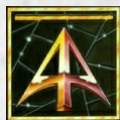


Uniformation...



"Damned Dogs"

Flintloque and Slaughterloo

The Army of
Pudigrochumsberg



Welcome to Alternative Armies free booklet for **The Dogman Army of the ruined kingdom of Pudigrochumsberg** a range of miniatures for use in Flintloque and Slaughterloo. If you are interested in these miniatures for your collection go to our website at www.alternative-armies.com and to this [PAGE](#). In this free article you will game statistics for Flintloque and also for Slaughterloo in terms of units as well as characters and some setting information. You should use this booklet in addition to published books for the games.

THE MAD EMPEROR OF HOUNDS

During the Ferach Revolution an act of supreme royal arrogance and stupidity led to the ruination of the small kingdom of Pudigrochumsberg. Despite the pleading of his arch chancellor Mutternacht not to act the Emperor of Ostaria made a choice to send his massive white coated army into battle against a hopelessly outnumbered foe. Klaffenhund the emperor of Ostaria had no reason to commit this act of near genocide but his word was law to the Dogmen of the empire. Why invade?

No one knows for sure but some think he was annoyed at the light brown colouration of Pudigrochumsberg on the maps of the throne room and screamed for it to be made burned and black next to the white of Ostaria. Perhaps he meant the map only but his army of hundreds of thousands marched into the little kingdom where only a king and his army of thousands awaited them.

King Bonio was a good king. Kind and on the whole a good dog to his subjects. His kingdom pretty and well fed with its kennels well stocked. Known as Licksmeister of Meaten and Baaksgraf of Kennolia he had always been a hunter and skilled marksman. Leading from the front he commanded the Pudigroan Army in the field. At the towns of Mastiff and Nobath they turned back the larger but badly led Ostarian Empire but it was hopeless. Endless numbers of white coated Dogmen marched into Pudigrochumsberg. So an evacuation was ordered and an exodus undertaken while the army fought one rear guard action after another.

An arrangement with the Emperor Mordred newly made ruler of the Ferach Empire ensured the fleeing people had a place to go and as King Bonio, wounded and bleeding, rode his horse out of his homeland towards the waiting battalions of Armorican Elves he looked over his shoulder at a burning and blackened land. Klaffenhund would be made to pay...someday.

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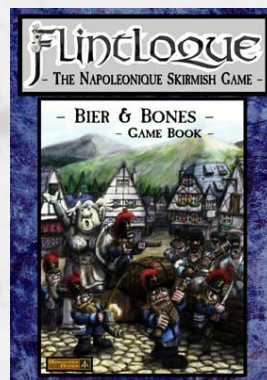
Layouts and Photographs By: Alternative Armies

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THE DOGS OF PUDIGROCHUMSBERG

A blackened and burned land is all that remains of the once thriving kingdom of Pudigrochumsberg the victims of the Ostarian Emperor Klaffenhund's madness. In an attempt to gain popularity during the Ferach Revolution the Emperor decided to test his newly uniformed in white and musket armed Dog soldiers against this prosperous nation. The few ready corps of troops that the Houndian King Bonio of Pudigrochumsberg could bring to battle were scooped up and binned after a few weeks of campaigning. Klaffenhund the head of the Yapsburg dynasty would accept no surrender and ordered the sacking of every city in their land and sowed salt into the fields. King Bonio and several regiments escaped and sought refuge with the Elves becoming a small force sworn to destroy the Ostarians at any opportunity. Some Pudigroan soldiers with Finklesteiner assistance fight on in their ravaged country in attempts to dislodge the Ostarians unfortunate enough to be assigned garrison duty in Pudigrochumsberg.



PLAYING FLINTLOQUE

When you decide to field a Section of troops from Pudigrochumsberg in Flintloque you have many options among the infantry, cavalry and gunners of the ruined Dogman state. All Sections should be assembled using the creation rules in 5028 Flintloque 3rd edition - Bier & Bones.

Using pages 58-70 those of Pudigrochumsberg are Dogmen by racial type and have a larger proportion of Average and Experienced levels among soldiers. Most light infantry and light cavalry are classed as Elite as well.

