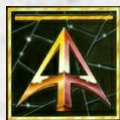


Uniformation...



*"Dwarves of the Red Baron"
Flintloque and Slaughterloo*

The Von Rotte Legion

Welcome to Alternative Armies free booklet for **The Dwarf Army of the Von Rotte Legion** 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](#) plus a Divisional Army Pack [HERE](#). 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.

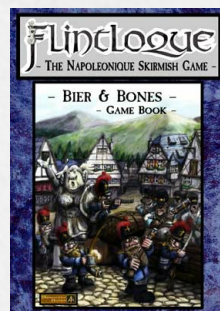
SEVERED EARS WAR VETERANS

In the aftermath of the Severed Ears War the legions of the Von Rotte were exiled from Krautia along with their illustrious leader the Baron Frederick the Ales Von Rotte. Having tangled just once too often with Artur the ruler of Krautia the Baron had little choice but to throw in his lot with the Elves of Armorica. The newly formed Confederation of Finklestein, a loosely tied group of small Dwarven states, welcomed the Von Rotte legions with open arms. Finely drilled infantry, cavalry and gunners were thin on the ground and a general as talented as the Baron was rare indeed. Swearing an oath of fealty to the Elvish Emperor Mordred the Baron was given command not only of his own soldiers but also some of those belonging to the Emperor in his wars against Krautia and Ostaria.

A veteran in the truest sense the Baron has been at war since the Darke Age and is a master of battle. He excels in the leading of grenadiers and fusiliers and his troops are rarely routed, in fact it was in the Severed Ears War only the lack of sufficient soldiers that defeated the Baron. Alongside the troops of the Ferach Empire the Baron Von Rotte is now a very old Dwarf but he is still an extremely skilled tactician and loved by those troops who fight under him. Atop his pummilig pig 'Bristle' he serves up the mead of victory to Mordred.

THE VON ROTTE ARMY

The Dwarf legions of the Red Baron are among the most experienced troops in Urop and it shows. Rushed from region to region, the regiments of foot along with the famous grenadiers and the cavalry take on foes that lesser troops would shy away from. The legions are an all arms force which also includes artillery.



PLAYING FLINTLOQUE

When you decide to field a Section of troops from the Von Rotte Legion in Flintloque you have many options among the infantry, cavalry and gunners of these Dwarf veterans. All Sections should be assembled using the creation rules in 5028 Flintloque 3rd edition - Bier & Bones.

Using pages 58-70 those of the Legions are Dwarves by racial type and have a larger proportion of Average and Experienced levels among soldiers. Almost all light infantry 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 the Von Rotte Legions are Dwarf musket MkII, 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!

CREDITS

Written By: Gavin Syme
Internal Artwork By: Edward Jackson
Additional Contributions By: S.Croes, B.Colden, M.Taylor and A. Scott
Layouts and Photographs By: Alternative Armies

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THE ARMY OF THE LEGIONS

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.

Von Rotte Line Infantry

Some would say these short fellows are the finest regular infantry on Valon. Their regimental histories read like a scroll of the entire era of black powder war in Urop. The structure of a Regular line battalion is as follows. Fusilier battalions are two to the regiment and each is composed of nearly eighteen hundred Dwarves plus officers and staff. A battalion was divided into six large equal companies, one of which designated as a skirmish company of Light Troops. Each company has about three hundred Dwarves which are separated into six Platoons and three headquarters elements. A Section normally has ten to fifteen Dwarves including an Officer, a lesser Officer, a couple of Sergeants, a musician and standard bearer, the rest being Soldats. They are armed with a Dwarf Musket MkII, Officers have a Sword, Sergeants have a Musket. The uniform consists of a red tunic, white breeches, a black tricorne and black shoes. Facing colours (cuffs, collars, etc.) vary. Equipment is black and brown, with equipment straps being of white leather. Search for code 52514.

Fallen soldiers of the line can be found in code 52015.



