| Not D10 and add Discipline of ngure -1 - Per wound taken, heavily wour > 30cm from Section leader, Section l +1 Section Leader within 15cm, Elite +2 Figure is Section Leader Result is <1 Remove figure from b activated. Remove shaken. >5 May 1 normal. | Activation Roll Procedure Opposed roll between Activating A adds Discipline and +1 if A won points. +1 if B won initiative. A Rolls Higher - Normal action. If tie - A may perform ONE actio Morale Check Procedure Roll D10 and add Discipline of fig | INITIATIVE PHASE Both players roll D10 and add Discipline of Section Leader. +1 if lost initiative last turn. Player who lost last turn may also spend command point to re-roll initiative. Winner decides who activates first. | FLINTLOQUE 2 SIDED - REFER TO R SEQ I. Initiative Phase - See box below II. The Action Phase - Players alte A. Fire & Movement - 2 action B. Aimed Fire Phase - Players alte C. Reload - Figure w / no activa III. Wound Resolution Phase - Pl Section IV. Maintenance Phase - Remove |
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| Not D10 and add Discipline of figure. 1 - Per wound taken, heavily wounded, Militia >15cm from Section Leader, Regulars > 30cm from Section leader, Section below 50% +1 Section Leader within 15cm, Elite Troops +2 Figure is Section Leader Result is <1 Remove figure from board; < 5 Perform Compulsory move; 5 Figure is activated. Remove shaken. >5 May not move closer to enemy. 10 or more Figure acts as normal. | Activation Roll Procedure Opposed roll between Activating Player (A) and Opponent (B.) Both roll D10 A adds Discipline and +1 if A won initiative. B adds number of hits and remaining command points. +1 if B won initiative. A Rolls Higher - Normal action. B Rolls Higher - A may only move at SLOW MARCH. If tie - A may perform ONE action w/Firing at -10% Morale Check Procedure Roll D10 and add Discipline of figure | ACTIVATING FIGURES and ACTIVATING FIGURES ion • Activate up to two figures and perform 2 actions with each tive figure. Always announce speed first if moving. lost • Figures with Hit tokens must make an Activation Roll. end (see below) • Figures with a Shaken token must make a Morale Check (see below) • You can spend command points to Rally Troops, Make a Coordinated Activation, Give a Direct Order or Retain the Initiative. | FLINTLOQUE QUICK REFERENCE SHEET 2 SIDED - REFER TO RULES SECTION FOR MORE DETAIL PG 64-88 SEQUENCE OF PLAY 1. Initiative Phase - See box below 11. The Action Phase - Players alternate Activating Figures. A. Fire & Movement - 2 actions per figure. See Activating Figures B. Aimed Fire Phase - Figure with no activation, hit, shaken tokens may ONLY fire. C. Reload - Figure w/ no activation, hit, shaken tokens removes one reload step III. Wound Resolution Phase - Players convert hits to wounds. Place shaken tokens. Section leader may spend command points for Officer's Fortune. IV. Maintenance Phase - Remove all action tokens. Roll to recover 1 point on a 7 or more. |
| -1 - Per wound taken, heavily wounded, N > 30cm from Section leader, Section below 5 + 1 Section Leader within 15cm, Elite Troop + 2 Figure is Section Leader Result is <1 Remove figure from board; activated. Remove shaken. >5 May not mc normal. | Activation Roll Procedure Opposed roll between Activating Player (A) A adds Discipline and +1 if A won initiative. points. +1 if B won initiative. A Rolls Higher - Normal action. B Rolls F If tie - A may perform ONE action w/Firing Morale Check Procedure Roll D10 and add Discipline of figure. | INITIATIVE PHASEBoth players roll D10 andACTIVATINGadd Discipline of Section• Activate up toLeader. + 1 if lost initiativefigure. Always anlast turn. Player who lost• Figures with Hlast turn may also spend(see below)command point to re-roll• Figures with ainitiative.Winner decides(see below)• You can spenwho activates first.• You can spenCoordinated AcInitiative. | FLINTLOQUE QUIG 2 SIDED - REFER TO RULES SE SEQUENO 1. Initiative Phase - See box below II. The Action Phase - Players alternate Act A. Fire & Movement - 2 actions per figur B. Aimed Fire Phase - Figure with no act C. Reload - Figure w / no activation, hit, III. Wound Resolution Phase - Players con Section leader ma IV. Maintenance Phase - Remove all action |

