

Limited Edition...



"Siblings Forever"

Flintloque and Slaughterloo

General Koda and Aide

Welcome to Alternative Armies free file for **VLE14 General Koda and Aide** for use in Flintloque and Slaughterloo. If you are interested in this for your collection go to our website at www.alternative-armies.com and use the search box with the code given.

BROTHER AND...SISTER?

At the Battle of Yena the Dogmen of Saxhunde and the Dwarves of Krautia were routed and destroyed by the brilliance of the tyrant Mordred and his blue coated columns. While the Emperor of the Elves would go on to sign a peace treaty with Fido Augustus joining Saxhunde to his empire at the time a young soldier named Aleksander Koda was awed by the destructive power of black powder and of the Elves. He returned to his home in Pluggen to find his mother on her death bed and his father steadily drinking himself to an early grave. Concerned for his younger sister Alexia he had no choice but to return to his regiment and prepare to march under the Ferach eagles.

For two years Koda fought and attained rank by his daring actions. Letters from home were infrequent and he missed his mothers funeral and his fathers death at the hands of local bandits from whom he had borrowed money at interest. Managing eventually to get leave to travel from Kartoffelburg back to Saxhunde Koda found his sister distraught and their property seized over bad debts. The future for Alexia was grim with no family, no husband and no money. She had been surviving by hunting wild game in the forests. Koda could not allow that to continue so between them the siblings formulated a plan. A plan which would see both of them imprisoned or worse if it was discovered. Alexia would become Stevie the younger brother of Koda and return with him to his regiment the 3rd Pluggen Voltiguers as a new recruit.

The ruse worked and Stevie was accepted into the regiment and through Koda's influence and continued rise through the ranks he kept her near him. By the time the Grande Armee du Norde was accruing across the Confederation of Finklestein ready itself to march into the snows towards Moskova Koda was a colonel and commanding his regiment. Faced with the unknown of the Witchlands or the known enemy of the Krautians, Ostarians and Orcs he managed to get his Voltiguers sent to Mudrid. It was there that with the unfortunate death of General Weaselhallen, which involved four Dark Elf dancing girls and stiletto blades, that Koda gained his generalship.

Now back in Kartoffelburg the general leads from the front and with his secret sister by his side the war against the mad emperor of Ostaria rages on as Dogman kills Dogman.

None must ever find out about Alexia but for now they are safe..as safe as anyone in the Mordredian Wars can be.

Uniform

General Koda and Stevie are Saxhunde Light Infantry (Voltiguers) and are wearing the uniform of the 3rd Pluggen Voltiguers. This is composed of a mint green tunic, white trousers, black boots and straps along with red facings with black borders. Their fur is a dark brown with black eyes and lolling pink tongue.

Saxhunde Army in Play

The Gross Mutton of Saxhunde fields a moderately large army around the size of that of the Krautian Dwarves composed of tough and large soldiers. These serve in the Witchlands, Catalucia and in Kartoffelburg. Look to 56530 Saxhunde Voltiguers, 56521 Saxhunde Line and 56519 Saxhunde Grenadiers for miniatures as well as LE032 Prince Schwarzenbarch. You can of course place these miniatures in to the Army of Ostaria and Confederation of Finklestein as any character you wish.



Rules for Flintloque:

The brother and sister team up of General Aleksander Koda and Alexia Stevie is a bond of greatest strength. Both are classed as Dogmen of Light Infantry type Elite and Experienced. Koda is armed with a Sword of Exquisite Quality and a Standard Pistol while Stevie has a Sword and a Standard Pistol. The two characters must be within 20cm of each other at all times and typically Koda will be section leader in your game.

Koda is a brilliant skirmisher officer who has worked his way up the ranks and despite being a field commander he prefers the front line to the rear. Troops under his command (including Stevie) gain +1 to their Discipline Rating during play if they are in line of sight to him. He has a very powerful and resonating voice which he can use to shock the enemy. Once per game he may select an enemy within 30cm and as an action shout at them. This must be a mortal character. Roll 1D10 and on a 5+ (if the enemy is a Werewolf then it is 4+) that character is shocked into inaction for one turn and will simply stand still and not even defend themselves in close combat. Stevie is nimble and a skilled hunter which gives her a 20% bonus to all movement rates over Dogman typical listed. She gains the aimed shot bonus to all ranged fire however she is rather squeamish when it comes to close combat and will not attack a wounded enemy only not wounded foes.

Additionally the fact that Stevie is female must be kept from the rest of the section as female Dog folk are not allowed to serve in the Kingdom of Saxhunde Army on pain of imprisonment. If Stevie is wounded and within 5cm of another character roll 1D10 on a result of 7+ her femininity is revealed by the wound. If it is revealed then every character in the whole section (aside from the brother and sister themselves) will automatically take a shaken token from the shock. This is applied and then resolved across the whole section at that time.

If one of the pair dies in combat then the effect upon the other is one of temporary madness. The survivor of the pair will no longer use ranged weapons and will attempt to close to melee range with the enemy regardless of danger. They may ignore the first TWO wounds they take due to grief and madness and they automatically pass all morale tests until they die or games end.

Koda costs 62 Points
Stevie costs 58 Points

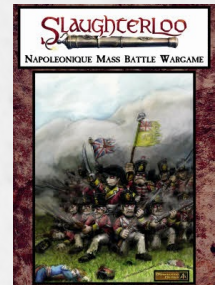
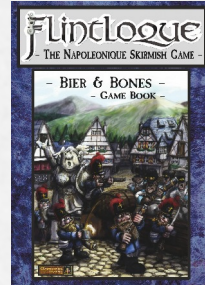


Here are the rules for Slaughterloo:

GENERAL KODA AND AIDE (SPECIAL UNIT OFFICER) (40 POINTS)

This pair are actually brother and sister but this fact must be kept hidden. They are both placed into the unit meaning an additional figure in the unit total. They may command any Ferach Empire allied Dogman light infantry or line infantry unit.

SIT DOGGIE: Koda has a powerful command voice and uses it to great effect. If the unit fails a Form Roll it may take that Form Roll again. This may be done twice in a battle.



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