

## FLINTLOQUE SECTION ROSTER

PLAYERS NAME:

*Larger Finklestein Dwarf Detachment*

SECTION NAME:

*10x Dwarf*

FANTASY RACE:

Number / Name	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon		1. Once per game load special for +2 impact. 2. Riding pony
<i>Capt.</i>					<i>Sword</i>		
Status / Type <i>Exp/Light</i>	40 X	30 >	22	12	Displin 2	Melee 3	
Primary Firelock <i>Pistol</i>	65/4	25/2	-/-	-/-	Accur 0%	Steady 4	
<i>50p Dwarf</i>	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		1. Once per game load special for +2 impact.
<i>Sgt.</i>					<i>Spontoon</i>		
Status / Type <i>Exp/Light</i>	18 X	13 >	8	4	Displin 2	Melee 4	
Primary Firelock <i>Pistol</i>	65/4	25/2	-/-	-/-	Accur 0%	Steady 4	
<i>36p Dwarf</i>	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		1. Once per game load special for +2 impact. 2. Steadfast (3pt); disc +1
<i>Drummer</i>					<i>Sword</i>		
Status / Type <i>Exp/Light</i>	18 X	13 >	8	4	Displin 2	Melee 3	
Primary Firelock <i>Pistol</i>	65/4	25/2	-/-	-/-	Accur 0%	Steady 4	
<i>40p Dwarf</i>	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		1. Once per game load special for +2 impact. 2. Anklebiter (5pt); +1 melee vs undead
<i>4</i>					<i>Bayonet</i>		
Status / Type <i>Avg/Light</i>	18 X	13 >	8	4	Displin 1	Melee 3	
Primary Firelock <i>Musket</i>	65/4	50/3	20/2	-/-	Accur 0%	Steady 3	
<i>32p Dwarf</i>	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		1. Once per game load special for +2 impact.
<i>5</i>					<i>Bayonet</i>		
Status / Type <i>Avg/Light</i>	18 X	13 >	8	4	Displin 1	Melee 3	
Primary Firelock <i>Musket</i>	65/4	50/3	20/2	-/-	Accur 0%	Steady 3	
<i>27p Dwarf</i>	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		1. Once per game load special for +2 impact.
<i>6</i>					<i>Bayonet</i>		
Status / Type <i>Avg/Light</i>	18 X	13 >	8	4	Displin 1	Melee 3	
Primary Firelock <i>Musket</i>	65/4	50/3	20/2	-/-	Accur 0%	Steady 3	
<i>27p Dwarf</i>	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		1. Once per game load special for +2 impact.
<i>7</i>					<i>Bayonet</i>		
Status / Type <i>Avg/Light</i>	18 X	13 >	8	4	Displin 1	Melee 3	
Primary Firelock <i>Musket</i>	65/4	50/3	20/2	-/-	Accur 0%	Steady 3	
<i>27p Dwarf</i>	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		1. Once per game load special for +2 impact.
<i>8</i>					<i>Bayonet</i>		
Status / Type <i>Raw/Light</i>	18 X	13 >	8	4	Displin 0	Melee 2	
Primary Firelock <i>Musket</i>	55/4	40/3	10/2	-/-	Accur 0%	Steady 2	
<i>21p Dwarf</i>	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		1. Once per game load special for +2 impact.
<i>9</i>					<i>Bayonet</i>		
Status / Type <i>Raw/Light</i>	18 X	13 >	8	4	Displin 0	Melee 2	
Primary Firelock <i>Musket</i>	55/4	40/3	10/2	-/-	Accur 0%	Steady 2	
<i>21p Dwarf</i>	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		1. Once per game load special for +2 impact.
<i>10</i>					<i>Bayonet</i>		
Status / Type <i>Raw/Light</i>	18 X	13 >	8	4	Displin 0	Melee 2	
Primary Firelock <i>Musket</i>	55/4	40/3	10/2	-/-	Accur 0%	Steady 2	
<i>21p Dwarf</i>	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 3		

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

### FLINTLOQUE SECTION ROSTER

PLAYERS NAME:

SECTION NAME:

FANTASY RACE:  
(various)

Number / Name	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon Sword	
<i>Galahad Ney Marshal d'France</i>					1. Light horse 2. Never Shaken. 3. section w/LOS; DISC+2	
Status / Type <i>Legend/Reg Cmd, Elite</i>	50 >	42 >	30	16	Displin 6	Melee 7
Primary Firelock <i>Elf Musket</i>	90/4	70/3	40/2	-/-	Accur 0%	Steady 7
<i>103p Elf DitS p25</i>	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 7	

Number / Name	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon Sword Exq. Qual.	
<i>Mouratte, Premier Cavalier de l'Europe</i>					1. -10% shoot if mnt'd&moved 2. No longarms. 3. Light horse 4. Never Shaken. 5. Dazzling Uniform;-20% when shooting at him.	
Status / Type <i>Vet/Cav</i>	50 >	42 >	30	16	Displin 4	Melee 7
Primary Firelock <i>Pistol</i>	75/4	35/2	-/-	-/-	Accur 0%	Steady 5
<i>75p Elf WiC p25</i>	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 2	

Number / Name	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon Sword	
<i>ADC Colonel 9eme Regt. de Ligne</i>						
Status / Type <i>Vet/Reg Cmd, Elite</i>	32 >	24 >	16	8	Displin 5	Melee 6
Primary Firelock -	-/-	-/-	-/-	-/-	Accur 0%	Steady 6
<i>43p Elf</i>	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 2	

