka unit. If the unit being replaced is wounded then the Sneka unit gains those wounds. If the amount of wounds exceeds the Sneka unit's wound level it is treated as though it has one wound remaining. The Sneka unit uses this ability at the end of any turn's Initiative Phase. Note: To prevent damaging another player's figure it is recommended that you mark the spot with some type of marker (a coin) then ask that player to remove the unit. After the figure is removed you will then place your unit at the marked spot and remove the marker. You may not select the army leader, an LE or VLE for this purpose. Once placed on the field this unit may act as normal. Removed unit is treated as killed for the purposes of MC but is not removed from the controller's Army Point Total.

Prerequisite: Unit must be a Sneka. Note: All Sneka Units come with this skill built in; however, it is listed here for reference.

**Doctor Level 1, Experienced, Cost: 7pts**

This unit may be given an order to heal his wounds or the wounds of a friendly unit, replacing this unit's firing Action Point. Units in combat may be healed if they do not have an Activation Token on them. Once this unit attempts the healing action it receives an Activation Token. This character must be in base contact with the unit requiring healing. This skill has no limit to how many times it may be used during the game. To perform the healing action roll 1d5: 1-3 unit receives one point of healing, 4 unit receives two points of healing, 5 Doctor failed to perform and the unit received no healing this round.

Prerequisite: Must be Unit Type: Field Doctor, —OR— The character must have the Healing Own Wound and Heal Own and Another's Wound skills. Units with this skill may not participate in ranged combat nor initiate melee combat, but may defend its self in melee combat.

**Dodge, Raw, Cost: 4pts**

The character has an uncanny ability to avoid the thrust of a sword or bayonet. When this character loses a close combat: Roll 1d10, on a result of 9 or 10 this unit dodged the melee attack and all hits are removed. This skill is useable once per turn.

Prerequisite: None

**Duelist (Section Leader Only, Pistol Weapon Only), Raw, 3pts**

The character is a master with the pistol and his cool-headedness allows him to fire accurately at close ranges—seldom enjoyed by others. When firing at the 1st column, this character receives an additional +10% accuracy bonus. It does not allow him to fire at point blank range (base to base contact).

Prerequisite: None

**Heal Own Wound, Raw, Cost: 3pts**

This unit has picked up some knowledge of healing, enough to perform basic healing on himself. This skill requires two Action Points to perform and this unit may not be in base contact with an enemy unit, also this unit may not have Hits on him after the Officer's Fortune has been used. When these conditions are met remove one wound from this unit at the end of the Maintenance Phase. This skill may only be attempted once a tournament round.

Prerequisite: None

**Heal Own Wound Level 2, Average, Cost: 4pts**

This character's ability to work with the injured on the battlefield has surpassed most. This ability allows this character to heal two wounds, either his or another's wounds. This skill requires two Action Points to perform and this unit may not be in base contact with an enemy unit. To attempt the healing on another unit it must be in base contact with this unit and may not be basing an enemy unit when the skill is used or the attempt fails. The receiver of the healing attempt may not have Hits on him after the Officer's Fortune has been used. When these conditions are met remove two wounds from the unit at the end of the Maintenance Phase. This skill may only be attempted once per game.

Prerequisite: Heal Own Wound Level 1

**Improved Command (Section Leader Only), Raw, Cost: (X)pts/Increment**

You may take this skill up to three times in increments of one each time, increasing X by one each time. X is equal to the number of extra Command Points the character gets at game's start.

Prerequisite: None

**Improved Discipline, Raw, Cost: (X)pts/Increment**

You may take this skill up to three times in increments of one each time, increasing X by one each time. X is equal to the bonus the character receives to his Discipline Score.

Prerequisite: None

**Interrupt Fire, Raw, Cost: 4pts**

When an enemy figure is being activated, but before it actually moves or fires, this character may fire at that figure. The figure using opportunity fire is now considered activated. This does not prevent the enemy figure from continuing with its activation.

Prerequisite: None

**Jamminess of the Guinaleans, Average, Cost: 2pts**

Luck be in the cards! This unit may ignore one fatal wound during the scenario. For example, if an Elf took three wounds in Melee combat after having suffered a wound already, this talent would allow the character to ignore the killing blow. However, if the Elf were hit again, then he would die.

