

Count Kustosov & Madame Boniface

A Resource for players of Flintloque and Slaughterloo

Welcome to Alternative Armies free resource for two Witchland characters codes **55017 Count Valdimir Kustosov** and **5005J Madame Boniface** for use in Flintloque and in Slaughterloo as well as any other 28mm scale fantasy wargame system you might choose. If you are interested in the miniatures for your collection go to our website at www.alternative-armies.com and use the search box with the codes given.

In this free resource you will find a character background which you can work into your games along with game statistics. 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.



THE DISTRUSTED SON OF CZARLINGRAD

It was a rapid fall from grace for Count Valdimir Kustosov the former overlord of the tomb city of Czarlingrad. A series of misadventures during the advance of the Grande Armee du Nord which ended in a confrontation with the Elf Captain Jacques de Payen saw both he and his city disgraced. Fleeing from the burning city Kustosov survived the battle and his nemesis and headed for Moskova and an audience with the Dark Czar himself.

The loss of Czarlingrad was something that the Star Wraith did not look upon with joy..not that he looks upon anything with joy and it was only the deep network of loyal connections Kustosov possessed which prevented him being disposed of. Sent from the capital with two battalions of Graviski Infantry he was ordered to aid the Wintermores in their efforts against Mordred.

Kustosov is not a natural warrior. Instead he is a power broker and also a grand manipulator and some have speculated that the Dark Czar wants all those he does not trust far from Moskova. The K.G.B Liches keep a close eye on the Count but so far he has done nothing..openly..to trouble them. He dresses in fine robes and smoking jacket and carries a mystical blade fashioned in Aegypt which is his prize possession.

Rules for Flintloque: When playing Flintloque treat this character as follows. A Vampire who is Experienced and Regular. He has two Blood Magike spells these being Mesmerism and Mass Deceit. He is armed with a Magicke Sword which will only work with a word of command known only to the Count. The sword may confer a Shaken Token upon any mortal figure within 10cm of Kustosov at the time. This may be done once per turn. He costs 98 Points.

Rules for Slaughterloo: In Slaughterloo treat this character as follows. Kustosov is a Special Unit Officer and may lead any unit in the Army of the Witchlands. When in command he is never killed by the Liche of the unit due to his powers of mesmerism. This is useful when things get tough for the unit. He costs 35 Points.

Uniform Details: A snappy dresser this Vampire favours red and gold.

Where To Go From Here: Vampires are the leaders of Undead sections and armies and that puts this character centrally to your games. Add him to 55508 Zombie Line or to expand the 5024 Escape the Dark Czar Starter Set.



MOSKOVA'S NEW BABE

Madame Boniface began 'her' life as an officer in the Krautian Army on loan from Armorica. He no longer remembers his name but due to superb service in the thrall of the Dark Czar he was taken from the ranks of the Graviski Infantry and given to Lamia Wintermore.

Given tough missions all of which were a success the Lady Wintermore granted permission for Boniface to be turned into a Savant Zombie with greater mental powers and now a personal attendant to the Lady. Count Wintermore is not keen on a male who is not him being near his wife..despite Boniface being a Liche..and thus he ordered that he must serve his mistress as a woman. Luckily two benefits of wearing a gown are firstly that opponents continually underestimate him and secondly..he kind of likes the silks.

Rules for Flintloque: When playing Flintloque treat this character as follows. Boniface is a Savant Zombie armed with a razor sharp ball mask which is treated as a sword. He is very experienced and as a result he has a melee modifier of +1 (rather than -2) and has 8 Wounds (rather than 6). He must shadow the lead Vampire in play acting as a guard against enemy actions. He may not use ranged weapons. He may lead a section of Savants if required. He costs 41 Points.

Rules for Slaughterloo: In Slaughterloo treat this character as follows. Madame Boniface is added as a typical trooper in a Zombie Line Unit. He is always the last trooper removed. Once per game he may overturn a failed 'Freeze Test' result for the unit and enable it to automatically succeed preventing the unit from becoming confused. He costs 25 Points.

Uniform Details: You can choose the pretty colour of his dress!

Where To Go From Here: This character is part of the great 5005 Lady Wintermore's Fangs box set which is where to begin with Madame Boniface. Creating great sections for Flintloque plus the scenarios in the booklet.

CREDITS

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