Follow the typical rules and then use generic skills, traits and flaws plus those unique the Confederation of Finklestein (pg 68-69) are open to your characters too. Weapons used by Pudigrochumsberg are standard musket, standard pistol as well as a few others plus swords and halberds. You can see 5027 Grapeshotte for more options plus rules for playing as an artillery crew type Gunners.

You can add any personalities you find in this booklet to your Section if you pay the points for them and ensure they are in a suitable position such as Section Leader if stated. Read on in this booklet to see outlines of every named unit and also the personalities and their rules. Choose a regiment you like and get playing!



THE ARMY OF PUDIGROCHUMSBERG

Here are the prime regiments and formations of the army along with their uniforms and equipment. The codes for the miniatures are also supplied so that you may seek them out at Alternative Armies.



Pudigroan Dogman Line Infantry

Veterans of many campaigns and extensive soldiering have made the remaining regiments of line that King Bonio possesses very effective fighters. Considered a breed apart these troops perform very well in battle. The structure of Regular line battalion is as follows. Three Battalions make up a Regiment. Each battalion contains fifteen hundred Dogmen at full muster and have ten companies one of which is designated Light Troop and one Grenadier. Each company has one hundred and fifty Dogs which are separated into two Platoons and a headquarters element totaling about seventy five soldiers and officers. A Section normally has ten to twenty Dogs including an Officer, a lesser Officer, a couple of Sergeants, a musician and standard bearer, the rest being Privates. They are armed with a Ferach Musket and a Bayonet, Officers have a Sword and or a High Elf pistol, Sergeants have a Spontoon or musket. Standard Grenades or some Elf Fyre Grenades are carried by the grenadier companies.

The Infantry uniform consists of a dark orange tunic, grey breeches, a black tricorne with silver and an orange plume, black shoes. Facing colours (cuffs, collars, etc.) are bottle green. Equipment is black with equipment straps being of white leather. Search for code **56589**.



Fallen soldiers of the line can be found in code **56123**.

Pudigroan Dogman Command Set

Every command set for The World of Valon has four officers on foot and two mounted. Those on foot have one of four personalities to reflect officers in Slaughterloo. These personalities are Aggressive, Cowardly, Heroic and Dastardly. The mounted officers are always a 'colonel' grade and a 'general' grade for maximum usefulness in an army.

The poses are firstly the 'Cowardly' type of officer with hand out stretched and a pistol, the 'Aggressive' type of officer at a full run teeth bared and sword raised. Next is the 'Heroic' type of officer sword held aloft and arm raised preparing an order to attack. Then the 'Dastardly' type officer who is rubbing his hands together plotting how to get his troops killed and himself glory. The mounted officer are firstly a 'General' with raised sword and periwinkle wig and secondly a 'Colonel' holding the reigns and with a pistol in his hand. All are wearing the Pudigrochumsberg line uniform and most wear a tricorne hat.



The officers of the line on foot and mounted are to be found in code **56587**.



Rache Carabiniers

This formation of Dogmen fight with the Burrovians in Kartoffelburg and its their aim to kill every Ostarian they can find along with any who are their allies. Experts in skirmishing the Rache can match anything the Grand Alliance can throw at them. The structure this Light Troop battalion is as follows. One battalions composes the Regiment. One thousand Dogmen at full muster and ten companies. Each company has one hundred Dogs which are separated into two Platoons and a headquarters element totaling about fifty soldiers and officers. A Section normally has ten to fifteen Dogs including an Officer, a lesser Officer, a Sergeant, a musician and standard bearer, the rest being Privates. They are armed with a Ferach Carbine and a Bayonet, Officers have a Sword.



The uniform consists of a dark green tunic, grey breeches, a black shako with silver and an orange plume, black shoes. Facing colours (cuffs, collars, etc.) are dark orange. Equipment is black with equipment straps being of white leather. Search for code **56588**.



Cruellest DeVille Cuirassiers

The heavy cavalry and mailed fist of King Bonio the cuirassiers thunder into battle to smash the formations of the hated Ostarians and others. They are few in number but superbly good cavalry being well mounted and trained plus in possession of a wide knowledge of real battle. There is one regiment with ten squadrons of about fifty riders each. A squadron has two sections and a command element meaning a section has roughly ten Cavalry on horses in it. An officer, standard bearer, musician, sergeant along with troopers. Armed with heavy Straight Swords and the occasional pistol their uniforms are as follows. The uniform consists of a dark orange tunic, grey breeches, a grey tricorne and dark brown boots. Facing colours (cuffs, collars, etc.) are dark blue. Equipment is white with equipment straps being of black leather and the cuirass is brushed steel. Search for code **56592**.