Prerequisite: Must have Luck of The Guinaleans, —OR— Melee level 1. If character has a Troop Type: Experienced, then this skill may be chosen without prerequisites.

**Leap (Todoroni Only): 5pts**

Todoroni are excellent jumpers. In fact this Todoroni has taken jumping to a new height. When this unit moves at a Quick March or less it may Leap, and move in any direction ignoring terrain and obstacles that are two stories high or lower. This unit may perform a Leap twice per game.

Prerequisite: None

**Luck of the Guinaleans, Raw, Cost: 3pts**

Having survived several engagements this unit has picked up a few tricks that seem, to others, like good fortune. This character may re-roll one die of his/her choice during the tournament game.

Prerequisite: None

**Magicke Level 1, Raw, Cost: 3pts**

Choose two Latent talent spells from the Spell List in the Black Powder Storm – Magicke book. The character may cast these spells once per round, unless otherwise noted in the spell. Casting a spell requires an Action Point.

Prerequisite: Unit must be a Wizard.

**Magicke Level 2, Average, Cost: 5pts**

Choose one Potent talent spells from the Spell list in the Black Powder Storm – Magicke book. The character may cast this spell once per round, unless otherwise noted in the spell. Casting a spell requires an Action Point.

Prerequisite: Unit must be a Wizard and have the Magicke Level 1 Skill.

**Magicke Level 3, Experienced, Cost: 18pts**

Choose one Grand Magicke spell from the Spell list in the Black Powder Storm – Magicke book. The character may cast this spell once per round, unless otherwise noted in the spell. Casting a spell requires an Action Point.

Prerequisite: Unit must be a Grande Thaumaturgist. This skill comes with the skills: Magicke Level 1, and 2 at no additional cost, and this unit is considered to have met the requirements for those skills.

**Melee Level 1, Raw, Cost: 3pts**

This unit has begun to understand the art of close combat, and has survived a few melee encounters. This unit treats a rear attack as a side attack.

Prerequisite: None

**Melee Level 2, Raw, Cost: 4pts**

This character is becoming a deadly master of the arts of Melee combat, and may ignore any penalty incurred by one opponent he is engaged in Melee Combat with. For example, if this unit was surrounded by four enemies, then the penalty suffered would be as if he was being attacked by three enemies (i.e. attacked on the side, -3). If there were two enemies attacking this character, there would be no applicable penalty. This character must fight all units in base contact with it.

Prerequisite: One of the following: Troop Type: Guerrilla, Melee Level 1, Troop Type: Marine, Race is Ogre, Trolka, or Joccian (Highland).

**Melee Level 3, Average, Cost: 6pts**

This character is a deadly master of the arts of Melee combat. In melee combat this character receives no penalty for fighting unarmed, and ignores penalties incurred for up to two combatants. This results in having to be attacked by at least five characters to receive the “attacked in the rear” penalty and more than three to suffer an “attacked in the side” modifier.

Prerequisite: Status: Experienced and Troop Type: Guerrilla, —OR— Melee Level 2, Status: Advanced and Troop Type: Marine, —OR— Race is Ogre, Trolka, or Joccian (Highland) with Melee Level 1, —OR— Race is Ogre, Trolka, or Joccian (Highland) and has a Status of Experienced.

Bonus: If this unit is Joccian (Highland). This unit has become adept at using his tail to wield a sword or dagger and receives an additional bonus of +1 in melee.

**Miraculous Fortuity of the Guinaleans, Raw, Cost: 5pts**

This character is possibly the luckiest, spawniest and jammiest thing on two (or more?) legs! This talent allows the character to re-roll any three dice rolls once per round. This ability may also be used to force an opponent to re-roll a die roll which results in the death of this character. This later ability may only be used once during the entire Scenario.

Prerequisite: Must have Jamminess of the Guinaleans, —OR— Melee level 1 and be of an Average experience level. If character’s Status is Average, with a Troop Type: Elite then this skill may be chosen without prerequisites.

**Movement Level 1, Raw, Cost: 3pts**

This unit may ignore one negative column shift of movement penalty. This unit is adept at battle field maneuvering, and understands battlefield conditions well.

Prerequisite: None

**Movement Level 2, Raw, Cost: 5pts**

The character reaches an extraordinary pain threshold, and can still move as normal even if wounded. This allows the character to ignore wound modifiers to its movement.

