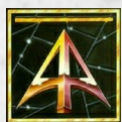


Uniformation...



*"A Fine fellow is Giggers"*  
*Flintloque and Slaughterloo*

*Major Gigsamps*

Welcome to Alternative Armies free file for **55057 Major Gigsamps** 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](http://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.



**THE LIFE AND TIMES OF A LEGEND**

Major (bvt. General) Hiram "Giggers" Gigsamps began his career as a lowly Cornet in the 17th Heavy Dragoons, "The Sewon an Soforths". The Cornet was thrust into action immediately in the hard fought campaign against Guinalean Rebel and Ferach forces, "The '98. At first a series of desultory raids and counter raids aimed at suppressing rebellion and thwarting the efforts of Ferach Agents Provocateur, the campaign soon escalated as Ferach forces landed in force. Gigsamps was mentioned in dispatches more than once for his courage and leadership. The Cornet was rewarded with a Lieutenancy.

After being withdrawn from Gunialea, the 17th spent some time aiding civilian forces in putting down Luddite troubles. Of particular note working closely with the Corston Street Irregulars, Lt. Gigsamps set up a series of posts and patrols that greatly curbed Luddite activities. With the aid of Detector Chief Constable Barnaby's informant, one Jasper "Grass" Grazlow, Government forces were able to capture General Ludd himself, although sadly the nefarious Ferach agent Daniel D'Kless eluded capture.

After his involvement in a duel with a Joccian officer (he who shall not be named but is one of the largest of his folk), Gigsamps was quietly shipped out to Catalucia. Soon noticed for his zeal and efficiency, Major Wogan recruited the Lt. as an Exploring Officer. Gigsamps performed sterling service behind Ferach lines in aiding various guerilla groups with their fight against the invaders.

When war broke out with the Halflings of Naal, Gigsamps secured a slot on the staff of General Chumpsforc. At the disastrous battle of Islandlwanna, Gigsamps was asked to rescue the Kyng's Colour of the 21st "Eyes N' Gourds" by Colonel Lugdush himself. Unfortunately the Lt. was grievously wounded at O'Rorcs Drift and left for dead. The Colours were lost!

To regain his honor, Gigsamps deserted, and disguised as a warrior of the uNorproudvoot regiment infiltrated their Kraal. Under cover of an attack by the 17th and native auxiliaries the Lt. was able to recover the Colours. Huzzah!

Brevetted to Captain, Giggers then took part in Mungorc Park's ill-fated Nigella expedition. There he defeated an infamous Othari Slaver and took his sword, "Claw of the Beast". The claw sword has as its hilt a bone from a now extinct magicke creature which gives it odd properties.

As commander of No. 8 Independent Company, Halflingland Rifles, more commonly known as Gigsamp's Company of Hirsute Foote now Major Gigsamps has confronted slavers, cultists, renegades, and privateers as they sought to raid the factories of the profitable HEVC.

The Major is currently in Catalucia with a small contingent of Halflings doing good works on Wheeling-Turns behalf.



*Above: 54057 Major Gigsamps on foot with a Dragoon Trooper loading carbine (from 54055) and a dead Dragoon at his feet (from 54053) during a skirmish in Catalucia.*

*Left: 54057 Major Gigsamps on his horse alongside the mounted Coronet Mildew Hervorc (54056) and a Dragoon Trooper on foot (54013) in Catalucia.*



Here are the rules for this character in Flintcloque:

## Major Giglamps

This character is an Orc of Legendary and Regular status with Elite. He is armed with an Orc Artillery Pistol and the unique Claw of the Beast sword. The sword is Magicke and confers upon the character who wields it the benefit of no penalty for being attacked by more than one enemy at once. It also may make one melee combat dice re-roll per game which must be declared immediately after the roll is made (may be owning players or other players roll).

Giggers is a superb officer and this shines through when he is in your section in play. When activating any section member the usual bonus for bring within 15cm of the section leader is expanded to 25cm. This applies when Giglamps is the section leader. If he is not then the confers this upon friendly characters in section who are within 10cm of him. The Major may never make aimed shots as it goes against his nature but he is fiendishly fast in reloading pistols due to long practise and as a result any pistol he fires is assumed to be reloaded in the next turn regardless of other actions he takes. He rides a Heavy Horse.

Major Giglamps has a Points Costs of 133.

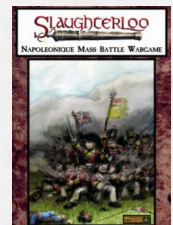
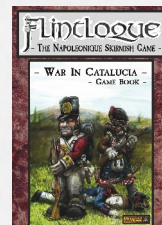
Here are the rules for this character in Slaughterloo:

## MAJOR GIGLAMPS (SPECIAL UNIT OFFICER) (50 POINTS)

An Orc of massive experience you would be lucky to have him on side. While having never attained the levels of high command it is common to see Giggers at the head of a squadron of Dragoons or Hussars during a battle alongside their regular commander. Regaling the troopers with tales of Afri and of the Honourable East Valonian Company as well as tavern encounters as an Exploring Officer it pleases the soldiers no end. Gigger may be placed into any Cavalry or Infantry unit which is Grand Alliance and Orc, Joccian, Hob Goblin, Bog Orc or Goblin in racial type.

**DID I EVER TELL YOU OF:** The unit which is under the command of Giggers is buoyed up tales of high adventure and as a result it gains +2 to its morale rating while in play.

**Uniform:** A typical Albion regiment of foot uniform of red coat, white breeches with black bicorne and boots as well as golden lace. Facing are white. The special sword is bone white and Giggers has a bit of a sun tan too which is odd for an Orc.



## CREDITS

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## Article – Exploring Officers in Play

Major Giglamps spent some time in his military career as an Exploring Officer. This dangerous job is vital to generals as it gains them information on enemy movements and strengths. If you wish to make use of Giggers in this role then you can with some free rules as an article.

This free to download two page article gives you game rules and statistics for Flintcloque and for Slaughterloo for using Exploring Officers of any army so that you can put them on the table in your army. [CLICK HERE](#) to download from our website server directly.