Number / Name	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon Sword	
<i>ADC Colonel 1er Artillerie de Ligne</i>					1. operate artillery 2. use grenades 3. no longarms	
Status / Type <i>Vet/Gunner, Elite</i>	32 >	24 >	16	8	Displin 5	Melee 5
Primary Firelock -	-/-	-/-	-/-	-/-	Accur 0%	Steady 6
<i>46p Elf</i>	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 2	

Number / Name	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon Improvised	
<i>General Fartsagale</i>					1. No shaken on 1st wnd. 2. Heavy horse (+1 melee) 3. Impro weapon - Ham MELEE+2	
Status / Type <i>Vet/Reg Cmd</i>	42	38	26	14	Displin 3	Melee 7
Primary Firelock -	-/-	-/-	-/-	-/-	Accur 0%	Steady 5
<i>80p Orc WiC p29</i>	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 Sword	
<i>King Gorge III</i>					1. No shaken on 1st wnd. 2. Orcs/Rats/H-Goblin w/LOS never shaken	
Status / Type <i>Exp/Reg Cmd</i>	24 X	18 >	12	6	Displin 2	Melee 11
Primary Firelock <i>Orc Art.Pistol</i>	55/5	25/3	-/-	-/-	Accur 0%	Steady 4
<i>97p Orc tRT p47</i>	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 6	

Number / Name	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon Unarmed	
<i>Nursie</i>					1. No shaken on 1st wnd. 2. Ldr <30cm or disc&steady-1 3. Syringe - win melee causes D3 turns of vomiting. 4. Can heal 1 wnd/turn within 5cm 5. Stay <15cm of Rogipoos	
Status / Type <i>Avg/Reg</i>	24	18	12	6	Displin 1	Melee 2
Primary Firelock -	-/-	-/-	-/-	-/-	Accur 0%	Steady 3
<i>39p Orc insert</i>	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 Sword Exq. Qual.	
<i>Uncle Rogipoos</i>					1. No shaken on 1st wnd. 2. Ldr <30cm or disc&steady-1 3. Pistol Duellist +10% close 4. deploy:any cover>15cm/enemy 5. each T Heal D3 wnds in LOS 6. Head Butt Mass. Jamminness	
Status / Type <i>Legend/Reg, Elite</i>	24 X	18 >	12	6	Displin 5	Melee 11
Primary Firelock <i>Pistol</i>	85/4	35/2	-/-	-/-	Accur 0%	Steady 7
<i>102p Orc insert</i>	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 4	

Number / Name	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon Unarmed	
<i>Jose the Armadillo</i>					1. 1/game become invisible..	
Status / Type -/-	40	30	22	12	Displin 0	Melee 1
Primary Firelock -	-/-	-/-	-/-	-/-	Accur n/a	Steady 5m/7r
<i>45p Armadillo inser</i>	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 1	

Number / Name	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon Knife	
<i>Plunkorc</i>					1. No shaken on 1st wnd. 2. No coord action 3. INTERRUPT FIRE 4. +1 melee if retain init 5. Long Reload (2) 6. 2 flash grenades	
Status / Type <i>Exp/Guerrilla</i>	24 X	18 >	12	6	Displin 2	Melee 4
Primary Firelock <i>Blunderbuss</i>	10cm 85/7	30cm 35/5	-/-	-/-	Accur 0%	Steady 4
<i>61p Orc tRT p33</i>	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 4	

SECTION RECORD NOTES: 3 actions when coordinated if all light  
910 points 3 actions when coordinated if all elite  
Irregular forces accumulate -steady modifiers.

## FLINTLOQUE SECTION ROSTER

PLAYERS NAME:

SECTION NAME:

FANTASY RACE:

Number / Name	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon	
<i>McMean</i>					<i>Knife</i>	1. +1 melee bonus included. 2. No coord action 3. INTERRUPT FIRE 4. +1 melee if retain init 5. Open any door in 1act 6. force 1 enemy re-roll per G.
Status / Type <i>Exp/Guerrilla</i>	24 X	18 >	12	6	Displin 1	Melee 3
Primary Firelock <i>Musket</i>	70/4	55/3	25/2	-/-	Accur 0%	Steady 3
<i>43p Lowlander tRT</i>	0-15cm	16-45cm	46-60cm	61-75cm	Wounds	2

Number / Name	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon	
<i>Rudolf</i>					<i>Knife</i>	1. Once per game load special for +2 impact. 2. Long Reload (2) 3. Never Shaken.
Status / Type <i>Exp/Light, Elite</i>	18 X	13 >	8	4	Displin 3	Melee 2
Primary Firelock <i>Blunderbuss</i>	10cm 85/7	30cm 35/5	-/-	-/-	Accur 0%	Steady 5
<i>102p Dwarf tRT/27</i>	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	
<i>Donner</i>					<i>Knife</i>	1. Once per game load special for +2 impact. 2. Long Reload (2) 3. +2 morale if can see Rudolf. 4. Crackshot; shoot+20%
Status / Type <i>Exp/Light, Elite</i>	18 X	13 >	8	4	Displin 3	Melee 2
Primary Firelock <i>Blunderbuss</i>	10cm 105/7	30cm 55/5	-/-	-/-	Accur 0%	Steady 5
<i>Op Dwarf tRT/27</i>	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	
<i>Blitzen</i>					<i>Knife</i>	1. Once per game load special for +2 impact. 2. Long Reload (2) 3. Grenades: 10cm:50/6r5cm 30cm:30/6r5cm 4. +2 morale if can see Rudolf.
Status / Type <i>Exp/Light, Elite</i>	18 X	13 >	8	4	Displin 3	Melee 2
Primary Firelock <i>Blunderbuss</i>	10cm 85/7	30cm 35/5	-/-	-/-	Accur 0%	Steady 5
<i>Op Dwarf tRT/27</i>	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	
<i>Verner von Raucher &amp; Gertrude</i>					<i>Lance</i>	1. Once per game load special for +2 impact. 2. Riding pig (+1 melee) 3. Lance: Melee +3 for first turn then -2 4. Sword melee +2 5. dwfs w/LOS STD+1 DISC+1 6. Hates black powder 7. Pipe smoke cloud - shots at him from >15cm auto miss
Status / Type <i>Vet/Militia</i>	40	34	22	10	Displin 3	Melee 3
Primary Firelock -	-/-	-/-	-/-	-/-	Accur 0%	Steady 4
<i>74p Dwarf</i>	0-15cm	16-45cm	46-60cm	61-75cm	Wounds	3

