

Introducing the Banished Brewer..

Heinz Dermead

A Resource for players of Flintloque and Slaughterloo

Welcome to Alternative Armies free resource for **52014 Heinz Dermead** a character miniature for use in Flintloque and Slaughterloo as well as any other 28mm scale fantasy wargame system you might choose. If you are interested in this miniature for your collection go to our website at www.alternative-armies.com and use the search box with the code given.

In this free resource you will find a character 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 this code fits into the World of Valon and the Mordredian Wars. Lastly we make a suggestion of where to go from here.

OF BARONS AND BREWERS

There are few regions of Valon as wartorn as central Urop and of those the cauldron of Kartoffelburg is foremost of the lot. Armies from all directions clash as they try to put their will upon others. A great many of the soldiers warring in Kartoffelburg are Dwarves in the service of the Ferach Emperor Mordred. They are of the multitude of tiny stattes and comic opera baronies of Finklestein and though they are meant to be allies...sometimes they just fall out with lethal results.

One such tale of misfortune and murderous intent is that of former master bier brewer Heinz Dermead. Before the time of annulment Heinz was a young Dwarf with dreams of Troll hunting but those dreams came to nothing since Trolls vanished from the world to be replaced with Trolka and those big fellows were loyal to the same Emperor who commanded the troops of Heinz's own city statte. Another profession was needed for the young Dwarf and since combat with giants was no longer on the menu he decided upon that most vital to all Dwarves. The art of brewing bier!

Travelling to Newenbeir for his training with the master brewers of the Turcher ale factories Heinz picked up the art of hops and wheat and of still and copper. In a few years he was ready to head out in service of all of Finklestein in the role of a newly distilled master brewer in charge of a mobile brewery. Every great city across central Urop has at least one place within it that assembles specialised wagons to accompany Dwarves into battle. Its true that some Ogres and Dogmen also make use of the mobile breweries but it is to a Dwarf that they will turn to get their ale.

With his assistants and his serving girls following in a separate wagon Heinz Dermead sat in the front of his mobile brewery and grinned for all passers by to see. He had his calling and he was going to assist the Dwarf kin in defeating those who would limit the lands of the bearded. But it was not to be.



Along rutted tracks and passing trudging blue coated Dwarves the wagons sought out the frontier with Krautia and beyond that the city of Magabeir where the 36eme Legion de Nain was laying siege to the city. It was to this Legion that Heinz had been assigned. They did not arrive though since at a crossroads they ran into Burt Dewizier a disgraced brewer secretly in the service of Krautia. In the uniform of a Legion de Nain colonel this traitor stopped Heinz and convinced him that he should turn the wagons over to him. Keen to be seen to be reliable Heinz agreed and watched his dream roll away towards Magabier. It was two days before he realised he had been cheated.

Disgraced Heinz Dermead could not show himself at the Legion. Court martial was a real possibility. He swore revenge upon Burt Dewizier and Krautia but how? He had no allies, no staff and no mobile brewery. Fortune threw him a line however as a detachment from the Von Rotte Legion was passing and by the gods it had a mobile brewery with it that was missing a brewer!

Now in the pay of the veteran Baron Von Rotte and always thinking about his revenge Heinz Dermead is on the up. The war around Magabier continues and chances will come up. Its only a matter of fermentation time...

Rules for Flintloque: When playing Flintloque treat this character as follows. Heinz Dermead is an Experienced / Regular Dwarf armed with a Dwarf Musket MkII and a Stein (small improvised weapon). In play he is allied to Von Rotte or other Finklestein forces. He may command a section or be part of it. He acts as normal except for these unique rules. As a brewer he gives his fellow Dwarves an awesome sense of self confidence. While he is alive in play his section members gain a +1 to their base Discipline and +1 to their Melee Modifier ratings. This only applies to Dwarves. He has a points cost of 53 Points.

Rules for Slaughterloo: In Slaughterloo treat this character as follows. A special character offer. He may serve in command of a special unit or line infantry unit in a Von Rotte or Finklestein Division only. He in stills a glowing self confidence in troops under his command and allows that unit to make a SECOND action per turn without a Form Roll (pg 42). Actions after this are as normal. He costs 65 Points.

Uniform Details: Heinz Dermead wears a green tunic and white breeches along with a dark maroon or purple cloak. This is not standard uniform but brewers are given a bit more leeway. His beard is white and boots are black.

Where To Go From Here: If you wish to make use of this character in your games and you have it in your collection then you will get best use from it with these titles. 5030 Slaughterloo 2nd Edition in the Finklestein section of the book and 5028 Flintloque 3rd Edition Beir & Bones in the Snow game book in the Finklestein section. Miniatures that go well with this code for scenarios, sections and battles are from the Dwarf Armies of Finklestein and Von Rotte.

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