

The Othari

(An unofficial rules supplement for 3rd edition Flintloque)

I developed this supplement because I like the Othari miniatures and the “Blood on the Sand” rule book is a little way off. The ideas have come from 2nd edition supplements which I have upgraded and my own ideas for the 3rd edition game.

Othari Skills, Traits, Flaws

Here is a unique list of skills, traits and flaws which can be chosen by an Othari.

Othari Skills

Warrior’s Charge (Not Mounted): An Othari with this skill is well trained in melee and when he charges into melee (must have moved at Double or Quick March) he gains a +1 to melee on the first turn of combat.

Cost: 2 Points.

Whirling Attack (Not Mounted): The Othari has trained with the dervishes and has learnt some of their martial arts’ secrets. If the Othari wins a melee he may move to engage another enemy in melee that must be within 10cm of him (once per turn).

Cost: 9 Points

Othari Traits

Tough Fur: The Othari fur coat is very matted which gives the Othari additional protection. Add +1 to all his Steady Checks.

Cost: 4 Points.

Sure Footed: The Othari is used to moving across un-firm ground in the desert and classes rocky areas, ploughed fields and deep sand as Clear Terrain.

Cost: 4 Points.

Othari Flaws

Thievery (Not section leader): If the Othari kills an enemy character in melee and there is no enemy or his section leader is not within 20cm, he will search the body of the enemy character for any loot in the following turn for his Action.

Points Deducted from Character: -3 Points.

Water Shy: The Othari has never learnt to swim and does not receives the benefits of the National Characteristics.

Points Deducted from Character: -4 Points.

Whirling Durvishes Kit

The Whirling Durvishes are specially trained Othari who are skilled in the use of the Sanbid (A large curved sword). Trained in a martial art of meditation which allows them to become one with their weapon and able to leap around the battle with lethal results. The following Skill and Trait can be chosen by a Durvish.

Whirling Durvish Skill

Mesmerise Attack: The Dervish has trained for years in his martial arts and for his Action may enter melee with any enemy figure within a 10cm radius of him (Do not move the Dervish figure). If he wins the melee he may attack another enemy figure within 10cm. If he loses or draws, his action finish and move Dervish figure to where he lost or draws.

Cost: 6 Points.

Whirling Durvish Trait

Mesmerise State: The Durvish is more aware of what is going on around him and can ignore the first modifier for being outnumbered in melee.

Cost: 2 Points.

Othari National Characteristic

Natural Swimmer: All Othari can swim across water and treat it as Clear Terrain, but rough water is treated as Difficult Terrain.

Othari Bow

Either the lack of firelocks or just because they prefer them, some Othari still use the bow.

| Othari Bow | | | |
|---|-------------------------|-------------------|---------------------|
| 1 – Double March | 2 – Quick March | 3 – Slow March | 4 – Half Step March |
| No Fire Allowed | Fire with 1 Right Shift | May Fire | May Fire |
| 60 / 3 | 50 / 3 | 20 / 2 | - |
| Short 0cm-15cm | Medium 15cm-45cm | Long 45cm-60cm | - |
| Weapon Size: Any. Own Nation: Othari. Special Rule: Never receives a Reload Token. | | | |
| Points Cost | Own: 3 | Allied: 6 | Other: 8 |

Othari Matchlocke Firelocks

Othari firelocks are published in the 3rd edition Grapshotte rule book (page 82), but I suggest the following rules and alterations.

- The Othermann Jezail and Camelry Jezail take a little extra time to aim because of their length, so modifiers to their profiles as follows; No firing allowed at Quick March and firing with 1 right shift at Slow March.
- Because all Matchlocke Firelocks have a burning match cord, it is easier to target Matchlocke armed characters in low light or at night, so reduced the low light and night time accuracy modifiers by 15% from Grapshotte (page 21).
- There is 1 in 10 chance each turn if a Matchlocke is out in the rain the burning match cord will be extinguished. Place a Reload Token on the character.

Othari Armour

Some Othari still wear armour. A Shield or a Breast Plate adds a +1 to an Othari steady checks while in melee or against bow fire (and other primitive missile weapons).

Cost: 3 Points.

Camels

Camels are desert dwelling creatures so class scrubland and deep sand as clear terrain for movement and because they are larger than a horse, they can scare them, So if a Horse comes within 20cm of a Camel for the first time its receives a Shaken Token.

Bibliography

This rules supplement is based on the following:

- Grapshotte – Expansion Book
- Orcs in the Hill Magazine (Issue 9) - Storm from the Desert.
- The Othari of Aegypt (PDF 2004).
- A Chance of Ruination (PDF 2004).