SECTION RECORD NOTES:

### FLINTLOQUE SECTION ROSTER

PLAYERS NAME:  
*Extra Characters 1*

SECTION NAME:  
*1x Ghoul*

FANTASY RACE:

Number / Name <i>Headless Horseman</i>	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon <i>Sword</i>	<i>1. Riding skeleton horse</i>	
Status / Type <i>Legend/Elite</i>	42	36	28	14	Displin 6		Melee 8
Primary Firelock -	-/-	-/-	-/-	-/-	Accur <i>n/a</i>		Steady 7
<i>119p Ghoul</i>	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 4		

SECTION RECORD NOTES: *3 actions when coordinated if all elite*  
*119 points*



### FLINTLOQUE SECTION ROSTER

PLAYERS NAME: *Cazadore of the Vol. de Valencia Light Infantry* SECTION NAME: *Dark Elf* FANTASY RACE: *Dark Elf*

Number / Name <i>Lt.</i>	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon <i>Sword</i>		1. +1 impact in melee.
Status / Type <i>Exp/Light</i>	30 X	22 >	14	7	Displin 0	Melee 2	
Primary Firelock <i>Pistol</i>	65/4	25/2	-/-	-/-	Accur 0%	Steady 3	
<i>41p Dark Elf</i>	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 2		

Number / Name <i>Ensign</i>	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon <i>Sword</i>		1. +1 impact in melee. 2. Has Flag for -1 melee wpn.
Status / Type <i>Exp/Light</i>	30 X	22 >	14	7	Displin 0	Melee 2	
Primary Firelock <i>Musket</i>	70/4	55/3	25/2	-/-	Accur 0%	Steady 3	
<i>48p Dark 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>		1. +1 impact in melee.
Status / Type <i>Exp/Light</i>	30 X	22 >	14	7	Displin 0	Melee 3	
Primary Firelock <i>Musket</i>	70/4	55/3	25/2	-/-	Accur 0%	Steady 3	
<i>38p Dark Elf</i>	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 2		

Number / Name <i>1</i>	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon <i>Bayonet</i>		1. +1 impact in melee.
Status / Type <i>Avg/Light</i>	30 X	22 >	14	7	Displin -1	Melee 2	
Primary Firelock <i>Musket</i>	65/4	50/3	20/2	-/-	Accur 0%	Steady 2	
<i>32p Dark Elf</i>	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 2		

Number / Name <i>2</i>	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon <i>Bayonet</i>		1. +1 impact in melee.
Status / Type <i>Raw/Light</i>	30 X	22 >	14	7	Displin -2	Melee 1	
Primary Firelock <i>Musket</i>	55/4	40/3	10/2	-/-	Accur 0%	Steady 1	
<i>28p Dark Elf</i>	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 2		

Number / Name <i>3</i>	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon <i>Bayonet</i>		1. +1 impact in melee.
Status / Type <i>Raw/Light</i>	30 X	22 >	14	7	Displin -2	Melee 1	
Primary Firelock <i>Musket</i>	55/4	40/3	10/2	-/-	Accur 0%	Steady 1	
<i>28p Dark Elf</i>	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 2		

Number / Name <i>4</i>	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon <i>Bayonet</i>		1. +1 impact in melee.
Status / Type <i>Raw/Light</i>	30 X	22 >	14	7	Displin -2	Melee 1	
Primary Firelock <i>Musket</i>	55/4	40/3	10/2	-/-	Accur 0%	Steady 1	
<i>28p Dark Elf</i>	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 2		

Number / Name <i>5</i>	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon <i>Bayonet</i>		1. +1 impact in melee.
Status / Type <i>Raw/Light</i>	30 X	22 >	14	7	Displin -2	Melee 1	
Primary Firelock <i>Musket</i>	55/4	40/3	10/2	-/-	Accur 0%	Steady 1	
<i>28p Dark Elf</i>	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 2		

Number / Name <i>6</i>	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon <i>Bayonet</i>		1. +1 impact in melee. 2. Has Instrument; Melee-1 in p...
Status / Type <i>Avg/Light</i>	30 X	22 >	14	7	Displin -1	Melee 2	
Primary Firelock <i>Musket</i>	65/4	50/3	20/2	-/-	Accur 0%	Steady 2	
<i>37p Dark Elf</i>	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 2		

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

## FLINTLOQUE SECTION ROSTER

PLAYERS NAME:

Gerard's Elves

SECTION NAME:

9x Elf

FANTASY RACE:

Number / Name	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon Sword	
Col. Etienne Gerard						
Status / Type Vet/Elite	32 >	24 >	16	8	Displin 5	Melee 6
Primary Firelock Elf Pistol	80/4	50/3	-/-	-/-	Accur 0%	Steady 6
47p Elf	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 2	

