

FLINTCLOQUE

- DEATH IN THE SNOW -

5002 DEADLOQUE

FREE ARTICLE GIVING THE CHARACTERS
STATISTICS FOR 3RD EDITION FLINTCLOQUE
USE IN 5026 DEATH IN THE SNOW
AND 5024 ESCAPE THE DARK CZAR

Gerard and his Elves have been separated from the main body of the retreating 1er Armee du Norde and now find themselves battling for their lives against a group of Undead led by the ruthless Vampyre Officer Grigori Dracsul. Dracsul has sworn to kill Gerard and his Elves. The Vampyre and his minions search the tundra of the Witchlands in an effort to find them. Here are the updated 3rd edition rules and statistics for the characters on both sides so that you may use them in your games. Find these miniatures in the 5002 Deadloque set.

If you wish to read more about Gerard then have a gander at the classic 5002 Deadloque digital book from 1998 by Mike Roberts. In 3rd edition the story and game is taken up by 5026 Death in the Snow where rules for Zombies, Skeletons and other Undead are found as well as character creation plus full rules. There is another group of fleeing survivors of the Grande Armee which can be taken command of in 5024 Escape the Dark Czar beginners set. General Saindoux and his band of survivors. What would happen if Colonel Gerard and General Saindoux met up, joined forces and pitted their metal against the Witchlands?



Sergeant Adrien Bourgogne

Separated from his unit, the 1st Velite Grenadiers de la Garde Mordred, Bourgogne is a seasoned soldier and has fought alongside the Emperor since the creation of the Ferach Empire. Cut off while wounded he was found dying by Colonel Gerard who managed to restore him to full health. Now fully recovered despite scant medical supplies the Sergeant is very loyal to his new section and will never abandon them.

This character is a Ferach Elf who is a Veteran, Elite, Regular type. He is armed with a Ferach Elf Musket and a Sword. With his special rules as outline he costs 52 Points.

Special Rules: Super Loader this character has been fighting the Undead for a long time and he knows that often the first shot counts for the most. The first time the character fires his firelock weapon it is treated as normal except that the impact rating of the weapon is increased by +1 at all range bands. Don't Fear the Reaper this character is not phased by the sight of Undead or Vampyres and as a result these two types of characters cannot inflict a Shaken token upon the character except as the result of melee or ranged attacks.



Colonel Etienne Gerard

The youngest colonel of the 10th Crown Hussars, Etinne's meteoric rise has mirrored Mordred's own. One of the Emperor's favourites he was promoted to colonel immediately before the invasion of the Witchlands. Many senior officers in the regiment were concerned believing him too young and inexperienced for senior command. Since the attack on the Grand Armee du Norde and the decimation of his cavalry at Moskova he has been leading a fellow group of stragglers cut off from the Armee during the storm. The Colonel continues his search for the rest of the force and keeping his forgotten heroes out of the icy grip of the Dark Czar Aleksander.

This character is a Ferach Elf who is a Legendary, Elite, Cavalry type. He is armed with an Exquisite Sword and a Ferach Elf Duelling Pistol. With his special rules as outlined he costs 77 Points.

Special Rules: When in battle against the Undead each turn the player controlling the Undead loses 2 Dread Points from his accumulated total as long as Gerard is alive; as the Colonel is very effective now in fighting Zombies. Astonishing Reactions this character is a superb soldier and once its actions are complete and an activated token is placed the player may roll a D10 on a result of 1 the token is removed and the character may activate again as if the first activation never happened.



Lancer Dumont Gaharis

His mount having been shot out from under him Gaharis has joined Gerard's unit in an attempt to regain the honour he feels he has lost during the retreat. Gaharis lost his mount and fled from an attack by Undead Cavalry while his unit was butchered standing their ground. Feeling that he should have died alongside them Gaharis fights on determined to sell his life dearly to make up for the shame he feels for surviving that day.

This character is a Ferach Elf who is an Experienced, Regular type. He is armed with a Ferach Dragon Musket and a Lance. With his special rules as outlined he costs 39 Points.

Special Rules: Nerves of Steel if this character is about to take a Shaken token...roll a D10. On an 7 or more the character does not get a Shaken token.



Corporal Lamond Adragain

Adragain experienced the massacre of his battalion during the initial Undead assault and escaped only because he hid under the corpses of his fellow Elves. The dead bodies disturbed him and thus he can be a little unpredictable as a result.

This character is a Ferach Elf who is an Average, Regular type. He is armed with a Ferach Musket. With his special rules as outlined he costs 21 Points.

Special Rules: Induced Cowardice this character gets -1 to Steady and -1 to Discipline ratings during play.



Private Jardine Perimones

Perimones has seen little action thus far having only seen action for the first time at Moskova. His brother Antoine was in the same regiment until he was mortally wounded during the initial Undead attack. Jardine stayed behind taking the time to bury his brother determined that the Undead would not be able to reanimate him. He himself was saved from certain death by a timely arrival of Gerard and his Elves.

This character is a Ferach Elf who is an Raw, Regular type. He is armed with a Ferach Musket. With his special rules as outlined he costs 20 Points.

Special Rules: Good Shot meaning a +5 % modifier on all shooting columns for the character.