Pudigroan Foot Artillerie

Trained by the finest artillerie masters in Lyonesse the newly formed batteries of the Pudigroan Artillerie have yet to see much action but in small battles against Krautian Dwarf incursions of the Confederation of Finklestein's territory they have proven more than adequate to the task. The structure of a typical Foot Artillery battalion is as follows. There are five batteries of five artillery pieces each, these are normally medium to heavy cannon and howitzers. These pieces are served by a total of four hundred Dogs composed of gunners, infantry and officers as well as servants and bearers. All serving the guns are designated as Gunners. The gunners are armed with their normal artillery implements with officers having standard pistols or swords as well.



The Foot Artillerie uniform consists a dark orange tunic, black breeches, a black shako with silver and a green plume, black shoes. Facing colours (cuffs, collars, etc.) are red. Equipment is black with equipment straps being of white leather. Seek out code **56590**.



Hundmorder Dragoons

Much like their litter brothers this formation of light cavalry ride into the fray seeking the heads of Ostarians or failing that Krautians. They are good cavalry and are often seen harrying enemies between major battles. There are two regiments each with ten squadrons of about fifty riders each. A squadron has two sections and a command element meaning a section has roughly ten Cavalry on light horses in it. An officer, standard bearer, musician, sergeant along with troopers. Armed with Carbines and Swords their uniforms are as follows. The uniform consists of a light orange tunic, white breeches, a black shako with silver and an orange plume, black shoes. Facing colours (cuffs, collars, etc.) are light blue. Equipment is black with equipment straps being of white leather. Search for code **56591**.



There is a formation of Horse Artillery in the rejuvenated Army of Pudigrochumsberg. It is organised along Ferach lines and its crew wear a broadly similar uniform to the foot artillerie.

Zahner Hussars

A new regiment raised after the ruination of Pudigrochumsberg and outfitted for the ongoing war against Ostaria. They are fine riders and many of the troopers were taken from the depots of the Hundmorder Dragoons. Used for scouting and harassing the enemy the Zahner are a fang in the side of the enemy. There is one regiment each with eight squadrons of about fifty riders each. A squadron has two sections and a command element meaning a section has roughly ten Cavalry on light horses in it. An officer, standard bearer, musician, sergeant along with troopers. Armed with Swords and Pistols their uniforms are as follows. A light green tunic, grey breeches, black dolman, a black shako with silver and an orange plume, black shoes. Facing colours (cuffs, collars, etc.) are white. Equipment is black with equipment straps being of white leather.

PERSONALITIES OF PUDIGROCHUMSBERG

Slaughterloo Rules

Here are the rules and links to place named characters into your Section or Division during play.



Fauster and Von Smultz

The characters are Major Fauster who is holding a sword and pistol an officer of the line infantry who has a wooden leg and Private Smultz who is holding a musket with bayonet and charging forward tongue lolling in the breeze. Both are dressed in the uniform of the 56589 Pudigrochumsberg Line Infantry miniatures. Seek code **56125**.

Flintloque Rules

Major Fauster

A soldier since the weeks before the Ostarian invasion of his now destroyed homeland, Fauster has survived injuries that rightly should have killed him. He is missing his right leg and several fingers from his right hand due to three musket balls fired into him by an Ostarian Chasseur. While on a filthy cot he heard a voice, from a disembodied source, offering him life in return for service. He agreed and now his darken overlord keeps him safe in return for taken lives he desires. In play Fauster is an Experienced / Regular Dogman armed with a sword and a standard pistol. He moves at 25% less than regular rates due to his missing leg but all shots aimed at him suffer a -20% modifier due to strange headaches those aiming at him suffer. On the first turn of a game randomly roll 1D10 and count the resultant number of enemy characters in from the left of the table. The selected character must be fought and killed by Fauster in game over all concerns. If he fails to kill the target Fauster suffers a -1 to Steady in the next scenario he features in. With these abilities and weapons he costs 37 Points.

