

FLINTLOQUE SECTION ROSTER

PLAYERS NAME: *Sharke and the Rifles* SECTION NAME: *1x Half-Orc, 4x Orc, 1x Bog-Orc* FANTASY RACE:

Number / Name	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon	Notes
<i>Sharke</i>					<i>Sword</i>	1. Long Reload (2)
Status / Type <i>Vet/Light, Elite</i>	28 X	20 >	12	6	Displin 3 Melee 7	
Primary Firelock <i>Bakur Rifle</i>	90/6	75/4	50/3	30/2	Accur 0% Steady 6	
70p Half-Orc	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 3	

Number / Name	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon	Notes
<i>Harpy</i>					<i>Sword</i>	1. Long Reload(2) 2. Spread(2cm)
Status / Type <i>Exp/Light, Elite</i>	21 X	16 >	10	6	Displin 3 Melee 6	
Primary Firelock <i>Volley Gun</i>	90/6	65/4	25/3	-/-	Accur 0% Steady 5	
70p Bog-Orc	0-10cm	10-30cm	30-45cm	45-60cm	Wounds 3	

Number / Name	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon	Notes
<i>Hagsmun</i>					<i>Bayonet</i>	1. No shaken on 1st wnd. 2. Long Reload (2) 3. Good Shot (2pt)
Status / Type <i>Exp/Light, Elite</i>	24 X	18 >	12	6	Displin 3 Melee 6	
Primary Firelock <i>Bakur Rifle</i>	90/6	75/4	50/3	30/2	Accur 0% Steady 5	
54p Orc	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 3	

Number / Name	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon	Notes
<i>Tunge</i>					<i>Bayonet</i>	1. No shaken on 1st wnd. 2. Long Reload (2) 3. Sauce. For game D10>6: SH-10% MEL-2 MOR+2 ST+1
Status / Type <i>Avg/Light, Elite</i>	24 X	18 >	12	6	Displin 2 Melee 5	
Primary Firelock <i>Bakur Rifle</i>	80/6	65/4	40/3	20/2	Accur 0% Steady 4	
39p Orc	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 3	

Number / Name	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon	Notes
<i>Arris</i>					<i>Bayonet</i>	1. No shaken on 1st wnd. 2. Long Reload (2)
Status / Type <i>Avg/Light, Elite</i>	24 X	18 >	12	6	Displin 2 Melee 5	
Primary Firelock <i>Bakur Rifle</i>	80/6	65/4	40/3	20/2	Accur 0% Steady 4	
42p Orc	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 3	

Number / Name	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon	Notes
<i>Purkinzz</i>					<i>Bayonet</i>	1. No shaken on 1st wnd. 2. Long Reload (2) 3. Has Flag for -1 melee wpn.
Status / Type <i>Raw/Light, Elite</i>	24 X	18 >	12	6	Displin 1 Melee 4	
Primary Firelock <i>Bakur Rifle</i>	70/6	55/4	30/3	10/2	Accur 0% Steady 3	
40p Orc	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 3	

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SECTION RECORD NOTES: 3 actions when coordinated if all light
315 points 3 actions when coordinated if all elite
Bog Orcs: Sec Ldr gets +5% acc, +1 disc, +1 column shot.

FLINTLOQUE SECTION ROSTER

PLAYERS NAME:

Voltiguer Compagnie de la 4e Ligne

SECTION NAME:

10x Elf

FANTASY RACE:

Number / Name <i>Lt.</i>	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon <i>Bayonet</i>	
Status / Type <i>Exp/Light</i>	32 >	24 >	16	8	Displin 3	Melee 4
Primary Firelock <i>Elf Musket</i>	80/4	60/3	30/2	-/-	Accur 0%	Steady 4
<i>37p Elf</i>	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 2	

Number / Name <i>Sgt.</i>	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon <i>Bayonet</i>	
Status / Type <i>Exp/Light</i>	32 >	24 >	16	8	Displin 3	Melee 4
Primary Firelock <i>Elf Musket</i>	80/4	60/3	30/2	-/-	Accur 0%	Steady 4
<i>37p Elf</i>	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 2	

Number / Name <i>A3</i>	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon <i>Bayonet</i>	
Status / Type <i>Avg/Light</i>	32 >	24 >	16	8	Displin 2	Melee 3
Primary Firelock <i>Elf Musket</i>	75/4	55/3	25/2	-/-	Accur 0%	Steady 3
<i>29p Elf</i>	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 2	

Number / Name <i>A4</i>	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon <i>Bayonet</i>	
Status / Type <i>Avg/Light</i>	32 >	24 >	16	8	Displin 2	Melee 3
Primary Firelock <i>Elf Musket</i>	75/4	55/3	25/2	-/-	Accur 0%	Steady 3
<i>29p Elf</i>	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 2	

Number / Name <i>A5</i>	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon <i>Bayonet</i>	
Status / Type <i>Avg/Light</i>	32 >	24 >	16	8	Displin 2	Melee 3
Primary Firelock <i>Elf Musket</i>	75/4	55/3	25/2	-/-	Accur 0%	Steady 3
<i>29p Elf</i>	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 2	

Number / Name <i>A6</i>	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon <i>Bayonet</i>	
Status / Type <i>Raw/Light</i>	32 >	24 >	16	8	Displin 1	Melee 2
Primary Firelock <i>Elf Musket</i>	65/4	45/3	15/2	-/-	Accur 0%	Steady 2
<i>23p Elf</i>	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 2	

Number / Name <i>A7</i>	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon <i>Bayonet</i>	
Status / Type <i>Raw/Light</i>	32 >	24 >	16	8	Displin 1	Melee 2
Primary Firelock <i>Elf Musket</i>	65/4	45/3	15/2	-/-	Accur 0%	Steady 2
<i>23p Elf</i>	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 2	

Number / Name <i>A8</i>	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon <i>Bayonet</i>	
Status / Type <i>Raw/Light</i>	32 >	24 >	16	8	Displin 1	Melee 2
Primary Firelock <i>Elf Musket</i>	65/4	45/3	15/2	-/-	Accur 0%	Steady 2
<i>23p Elf</i>	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 2	

Number / Name <i>A9</i>	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon <i>Bayonet</i>	
Status / Type <i>Raw/Light</i>	32 >	24 >	16	8	Displin 1	Melee 2
Primary Firelock <i>Elf Musket</i>	65/4	45/3	15/2	-/-	Accur 0%	Steady 2
<i>23p Elf</i>	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 2	

Number / Name <i>A10</i>	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon <i>Bayonet</i>	
Status / Type <i>Raw/Light</i>	32 >	24 >	16	8	Displin 1	Melee 2
Primary Firelock <i>Elf Musket</i>	65/4	45/3	15/2	-/-	Accur 0%	Steady 2
<i>23p Elf</i>	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 2	

SECTION RECORD NOTES: *3 actions when coordinated if all light*
276 points