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 city across central Urop has at least one place within it that assembles specialised wargame 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 Trollka and those big fellows were loyal to the same Emperor who commanded the troops of Heinz’s own city state. 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 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!

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 Slaughterloo 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.

Credits

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