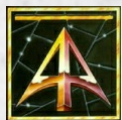


Uniformation...



"The New Blood"
Flintloque and Slaughterloo

Coronet Mildew Hervorc

Welcome to Alternative Armies free file for **54056 Coronet Mildew Hervorc** 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.

OF THE CLOTH BUT TO THE SADDLE

It is often not easy to be the third son of a Church of Albion preacher for the manse cannot afford him a position. Elder brothers gain the parish and the Royale Navye but for young Mildew the outlook was far from certain. A chance meeting with the colonel of the 18th Dragoons change that and set the short tusked Orc along a new path. He manage to obtain a commission in that regiment through natural guile and intellect as well as a keen eye.

Coronet Hervorc was duly sent off to Catalucia on board the transport *HMS Wreaksum* along with other new troops for the arrayed banners of Wheeling-Turn. During the voyage he was attacked by a Mermun, a long thought extinct creature, which he managed to slay but its bite caused almost all of his hair to turn white and then fall out. Since the action on deck saved the life of the ship's captain the young Coronet was gifted a spyglass; a treasured possession.

The 18th Dragoons welcomed Hervorc and the other new Orcs for the regiment with open arms. Short of riders since their tangling with Elf Lancers there were horses to spare. Mildew has proven himself a capable new officer and a sober one too for he never touches grog.



A Youthful Talent

While Hervorc resides in the 18th Dragoons he does, during campaign, often work with the 2nd Dragoons and other battalions. Attached to the command of General Fartsagale the campaign across Catalucia is going well. In play you will find him as a second in command of a section or with smaller sections the overall commander.

Here are the rules for this character in Flintloque:

Coronet Mildew Hervorc

A young officer up and coming who is trusted by those who ride with him. Mildew is an Orc / Average / Cavalry armed with a Sword as well as a Spyglass (large improvised weapon). In play he may automatically



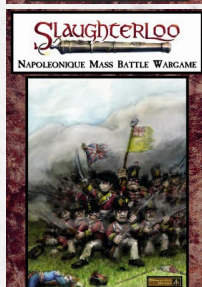
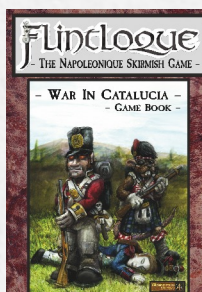
remove the first shaken marker he has placed on him. He also lowers the Initiative Roll of the enemy player(s) by -1 while he is in play due to his spy glass. If there is any alcohol in the scenario he will not imbibe. He riders a Heavy Horse. He Costs 76 Points.

Here are the rules for this character in Slaughterloo:

**MILDEW HERVORC
(SPECIAL UNIT OFFICER) (60 POINTS)**

This officer is able to command any cavalry unit in the Grand Alliance which is made up of Orcs. The following special rules also apply:

WELL SPOTTED: With his spyglass Mildew can often spot what the enemy are doing well before other officers. As a result he may once per game force an enemy unit on the table to RE-ROLL a successful form roll twice. This is declared before the chosen roll is made.



Uniform: As an officer of the Dragtoons this Orc wears the same uniform as other Orc Dragoons with added Greatcoat. He has white hair and the spyglass is brass coloured.

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.

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