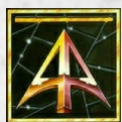


Uniformation...



"Lord of the Death Guard"  
Flintloque and Slaughterloo

General Bardaghul

Welcome to Alternative Armies free file for **55011 General Bardaghul** 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.



FROM THE CRYPT TO THE CZAR

It was in the deep sewers and crypts that Demitri realised there was something special to his mind. Among the other ghouls that rove under the streets of Moskova he seemed rare in that he could control his urges. While others tore at the rotting meat that fell from above he held back. This had him noticed by a K.G.B Liche who ordered his attending Zombies to drag the ghouls into the snow bound light. Assuming his end was neigh Bardaghul silently awaited a blade or bullet.

The Liche took the stoic ghouls into the palace to be brought into the presence of the Dark Czar. For the overlord of the dead had a need for a leader to bring the thousands of ghouls in Moskova to battle. While the Liches could do it the intellect displayed by Demitri might suit better.

Bardaghul did not remember much of this audience as his mind was blurred by Magicke acts preformed upon him. As he regained his senses he was in the stables of the palace and being given a horse. Ghouls do not take well to riding but now he wanted to ride. Formed up outside were the first battalion of the Kryptovski Death Guard read to be led by Bardaghul.

In front of the thousand ghouls were a group of Armorican Elf traders and explorers a vanguard of a coming war. He was handed a wickedly sharp sword by Stalinov favoured Liche of the Dark Czar and invited to cloth himself in front of the troops.

Tortured screaming cut and sliced into the frozen air as Bardaghul made himself a coat. It dripped freely as he mounted his silent horse and as he rode towards the palace gates the Death Guard marched after him..well most of them..some were busy eating.

Here are the rules for this character in Flintloque:

**General Demitri Bardaghul**

This character is a mortal Ghoul of Cavalry type and Experienced level. Armed with a sword and a dagger. He has the following special abilities. As a remarkable Ghoul he never feels the need to feed on the dead during battle (see Ghouls in Death in the Snow in Flaws) and his intellect is rather fierce. When he is section leader all mortal members of his section may ignore the first Shaken token they take in play. If an Elf is in line of sight to Bardaghul (assuming he is alive) his coat of skin upsets them so much they suffer a 20% negative modifier to all ranged fire. He rides a Skeletal Horse. He costs 107 Points.

Here are the rules for this character in Slaughterloo:

**GENERAL BARDAGHUL (AVERAGE) (GENERAL) (170 POINTS)**

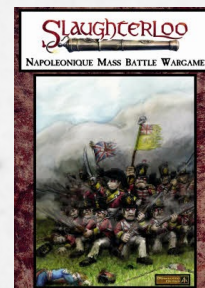
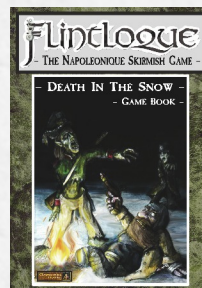
A less experienced but ruthless commander Bardaghul prefers to oversee the mortal troops of the Dark Czar.

**GIVE OF YOURSELVES:** Every unit of Witchlands troops in the division which the General commands which is not Undead gains +1 to their Form rating at all times.

**ELF HATER:** If an enemy unit composed of Elves gets within 30cm of the General they will see his coat. This will drive them into a rage and result in a +2 Melee Modifier for the unit until out of range.



**Uniform:** A uniform of dark green breeches and tunic along with red turn backs and other detailing being in gold with a black fur hat the General has pale sickly green skin. He wears a vile coat composed of stitched Elf skins of a pale colour. The General rides on an Undead Horse which is dead flesh and bones with a black saddle and red fittings and reins.



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