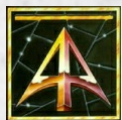


Uniformation...



"Robes of Battle"

Flintloque and Slaughterloo

1st Noncorporialski Line

Welcome to Alternative Armies free file for **55522 1st Noncorporialski Line** and its pack codes (55023,55024,55025) which contain miniature for use both in Flintloque and Slaughterloo. If you are interested in these 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 game statistics for Flintloque and also for Slaughterloo. Also a short section on where in your forces this code could be placed plus a scenario seed and statistics too.



GHOSTLY SHAKO'S ABOVE THE SNOW

While the vast majority of troops under the dread sway of the Dark Czar are the almost mindless minions of the re-animated corpses not all are. For the more complex tasks of war the Savant Zombies serve their master at the cannons, in the saddle and at sea. Overseen by the Liches of the K.G.B and commanded by Vampyres of the noble houses they are the army. Some regiments however are given their roles by the Dark Czar himself and not through the Liches and Vampyres. These troops are mortal and owe alliance to their master in return for promises of gold or of land or goods.

A lot of these mortal allies come from Diberia and are the rebel Werewolves of that troubled land but some are far stranger. Appearing silently the ghostly shako's which seemed to hover above the snows the Wraiths pledged their strength to the Star Wraith for rewards unknown to all but the arch evil on the throne himself. They can be killed in battle as their form cannot be sustained when struck by iron, steel or lead. Wylde Magicke allows them to touch and carry their own weapons. It is not unusual for novice Ferach soldiers to run away screaming when encountering Wraiths.

The most famous of the Wraiths are the Noncorporialski led by Colonel Nazgulski whose three regiments have been given the task of chasing down and ambushing those mortals who manage to evade the plodding Undead. They are most proficient in this role....

NONCORPORIALSKI LINE

Advancing with an unnerving silence, seeming to almost glide over the ground the Wraiths of the Noncorporialski are strange soldiers. It is perfectly possible to destroy these Wraiths as the impact of shotte and balle from cannons and muskets along with sword blades disrupts and negates the Magicckes that sustain the Wraith. In voluminous black robes and hoods and their muskets held level some enemies have been known to run screaming in the faceless momentum of these troops. They operate in Regular sections of about twelve Wraiths armed with Standard Muskets, Their uniforms consist of a black foot length robe with some equipment that is generally brown along with a black shako with red and white furnishings.

Rules for Flintloque: To put these miniatures into your games you will need a copy of 5026 Death in the Snow and to look to the Army of the Dark Czar. These are classed as mortal troops and assemble a section in the way of troops such as Werewolves and Ghouls. Wraiths favour Standard Musket, Standard Pistol as well as Swords and Maces for officers and sergeants. There mix of experience levels is also typical and due to their lack of numbers in the Undead Army ranks there are few Legendary level characters. Most Wraith sections are Regular type and there are Light Troops too and some Elite. Wraiths also act as Cavalry but they are not Gunners nor Sailors. See later in this article for statistics tables.

Wraiths are typically led by their own race due to their odd nature though some Vampyres lead Wraiths. The K.G.B has no hold over Wraiths.



Rules for Slaughterloo: When using these miniatures in mass battle for Slaughterloo make use of the following statistics and rules.

1st NONCORPORIALSKI LINE

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STATUS & ARMAMENT: Wraith Line are Regular Infantry with Standard Muskets. These troops are classed as Mortal.

UNIFORM: The uniforms consist of a black foot length robe with some equipment that is generally brown with red shako.

Here are profiles for two notable character officers from the Noncorporialski:

COLONEL NAZGULSKI (GENERAL) (EXPERIENCED) (355 POINTS) OR SPECIAL UNIT OFFICER (70 POINTS)

The commander of the 1st Noncorporialski Line and nominal leader of the Dark Czar's Wraith regiments reporting directly to Moskova is a terrifying foe in combat and on the battlefield too. He can be used as both a General and a Unit Officer, but not at the same time. He has different skills for each role. He may command any Undead Division.

GENERAL: The mental powers of Nazgulski are considerable and he may motivate one friendly unit of any type belonging to his own side (Mortal or Undead) anywhere on the table to have TWO Free Actions per Turn (i.e. not requiring Form Rolls) instead of one that turn. The unit must be noted down in secret before the turn begins and then announced when the unit acts.

UNIT OFFICER: If used as a Unit Officer he has an aura which reduces the Morale rating of all enemy units within 45cm by -1.

MAJOR PHANTOV (SPECIAL UNIT OFFICER) (55 POINTS)

Often an aide to Colonel Nazgulski and at times overseeing scouts and other elements of the regiment Major Phantov is scary even for a Wraith. Especially large and capable of changing shape he can envelop an enemy and leave nothing but a skeleton behind mere moments later. This character may act as a Officer in any Undead Army unit which is line or light type.

'COME IN CLOSE!': The major gives a boost to any unit he commands and it may add +1 to its Melee Mod each time as he reduces foes to nothing but bones.



Adding to your Valon collection: These miniatures are part of the Army of the Dark Czar or as it is otherwise known the Undead of the Witchlands. They are mortal troops and will form a small part of the battle line compared to the mass of Zombies in the ranks. A great start can be made with pack 55522 which will give you ten Wraiths with a saving. You can then add 55025 which has two special veteran Wraiths when you want to expand. These can face off against any Ferach Empire troops.

Flintloque Scenario Seed: Looking to the pictures in this article which was taken during the play testing of the Flintloque rules for these new miniatures you can see ideas come to ghostly life. If you have General Saindoux and his survivors (5024) and have played the free 'Escape the Dark Czar' scenarios (see our [Begin in Flintloque](#) page) then the Wraiths can be the next foe to face for the brave Elf. The scenario could be along the lines of a depot raid where the Survivors have managed to find a wagon which has powder barrels. As they fill their horns and cartridge boxes they are discovered by the Wraiths and they must eliminate the small force of Wraiths before they can leave the playing area and bring help.

THE UNDEAD OF THE WITCHLANDS ARMY LIST FOR SLAUGHTERLOO

REGIMENT	TROOP TYPE (REGARD)	UNIT SIZE RANGE	C	L	CB	F	FM	MM	DF	M	PC
Wraith Winged Hussars	Flying Cavalry (WK5)	4-10	45	35	15	3		5	4	9	40
Sepulcherov Guard Hussars	Flying Cavalry (WK5)	4-10	45	35	15	4		6	3	10	50
Noncorporialski Wraith Line	Regular Infantry (R4)	8-28	25	20	10	5	2	-1	1	11	19

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 '43rd 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.

Witchlands Theatre – Mortal Racial Statistics Table

Race	Movement in Centimetres (cm)				Combat Statistics			
	1 Double March	2 Quick March	3 Slow March	4 Half-Step March	Steady	Wounds	Discipline	Melee Modifier
WRAITH	32	24	16	8	4	2	3	1

Witchlands Army – Racial Points Table 1

Race	Experience Level cost in Points per new Character				
	Raw	Average	Experienced	Veteran	Legendary
WRAITH	15	22	31	37	46

CREDITS

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