

Uniformation...



"The Light Division" Flintloque and Slaughterloo

Black Blob Crowfoot

Welcome to Alternative Armies free file for 54024 Black Blob Crowfoot code for use in Flintloque and Slaughterloo. If you are interested in this for your collection go to our website at www.alternative-armies.com and use the search box with the code given. In this free resource you will game statistics for Flintloque and also for Slaughterloo. Also additional character and uniform details.

STRICT AND ADORED

An Orc of strange birth hailing from the misty lands of Joccia it did not take young Roborc Crowfoot long to impress in the Army of Albion including the expedition to the jungles of Amerka. Alongside Surjon Moore he then led the Light Division on a separate march to the main army during the retreat to Kooruna which tied up many Ferach troops in the chase. He defeated a much larger enemy force at Viggo and inspired huge loyalty despite being a harsh disciplinarian.

So impressed was Wheeling-Turn with this soldier that he used Black Blob to harass the Elves in Al-Garvey during the building of the 'lines' and the Ferach came to fear his quiff. Blob's hair seems to have a life of its own and may indeed be Magicke for no bullet has ever parted it!

A Living Legend

In the Army of Albion campaigning across Al-Garvey and Catalucia the Light Division is, along with the Guards, the finest fighting force under General Wheeling-Turns command. It is commanded by Blob Crowfoot who is also known as 'Black Blob' an officer of huge talent and ruthless reputation. In play you will find him either leading a section of 105th Rifles or leading a division ahead of the main army.

Here are the rules for this character in Flintloque:

Black Blob Crowfoot

Owner of the most audacious hairstyle in the Army of Albion, Black Blob is the leader of the 105th Rifles in heart and soul. Black Blob's quiff protects him from the dangers of enemy snipers and he is a master tactician. He is an Orc / Veteran / Light Troop / Elite armed with a Sword. In play at games start he may hand out a total of six positive modifiers to his Section, these being +1 to Steady, +10% Accuracy, +1 Discipline; no one character may get more than two modifiers. They disappear at games end or if he is killed. He rides a Light Horse. He Costs 91 Points.



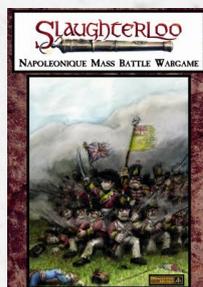
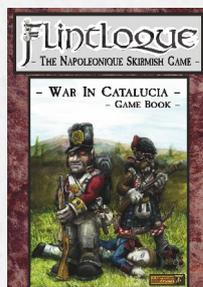
Here are the rules for this character in Slaughterloo:

BLACK BLOB CROWFOOT (VETERAN) (GENERAL) (550 POINTS)

Owner of the most audacious hairstyle in the Army of Albion, Black Blob is treated as any Veteran Divisional General. The following special rules also apply:

RESILIENT QUIFF: Black Blob's quiff protects him from the dangers of enemy snipers. If Black Blob is hit by enemy Light Infantry using the Sniper card, he is treated as having a DF of 6, making him almost invulnerable to injury.

MASTER TACTICIAN - LIGHT INFANTRY: Black Blob excels in leading Units of Light Infantry. Any Light Infantry Unit in Black Blob's Division receives a +1 Morale Modifier. They do not have to be within line of sight or within his command radius; just knowing that he is their General is enough to inspire them.



Uniform: As an officer of the Light Division the veteran Black Blob wears the uniform of the 105th Rifles composed of a green tunic and trousers along with black boots and golden braid. He has a monocle and of course his mighty hair..which is normally black but feel free to change that for your campaign.

The game statistics and information in this article can be found on the whole in 5025 War in Catalucia a game book for Flintloque and in 5030 Slaughterloo for mass battle play.

CREDITS

Written By: Gavin Syme
Internal Artwork By: Edward Jackson
Additional Contributions By: S.Croes, A.Draper, R.Haskitt
Layouts and Photographs By: Alternative Armies

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