

Introducing a musical hound. . .

Ludwig Von Barkhoven

A Resource for players of Flintloque and Slaughterloo

Welcome to Alternative Armies free resource for 56131 Ludwig Von Barkhoven 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.

WITH SYMHOUNDIES AND JEALOUSY

Ludwig Von Barkhoven is a famous musical hound from the tiny comic opera barony of Bonnix. He is currently in Ostaria after a daring raid by Jagers of the Frei Corps on orders of the mad Emperor Klaffenhund stole him from the wooden palace of Baron Lobotoinz ruler of Bonnix. This was achieved at night by the Frei Crops Von Chum and included a rather surreal moment where their leader Digby Von Klauswitz 'the biggest dog soldier in the world' had to carry Barkhoven over one shoulder while dragging the composer's favourite piano behind him on a rope. Under fire from Confederation of Finklestein troops the piano had seven musket ball shaped holes in it by the time escape was at hand. However it still plays just fine!

Barkhoven's music is known all over Urop and indeed while the piano's and violins play he often howls along in tune to his greatest works including 'Furry Eliss' and his nine 'Symphoundies'. There is a long running feud between Barkhoven and Motesbark over who is top musical Dog. This has come to blows and bites twice with the pair literally clashing on stage. Each has his supporters and the wagging tails of lady admirers too.

The Ferach are keen to get Barkhoven back but with the current war in the Witchlands and in Aegypt they have a lot on their plates without try this; they might make a Gross Fudge of it. Indeed the one attempt that was made met with failure in the moat that surrounds the mad Emperor's summer palace.

Currently when he is not pounding out the notes on the piano the Army of Ostaria has pressed Barkhoven into their service. This means he is in the field and for a musical mutt he has quite a knack for battle. Conducting the guns like rows of brass horns this composer blasts out a melody that would knock the socks off any one that was on its receiving end.

Rules for Flintloque: When playing Flintloque treat this character as follows. He is a Dogman of Civilian / Elite troop type and Experienced experience level. He is on the side of the Grand Alliance. He has no weapons in his possession but has the following unique profile abilities. He must be in base to base contact with his section leader at all times (he may not lead a section) or in contact with the next highest ranking member of the section. He is able do one of two things each turn in addition to movement (he may not use any weapon but may defend himself in melee) he may either emit a high pitched musical howl which forces all enemies within 30cm must take 15% from their chance to hit with any ranged fire. In the case of other Dogmen or Werewolves this is increased to 20% Or he may sing a melody in which case Discipline of all friendly characters is increased by +1 for the turn. Declaration of use is made in the initiative phase of the turn. He has a points cost of 44 Points.



Rules for Slaughterloo: When playing Slaughterloo treat this character as follows. He is a unique character officer. He may only serve with an Ostarian Division and is attached to the base of the Division General. He does not actually command anything but advises the General in play. As a result he may do the following. Once per game he may pass a hand written score to his General and its musical genius inspires the units in the division to greater drill and performance. Every unit in the division may for that turn only add +2 to its Form rating. He has a points cost of 70 Points.

Uniform Details: Barkhoven is a civilian and as such he does not have a particular uniform but he does favour a purple or maroon coat with black breeches and a white periwinkle wig. His fur is a tan colour as are the cuffs and other details of his clothes.

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 Ostarian Army section of the book and 5028 Flintloque 3rd Edition Bier & Bones game book in the Ostarian Army section. Miniatures that go well with this code for scenarios, sections and battles are from the Ostarian Army. 56506 Dogmen Line Infantry are well suited to protecting Barkhoven and making a core unit around him. Or 56504 Frei Corps Von Chum if you like Light Infantry for this role. LE020 Emperor Klaffenhund goes well with Barkhoven as a couple of mad eccentrics on your gaming table. This miniature slots easily into your collection if you are a fan of Dogmen and the Wars in Urop.

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