Number / Name	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon Sword	
Sgt. Adrien Bourgogne						
Status / Type Exp/Elite	32 >	24 >	16	8	Displin 4	Melee 5
Primary Firelock Elf Musket	80/4	60/3	30/2	-/-	Accur 0%	Steady 5
45p Elf	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 2	

1. Tapload (3pt); shoot unloaded  
-1 impact and -5% acc

Number / Name	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon Lance	
Lancer Dumont Gaheris						
Status / Type Avg/Reg	32 >	24 >	16	8	Displin 2	Melee 1
Primary Firelock Elf Carbine	70/4	40/3	-/-	-/-	Accur 0%	Steady 3
31p Elf	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 2	

1. Ldr <30cm or disc&steady-1  
2. Lance: Melee +3 for first turn then -2  
3. Steadfast (3pt); disc +1

Number / Name	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon Weapon's Butt	
Pot. Jardon Perimones						
Status / Type Avg/Reg	32 >	24 >	16	8	Displin 2	Melee 1
Primary Firelock Elf Musket	75/4	55/3	25/2	-/-	Accur 0%	Steady 3
25p Elf	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 2	

1. Ldr <30cm or disc&steady-1

Number / Name	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon Weapon's Butt	
Cpl. Lamond Adragain						
Status / Type Raw/Reg	32 >	24 >	16	8	Displin 1	Melee 0
Primary Firelock Elf Musket	65/4	45/3	15/2	-/-	Accur 0%	Steady 2
19p Elf	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 2	

1. Ldr <30cm or disc&steady-1

Number / Name	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon Unarmed	
Gunner Armond DeGalis						
Status / Type Raw/Gunner	32 >	24 >	16	8	Displin 1	Melee -1
Primary Firelock Elf Pistol	60/4	30/3	-/-	-/-	Accur 0%	Steady 2
32p Elf	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 2	

1. operate artillery  
2. use grenades  
3. no longarms  
4. Steadfast (3pt); disc +1  
5. Nerves of Steel (3pt); Once a turn D10>6 ignores shaken test  
6. Second Pistol (+4pts)

Number / Name	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon Sword	
Capt. Dodinas						
Status / Type Vet/Reg	32 >	24 >	16	8	Displin 4	Melee 5
Primary Firelock Pistol	75/4	35/2	-/-	-/-	Accur 0%	Steady 5
60p Elf	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 2	

1. Ldr <30cm or disc&steady-1  
2. Grenades:  
10cm:50/6r5cm 30cm:30/6r5cm  
3. Has Flag for -1 melee wpn.  
4. Never shaken

Number / Name	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon Knife	
Sgt. Adament						
Status / Type Exp/Light	- >	6 >	4	2	Displin 3	Melee 1
Primary Firelock Elf Musket	80/4	60/3	30/2	-/-	Accur 0%	Steady 4
33p Elf	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 2	

1. Badly Wounded

Number / Name	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon Weapon's Butt	
Pot Uriens						
Status / Type Avg/Reg	32 >	24 >	16	8	Displin 2	Melee 1
Primary Firelock Elf Musket	75/4	55/3	25/2	-/-	Accur 0%	Steady 3
22p Elf	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 2	

1. Ldr <30cm or disc&steady-1  
2. Freezes for turn on D10=1

SECTION RECORD NOTES: 3 actions when coordinated if all light  
314 points 3 actions when coordinated if all elite

## FLINTLOQUE SECTION ROSTER

PLAYERS NAME:

*Dismounted L'Esprit du Garde*

SECTION NAME:

*8x Elf*

FANTASY RACE:

Number / Name Gen. <i>Simon d'Alrondt</i>	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon <i>Sword</i>	1. Ldr <30cm or disc&steady-1 2. Dodge; once per turn D10>8 save H2H hits (+4pts)
Status / Type <i>Vet/Reg</i>	32 >	24 >	16	8	Displin 4 Melee 5	
Primary Firelock -	-/-	-/-	-/-	-/-	Accur 0% Steady 5	
	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 2	
43p Elf						

Number / Name Lt. Col. <i>Gawain l'Escargot</i>	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon <i>Sword</i>	1. DISC+1 to non-guard<25cm
Status / Type <i>Vet/Guard</i>	32 >	24 >	16	8	Displin 6 Melee 7	
Primary Firelock -	-/-	-/-	-/-	-/-	Accur 0% Steady 6	
	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 3	
45p Elf						

Number / Name Ensign <i>Jean d'Alrondt</i>	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon <i>Sword</i>	1. Ldr <30cm or disc&steady-1 2. Rapport(Simon);if he's<=15cm +1 disc&steady (4pts)
Status / Type <i>Raw/Reg</i>	32 >	24 >	16	8	Displin 1 Melee 2	
Primary Firelock -	-/-	-/-	-/-	-/-	Accur 0% Steady 2	
	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 2	
23p Elf						

Number / Name Sgt. <i>Galahad Berchamps</i>	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon <i>Sword</i>	1. Armour: -1 melee over obs +1 Steady for melee/small-cal 2. Tapload (3pt); shoot unloaded -1 impact and -5% acc 3. Good Shot (+2pts) 4. DISC+1 to non-guard<25cm
Status / Type <i>Vet/Guard</i>	32 >	24 >	16	8	Displin 6 Melee 7	
Primary Firelock <i>Elf Carbine</i>	90/4	60/3	-/-	-/-	Accur 0% Steady 6	
	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 3	
54p Elf						