Von Rotte Legion 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 Heroic officer in tricorne with bier stein, a Cowardly officer with pocket watch open a monocle and a worried expression. A bare headed Dastardly officer with a telescope and tricorne under his arm. Finally the Aggressive officer charging head long with a sword raised and beard a flowing. There are also two mounted officers on resin Pummilig Pigs the favourite mount of Valon Dwarves. A lesser and greater officer suitable for commanding your division, your section or as aide de camps. One is bare headed with a war hammer raised while the other sports a tricorne and a raised pistol. Search for code 52517.

Von Rotte Line Grenadiers

Most of the grenadiers are in the Witchlands but some fight with their master in Kartoffelburg and they are most welcome as they are a tough bunch of fighters. The structure of a Von Rotte Dwarf Grenadier battalion is as follows. Each battalion contains two thousand Dwarves at full muster and has six companies all of whom are Grenadier. Each company has about four hundred Dwarves which are separated into six Platoons and three headquarters elements. A Section normally has ten to twenty Dwarves including an Officer, a lesser Officer, a couple of Sergeants, a musician and standard bearer, the rest being Grenadiers. They are armed with a Dwarf Musket MkII, Officers have a Sword, Sergeants have a Musket. All have grenades.

The uniform consists of a red tunic, white breeches, a black tricorne and black shoes. Facing colours (cuffs, collars, etc.) are blue. Equipment is black and brown, with equipment straps being of white leather. Search for code 52503.



Von Rotte Light Infantry

The Voltiguers of the legions are known across Urop and were some of the first troops of their type after the annulment of Wylde Magicke. They are fierce foes to face ahead of the lines. The structure of a Regular line battalion includes a full company of light troops often broke up across the battalion as companies but they can be brought together to work as one formation. Three hundred Voltiguer Dwarves. A Section normally has ten to fifteen Dwarves including an Officer, a lesser Officer, a couple of Sergeants, a musician and standard bearer, the rest being Soldats. They are armed with a Dwarf Musket MkII, Officers have a Sword, Sergeants have a Musket. The uniform consists of a red tunic, white breeches, a mitre mitre and black shoes. Facing colours (cuffs, collars, etc.) vary. Equipment is black and brown, with equipment straps being of white leather. Search for code 52521.



Von Rotte Landwehr Infantry

There have recently been shortages of troops in the legions as the cauldron of war in Kartoffelburg chews away at the ranks. While the Baron can replace these losses it cannot be at a rate the same as the Elves of Armorica or the Dogmen of Ostaria and thus a solution was needed. Forming new regiments of militia or 'Landwehr' with less training who could be brought up to the front quickly has plugged the gaps. These soldats are less in quality than legionaries of the line but compared to many other militias they are still fine troops.

The structure of a Militia regiment is as follows. One battalion composed of nearly two thousand Dwarves plus officers and staff. The battalion divides into six large equal companies. Each company has about three hundred thirty Dwarves which are separated into five Platoons and two headquarters elements. A Section normally has fifteen to twenty Dwarves including an Officer, a lesser Officer, a couple of Sergeants, a musician and standard bearer, the rest being Soldats. They are armed with a Dwarf Musket MkII, Officers have a Sword, Sergeants have a Musket. The uniform consists of a red tunic, grey breeches, a black tricorne and black shoes. Facing colours (cuffs, collars, etc.) vary. Equipment is black and brown, with equipment straps being of white leather.



Von Rotte Hussars

Most of the cavalry at the call of the Baron are hussars, a total of five regiments each with four squadrons of just over two hundred troopers; a section of Cavalry having about ten members. Sabres and a blue pelisse jacket over a dark yellow tunic and grey breeches with black headwear. These regiments were overseen by the 'Kyng of the Hussars' General Jokern Von Zeeter, who's prowess in the saddle is the stuff of camp fire legend. Nimble and agile Zeeter brought many victories to the League. They ride on fat pink pigs. The Hussars are classed as Light Cavalry. Search for code 52520.