Private Von Smultz

Despite seeing some truly horrific acts of war and barbarity at the hands of the Ostarians, this soldier is constantly happy and wags his tail in joy each and every day. This makes him popular with his fellows and well liked by his commander but its a time bomb waiting to happen for Von Smultz is actually...very deranged. In play this character is a Raw / Regular Dogmen armed with a Standard Musket and bayonet. He acts as normal in play until the first time he is engaged in melee combat. Whither he wins or loses roll D10 after the first round of melee and on an odd result he goes into a state of shock and falls to the ground twitching for the rest of the scenario. On an even roll he goes crazy and will attack the nearest character (friend or foe) continually until he is killed or knocked out. With these special rules he costs 8 Points.



Fauster and Smultz

(Special Character Officer) (65 Points)

Dark Overlord of Madness: Leading from the front and with his somewhat deranged fellow next to him Major Fauster and Private Smultz are inseparable. Bound by an evil oath to a dark lord which keeps them alive despite constant danger in return for carrying out horrid acts upon demand. In battle any unit making ranged fire against the unit these two miniatures are a part of suffers a -2 to its Fire Mod due to headaches that seem to come from nowhere. You may only use these two characters in one unit of your army and they must both be in the same unit. They are at home in Pudigrochumsberg Line Infantry units but may be used with any Dogman race that is allied infantry unit. Remove a trooper from the unit if the size maximum for the unit is going to be exceeded.



King Bonio of Pudigrochumsberg

King Bonio was a good king. Kind and on the whole a good dog to his subjects. His kingdom pretty and well fed with its kennels well stocked. Known as Licksmeister of Meaten and Baaksgraf of Kennolia he had always been a hunter and skilled marksman. Leading from the front he always commanded the Pudigroan Army in the field. At the towns of Mastiff and Nobath they turned back the larger but badly led Ostarian Empire but it was hopeless. Endless numbers of white coated Dogmen marched into Pudigrochumsberg. So an evacuation was ordered and an exodus undertaken while the army fought one rear guard action after another.

An arrangement with the Emperor Mordred newly made ruler of the Ferach Empire ensured the fleeing people had a place to go and as King Bonio, wounded and bleeding, rode his horse out of his homeland towards the waiting battalions of Armorican Elves he looked over his shoulder at a burning and blackened land. Klaffenhund would be made to pay...someday.

Due to the size of the rules for Flintloque and Slaughterloo for this monarch in charge of his army it is held in its own free download article. You can download it direct from us by [CLICKING HERE](#).

Search for code **LE046**.

There is a Divisional Army Pack (DAP) for this army which gives you an entire division for playing Slaughterloo (or as many miniatures as you would ever need for Flintloque). You will need 5030 Slaughterloo book and search code **56604**.

THE DOGMAN ARMY OF PUDIGROCHUMSBERG

ARMY LIST FOR SLAUGHTERLOO

REGIMENT	TROOP TYPE (REGARD)	UNIT SIZE RANGE	C	L	CB	F	FM	MM	DF	M	PC
Pudigrochumburg Line	Regular Infantry (R6)	8-20	20	15	5	5	3	4	3	10	17
Pudigrochumsberg Landwehr	Militia Infantry (R2)	8-24	15	10	5	1	-2	0	3	6	8
Pudigrochumsberg Grenadiers	Regular Infantry (R5)	8-20	20	15	5	5	3	3	3	10	16
Rache Carabiniers	Light Infantry (R6)	6-12	20	20	5	3	3	3	3	11	18
Hundmorder Dragoons	Light Cavalry (R5)	4-10	40	35	20	4		5	3	11	37
Cruellest DeVille Curiaassiers	Heavy Cavalry (R6)	4-10	30	25	15	4		7	4	10	42
Zahner Hussars	Light Cavalry (R5)	4-10	40	35	20	4		5	3	10	35
Pudigroan Foot Artillery	Foot Artillery (R4)	2-6	15/5	15/5		4	3	1	3	9	12
Pudigroan Horse Artillery	Horse Artillery (R5)	2-6	30/5	20/5		4	4	1	3	10	16

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.