Number / Name Cpl. <i>Uriens Maladie</i>	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon <i>Sword</i>	1. Armour: -1 melee over obs +1 Steady for melee/small-cal 2. Tapload (3pt); shoot unloaded -1 impact and -5% acc 3. Good Shot (+2pts) 4. DISC+1 to non-guard<25cm
Status / Type <i>Exp/Guard</i>	32 >	24 >	16	8	Displin 5 Melee 6	
Primary Firelock <i>Elf Musket</i>	90/4	70/3	40/2	-/-	Accur 0% Steady 5	
	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 3	
49p Elf						

Number / Name <i>Trooper Chirque</i>	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon <i>Sword</i>	1. Armour: -1 melee over obs +1 Steady for melee/small-cal 2. DISC+1 to non-guard<25cm
Status / Type <i>Avg/Guard</i>	32 >	24 >	16	8	Displin 4 Melee 5	
Primary Firelock -	-/-	-/-	-/-	-/-	Accur 0% Steady 4	
	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 3	
31p Elf						

Number / Name <i>Trooper Cour-de-Lou</i>	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon <i>Sword</i>	1. Armour: -1 melee over obs +1 Steady for melee/small-cal 2. DISC+1 to non-guard<25cm
Status / Type <i>Avg/Guard</i>	32 >	24 >	16	8	Displin 4 Melee 5	
Primary Firelock -	-/-	-/-	-/-	-/-	Accur 0% Steady 4	
	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 3	
31p Elf						

Number / Name <i>Troope Bergerac</i>	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon <i>Sword</i>	1. Armour: -1 melee over obs +1 Steady for melee/small-cal 2. DISC+1 to non-guard<25cm
Status / Type <i>Avg/Guard</i>	32 >	24 >	16	8	Displin 4 Melee 5	
Primary Firelock -	-/-	-/-	-/-	-/-	Accur 0% Steady 4	
	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 3	
31p Elf						

SECTION RECORD NOTES:

307 points

### FLINTLOQUE SECTION ROSTER

PLAYERS NAME: *Elf Voltiguers in the Witchlands* SECTION NAME: *4x Elf* FANTASY RACE:

Number / Name <i>Sgt. Saint-Pierre</i>	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon <i>Weapon's Butt</i>	1. D10=1; may activate again.
Status / Type <i>Vet/Light</i>	32 >	24 >	16	8	Displin 4 Melee 2	
Primary Firelock <i>Elf Musket</i>	85/4	65/3	35/2	-/-	Accur 0% Steady 5	
48p Elf	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 2	

Number / Name <i>Cpl. Delafosse</i>	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon <i>Weapon's Butt</i>	1. Good Shot (2pt) 2. Once per turn on D10>8 negate melee blow
Status / Type <i>Vet/Light</i>	32 >	24 >	16	8	Displin 4 Melee 2	
Primary Firelock <i>Elf Musket</i>	90/4	70/3	40/2	-/-	Accur 0% Steady 5	
49p Elf	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 2	

Number / Name <i>Boulangier</i>	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon <i>Weapon's Butt</i>
Status / Type <i>Vet/Light</i>	32 >	24 >	16	8	Displin 4 Melee 2
Primary Firelock <i>Elf Musket</i>	85/4	65/3	35/2	-/-	Accur 0% Steady 5
43p Elf	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 2

Number / Name <i>Girardot</i>	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon <i>Weapon's Butt</i>
Status / Type <i>Vet/Light</i>	32 >	24 >	16	8	Displin 4 Melee 2
Primary Firelock <i>Elf Musket</i>	85/4	65/3	35/2	-/-	Accur 0% Steady 5
43p Elf	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 2

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





### FLINTLOQUE SECTION ROSTER

PLAYERS NAME:  
*Dogman Characters*

SECTION NAME:  
*3x Dogman, 1x Ogre*

FANTASY RACE:

Number / Name	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon	1. Heavy horse (+1 melee) 2. Frenzy. Pass unmod STDY or charge nearest wolf.
<i>Prince Schwartzzenbarch</i>					<i>Sword</i>	
Status / Type	42 X	38 >	26	14	Displin 3 Melee 7	
Primary Firelock	60/5	30/3	-/-	-/-	Accur n/a Steady 5	
<i>77p Dogman</i>	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	1. Also shoot Kannister 80/8 40/6 2cm spread 2. All sectn DISC+1
<i>Col. Digby von Klausewitz</i>					<i>Sword</i>	
Status / Type	16 X	12 >	8	4	Displin 4 Melee 8	
Primary Firelock	70/10	45/7	25/5	15/4	Accur n/a Steady 8	
<i>105p Ogre</i>	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 5	

Number / Name	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon	1. Ldr <15cm or disc-1 2. No aim fire bonus 3. Heavy horse (+1 melee) 4. Sectri INIT+4 5. Will not enter melee 6. Always fails morale w/worst poss outcome
<i>Emperor Klaffenhund</i>					<i>Unarmed</i>	
Status / Type	42	38	26	14	Displin 0 Melee 1	
Primary Firelock	-/-	-/-	-/-	-/-	Accur n/a Steady 1	
<i>16p Dogman</i>	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	1. Heavy horse (+1 melee) 2. Command Points +3
<i>Dogman General</i>					<i>Sword</i>	
Status / Type	42 X	38 >	26	14	Displin 2 Melee 6	
Primary Firelock	70/4	30/2	-/-	-/-	Accur n/a Steady 4	
<i>66p Dogman</i>	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 3	

SECTION RECORD NOTES: *3 actions when coordinated if all light  
3 actions when coordinated if all elite  
264 points Dogmen: init+1 if sect >1/4 dogmen.*



## FLINTLOQUE SECTION ROSTER

PLAYERS NAME:

