

Flintloque Othari Reference

	Dbl	Q.	S. March	Half	Steady	Wounds	Disc	Melee
	March	March		Step				
Othari	30	22	14	7	2	2	-1	+1
Halfling	24	20	16	10	3	1	+1	+3
Camel	30	24	18	10		1		+2
Sheep	40	30	22	12		1		+1

Type	Othari	Halfling
Raw	12	12
Average	17	18
Experienced	24	25
Veteran	29	31
Legendary	36	38
Regular	+5	+2
Light	+9	+8
Militia	0	-4
Grenadier	+8	+9
Marine	+5	+4
Cavalry	+2	+4
Gunner	+6	+8
Irregular	-4	+2
Guerrilla	+4	+3
Civilian	-5	-4
Elite	+5	+4
Engineer	17	20
Sapper	14	12
Guard	15	n/a
Mounted Inf.	n/a	n/a

Weapon	Cost	Melee Value
Unarmed	Free	0
Pistol Butt	Incl. in weapon.	-1
Brass Knuckles	2pt	-1
Small Improvised		
Rock	Picked up for Free as Action	-1
Musket Butt	Incl. in weapon.	0
Club	2pt	0
Knife / Bayonet in hand		
Large Improvised		
Bayonet on Musket/Rifle	Incl. in weapon.	+3
Spear	4pt	+3
Halberd		
Spontoon		
Sword	5pt	+2
Axe		
Warhammer		
Lance	4pt	+4 first melee turn. -2 2nd+ melee turn.
Quality Weapon	addl. 4pt	addl. +2
Drum, Bugle, Bagpipes	5pt	-1
Flag		

	Cost	0-15cm	15-45cm	45-60cm	60-75cm	Rules
Jezeil Pistol	5pt	70/5	40/3	-/-	-/-	One handed. Long Reload, 2. Bayonet.
Jezeil	7pt	70/5	55/4	30/3	-/-	Elf or Larger. Long Reload, 2.
Nezim Cedit Musket	5pt	55/5	45/3	15/2	-/-	Bayonet.
Camelry Jezeil	12pt	75/7	55/6	40/5	25/3	Elf or Larger. Long Reload, 2.
Othari Bow	3pt	60/3	50/3	20/2	-/-	Never needs reloading.
Longbow	4pt	65/4	50/3	20/2	-/-	May choose to shoot x2 without criticals. Never needs reloading.