Prerequisite: Troop Type: Guerrilla, —OR— Troop Type: Marine, —OR— Movement Level 1, —OR— Race is Trolka or Ogre.

**Movement Level 3, Average, Cost: 6pts**

The character reaches a legendary pain threshold and wounds don’t slow him down, he seems to simply ignore them in an almost sadistic fashion. He has been seen bleeding on the field seemingly near death and still running amok!

Units with this skill can run and fire normally when wounded; they also ignore any wound modifiers for movement purposes, and they receive an additional wound.

Prerequisite: Status: Experienced and Troop Type: Guerrilla, —OR— The character already has Movement Level 1 & 2, —OR— Status: Average and Troop Type: Marine, —OR— Race is Trolka or Ogre and has Movement 1.

**Rapport (Name), Raw, Cost: 4pts**

The character with this skill trusts the named figure with his life, and will gain a +1 to Discipline and Steady while within 15cm of the named character.

Prerequisite: None

**Reloading Level 1, Raw, Cost: 3pts**

The character has developed the talent for rapidly reloading his firelock. He may fire even though he has a Reload Token on him. However, the shot suffers from a -1 impact and -5% to his accuracy... he's tap loading his weapon!

Prerequisite: None

**Reloading Level 2, Average, Cost: 5pts**

The character's ability to re-load has been honed to a finer art than the crude nature of tap loading. Remove one Reload token during the Initiative Phase. The character may load and fire in the same turn with the following restrictions: May not interrupt fire or aim fire, and the unit receives a -10% to the hit roll.

Prerequisite: Reloading Level 1 and Character must be Average Level, – OR – Character is leader of your army or second in command and so noted on army roster.

**Reloading Level 3, Experienced, Cost: 8pts**

The character is highly efficient at reloading a weapon—skills honed to a razors edge. This character can reload and fire a weapon twice as fast as any trooper.

Remove one Reload token during the Initiative Phase and one in the Maintenance Phase. The character may reload and fire in the same turn with the following restrictions: May not interrupt fire, nor aim fire.

Prerequisite: Reloading Level 1 & 2, –OR– Character is leader of your army or second in command and so noted on army roster, and has Reloading 1.

**Sabotage Level 1, Average, Cost: 4pts**

Once per tournament game, this unit may choose a unit that has targeted this unit either for a range combat attack or a melee attack. The target unit fails his/her attack this turn. The attacker thought he/she was shooting at a friend and pulled the attack. Attacker receives an activation token.

Prerequisite: Unit must be a Specialist unit Tradorious.

**Sabotage Level 2, Experienced, Cost: 5pts**

This unit may not be the target of a direct attack until it is given an order to attack. If this unit moves into base contact with any non-LE/VLE unit it may be given an order to Sabotage. The Sabotage order may not be made against the section leader. The Sabotage order allows this unit to attempt to take over command of the unit it is basing. Perform a mock close combat attack where no damage is done. If this unit wins the combat the target comes under control of this unit. Instead of giving this unit orders give the Sabotaged unit orders until such a time as the Sabotaged unit is killed or the Sabotage is discovered.

At the end of the Initiative Phase a test to discover the Sabotage is made. The Sabotaged unit has a 20% chance (+10% accumulative per round thereafter) to discover its orders are false. Once the unit discovers his orders have been Sabotaged the Tradorious unit may be targeted by any unit for attack. Ranged attacks are made at a +15%, Melee attacks against the Tradorious are made at +3... everyone hates a Traitor.

Prerequisite: Unit must be a Specialist unit Tradorious, and must have Sabotage Level 1. This skill must be used instead of Sabotage Level 1.

**Sabotage Level 3, Experienced, Cost: 6pts**

This unit chooses a single, non-VLE or Section leader (note: LE's may be the target of the Sabotage) unit within line of sight and takes command of that unit. The Tradorous unit is treated as friendly until discovered. This unit may not receive orders as long as it controls another unit; instead its orders are given to the Sabotaged unit.

The turn the Sabotage is realized and his control is false orders are destroyed the controlled unit returns to normal, a bit ashamed and soon to be doing KP...but wiser for the experience. At the point when the Tradorous unit is discovered he/she immediately moves, at a full run, toward his/her board edge, which occurs at the point of discovery and is outside the normal turn sequence. Thereafter the Tradorous unit may be given orders as normal. Later, around the campfire, several drinks and regaling of a job well done will follow.