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SECTION FOR MORE DETAIL PG 64-88

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ctivating Figures. ,ure. See Activating Figures .ctivation, hit, shaken tokens may ONLY fire. nvert hits to wounds. Place shaken tokens. t, shaken tokens removes one reload step

on tokens. Roll to recover Command Points. nay spend command points for Officer's Fortune.

der Discipline. Recover 1 point on a 7 or more.

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to two figures and perform 2 actions with each s announce speed first if moving. Hit tokens must make an Activation Roll.

a Shaken token must make a Morale Check

Activation, Give a Direct Order or Retain the and command points to Rally Troops, Make a

re. B adds number of hits and remaining command A) and Opponent (B.) Both roll D10

ing at -10% Higher - A may only move at SLOW MARCH.

⊽ 50% Militia >15cm from Section Leader, Regulars

nove closer to enemy. 10 or more Figure acts as < 5 Perform Compulsory move; 5 Figure is

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| STEADY CHECK Player making steady check (player affected by attack) rolls a D10. Add Steady rating. Subtract Impact from attack. Consult Chart on page 78 of the book. Place number of hits on character listed. | FIRING PROCEDURE Measure distance to target. Maximum range based on movement rate declared Determine chance to hit. Add final Accuracy (Experience, Troop Type, Weapon etc). + 20% Firing in Aimed Fire Sub phase -10/20/30% for Obscurement, Light Cover, Heavy Cover -20% Moved at Quick March or Heavily wounded Roll percentile dice. Hit target if equal to or less than chance to hit. Cause Stead Check with Impact indicated by weapon. | MELEE PROCEDURE Both Players roll a D10 and add final melee score (Experience, Troop Type, Weapon etc). -2 Outnumbered. Per figure beyond first in base contact -2 Has Shaken Token -1 Initiating attack across obstacle + Melee Weapon +1 Initiated melee -1 Per wound, per hit, and heavily wounded +3 Cavalry that moved AND initiated melee this turn. Highest score wins. Winner causes steady check with impact = difference. | MOVEMENT PROCEDURE Announce speed and measure distance. 1/2 Movement through rough and bogging terrain. - 4cm crossing obstacle Right Column shift if heavily wounded or in bogging terrain. Movement halted upon ENTERING bogging terrain. | FLINTLOQUE QUICK REFERENCE SHEET 2 Sided - Refer to Rules Section for more detail pg 64-88 |
| STEADY CHECK Player making steady check (player affected by attack) rolls a D10. Add Steady rating. Subtract Impact from attack. Consult Chart on page 78 of the book. Place number of hits on character listed. | FIRING PROCEDURE Measure distance to target. Maximum range based on movement rate declared Determine chance to hit. Add final Accuracy (Experience, Troop Type, Weapon etc). + 20% Firing in Aimed Fire Sub phase -10/20/30% for Obscurement, Light Cover, Heavy Cover -20% Moved at Quick March or Heavily wounded Roll percentile dice. Hit target if equal to or less than chance to hit. Cause Stead Check with Impact indicated by weapon. | MELEE PROCEDURE Both Players roll a D10 and add final melee score (Experience, Troop Type, Weapon etc). 2 Outnumbered. Per figure beyond first in base contact 2 Has Shaken Token 1 Initiating attack across obstacle + Melee Weapon + 1 Initiated melee -1 Per wound, per hit, and heavily wounded + 3 Cavalry that moved AND initiated melee this turn. Highest score wins. Winner causes steady check with impact = difference. | MOVEMENT PROCEDURE Announce speed and measure distance. 1/2 Movement through rough and bogging terrain. - 4cm crossing obstacle Right Column shift if heavily wounded or in bogging terrain. Movement halted upon ENTERING bogging terrain. | FLINTLOQUE QUICK REFERENCE SHEET 2 SIDED - REFER TO RULES SECTION FOR MORE DETAIL PG 64-88 |

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