Von Rotte Cuirassiers

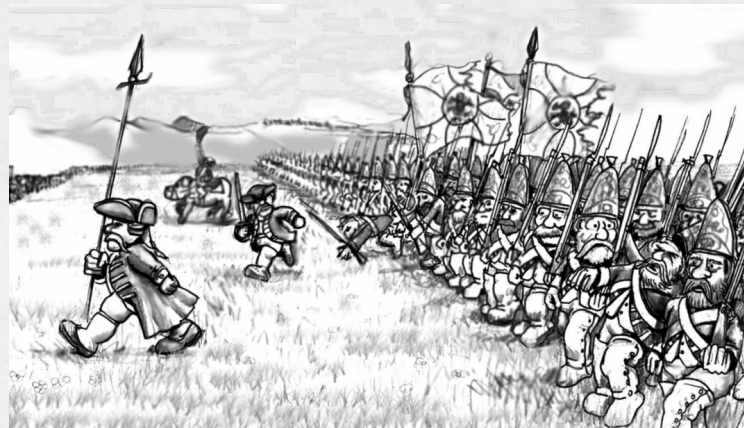
While few in number compared to other nations arrays of heavy cavalry the Cuirassiers of the legions are some of the hardest hitting. Sporting tricones and long straight swords they are used as a hammer upon the faces of the foe. Two regiments each with four squadrons of just over two hundred troopers; a section of Cavalry having about ten members. They ride on fat pink pigs. The Cuirassiers are classed as Heavy Cavalry. The uniform consists of a red jacket over a white tunic and grey breeches with black headwear. Search for code 52519.

Dead Pummilig Pigs can be found in code 52016.

Von Rotte Dragoons

A new introduction to the riders of the legions the Dragoons are used for scouting and for independent missions behind enemy lines. They are currently only one regiment on the same structure as a Hussar regiment and like them they ride Pummilig Pigs. Light Cavalry whose uniform is a green jacket over a white tunic with grey breeches and black headwear.





'In general ze Nain must fear zer Officer more zan der foe'
- Baron Von Rotte

*'Der Kannons ist no place fir einen noble Nain,
ze gunners are nicht proper soldaten'*
- Baron Von Rotte

From the point of recruitment the training given to the Dwarves was harsh, constant marching and formation training. Practice volley fire with live ammunition and formations with entire divisions strode in the meadows of Siligia until they were so confident that they could almost march without error in ranks in the dark of night. While the officers were hard on their Dwarves they made them into great soldiers and none was harder on them than the Baron himself. Though he would march through them and share a joke and a passing remark (even allowing the Guard to take a joke or two at his expense) he viewed his Dwarves as a resource to be used. When the need was present the Baron, unlike the King Artur, would sacrifice them like fruit crushed and discarded once its juice and vitality was extinguished.

Von Rotte Mortars

The Baron's hatred of gunners was well known in the League Army and he refused to have them near him when on the battlefield. In fact officers who wished for promotion avoided the artillery as if their lives depended on it; the chances of advancement were very slim indeed. Few field guns operated with the Von Rotte regiments and aside from a good siege gun park, as the Baron loved reducing enemy fortresses by fire, only the mortar crews were well supported. Some Dwarven technicians have argued that the desire for mortars shown by the Baron had more to do with being able to shell the enemy without having to adjust his perfect lines of soldiers on the battlefield; rather than tactical genius. Either way mortars, like howitzers are masters of indirect bombardment and have a very fine range.

While Dwarven howitzers on wheeled carriages came in six or ten pounder weight of shotte, the mortars used by the Von Rotte corps begin at ten pounds for company mortars and progress to a common twenty four pounder and some very heavy fifty pounder mortars. These brass guns sit upon wooden plinths loaded into to carts for transport and then placed on solid ground for firing. Many enemy forces are caught off guard by these mortar's flinging shelle into their midst.

Gunner crews of the legion who serve the cannons and the mortars all wear white breeches and red coats with black tricorne hats. The ammunition cassions and mortar carts were pulled by limber pigs of the same breed used by the cavalry.



