

*Uniformation.. A Resource for players of
Flintloque and Slaughterloo*

The Visthowla Legion

Huge Werewolves of Mordred

Welcome to Alternative Armies uniformation for **57801 Visthowla Legion** a set of miniatures for use in Flintloque and Slaughterloo. If you are interested in these for your collection go to our website at www.alternative-armies.com and use the search box with the code given. In this article you will find background which you can work into your games along with game statistics for Flintloque and also for Slaughterloo. As well as this there are uniform details and pictures along with details of where they fits into the World of Valon and the Mordredian Wars. Lastly we make a suggestion of where to go from here.

AN ALLIANCE IN THE TUNDRA

Mordred accepted an invitation to a grand banquet in his honour in the place in the middle of the walled city of Coltz. The Emperor concealed his amazement at what he saw, the people of the walled city were Centaurs and Werewolves.

The Centaur warlord Ponyatowski greeted the Emperor and at length they discussed the quest for the Sword of Shivalia. Ponyatowski cautioned the Emperor, he did not know what waited beyond the walled city. Diberia was in the grip of a civil war with the Centaurs and their loyal Werewolves on one side and rebels sworn to loyalty to the Dark Czar of the Witchlands on the other.

Conquest was in the blood of the Emperor and he called upon the Centaurs to swear their allegiance to the Ferach Empire and to join the Grande Armee du Norde and the search for the lost artefact. Supplies were prepared and more than a hundred thousand Centaurs and Werewolves joined the Armee. With local allies now secured the vast Armee ponderously pushed on beyond the walled city and into places that even the now Marshal Ponyatowski had never ventured.

THE VISTHOWLA LEGION

Often the mere mention of the name of the Visthowla Legion makes enemies flee from battle, these are the crack Infantry of the Werewolves. Visthowla towering over their comrades armed with the best weapons and led by the best Officers. There are several legions each serving where most needed, some with the Grande Armee du Norde with almost all of their original numbers still intact. The structure of a Visthowla **Regular** legion is as follows. Three Battalions make up a Legion. Each battalion contains eight hundred troops at full muster and have ten companies one of which is **Grenadier**. Each company has eighty **Big Werewolves** which are separated into two Platoons and a headquarters element. A Section normally has six to twelve Werewolves including an Officer, a couple of Sergeants, a musician and standard bearer, the rest being Legionaries. They are armed with a Coltzen Musket, Officers a Sword.



Rules for Flintloque: When playing Flintloque treat this section as Dutchy of Coltz and Big Werewolves with a higher than normal number of Average and Experienced characters and very few Raw ones. Refer to your Flintloque game book for traits and such and they are armed with Coltzen Muskets along with normal swords and standard pistols though some officers have rare Vilnau Rifled Pistols.

Rules for Slaughterloo:

THE VISTHOWLA LEGION

The troopers of the Visthowla Legions are **BIG WEREWOLVES**.
STATUS & ARMAMENT: Guard Infantry, armed with Coltzen Muskets.

Uniform Details: The uniform consists of blue tunic and grey trousers a red shako with gold eagle, silver fittings and black shoes. Facing colours vary but violet is the norm. Equipment and straps are white.

Where To Go From Here: You will get best use from these titles. Use 5030 Slaughterloo 2nd Edition and also 5026 Flintloque 3rd Edition Death in the Snow game book under Duty of Coltz and Werewolves. Miniatures which go well with these in scenarios are any of the Ferach Elves as well as of course the Zombie army of the Witchlands. As well as the 57804 Werewolf Line and 57811 Werewolf Artillery Crew.



Visthowla Legion are **Big Werewolves**. Shown here Standing next to an Elf from the 5024 Escape from the Dark Czar set.

The Elf is 28mm tall and the Werewolf is about 45mm tall.

Visthowla miniatures are partially modular meaning choice of pose and head among the six variants.

THE DUTCHY OF COLTZ

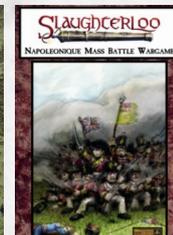
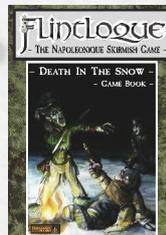
ARMY LIST FOR SLAUGHTERLOO

REGIMENT	TROOP TYPE (REGARD)	UNIT SIZE RANGE	C	L	CB	F	FM	MM	DF	M	PC
Werewolf Line	Regular Infantry (R4)	8-20	25	15	10	5	2	2	3	10	16
Werewolf Artillerie	Foot Artillery (R2)	2-6	25 5	25 5		5	4	1	3	10	13
Visthowla Legion	Regular Infantry (R5)	8-20	15	10	5	5	4	4	4	10	24

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. 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.

COLTZEN MUSKET

1 - Double March	2 - Quick March	3 - Slow March	4 - Half Step March
No Fire Allowed	Fire with 1 Right Shift	May Fire	May Fire
60/6	50/4	20/3	no
Short 0-15cm	Medium 15cm-45cm	Long 45cm-60cm	Extreme 60cm-75cm
Bayonet Size: Larger than Elf Own Nation: Diberia (Werewolves)			



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