At the end of each round's Initiative Phase, following the initial Sabotage, a test to discover the Sabotage is made. The Sabotaged unit has a 20% chance (+5% accumulative per round thereafter) to discover its orders are false. Once the unit discovers his orders have been Sabotaged the Tradorous unit may be targeted by any unit for attack. Ranged attacks are made at a +10%, Melee attacks against the Tradorous are made at +2... everyone hates a Traitor.

Prerequisite: Unit must be a Tradorous, and must have Sabotage Level 1 & 2. This skill must be used instead of Sabotage Level 1 & 2.

**Scent of an enemy, Experienced, Cost: 5pts**

The winds blow, bringing the scents of the battlefield to your nose. There, in the building, they are... your enemy.

The character with this skill has a 30% chance to detect hidden units (including: Secretorian, Sneka, and UnWeSee units) when within 50cm of the hidden unit's position. If successful the unit is revealed. In the case of Secretorian, Sneka, and UnWeSee units the chance is reduced to 15%, if successful their special ability is cancelled).

Prerequisite: Unit must be a WoofPointer

**Serpentine, Raw, Cost: 4pts**

The character can move about erratically making a hard target of himself. If this figure has an activation token on it, all fire directed at it suffers a -5% chance to hit.

Prerequisite: None

**Stealth, Raw, Cost: 5pts**

This figure can sneak his way into enemy territory. After all figures have deployed, this figure can be placed anywhere within cover such as light woods, buildings, or behind a wall so long as it is MORE than 15cm away from any enemy figure. NOTE: BPS Clarification: This unit deploys during the Infiltration Phase of the game.

Prerequisite: None

## **APENDIX A: SKILLS**

### **Spying, Average, Cost: 8pts**

This unit is placed on the field in the Army Placement Phase. Units in cover that are in LOS of this unit receive a -1 to their cover bonus (to a minimum of 0). Units which are behind other units but at least 5cm from any other figure may be fired upon if this unit has an unobstructed LOS to the target, target receives Heavy Cover bonus.

Prerequisite: Race must be Ferach. Unit must be UnWeSee.