*Ostarian Cuirassier*

SECTION NAME:

*9x Dogman*

FANTASY RACE:

Number / Name	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon Sword		1. Heavy horse (+1 melee) 2. Armour: -1 melee over obs +1 Steady for melee/small-cal
<i>Capt. Growlparzar</i>					Displin	Melee	
Status / Type <i>Vet/Reg Cmd</i>	42 X	38 >	26	14	2	6	
Primary Firelock <i>Pistol</i>	70/4	30/2	-/-	-/-	Accur n/a	Steady 4	
<i>54p Dogman</i>	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 Sword		1. Ldr <30cm or disc&steady-1 2. Heavy horse (+1 melee) 3. Armour: -1 melee over obs +1 Steady for melee/small-cal 4. Has Instrument; Melee-1 in par
<i>Bugler Mayr</i>					Displin	Melee	
Status / Type <i>Avg/Reg</i>	42 X	38 >	26	14	0	4	
Primary Firelock <i>Pistol</i>	60/4	20/2	-/-	-/-	Accur n/a	Steady 2	
<i>40p Dogman</i>	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 Sword		1. Ldr <30cm or disc&steady-1 2. Heavy horse (+1 melee) 3. Armour: -1 melee over obs +1 Steady for melee/small-cal 4. Iron Hard:WND+1
<i>Sgt. Reithoffer</i>					Displin	Melee	
Status / Type <i>Avg/Reg</i>	42 X	38 >	26	14	0	4	
Primary Firelock <i>Pistol</i>	60/4	20/2	-/-	-/-	Accur n/a	Steady 2	
<i>40p Dogman</i>	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 4		

Number / Name	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon Sword		1. Ldr <30cm or disc&steady-1 2. Heavy horse (+1 melee) 3. Armour: -1 melee over obs +1 Steady for melee/small-cal
<i>Cpl. Dorn</i>					Displin	Melee	
Status / Type <i>Avg/Reg</i>	42 X	38 >	26	14	0	4	
Primary Firelock <i>Pistol</i>	60/4	20/2	-/-	-/-	Accur n/a	Steady 2	
<i>35p Dogman</i>	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 Sword		1. Ldr <30cm or disc&steady-1 2. Heavy horse (+1 melee) 3. Armour: -1 melee over obs +1 Steady for melee/small-cal
<i>1</i>					Displin	Melee	
Status / Type <i>Avg/Reg</i>	42 X	38 >	26	14	0	4	
Primary Firelock <i>Pistol</i>	60/4	20/2	-/-	-/-	Accur n/a	Steady 2	
<i>35p Dogman</i>	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 Sword		1. Ldr <30cm or disc&steady-1 2. Heavy horse (+1 melee) 3. Armour: -1 melee over obs +1 Steady for melee/small-cal
<i>2</i>					Displin	Melee	
Status / Type <i>Avg/Reg</i>	42 X	38 >	26	14	0	4	
Primary Firelock <i>Pistol</i>	60/4	20/2	-/-	-/-	Accur n/a	Steady 2	
<i>35p Dogman</i>	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 Sword		1. Ldr <30cm or disc&steady-1 2. Heavy horse (+1 melee) 3. Armour: -1 melee over obs +1 Steady for melee/small-cal
<i>3</i>					Displin	Melee	
Status / Type <i>Raw/Reg</i>	42 X	38 >	26	14	-1	3	
Primary Firelock <i>Pistol</i>	50/4	10/2	-/-	-/-	Accur n/a	Steady -1	
<i>24p Dogman</i>	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 Sword		1. Ldr <30cm or disc&steady-1 2. Heavy horse (+1 melee) 3. Armour: -1 melee over obs +1 Steady for melee/small-cal 4. Cowardly(-4pt)
<i>4</i>					Displin	Melee	
Status / Type <i>Raw/Reg</i>	42 X	38 >	26	14	-2	3	
Primary Firelock <i>Pistol</i>	50/4	10/2	-/-	-/-	Accur n/a	Steady 0	
<i>23p Dogman</i>	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 Sword		1. Ldr <30cm or disc&steady-1 2. Heavy horse (+1 melee) 3. Armour: -1 melee over obs +1 Steady for melee/small-cal
<i>5</i>					Displin	Melee	
Status / Type <i>Raw/Reg</i>	42 X	38 >	26	14	-1	3	
Primary Firelock <i>Pistol</i>	50/4	10/2	-/-	-/-	Accur n/a	Steady 1	
<i>27p Dogman</i>	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 3		

SECTION RECORD NOTES: *Dogmen: init+1 if sect >1/4 dogmen.*

313 points

### FLINTLOQUE SECTION ROSTER

PLAYERS NAME:  
*Frei Corps von Chum*

SECTION NAME:  
*9x Dogman*

FANTASY RACE:

