

Dispatches...



"A Barrel on Tap"  
Flintloque and Slaughterloo

Tap Room Ogre

Welcome to Alternative Armies free file for **56116 Tap Room Ogre** a miniature for use in Flintloque and Slaughterloo. If you are interested in this miniature for your collection go to our website at [www.alternative-armies.com](http://www.alternative-armies.com) and use the search box with the code 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.

OTTO SAUFEN

A BARREL ON TAP

It can be a tough life running a tavern like the Fallen Angel especially when the tavern is located in southern Kartoffelburg which is a war zone. Kartoffelburg is a cauldron of nations with the Ferach Empire and its allies fighting against the Krautians with the support of Great Britorcn. The Fallen Angel used to have beautiful stained glass windows and inscribed doors. Now it has windows which are boarded up and doors which are studded with iron. It would have been less, a smoking ruin, if it had not been for Otto Saufen.

Otto Saufen minded the bar in the tap room of the tavern until the owner was killed in a skirmish between Krautian infantry and Elvish carabiners. That firefight also ruined the carefully tended gardens around the Fallen Angel and saw the four harnessed Rhinos which carried those with coin to nearby Fusserhaufen stolen by the Dwarves. Once the musketry had ended Otto found himself landlord of a now damaged tavern. But he was determined to survive and ever since he has sold booze both fine and foul from a line of barrels behind the bar. Bullet holes and blackened timbers where comfortable furniture once was. A Barrel on Tap at all times is his motto and he Otto even takes to the fields around the Fallen Angel when profit is near.



CREDITS

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**Rules for Flintloque:** If you decide to put this miniature into your games of Flintloque then you can choose one of two routes. Firstly the Tap Room Ogre is a Regular / Civilian / Ogre carrying a Large Improvised Weapon (Barrel) who is added to any mortal section as a scenario goal or person to protect.

The second route is character based for the Tap Room Ogre. This character is an Experienced / Regular / Ogre armed with the same Barrel but this time he is a soldier in reduced uniform who is a member of a Section. This may be any Section whose army contains Ogres such as the Krautian Giant Legion. He may not be in command and must remain within 10cm of at least one other section member. It is assumed that any character currently within 5cm of the Tap Room Ogre has had a drink and is feeling super powered. They may add +1 to their Steady Rating when needed. This effect does not confer itself upon the Ogre. If the Tap Room Ogre is killed in play any character with 10cm must spend one Turn in sorrow and inaction due to grief. This character has a cost of 60 Points.

**Rules for Slaughterloo:** If you choose to make use of this miniature in your games of Slaughterloo you can do so in this manner with these optional rules. The Tap Room Ogre is an additional figure which can be added to the total for any Unit which is Line or Militia Infantry (no other kinds of units) in all Armies except the Undead and Othari. You may have a maximum of Two (2) Tap Room Ogres in a Division. You may attach both of them to the same unit if you wish. Keep the miniature in base to base contact with the rear rank of the unit. It is only removed from play if the unit break and routs. It is never affected by enemy direct action such as close combat or ranged fire.

A unit with a Tap Room Ogre attached may relax a bit with a beer in hand during battle. This translates to adding +1 to all Morale Tests that the unit has to take in play. Each Ogre has a cost of 30 Points.

**Adding to your Valon collection:** This code is well suited to players who want civilians in their games and goes excellently with 54050 Valon Civilians pack. The Ogres of the Hunvarian Legion of the Krautian Giant Legion can use this miniature as well among their ranks and in an alternate use alongside 56523 Hunvarian Ogre Artillery Crew this miniature is carrying a large keg of powder for the cannon.

**Flintloque Scenario Seed:** Looking to the picture in this article which was taken during playtesting of the Flintloque rules for it you can see the Tap Room Ogre alongside two Rache Carabiniers (56588) of the Army of Pudigrochumsberg. The scenario was an inn keeper attempting to drive Ferach Elves away from his tavern aiding the Dogmen by supply them with free bier. A fun scenario!