Artillerie Gunner Armond DeGalis

A gunner from the 9eme Artillerie de Ligne the guns of his battery were abandoned early during the onslaught of Aleksander's Undead Legions. Becoming lost in the storm he then met up with Gerard and the band of survivors and now believes that the only way to recover the honour of the lost cannons is to fight and die a hero.

This character is a Ferach Elf who is an Raw, Gunner type. He is armed with two Standard Pistols. With his special rules as outlined he costs 27 Points.

Special Rules: Jamminess this character has some uncanny luck. He can re-roll any ONE die roll during the entire scenario at a time of his choosing these being his own or any other character's rolls both friend and foe.



These are the six Elves of Gerard's section and you can add to them with any other Ferach Empire forces such as 51504 Elf Line or 5103 Velite Grenadiers de la Garde or any smaller pack such as 51036 9eme Regt de Ligne Fusiliers. Additional characters created are put onto your roster and Gerard commands them.

Grigori Dracsul's Undead are accompanied by a liche of the dreaded Kommissariat Graviski Bureov who aids the Vampyre in keeping his risen troops in order and also to ensure that Dracsul himself follows the orders of the Dark Czar...



Count Grigori Dracsul

Vampyres often vie with each other for prestige and for position with the most successful gaining court and influence at the highest level. Being not of the first order Grigori Dracsul commands respect from minions and little more. He is well aware that should he fail in rounding up or destroying the fleeing Elves it is likely that Stalinov will dispense with him. But he also knows that if he returns to Moskova with a fine collection of enemies destroyed he will get glory from that. So it is all or nothing for his fangs to get on in this frozen world.

This character is an Average Vampyre armed with a Sword and Standard Pistol. He has the trait 'Vampyric Dexterity' as per 5025 Death in the Snow. He has two Blood Magic Spells which are 'Mass Deceit' and 'Essence Drain' which are on page 79 of Death in the Snow. He costs 81 Points.



Stalinov the K.G.B Liche

This character is a standard racial type Liche and behaves in play as a typical Liche in terms of controlling the Undead and preventing Brain Freeze. However having been so long in the service of the Dark Czar there are two traits Stalinov has developed. He may once per game project his tortured mind upon a mortal target up to 40cm away. It automatically succeeds. This fills the target with horror and makes them drop their weapons and remain motionless for two turns and unable to act. Stalinov has been around so long that if he is killed in play he automatically succeeds in transmogrifying back into the corpse of another Undead character of his choice in the next turn. He costs 72 Points.

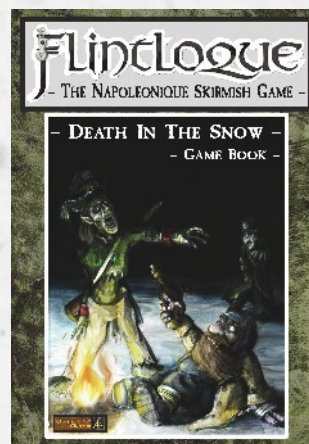
See 5026 Death in the Snow for the full rules on Liches in play and the accumulation and use of 'Dread' to give actions to Undead sections.



The bulk of the Dark Czar's troops are the Undead. Brought back to life by the insidious magickes of the Graviski Reanimator Unit these Zombies, Skeletons and others are slaves to the will of the Liches and in turn to the master of the Witchlands himself. While the extreme cold and snows slows the rate at which the Undead decay it does not halt it entirely.



As time passes fresh new Zombies become tired and worn before as more days are seen they become Skeletons and then eventually fall back to the soil to rest eternally. The fate of an Undead Soldier is sealed from the start as sooner or later they will die again.



See 5026 Death in the Snow for the game mechanics in play and between games for the Undead. Generally freshly reanimated Zombies are the finest troops to use with Skeletons being the weakest. Some Zombies still harbour memories of life and this must be purged from them before tears freeze on deathly pale cheeks. This does not last however and ragged fleshless skeletons are little more than motors driven on until collapse.

The Deadloque Set contains five different Zombies as well as three Skeletons and it is up to you in your scenarios to know or to create the statistics of these Undead. As to why some risen soldiers have names and others do not..well...it is down to Vampyres and their ego's. Few will give a fresh Zombie a name but as time passes a name might be given if the mobile corpse catches a musket ball meant for their officer.

55003 1ST GRAVISKI INFANTRY



As with the mortal characters you can expand your forces from the Deadloque Set with ease. You have an Officer and a Liche so its time to gain more Undead soldiers. A firm favourite is 55508 Zombie Line which gives you fresh and worn Zombies. 55003 1st Graviski Infantry for rather worn Zombies. 55007 Moskova Volunteers expands your Skeletons and 5005J Madame Boniface will give you a characterful Zombie too. Your section can become huge and unstoppable in their pursuit of the mortals. From there you can add cavalry such as the Zombiski Cossacks or a gun team of Zombies with a cannon. Choices are endless.

55508 ZOMBIE LINE



We hope you have enjoyed this free article which bolts in the 1998 classic set to now and gets your miniatures on the table. No Flintloque miniature ever becomes redundant so your collection over the past quarter century is just as valid now as it ever was with Alternative Armies.



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