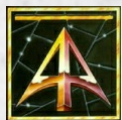


# Uniformation...



## "The Duc and the Liche" Flintloque and Slaughterloo

Welcome to Alternative Armies free file for **55026 Duc de Tubercule** and for **50021 Stalinov** 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 codes given. This free article gives you game information.

### AN EMIGRE TO THE WITCHLANDS

Born in Al-Garvey to a wealthy merchant who traded in Dodos the common mount of that nation and a noble mother the early life of Tubercule was not easy. A Goblin father and a Dwarf mother gave him an odd countenance for which he was teased. The youth withdrew into books and science and by the time he gained his degree from the university of Lisabone he was a master in the art of medicine. Scandal followed when he tried to make use of Wylde Magicke to cure illness and he was driven out of Al-Garvey. His parents disowned him but his mother provided a substantial sum in gold so that Tubercule could move to Beervaria and continue his work. It was in that Dwarven Statte where the now Duc de Tubercule perfected combing medicine and the weak force of Magicke to heal. All would have been well if not for the Lady Griselle, a famed beauty, who broke her back. Brought to Tubercule he fell in love with her but he was unable to help and soon the lady was at deaths door. She would have died but the Duc used all his skill and made her whole again with Wylde Magicke. He succeeded but not in the desired way. It took seven Dwarves to eventually kill the zombified lady as she rampaged in the streets. Once more driven out Tubercule headed for the Witchlands feeling his talents could be used there. He now works for the Dark Czar alongside Doctorov the reanimator corps perfecting ways of creating and sustaining Undead troops.

Here are the rules for this character in Flintloque:

#### Duc de Tubercule

This character is a mortal half breed who is treated as a Dwarf in terms of his racial profile. He is Civilian type and Experienced level. He is armed with a concealed Standard Pistol. Possessed of a tremendous intellect Tubercule can put this to use on the field of battle. He can restore wounds to Undead (Zombie, Skeleton even Snowmen) in play by being within 5cm. One wound is gained each activation to all those in range but this may not take Undead over max allowable wounds. Tubercule may also once per game resurrect a fallen mortal character using Wylde Magicke and turn them into a Fresh Zombie. Between Games he may prevent two Undead characters in your section from degrading at your choice. He costs 78 Points.

Here are the rules for this character in Slaughterloo:

#### DUC DE TUBERCULE (SPECIAL) (50 POINTS)

This emigre may be attached to one Witchlands Army unit which is Undead and contains a Liche. He is not harmed by incoming enemy fire but is killed if the unit is engaged in close combat and suffers losses. While in play if the Undead unit suffers a casualty marker it tests for loss of unit officer but with Tubercule in play the test cannot be failed due to his influence. While he lives the unit officer does too. You may only have ONE of this character in your army.

**Uniform:** Possessed of a very rich wardrobe of clothes the Duc could be dressed in any colours you prefer but he does like to powder his face and to wear a long wig.



### AN UNLIFE OF AGES

None know where came the Star Wraith but for as long as his pitch black menace his been on Valon he has been served by Stalinov the first Liche. Stalinov is troubled by 'dreams and visions' of other places and times lost and feels that the Dark Czar and he used to be unlike they are now.

Here are the rules for this character in Flintloque:

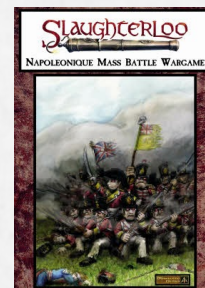
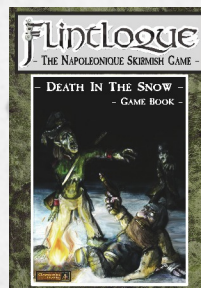
#### Stalinov the K.G.B Liche

This character is a standard racial type Liche and behaves in play as a typical Liche in terms of controlling the Undead and preventing Brain Freeze. However having been so long in the service of the Dark Czar there are two traits Stalinov has developed. He may once per game project his tortured mind upon a mortal target up to 40cm away. It automatically succeeds. This fills the target with horror and makes them drop their weapons and remain motionless for two turns and unable to act. Stalinov has been around so long that if he is killed in play he automatically succeeds in transmogrifying back into the corpse of another Undead character of his choice in the next turn. He costs 72 Points.

Here are the rules for this character in Slaughterloo:

Stalinov is treated as a standard Liche just as those found in all Undead units keeping an eye on the officers. Though he does tend to favour the 1st Graviski Line infantry being tied to the vampyre Grigori Drascul.

**Uniform:** The deep black robe of the KGB and a black furred hat along with the Star Wraith's book in rich red.



### CREDITS

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