Pudigroan on Campaign

These pictures are taken from Alternative Armies own playtesting and weekend fun games of Flincloque using the studio miniatures. From top left the Hundmorder Dragoons crossing a river, the mounted General leading his cavalry column, Pudigroan Line advanced under fire and above King Bonio leads!



PUDIGROCHUMSBERG DURING THE BIER WARS

For while the Von Rotte Legion and the Army of the ruined Dog Kingdom are both allies of the Ferach Empire and enemies of Ostaria..they were not always so. Back before the formation of the Confederation of Finklestein and the Krautian League, before the Elves marched to victory across central Urop there was the time of the Unified Powers, the time of the Severed Ears War or to give it the name the Dwarves favour..the Bier Wars!

The Dwarven Beir Wars focused on cities such as Monich, Barlin and Cohol and was on the whole a conflict between a hundred tiny stattes of Dwarves but it did spill out to the Dutchy of Brewswick and involved the then thriving kingdom of Pudigrochumsberg. Both these smaller lands bordering what became the Confederation of Finklestein and while Artur of Krautia came to blows with Brewswick over the theft of bier casks it was a personal feud between Frederick Von Ales the Baron Von Rotte and the king of Pudigrochumsberg. King Bonio of the Dogmen was a firm friend of the Baron and even offered his troops barracking and rations within Pudigrochumsberg when the opportunity arose. However over a fine meal at the royal palace in Saltzbark the king offended the Baron in a way that led to a short war between the two!

Saltzbark is the capital of Pudigrochumsberg and then it was a thriving city famed for many fine goods and among those most to the fore was the tailoring of fine clothes. As a gift for his friend Frederick Von Ales the king had several suits of silk clothes made and then presented them in person at the palace during the evening feast.

Smiling the Baron opened the ribbons securing the package of clothes and then as his face changed from jovial enjoyment to anger the chatter at the tables quietened and eventually even the musicians stopped playing. A passing Dogman servant looked over the Dwarf's shoulder and giggled. Standing the Baron threw the opened package along the full length of the table scattering food and drink as well as candles and cutlery. The bundle skidded to as halt on the plate of the king who sat in open mouthed amazement at the other end of the great table.

The Baron roared in anger that he was no prancing Elf, no popinjay and that silver buttons fashioned thus were fit only for a Todoroni. King Bonio stood and lifting out the garments from the strewn package realised with horror that they were actually meant for the queen. A dress in bright pink silk with black lace and silver buttons in the shape of wine goblets. Before anything else could be said the Baron Von Rotte rose and strode out of the hall and in a clatter of chairs his officers also rose and followed him. At the double doors the now scarlet faced Baron shouted over his shoulder that Bonio should prepare for war. That by the end of the year he would make the king wear that very dress and throw him in to the pens of the Pummilig riding Pigs. And so began the short and vicious Silage War.

The War of Silage was a minor part of the Bier Wars but it saw two small but professional armies go toe to toe and featured three major battles and dozens of skirmishes which set the soldiers of Pudigrochumsberg in good stead for the coming war against Ostaria and its murdering lunatic leader the Emperor Klaffenhund.



So playing out The War of Silage in Flintloque and Slaughterloo as part of the Dwarf Bier Wars.

It is the goal of the Baron Von Rotte to capture the city of Saltzbark and thereby King Bonio to make the king wear the pink dress and to throw him in the pig pen. To that end a chain of scenarios can be assembled building towards this goal. I do hope to get at least some of these scenarios ready and published for free in the future.

The scenic images in this booklet are all taken from the early work for the first scenario in the chain currently titled 'Paddling with Pigs'. This scenario sees a border incursion by Hussar light cavalry against an outpost of Line infantry with the aim of preventing the Dwarves from crossing the river until a rider dispatched to battalion can bring some Dogman cavalry forward to assist the Pudigroan.

I hope that these will be interesting scenarios as they are set before the current backdrop of the Beir & Bones book for Flintloque and are closer to the Ferach Revolutionary Wars than the Mordredian Wars. You can visit the Von Rotte Legion and Pudigroan Dogmen on our website. Input is most welcome and comment as always and I hope you enjoyed reading this booklet.

GBS 2019.

