

Uniformation...



"Gentleorc's All"

Flintloque and Slaughterloo

2<sup>nd</sup> Heavy Dragons

Welcome to Alternative Armies free file for 54523 2<sup>nd</sup> Heavy Dragons and 55424 2<sup>nd</sup> Heavy Dragons Dismounted codes for use in Flintloque and Slaughterloo. If you are interested in these 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.

GIVEN FREE REIGN

It would be honest to say that the cavalry under the command of General Wheeling-Turn do not enjoy the same reputation for steadfastness as the infantry. While the Orc red coats march and then stand in line ready to face the foe the regiments of cavalry in the Army of Albion tend to be more flighty. Often in the aftermath of an encounter with the Ferach the Dragons or Hussars and even Life Guards will give chase and end up on blown horses exposed to a counter attack.

Wheeling-Turn, greatly annoyed as one might expect, has taken steps to put an end to this behaviour but with the ranks of the cavalry filled with gentlerorcs of means it is proving hard to do. One regiment which shows more promise is the 2<sup>nd</sup> Heavy Dragons. From Norfhangshire its troopers take orders more easily. As a result the 2<sup>nd</sup> has undertaken some of the fiercest scouting and raiding missions recently undertaken in Catalucia as the army advances. They get the job done.

**Rules for Flintloque:** If you wish to field the soldiers of the 2<sup>nd</sup> regiment in your games of Flintloque begin with the 5025 War in Catalucia book where you will find the rules for Orcs and the Army of Greate Britorcn. These troops are classed as Albion Orcs with Cavalry or Regular type across all experience levels. They are armed with Orc Cavalry Carbines. They also carry Swords and Orc Artillery Pistols all calculated as normal for a section before play begins. The typical section contains eight to fourteen characters.

ORC CAVALRY 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
55/5	25/4	---	---
Short 0-15cm	Medium 15cm-45cm	Long 45cm-60cm	Extreme 60cm-75cm
Size: Any Own Nation: Albion Orc			

ORC ARTILLERIE PISTOL			
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
50/5	20/3	---	---
Short 0-15cm	Medium 15cm-45cm	---	---
One Handed Weapon Size: Any Own Nation: Albion Orc			



**Rules for Slaughterloo:** Use the statistics and points values to field a cavalry unit of ten miniatures or a light infantry unit of twelve miniatures of the 2<sup>nd</sup> Dragoons. They may be part of any Grand Alliance division fielding as many units as is allowed in the rules for Orcs. They are typically found in Catalucia. They have a character profiles as found on this page.

Some of Albion's most powerful Cavalry are the Heavy Dragoons. Big Orcs mounted on big horses, they destroy all before them, hacking their enemies to tiny pieces with their heavy swords.

**STATUS:** The Orc Heavy Dragoons are classed as Heavy Cavalry.

**UNIFORM:** The Heavy Dragoons' uniform consists of a red tunic, grey or blue breeches, a black bicorn with a red and white plume, and black shoes. Facing colours (cuffs, collars, etc.) are blue. Equipment is black and equipment straps are white leather.

**COLONEL GIB HALSORC  
(SPECIAL UNIT OFFICER) (45PTS)**

The commander of the 2<sup>nd</sup> Heavy Dragoons and an officer who likes to lead from the front. When charging the enemy Colonel Halsorc waves his swords overhead so that his Orcs can follow him. A large and imposing fellow he keeps a collection of severed Elf heads in his saddlebags for good luck.

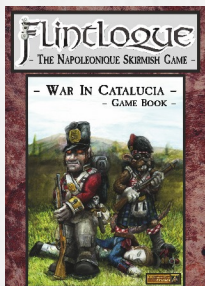
**PRESS IT HOME:** In the first melee round of a new combat the cavalry unit takes part in it may increase its Melee Modifier (MM) by +2 as long as the unit used its Charge Bonus to enter the melee.

**GREAT BRITORCN AND ITS EMPIRE**

**ARMY LIST FOR SLAUGHTERLOO**

REGIMENT	TROOP TYPE (REGARD)	UNIT SIZE RANGE	C	L	CB	F	FM	MM	DF	M	PC
Albion Orc Heavy Dragoons	Heavy Cavalry (R5) (Dismounted)	4-10	30 20	20 20	15 5	4	- 2	6 3	4	10	40

The 'Regiment' statistics given in this table apply to all units of that type in play regardless of their actual names in the background of Slaughterloo. So you will use, for example, the Line Infantry profile if your unit is the '9eme Regt du Ligne' or the '43<sup>rd</sup> Foote' and so on as long as your unit is named and acts as Line Infantry in play. This gives you a lot of flexibility with your troops. A blank entry in the table means this entry does not apply to that Regiment.



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