### **Tapload Level 1, Raw, Cost: 3pts**

See Reload Level 1

## Definitions

- Action Points:** Black Powder Storm has added the term Action Points to the game, for clarification purposes. Each figure has two Action Points to spend each round, unless otherwise specified as a character ability or special rule. After those Action Points are spent the unit receives an Action Token and may not be given further actions that round.
- Activation Token:** Any marker or counter placed next to a figure which indicates it has taken an action(s). A figure with an activation token may not be given further actions this round.
- Advancement Points:** Points awarded to BPS - Flintloque players for participating in scenarios. Each player receives one point for playing in a day's scenario and can receive an additional point if he is the winner of the day's scenario. These points are used to modify the basic Army Roster, allowing you to change what is available for you to use each week.
- Army Placement Phase:** After terrain is placed player two places his army, followed by player one.
- Army Point Total:** This is the current total of points you have to spend on your army each month. As units die their points are removed from this total, bringing your Army Point Total down to its new level after each scenario is played. If at anytime your Army Point Total reaches zero you are out of the campaign.
- Army Roster:** BPS - Flintloque's chart for generating units. It shows the minimum and maximum unit type and their skills/traits/faults allowed. The chart listed in the BPS - Flintloque book is designed to be modified by Advancement Points as the campaign progresses. Each year the Army Roster resets.
- Black Powder Storm:** Black Powder Storm is Gypsee Games' copyrighted Campaign system. It is available for many different game systems including Flintloque.
- Event Winner:** The person with the highest total of Mission Conditions for the day. In the event of a tie your Provost Marshal may either host a face off event using the same mission or one he designs, or the tied opponents may roll 1d10 and the highest number rolled is treated as the winner for the day.
- FIC0:** The Ferach, elves of Armorica, calendar date for the year zero. FIC, Ferach International Calendar. BPS's initial campaign takes place in year zero. Next campaign will take place in year 1, FIC1.
- Field Surgery:** A new skill for BPS that comes with the Troop Type: Field Doctor. This skill allows the Field Doctor to heal his wound(s) or another's wound(s).
- Game Setup Phase:** The game setup phase is where player one is established for the first turn, terrain is placed, and your army is deployed. This is an additional phase added to the game by BPS. It has been added to allow the initial player one to choose his/her side for the mission, and provide players with the opportunity to setup the playing field. Initiative Phase is skipped for turn one, but resumes as normal thereafter.
- Infiltration Phase:** The phase of the game, which only occurs during game setup. This is the phase where both players place their infiltration units beginning with player one. After all infiltration units have been placed the game begins.
- Latent Talents:** Magical powers that a unit is born. He does not have to study the nature of Magicke to hone these. They may not be powerful but when used correctly can turn the tide of war.
- Living-World-Map:** This is the map which changes after a season of campaigns. The changes are not official, unless it is a game produced by Gypsee Games. Copyrighted materials are still wholly owned by the original company. Living-World-Maps are meant to increase the enjoyment of the campaign system and are not intended to be used in any other manner. Living-World-Maps may or may not be used in a campaign. If they are used they will be available on [www.darkagepress.com](http://www.darkagepress.com).
- Magicke:** The force of the universe that courses through all life. It binds and infuses all beings with its energy. Mordred is attempting to break magicke apart and replace its power with Technology and the Black Powder fireloque.
- MC:** See Mission Condition
- Mission Condition:** Are the points accrued by the players to determine the winner of a monthly scenario. See Standard Mission Conditions for fixed conditions.
- Mordred:** Mordred is the ruler of the Ferach. In FIC0 he took the ring of power from his mother, and broke magicke's hold on the world. He ushered in the black powder revolution and the age of reason.
- NPC:** Non Player Character. An NPC is a person who plays in a BPS game but is not participating in the BPS Flintloque campaign.
- Official Game Club:** A group of players that do not have a Venue within 20 miles that is willing to carry Alternative Army products. To become an Official Game Club you must meet certain requirements. Contact Gypsee Games for details.

## DEFINITIONS

**Otherman Empire:** The nation of Otters, located in the shifting sands of Aegypt. The proud Ottermen control a vast Empire of mountains and endless sands. They ally themselves loosely with the Grand Alliance when it suits their needs, but their real.

**Player One:** Each round player one is determined by both players rolling 1d10, the player with the highest roll is considered player one for the round. For the initial game setup Player one places terrain first, his army second, and any infiltration units first. Once terrain and units are placed round one begins with Player One receiving the first opportunity to activate his units.

**Player Two:** Is the person who rolled the lowest for initiative. During the Game Setup Phase player two places one piece of terrain after Player One places a piece of terrain (alternating back and forth until all terrain has been placed). After all terrain has been placed he places his army, followed by Player One. After armies have been placed Player One places any infiltration units, followed by Player Two placing his infiltration units. After all terrain, and units have been placed Round One begins.

**Provost Marshal:** Gypsee Games' official volunteer hosting and reporting the BPS events being run at your venue. The Provost Marshal's rulings are final. If you have an issue with your Provost Marshal please send an email to [exarch@darkagepress.com](mailto:exarch@darkagepress.com), include the name of your venue, the date of the event, and what issues you are having.

**Quick Play Cards:** Pre-generated cards with everything you'll need to run the unit listed on the card.

**Slow: OUCH!, or Ooops!, or ....** Something has happened to the unit this round. This unit loses one Action Point to spend. After spending one Action Point this round this unit receives an Activation Token.

**Sneka:** This is a Specialists Unit. The information on this unit is located in the BPS - Mercenaries book. If your Provost Marshal is not using the BPS - Mercenaries book then this unit does not apply to the game.

**Specialists:** Unique pre-designed units which are available in the BPS - FLQ Mercenaries book. These units can be hired for the day by your army and allow you to enrich your army by adding unique flavor to it. For more on Specialists see the FLQ - Mercenaries book.

**Standard Mission Conditions:** The fixed point values and settings for winning a Scenario. There are three Mission Conditions, aka MC. See Chapter Three for further information.

**Star Wraith:** The ruler and absolute controller of the Witchlands. His power extends throughout the land. His cold grasp can be felt throughout the entire region.