Number / Name	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon		1. Ldr <30cm or disc&steady-1 2. Long Reload (2)
<i>Capt.</i>					<i>Sword Bayonet</i>		
Status / Type	24 X	18 >	12	6	Displin 2	Melee 8	
Primary Firelock	85/5	70/4	45/3	30/2	Accur n/a	Steady 4	
<i>44p Dogman</i>	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		1. Ldr <30cm or disc&steady-1 2. Long Reload (2) 3. Has Flag for -1 melee wpn.
<i>Ensign</i>					<i>Bayonet</i>		
Status / Type	24 X	18 >	12	6	Displin 2	Melee 6	
Primary Firelock	85/5	70/4	45/3	30/2	Accur n/a	Steady 4	
<i>44p Dogman</i>	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		1. Ldr <30cm or disc&steady-1 2. Long Reload (2) 3. Trained +1 DISC 4. Has Instrument; Melee-1 in play
<i>Drummer</i>					<i>Bayonet</i>		
Status / Type	24 X	18 >	12	6	Displin 2	Melee 5	
Primary Firelock	80/5	65/4	40/3	25/2	Accur n/a	Steady 3	
<i>41p Dogman</i>	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		1. Ldr <30cm or disc&steady-1 2. Trained +1 DISC
<i>Dogman 1</i>					<i>Bayonet</i>		
Status / Type	24 X	18 >	12	6	Displin 2	Melee 5	
Primary Firelock	70/4	55/3	25/2	-/-	Accur n/a	Steady 3	
<i>33p Dogman</i>	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		1. Ldr <30cm or disc&steady-1 2. Trained +1 DISC
<i>Dogman 2</i>					<i>Bayonet</i>		
Status / Type	24 X	18 >	12	6	Displin 2	Melee 5	
Primary Firelock	70/4	55/3	25/2	-/-	Accur n/a	Steady 3	
<i>33p Dogman</i>	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		1. Ldr <30cm or disc&steady-1 2. Trained +1 DISC
<i>Dogman 3</i>					<i>Bayonet</i>		
Status / Type	24 X	18 >	12	6	Displin 1	Melee 4	
Primary Firelock	65/4	50/3	20/2	-/-	Accur n/a	Steady 2	
<i>26p Dogman</i>	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		1. Ldr <30cm or disc&steady-1 2. Trained +1 DISC
<i>Dogman 4</i>					<i>Bayonet</i>		
Status / Type	24 X	18 >	12	6	Displin 1	Melee 4	
Primary Firelock	65/4	50/3	20/2	-/-	Accur n/a	Steady 2	
<i>26p Dogman</i>	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		1. Ldr <30cm or disc&steady-1 2. Trained +1 DISC
<i>Dogman 5</i>					<i>Bayonet</i>		
Status / Type	24 X	18 >	12	6	Displin 1	Melee 4	
Primary Firelock	65/4	50/3	20/2	-/-	Accur n/a	Steady 2	
<i>26p Dogman</i>	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		1. Ldr <30cm or disc&steady-1 2. Trained +1 DISC
<i>Dogman 6</i>					<i>Bayonet</i>		
Status / Type	24 X	18 >	12	6	Displin 1	Melee 4	
Primary Firelock	65/4	50/3	20/2	-/-	Accur n/a	Steady 2	
<i>26p Dogman</i>	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 3		

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SECTION RECORD NOTES: *Dogmen: init+1 if sect >1/4 dogmen.*  
299 points

### FLINTLOQUE SECTION ROSTER

PLAYERS NAME: *Dogmen Jagers* SECTION NAME: *8x Dogman* FANTASY RACE:

Number / Name	1	2	3	4	Melee Weapon		1. Long Reload (2) 2. Takes 5 cmd points
<i>Capt. Woofheim</i>	Double March	Quick March	Slow March	Half Step	<i>Sword</i>	<i>Bayonet</i>	
Status / Type	24 X	18 >	12	6	Displin 2	Melee 7	
Primary Firelock	85/5	70/4	45/3	30/2	Accur n/a	Steady 4	
<i>55p Dogman</i>	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 3		

Number / Name	1	2	3	4	Melee Weapon		1. Long Reload (2) 2. Has Flag for -1 melee wpn.
<i>Ens. Schwopf</i>	Double March	Quick March	Slow March	Half Step	<i>Bayonet</i>		
Status / Type	24 X	18 >	12	6	Displin 1	Melee 4	
Primary Firelock	80/5	65/4	40/3	25/2	Accur n/a	Steady 3	
<i>41p Dogman</i>	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 3		

Number / Name	1	2	3	4	Melee Weapon		1. Long Reload (2) 2. Has Instrument; Melee-1 in play
<i>Drummer Strolz</i>	Double March	Quick March	Slow March	Half Step	<i>Bayonet</i>		
Status / Type	24 X	18 >	12	6	Displin 1	Melee 4	
Primary Firelock	80/5	65/4	40/3	25/2	Accur n/a	Steady 3	
<i>41p Dogman</i>	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 3		

Number / Name	1	2	3	4	Melee Weapon		1. Long Reload (2) 2. Tapload (3pt); shoot unloaded -1 impact and -5% acc 3. Interrupt Shoot at ACT'd figure
<i>Jager Sgt. Schett</i>	Double March	Quick March	Slow March	Half Step	<i>Bayonet</i>		
Status / Type	24 X	18 >	12	6	Displin 1	Melee 4	
Primary Firelock	80/5	65/4	40/3	25/2	Accur n/a	Steady 3	
<i>43p Dogman</i>	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 3		

Number / Name	1	2	3	4	Melee Weapon		1. Long Reload (2) 2. Interrupt Shoot at ACT'd figure
<i>Jager 1</i>	Double March	Quick March	Slow March	Half Step	<i>Bayonet</i>		
Status / Type	24 X	18 >	12	6	Displin 1	Melee 4	
Primary Firelock	80/5	65/4	40/3	25/2	Accur n/a	Steady 3	
<i>40p Dogman</i>	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 3		

Number / Name	1	2	3	4	Melee Weapon		1. Long Reload (2)
<i>Jager 2</i>	Double March	Quick March	Slow March	Half Step	<i>Bayonet</i>		
Status / Type	24 X	18 >	12	6	Displin 1	Melee 4	
Primary Firelock	80/5	65/4	40/3	25/2	Accur n/a	Steady 3	
<i>36p Dogman</i>	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 3		

