

Flintloque House Rules

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With contributions from

Cambridge City Games Club

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Alternative Armies Staff

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The Notables

Cavalry.

Shooting at cavalry is supposed to hit mount first and then figure gets to move on foot, which needs foot figures we won't necessarily have. Instead; mounted figures get 1 extra wound. After two wounds, however, they lose the +2 cavalry bonus for initiating melee and also may not move 'at the double'.

Multiplayer Initiative.

Players dice off, adding their modifiers. Re-dice, with modifiers, to resolve ties.

Take a position indicator based on their ordering.

A player who has no enemy players ranked above them in the ordering is counted as having "won" the initiative for the turn.

A player who has no enemy players ranked below them in the ordering is counted as having "lost" the initiative for the turn.

Everyone else has neither won nor lost it.

For opposed rolls, if you won the initiative, you get the "won initiative bonus". If you lost initiative, your opposed roll gets the "won initiative" bonus. Otherwise no bonuses.

Multiplayer Activations.

If using more than two sections, the activate-two-figures-in-turn can get cumbersome.

New activation sequence is;

★ In initiative order, each section may pass or activate any number of its unactivated figures.

★ If everyone who has unactivated figures passes, or all figures are activated, the phase is over. Otherwise, start the cycle again.

★ Section may declare it's 'done' – Won't be asked to activate again this phase.

Armour.

Figures wearing breastplate get a +1 steady modifier if in melee or hit by small-calibre firearms. (Firearms which can be carried by smaller-than-Elf creatures).

Figures wearing breastplates on foot take an extra -1 when initiating melee because of the weight.

Mounted figures wearing breastplates must be on heavy horses.

Firing Procedure.

★ Check under char movement that firing at that move rate is allowed or shifted.

★ Look up the range to get a to-hit percentage (doing shifts if necessary) and impact (not shifted).

★ Add mods for abilities/weather/cover.

★ Roll D100 equal or under the percentage to hit.

★ Odd doubles: misfire, nothing happens.

★ Even doubles: critical hit, impact doubled.

(Last two have the same probabilities as the published rules for 1 less dice.)

Q&A.

Q *It says Light get a +1 on Coordinated Actions...*

A A Section entirely of Light Troop type get +1 to the total Co-Ord Actions possible. Reflecting their better training.

Q *When you use Coordinated Activations, if (say) all the figures have hits on them, you roll activate-if-hit for the leader, they pass, they spend a CP and activate 4 others... do those other 4 figures need to make activate-if-hit checks?*

A No. CP overcomes all in that situation.
Q *If you fail a Shaken test, you make a double move fleeing – but if you're in melee at the time, you're not allowed to leave unless your opponent is activated... in which case you can only make a slow march... which is supposed to take precedence? (We decided the figure gets to make a mandatory slow march fleeing).*

A The rules are conditional in Flintloque in that the standard rule of Double Move Flee applies unless an action specific condition exists such as being in Melee at which moment Melee fail applies. Slow March.

Q *If someone is chucked out of melee but can't because their exit is blocked, what happens?*

A melee is not a clear "I stay on my side and you stay on yours" deal: if you are blocked by your own troops then you are placed behind your formation. if you are surrounded by a single line of enemy troop you squirt through like a watermelon seed; two lines of troops or more you remain in combat with an additional wound. if you are blocked by terrain then you go into the terrain if water or trees and to the edge of the fight if it is a wall.

Multiple Pistols.

The rules state that 2 pistols can both be shot at the same target for 1 action. I think it's reasonable to allow them to be fired at different targets for a second firing action.

A single reloading phase will remove both Unloaded tokens.

Tokens.

★ Figures only ever carry a single shaken token.

★ Good Load tokens are for the dwarf careful shot skill.

★ Tap Loaded tokens are for the quick-reload skill.

★ HWnd tokens are for figures who are taking wounds equal or over the 50% total (So elves get one on first wound). Left beside figure on table because they have effects on move (right shift) and shooting (-20%).

★ Hit tokens are for figures which have been struck. Leave on the table. Resolve to wounds at turn end.

★ Act'd tokens mark activations. Place on figures, clear down at turn end.