

The Swizzic Republique

*An unofficial rules supplement for Flintloque
By the [Notables](#) news group*

The Swizzic of Valon are mostly Mountain Elves, ruled by Gnomish overseers from Zoorik. The Gnomes control the pay and the money being rather more interested in money than war, and unlike their strange Neiderlunder “brothers” who have an affection towards Tulips and keeping mind altering herbs (both of which are dug up by Burrovians, but we will leave that to another article!) they have little interest in gardening.

The Gnomes of Valon (from Zoorik and Neiderlund), being smaller than Halflings, rarely fight, but sometimes make very good officers or musicians and even sappers, artillery crew and rarely “special ops” Light Infantry. The Mountain Elves are a key component of Mordred's forces in Catalucia and they also fight on the Kartoffelburg front.

The Mountain Elves are slightly taller than High Elves from Armorica and have silvery-grey hair unlike the High Elves who are mostly Blonde, Dark Elves who have dark or black hair and the Wild Elves which are often flame-haired or brown. They are usually as strong as a Wild Elf, but not accustomed to the woods (they prefer to scramble rocks quickly to scout the rocky landscape of Switzerland, which is arguably where the term “mountain elf” comes from), they can also ride horses, unlike Wild Elves. They are also well equipped and very well trained. The Zoorik Gnomes make sure of this to get the maximum pay from Mordred. Mordred, as he favours them, also helps equip them as if they were his own.

Skills, Traits and Flaws

Skills

Sharpshooter: The figure has been well trained in shooting and if he is within 30cm of his section leader add +5% to his accuracy.

Cost: 2 points.

Automaton Controller: The figure has the knowledge and the skill to program an Automaton. See the Clockwork Automaton's chapter for details.

Cost: 6 Points.

Traits

Mountaineering: The figure lived in the mountains in his early life and class moving through rocky terrain as Clear Terrain and as Heavy Cover.

Cost: 5 Points.

Gardener: The figure is an excellent gardener of flowers and herbs since his youth and knows how to use them to make a healing ointment. At the start of the game he has D5 doses of the ointment. He may use a single dose of the ointment to heal a single wound of his or another figure per turn. It takes him a turn to apply the ointment and he must be in base contact to apply it to another figure.

Cost: 6 Points.

Flaws

Chocolate Addict: The figure has a great fondness for Chocolate and will have a nibble in the mist of battle. There is a 1 in 10 chance each turn that he is having a nibble and will be too busy to perform any actions that turn.

Points Deducted from Character: -2 Points.

No Pay No Swizzic (Apply to all in Section): There is a chance that the Section has not been paid and will refuse to work. After the Section is placed on the table, check if they have been paid. There is a 1 in 10 chance they have not been paid and the effect on the Section is that their total Command Points is reduced by one and they have a -1 modifier to their initiative for the rest of the game.

Points Deducted from Character: -2 Point from every character in the section.

Taking this Flaw allows the section to have a Shop-Steward.

National Characteristic

Yodelling: One per game a whole Swizzic Section can yodel together in the initiative phase. This cause D5 target enemies anywhere on the table to be frightened, place a Shaken Token on each target, but the least experience figures first, but the number of frightened figures cannot exceed the number of Swizzic figures yodelling.

Shop-Steward

The Shop-Steward is only allowed if the section has taken the Flaw; “No Pay No Swizzic”. His Job is to make sure that all paid-up members of the Army Union are well care for and well paid, and not let the Generals grind them down. The Shop-Steward is one of the members of the Section, but cannot be a leader of the Section. The Shop-Steward can purchase the following additional Skills and Traits.

Skills

Renegotiate Pay: The Shop-Steward can rally shaken troops once per game and can remove D5+2 Shaken Tokens off any figures within 30cm of him.

Cost: 6 Points.

Settle Grievances: Once per turn for his action the Shop-Steward can rally a single figure while in base contact with them and can remove one Shaken Token from that figure.

Cost: 4 Points.

Traits

The Union is Mother and Father: The Shop-Steward gives his Section more confidence and adds +1 to discipline to all figures within 15cm of him.

Cost: 6 Points.

Cuckoo Clock: The Shop-Steward owns a Cuckoo Clock. The clock allow the Shop-Steward to tell the time and once per game to call for a “Fondue Break” in the initiative phase which increases productivity the Section, this adds +2 to their initiative for the current turn and also adds 2 Command Points to the current total, but they cannot be recovered when spent.

Cost: 4 Points.

Musician

Musicians of the Swizzic Army use an Alphorn and because of the horn design it is possible to extend the range of its sound by the Musician purchasing the following skill.

Big Lungs: The Musician is skilled in playing an Alphorn and can increase its effective range to 30cm.

Cost: 4 Points.

Clockwork Automatons

There is one thing for Gnomes do to show their Clockmakers skills off is to build a Clockwork Automaton. Most Automatons are made as servants, but a few have ended up in the army.

