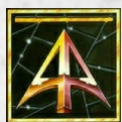


Uniformation...



"Animate the Waters"

Flintloque and Slaughterloo

Snowmen in your Games

Welcome to Alternative Armies free file for SN07 Fantasy Snowmen and SN09 Black Powder Snowmen which contain miniatures which can be used for both in Flintloque and Slaughterloo. If you are interested in these miniatures 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. 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.

A TRIUMPH FOR DOCTOROV

The sun is reedy and thin in the Witchlands and each time it rises upon a realm of deep cold it does so upon crackling energy and the raising of the dead. Hundreds of Graviski Re-Animator wagons and their ghostly operators creating more Zombies and Skeletons for the armies of the Dark Czar. It is grim work for those of a sane disposition but it is joyous for the new necromancers such as Doctorov who oversee the wagons. While it is on the whole Elves as well as Dwarves and Dogmen that are the subjects of new unlife it is not always so.

Dug up in the nightmarish tundra of the far northern Witchlands where monsters still roam an object of Wylde Magicke power was brought to Moskova. The Werewolves and Wraiths who returned with the crystal in a locked chest were only ten percent of their original number. This was of little consequence to the Star Wraith who had given the expedition the location in which to search. In an audience with his master a kneeling Doctorov was given the chest and told to create new ways to kill mortals.

Failure and dismay and then fear came to Doctorov as experiments resulted in abominations or horror but little use. Then luck visited in the form of a minion forgetting to remove a bucket of water from the re-animator meant to wash away the offal of the previous subject. Attached to the wagon and given energy in the process the next dawn the water froze and then grew coalescing into a humanoid form bulking out into snow! With a scream from emerging teeth make of coal the creature came to unlife!

Thus far only one regiment of around a thousand Snowmen have been animated. Each is given a name and weapons. Mortals will fear...Berry McChilly, Jolly McBlizzard, Tinkle McFrosty, Bells McSlush, Scarfy McPowdery, Flurry McSparkle and others.



SNEGSKI KODUNDOV REGIMENT

Some of the strangest soldiers in the Army of the Dark Czar the Snegski Kodundov literally the walking snows were created by a nefarious scheme. A scheme which saw the infusing of Wylde Magicke directly into water placed on a reanimator slab. Despite many failure the successes were living snow organised and trained in musketry and the killing of the living. Unfortunate are those who hear the muffle crumps of footsteps approaching. They operate in Regular sections of about twelve Snowmen armed with Standard Muskets, Blunderbuss as well as clubs and other melee weapons. They have no uniform beyond brightly coloured scarves.

**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. You will also need the statistics on the next page of this article. They are classed as Savant Zombies and create your section in that manner. They carry a mix of weapons and can be commanded by a Vampyre or other Witchlands suitable character. Snowmen are always infantry and will just melt away if deployed in a temperate land or warmer climes indoors. The K.G.B has no hold over Snowmen. They have some unique rules which should be used in play.

*Made of Frozen Water:* Despite the Magicke the bonds holding a Snowman together are not the most stable form of matter after all they are just frozen water. This is most clearly shown in melee combat. When a Snowman is struck in close combat (not when striking others) work out the attack as normal and then roll 1D10 and on a result of 1-2 the Snowman loses one more Wound on top of those lost in the attack.

*Bullet Integrity:* When a character shoots are a Snowman (does not apply to grenades or grapeshotte but does for solid cannon shotte) make the attack role as normal. If the attack results in a hit make a 1D10 roll and on a result of 1-2 the shot simply passes through the Snowman without doing any damage at all.





**Adding to your Valon collection:** These miniatures fit right into your Undead Army of the Witchlands and are a fun addition making for some interesting sights on the battlefield. While they have a Christmas theme they will work all year round in the snows. We recommend combining them with the Zombies from 5024 for a savant section with a bit more bulk.

**Flintloque Scenario Seed:** There are actually two scenarios in the works for these festive killer creatures. The first one will appear on Orcs in the Webbe in the 2018 Advent Calendar and is called "Jaysorc Kyng in To the Witchlands with Potash" and is a solo play adventure in tribute to the departed Peter Wyngarde in a brand new hero. The other one will be published for free by Alternative Armies and features Elf General Saindoux and his survivor band encountering Doctorov's newest creations in "Snow Balls Dropping" and desperate volley fire! See more about General Saindoux on our [Begin in Flintloque](#) page.

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

### SNEGSKI KODUNDOV REGIMENT

A triumph of the Graviski Reanimator combined with Wylde Magicke the troops of this regiment are unique in all the ranks of the Witchlands for they are snowmen possessed of an unlife! Unable to fight outside of the lands of ice and snow they know no fear.

**STATUS & ARMAMENT:** Snowmen Line are Undead Infantry with Standard Muskets.

**UNIFORM:** These Savant Zombies have no uniform except for brightly coloured scarves as well as black shakos.

Note: *There may only ever be one unit of these troops in a division as creating them is very difficult. They may not be deployed in temperate lands.*



REGIMENT		TROOP TYPE (REGARD)	UNIT SIZE RANGE	C	L	CB	F	FM	MM	DF	M	PC
SNEGSKI KODUNDOV REGIMENT		Undead Infantry (WIK4)	8-28	15	10	5	2	2	4	3		16

A blank entry in the table means this entry does not apply to that Regiment.

## Witchlands Theatre – Undead Racial Statistics Table

Race	Movement Rates in Centimetres (cm)				Combat Statistics			
	1 Double March	2 Quick March	3 Slow March	4 Half-Step March	Steady	Wounds	Discipline	Melee Modifier
SNOWMAN SAVANT ZOMBIE	20	15	10	5	4	6	N/A	1

## Witchlands Army – Racial Points Table

Race	Experience Level cost in Points per new Character				
	Raw	Average	Experienced	Veteran	Legendary
SNOWMAN SAVANT	26	26	26	26	26

## Witchlands Army – Racial Points Table

Race	Troop Type cost in Points per new Character (Add / Remove from Experience Points Cost)										
	Regular	Light	Militia	Grenadier	Marine	Cavalry	Gunner	Irregular	Guerilla	Civilian	Elite
SNOWMAN SAVANT	N/A Same Origination Points Cost Regardless of being any Type (Regular, Gunner, Cavalry or NCO)										

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