

FLINTLOOUE QUICK REFERENCE SHEET

2 SIDED - REFER TO RULES SECTION FOR MORE DETAIL PG 64-88

SEQUENCE OF PLAY

- I. Initiative Phase - See box below
- II. 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 Command Points. D10 + Section Leader Discipline. Recover 1 point on a 7 or more.

INITIATIVE PHASE

Both players roll D10 and ACTIVATING FIGURES

- 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.
- Activate up to two figures and perform 2 actions with each figure. Always announce speed first if moving.
 - Figures with Hit tokens must make an Activation Roll. (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.

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.

- 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.

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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.

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.

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.

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.

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