THE DWARVES OF THE VON ROTTE LEGION

ARMY LIST FOR SLAUGHTERLOO

REGIMENT	TROOP TYPE (REGARD)	UNIT SIZE RANGE	C	L	CB	F	FM	MM	DF	M	PC
Von Rotte Line	Regular Infantry (R5)	8-20	15	10	5	5	3	3	3	10	15
Von Rotte Grenadiers	Regular Infantry (R5)	8-20	15	10	5	5	3	4	3	10	16
Von Rotte Landwehr	Militia Infantry (R2)	8-20	15	10	5	1	0	1	3	8	11
Von Rotte Voltiguers	Light Infantry (R4)	6-12	15	15	5	4	4	3	3	10	15
Von Rotte Hussars	Light Cavalry (R4)	4-10	35	30	15	4		4	3	10	27
Von Rotte Cuirassiers	Heavy Cavalry (R6)	4-10	40	35	15	5		5	3	10	38
Von Rotte Dragoons	Light Cavalry (R6)	4-10	40	35	20	5		4	3	10	37
Von Rotte Foot Artillery	Foot Artillery (R3)	2-6	15/5	15/5		4	3	1	3	10	13
Von Rotte Mortars	Foot Artillery (R4)	2-6	15/5	15/5		5	4	1	3	11	17

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.

PERSONALITIES OF THE LEGION

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

Jockern Von Zeeter

Known as the 'King of Hussars' to his troopers Von Zeeter is an old Dwarf who has been fighting since the Severed Ears War where he commanded the Von Rotte Hussars. His official rank is that of a General but he always fights with his Dwarves in the thick of battle and is beloved for it. When things teeter call for Von Zeeter! In play this character is a Veteran / Regular/ Elite Dwarf armed with a Sword mounted on a Pony. He is so experienced a rider that he NEVER falls from the saddle plus he gains an additional +2 in Melee mod when mounted and once per Game may automatically reverse any single failed Steady test on himself or one member of his Section. He costs 63 Points.

Frederick Von Ales Rotte - The Baron Von Rotte

In play Baron Von Rotte need never take any Morale Test for any reason, nor do ANY allied Dwarves within 15cm of him at the time of their morale tests. Once per Turn he may elect to shout encouragement at any friendly Dwarf and that Dwarf (must be within 30cm) may ignore the first wound he suffers in the course of the game. All other wounds affect as normal, the shouted encouragement lasts the entire scenario. Additionally ANY Dwarf shooting at the Baron suffers a two negative column shift for firing due to his legendary reputation. The Baron's Pig Bristle is treated as a normal Pig except that he has three wounds not a single wound as a normal Pig would have.

Frederick the Ales Von Rotte, the Baron Von Rotte is a Veteran / Regular / Elite Dwarf armed with a Sword of exquisite quality mounted upon his Pig 'Bristle'. With his special abilities as outlined here he costs 92 Points.

The scenic image in this booklet is taken from the early work for the first scenario in the chain of the 'War of Silage' currently titled 'Paddling with Pigs'. To learn more about this early military campaign which saw the Dogmen of Pudigrochumsberg warring with the Von Rotte Legion you should download and read the Pudigrochumsberg Army booklet from our [online storage now](#). 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.

Here are the game statistics for Slaughterloo for these characters.

Jockern Von Zeeter (Special Unit Officer) (55 Points)

The 'King of the Hussars' can only be found commanding a unit of light cavalry of the Von Rotte legions. When in command he is a motivating presence who drives his Dwarves on to great feats. Once per game the unit he commands may take a second free action in a turn (after the initial free action is used and before a form roll for any other). This free action must be a move action at normal rate allowing for instance a double move once per game.

The Baron Von Rotte (Experienced) (General) (350 Points)

Known as the 'Rotte Baron' the General commands his own and other Confederation forces in his never ending vendetta with the Krautian League. A talented Infantry commander he brings every musket to bear on his foes. The Baron fights mainly in Kartoffelberg but has also led his troops to battle in Catalucia and in the Witchlands as well as continual raiding of Krautian garrisons.

SEEING ROTTE!: The Baron can whip his men up into a frenzy in the attack and upon the fixing of bayonets they savage the enemy. All friendly Dwarf Units within 90cm of the Baron may add +1 to their Melee Mod. for the first Turn of Melee.

GRENADIERS FORWARD! : If the Baron is within 45cm of a Unit of Von Rotte Grenadiers they may add 5cm to their Column and Line Movement ratings for the Turn. The Unit must begin its move within 45cm of the Baron to gain this bonus.

