

Introducing the Temptress...

The Lady Rosafiend

*A Resource for players of
Flintloque and Slaughterloo*

Welcome to Alternative Armies free resource for **55016 Lady Rosafiend** a character miniature for use in Flintloque and Slaughterloo as well as any other 28mm scale fantasy wargame system you might choose. If you are interested in this miniature for your collection go to our website at www.alternativearmies.com and use the search box with the code given.

In this free resource you will find a character background which you can work into your games along with game statistics for Flintloque and also for Slaughterloo. As well as this there are uniform details and pictures along with details of where this code fits into the World of Valon and the Mordredian Wars. Lastly we make a suggestion of where to go from here.

INTO THE VERY FANGS OF HELL

As the Dwarf Mecartor gazed in fascination at the pictorial vista before him and the excited murmurs of the stunned Marshals began to reverberate around the ghostly hallway, the heavy aura of the palace appeared to suddenly dissipate. Shadows retreated to the nethermost corners of the chamber, as through forced back by an unseen sun. A strange perfume reminiscent of rose blossom permeated through the dank air and enraptured the group with its heady aroma. For an almost imperceptible moment, Mordred's senses were overpowered by the puissant fragrance. As the over-whelming sensation swiftly relaxed its grip over the Elf's faculties, he realised that another figure had joined them in the awakening hallway.

Moving gracefully across the now gleaming oaken floor panels towards the gathered Commanders of the invasion force was the shapely and enigmatic physique of an elegant and alluring woman. Enveloped in a voluminous black dress, her niveous skin glowed in sharp contrast to the dark finery of the gown's material. A flowing mane of fiery red hair cascaded over her shoulders, softly caressing her back as she glided serenely to the astonished Marshals of Armorica. Casting her captivating hazel gaze towards the Emperor himself, the mysterious beauty introduced herself as the Lady Rosafiend. As her soft, delectable voice poured from her blood-red lips and swathed Mordred in its honeyed lustre, the haughty Elf knew that he had found his Empress.

Apologising for being unable to welcome the travellers earlier, Lady Rosafiend addressed her guests as if she had been expecting them, with her particular attentions being focused towards Mordred himself. Beckoning the assemblage to follow her, she led them into one of the chambers they had passed through earlier. Gesturing towards some velvet-upholstered chairs, she bade the Elves and their companions to be seated. As yet, none had questioned her near-supernatural arrival in the gallery, and the congregated dignitaries of the Armorican Empire were too enraptured by her soothing tones and radiant aspect to ask even the simplest questions.

Anticipating their queries, Rosafiend enlightened them with an astonishing discourse made believable only by her hypnotic voice and sensuous mannerisms. Vilnau had once been a magnificent and splendid City, and she had been its ruler. Burgeoning with life, the self-sustained and vibrant metropolis grew in bounds, with its cyclopean spires clawing ever higher into the cold air, proclaiming her power throughout the territory under her exquisite dominion. However, a rival had emerged from the colder climes of the deep Witchlands.

Ingratiating herself to the Star Wraith Aleksander, Rosafiend's female adversary had espied Vilnau and desired it for herself. Considered second only to Moskova itself, Vilnau had become a model City for the competitive aristocratic families of the Witchlands, and Rosafiend's jealous enemy resented the esteem Vilnau had brought the noble Lady. Rosafiend, skilled in the esoteric magical arts, believed she had nothing to fear from her young competitor, a Vampire from the ancient house of Dracsul, one of the most powerful Vampire families of the Witchlands. The Emperor noted that she had said Vampyres, so the legends were true. He said not a word and let the fascinating and captivating lady continue.



However, the dark machinations of Vampyres had cut down the most unassailable rulers with their vociferous lies and callous manipulations, and Rosafiend found herself unable to prevent her calculating rival from spreading insidious rumours which soon permeated the court of the Star Wraith himself.

Accused of growing opulent off the generosity of Aleksander, Rosafiend found her formidable position crumbling around her. As the viperous Dracsul family awaited the day Vilnau would become theirs, Rosafiend desperately tried to avert disaster by travelling to the court of Aleksander to plead her case. Receiving a cold reception at Moskova, she failed to persuade the Star Wraith that the black-hearted Dracsul witch had merely spun a web of lies to further her own nefarious plans, and was ordered back to Vilnau. When she arrived at her City, she was shocked to discover it devoid of all life. It had been stripped of its populace, and now, she was utterly alone....

Rules for Flintloque: When playing Flintloque treat this character as follows. A female Vampire of Veteran / Elite status and experience level. She has only her hands for weapons (still very dangerous!) but Rosafiend's real skills are seduction and confusion both of the living and the dead. She fights on the side of the Grande Armee against the Dark Czar. She may not lead a section but in play she has two unique abilities. When facing the Undead her presence on the table automatically reduces the enemy Liche's accumulation of DREAD by -3 per turn as she confuses it by being on the side of Mordred. Any mortal Elf character within 20cm of her suffers -1 to their Discipline but adds +1 to Melee Modifier due to her allure. She has a points cost of 114 Points.

Rules for Slaughterloo: In Slaughterloo treat this character as follows. She is a unique character officer. He may only serve with an Armorican Elf Division and is attached to the base of the Division General. Once per turn she may choose any one enemy Undead Unit and upon its activation it must make its 'Freeze Test' (page 78) TWICE running the risk of passing or failing up to twice. She has a points cost of 80 Points.

Uniform Details: Rosafiend belongs to no commander in terms of ranks and Mordred keeps her in enthralled gifts and finery amid the snows. Dresses of rich silks in many colours are hers. From pinks to greens and also black and ribbons of gold and red too. Her dress changes from day to day all in the name of seduction and power. Her flesh is deadly pale.

Where To Go From Here: If you wish to make use of this character in your games and you have it in your collection then you will get best use from it with these titles. 5030 Slaughterloo 2nd Edition in the Undead section of the book (she is Ferach allied but affects Undead in play) and 5026 Flintloque 3rd Edition Death in the Snow game book in the Undead section. Miniatures that go well with this code for scenarios, sections and battles are from the Ferach Army. An escort of 51504 Elf Line Infantry or 5105 Corps Imperial des Dragon. The Emperor Mordred also goes well with her. This miniature slots easily into your collection if you are a fan of Vampyres and the Retreat from Moskova.

CREDITS

Written By: Gavin Syme
Internal Artwork By: Edward Jackson
Additional Contributions By: M.Lesney, B.Colden and A. Scott
Layouts By: Alternative Armies
Photography By: Alternative Armies Studio

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