All Automatons must have a controller (with the Automaton Controller skill) who keeps it wound-up and programs it to do tasks. To program an Automaton there are a number of levers under a panel in its back which the Controller moves to program it. An Automaton can be programmed with the actions for the next 4 turns (write them down) by the Controller or it can be programmed just to follow the Controller until it is reprogrammed. If it has no actions to perform it will just stand still. It takes the Controller 1 turn to program an Automaton. There is a 1 in 10 chance per turn that Automaton has wound-down and cannot perform any actions until the a Controller winds it up again. It takes 2 turns to wind-up an Automaton.

The Automatons Troop Type is Regular and their Experience Rating is Average. They never receive Shaken Tokens and do not receive any modifiers for Section Leaders, Standard Bearers, and Musicians or from Command Points.

All Automatons are unique creations and can be equipped with either a melee weapon or a Clockwork Rifle.

Melee Weapon: The Automaton can be armed with any single melee weapon.

Cost: As weapon.

Clockwork Rifle: The Automaton has been armed with a Clockwork Rifle which works off the Automaton clockwork motor and has an automatic loader which reduces the rifle reloading time to 1 turn.

Cost: 6 Points.

It is quite possible that there are other types of Automatons which has been built by the Gnomes like an Automaton Mount (no programming required and the rider can wind it up).

The Armoury of the Swizzic Republique

Clockwork Rifle: The Rifle is clockwork powered which has to be wound-up by a hand crank and then loaded with shot. It is a well crafted rifle weapon made by the Clockmakers of Zoorik and can be loaded with two shots so it can be fired for two consecutive turns before its needs to be reloaded, but lacks the range of other nation's rifles.

Clockwork Carbine: The carbine is clockwork powered which has to be wound-up by a hand crank and then loaded with a shot. It was invented by the Clockmakers of Zoorik as a Carbine for the Gnomes, but because of its size, races of bigger in stature calls it a pistol.

Fondue Grenade: The grenade was an invention of a mad cheese loving Gnome. When the grenade explodes it covers the target in melted cheese. The effect on the target is -1 to melee, -10% to accuracy and half movement for the rest of the game.

Swizzic who are employed by the Ferach army who have been issued with Ferach Firelocks pay the same points as the Ferach.

Clockwork Rifle			
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
75/4	55/3	25/2	-
Short 0cm-15cm	Medium 15cm-45cm	Long 45cm-60cm	-
Long Reload - 2 Turns. Weapon Size: Elf or Bigger.			
Own Nation: Swizzic. Special Rule: May be fired twice before reloading.			
Points Cost	Own: 4	Allied: 6	Other: 9

Clockwork Carbine			
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
65/3	35/2	-	-
Short 0cm-15cm	Medium 15cm-45cm	-	-
Weapon Size: Gnome. Own Nation: Swizzic.			
Points Cost	Own: 3	Allied: 4	Other: 7

Fondue Grenade			
1 – Double March	2 – Quick March	3 – Slow March	4 – Half Step March
No Throw Allowed	Throw with 1 Right Shift	May Throw	May Throw
50/ -	30/ -	-	-
Short 0cm-10cm	Medium 10cm-30cm	-	-
Special Rule: Covers target with Fondue. Effect on the target is -1 to melee, -10% to accuracy and half movement for the rest of the game. Grenade. Own Nation: Swizzic.			
Points Cost	Own: 3	Allied: 6	Other: 10

Clockwork Mine: The Clockwork Mine is much more reliable than a normal mine because there is no fuse, but somebody must set the timer (write down how many turns before it explodes), place the mine and then quickly walk away.

The Swizzic Statistics Tables

Race	1 Double March	2 Quick March	3 Slow March	4 Half-Step March	Steady	Wounds	Discipline	Melee Mod.
Mountain Elf	28	21	14	7	2	2	+2	+2
Gnome	18	13	8	4	3	1	-1	0
Automaton	16	12	8	4	6	2	+6	+4

Cavalry	1 Double March	2 Quick March	3 Slow March	4 Half-Step March	Tough	Wounds	Melee Mod.
Goat	42	36	24	12	4	1	+1
Automaton Mount	34	28	18	8	6	2	+2

The Swizzic Points Tables

Race	Raw	Average	Experience	Veteran	Legendary
Mountain Elf	14	20	28	34	42
Gnome	12	18	25	31	38
Automaton	45				

Race	Regular	Light	Militia	Grenadier	Marine	Cavalry	Gunner	Irregular
Mountain Elf	-1	+3	-3	+3	+8	+3	+3	+5
Gnome	+1	+3	-5	N/A	N/A	+12	+2	+3
Automaton	N/A							

Race	Guerrilla	Civilian	Engineer	Sapper	Guard	Mounted Infantry	Elite
Mountain Elf	+4	-4	+7	+4	+5	+8	+4
Gnome	+4	-4	+5	+3	N/A	N/A	+4
Automaton	N/A						