**Status:** In the War in Catalucia book the definition for Status gets confusing. Therefore in BPS Status is defined as; The characters' level of experience: Raw, Average, Experienced, Veteran, or Legendary. Irregardless of a characters experience level they may also have the additional Troop Type Elite. For example: You could have a Raw Elite Civilian, where Raw is the characters' level and both Civilian and Elite reflective his Troop Type.

**Terrain Placement Phase:** After players have determined player one, but before the Army Placement Phase.

Beginning with Player One, players alternate placing one piece of terrain until all terrain has been placed. This is an additional phase added to the game by BPS to allow players to build the battlefield. If a battlefield has been detailed in a scenario this phase will be omitted. This phase only occurs during game setup.

**Terrain:** Terrain mimics the world. It is the rivers, forests, buildings, grasslands, etc & all, where the missions take place. Terrain is brought to the game by the players. The means for making terrain are so varied and many that its construction shall not be discussed here. Suffice to say that It is recommended that you keep your terrain to no more than 6"x10" with the exception being a river of 3"x no more than 3'. When building the battlefield both players will alternate placing terrain until all terrain is placed or remaining terrain may not be played. Terrain restrictions: No piece of terrain may be placed within 10cm of another piece of terrain unless it is intended to become part of that terrain. For further information on placing terrain see Chapter 3.

**Texicon:** A national convention that takes place each year in beautiful downtown Fort Worth, Texas USA. This is where the final events take place. Texicon's website can be found here: [www.texicon.net](http://www.texicon.net).

**Troop Types:** On page 46 of the War in Catalucia rule book Troop Type is defined as "Once you have a Fantasy Race you need a Troop Type, these are found on pages 66-68 and are either Infantry, Cavalry or Artillery." This definition means that a Troop Type is one of the three. However, the rules book goes on to define and use Troop Type to mean what the unit does. For example: Troop Type Regular (page 67) and then lists out how that Troop Type affects the character. To alleviate confusion generated by the rules book, in BPS Troop Type is defined as: This is the type of troop the character is, what he has been trained to do. It ranges from a Regular troop to a seasoned and well trained Grand Thaumaturgist. Flintloque Troop Types can be found in the War in Catalucian rule book beginning on page 66

**Valon:** Valon is the world which Flintloque and Slaughterloo take place.

## **DEFINITIONS**

Venue Sponsored Events: These are events that someone not associated with BPS - Flintloque designs, or simply uses the events designed for use with the WWE's. These events take place very loosely and are not recorded, nor sponsored, by Gypsee Games. If you'd like to find a local venue hosting a WWE so that you can win prizes and get involved in changing the world send us an email or have the person volunteering to host the events get in touch with us so that we can register your venue.

Vilnau: Vilnau is a city, mentioned in Alternative Armies' Flintloque and Slaughterloo books. It was never detailed in a campaign setting, nor in a mission/scenario until Mike White produced 60 Bloody Rounds (which sadly only ran for two issues). In issue 1 & 2 Vilnau was detailed. It is a city in the Witchlands, an empty city filled with riches and death.

World Wide Event: There are two ways to participate in a BPS campaign, 1. Venue Sponsored or 2. World Wide Events.

WWE: World Wide Events

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## Army Roster Chart

Rank	Status	Skills (Min/Max)	Traits (Min/Max)	Faults (Min/Max)	Rank (Min/Max)
Capitan	Experienced/Elite	0/3	1/3	0/1	1
Lieutenant	Average/Elite	0/2	0/2	0/2	0/1
Marechal des Logis (Sergeant)	Average/Elite	0/1	1/2	½	0/1
Old Guard	Average	0/2	0/2	½ (Ignore point reduction of 1 Fault)	0/2
Seasoned Young Guard	Average	0/1	0/2	1/3	Must be 25% of your force / no max
Young Guard	Raw	0/0	0/2	2/3	Must be 40% of your force (round down) / no max
Non-Standard Units					
Grand Thaumaturgist	Experienced (may be Elite)	3	0/2	0	0/1
Wizard	Average	2	0/2	0	0/2
Apprentice Wizard	Raw	1	0/2	1	0/2
Artillery Units	Average	0/1	0/2	0/2	0/1
Seasoned Old Guard	Experienced (may be Elite)	0/3	0/2	0/2	0/0
Specialists (BPS Merc Book)	See Unit Type	Preset	Preset	Preset	0/2