Number / Name	1	2	3	4	Melee Weapon		1. Long Reload (2)
<i>Jager 3</i>	Double March	Quick March	Slow March	Half Step	<i>Bayonet</i>		
Status / Type	24 X	18 >	12	6	Displin 0	Melee 3	
Primary Firelock	75/5	60/4	35/3	20/2	Accur n/a	Steady 2	
<i>29p Dogman</i>	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 3		

Number / Name	1	2	3	4	Melee Weapon		1. Long Reload (2)
<i>Jager 4</i>	Double March	Quick March	Slow March	Half Step	<i>Bayonet</i>		
Status / Type	24 X	18 >	12	6	Displin 0	Melee 3	
Primary Firelock	75/5	60/4	35/3	20/2	Accur n/a	Steady 2	
<i>29p Dogman</i>	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 3		

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SECTION RECORD NOTES: 3 actions when coordinated if all light Dogmen: init+1 if sect >1/4 dogmen.  
314 points

## FLINTLOQUE SECTION ROSTER

PLAYERS NAME:

Ostarian Centre Company

SECTION NAME:

10x Dogman

FANTASY RACE:

Number / Name	1	2	3	4	Melee Weapon	
Lt. Barkleitner	Double March	Quick March	Slow March	Half Step	Sword	
Status / Type	24	18	12	6	Displin	Melee
Vet/Reg Cmd	X	>			2	5
Primary Firelock	-/-	-/-	-/-	-/-	Accur	Steady
-					n/a	4
36p Dogman	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 3	

Number / Name	1	2	3	4	Melee Weapon	
Ensign Brunner	Double March	Quick March	Slow March	Half Step	Bayonet	
Status / Type	24	18	12	6	Displin	Melee
Vet/Reg	X	>			2	6
Primary Firelock	75/4	60/3	30/2	-/-	Accur	Steady
Musket					n/a	4
41p Dogman	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 3	

1. Ldr <30cm or disc&steady-1  
2. Has Flag for -1 melee wpn.

Number / Name	1	2	3	4	Melee Weapon	
Sgt. Wilhelm	Double March	Quick March	Slow March	Half Step	Bayonet	
Status / Type	24	18	12	6	Displin	Melee
Vet/Reg	X	>			2	6
Primary Firelock	75/4	60/3	30/2	-/-	Accur	Steady
Musket					n/a	4
40p Dogman	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 3	

1. Ldr <30cm or disc&steady-1  
2. +2 bonus on Activate rolls.

Number / Name	1	2	3	4	Melee Weapon	
Drum Cpl. Vogl	Double March	Quick March	Slow March	Half Step	Knife	
Status / Type	24	18	12	6	Displin	Melee
Vet/Reg	X	>			2	3
Primary Firelock	70/4	30/2	-/-	-/-	Accur	Steady
Pistol					n/a	4
39p Dogman	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 3	

1. Ldr <30cm or disc&steady-1  
2. Has Instrument; Melee-1 in p...

Number / Name	1	2	3	4	Melee Weapon	
2nd Sgt. Woofmeister	Double March	Quick March	Slow March	Half Step	Bayonet	
Status / Type	24	18	12	6	Displin	Melee
Vet/Reg	X	>			2	6
Primary Firelock	75/4	60/3	30/2	-/-	Accur	Steady
Musket					n/a	4
42p Dogman	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 3	

1. Ldr <30cm or disc&steady-1  
2. Loud voice  
MELEE+2 vs mortals  
3. Brawler:MELEE+2 if unarmed

Number / Name	1	2	3	4	Melee Weapon	
F6	Double March	Quick March	Slow March	Half Step	Bayonet	
Status / Type	24	18	12	6	Displin	Melee
Avg/Reg	X	>			0	4
Primary Firelock	65/4	50/3	20/2	-/-	Accur	Steady
Musket					n/a	2
23p Dogman	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 3	

1. Ldr <30cm or disc&steady-1

Number / Name	1	2	3	4	Melee Weapon	
F7	Double March	Quick March	Slow March	Half Step	Bayonet	
Status / Type	24	18	12	6	Displin	Melee
Avg/Reg	X	>			0	4
Primary Firelock	65/4	50/3	20/2	-/-	Accur	Steady
Musket					n/a	2
23p Dogman	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 3	

1. Ldr <30cm or disc&steady-1

Number / Name	1	2	3	4	Melee Weapon	
F8	Double March	Quick March	Slow March	Half Step	Bayonet	
Status / Type	24	18	12	6	Displin	Melee
Avg/Reg	X	>			0	4
Primary Firelock	65/4	50/3	20/2	-/-	Accur	Steady
Musket					n/a	2
23p Dogman	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 3	

1. Ldr <30cm or disc&steady-1

Number / Name	1	2	3	4	Melee Weapon	
F9	Double March	Quick March	Slow March	Half Step	Bayonet	
Status / Type	26	19	12	6	Displin	Melee
Raw/Reg	X	>			-1	3
Primary Firelock	55/4	40/3	10/2	-/-	Accur	Steady
Musket					n/a	1
21p Dogman	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 3	

1. Ldr <30cm or disc&steady-1  
2. athletic; increased moves

Number / Name	1	2	3	4	Melee Weapon	
F10	Double March	Quick March	Slow March	Half Step	Bayonet	
Status / Type	26	19	12	6	Displin	Melee
Raw/Reg	X	>			-1	3
Primary Firelock	55/4	40/3	10/2	-/-	Accur	Steady
Musket					n/a	1
21p Dogman	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 3	

1. Ldr <30cm or disc&steady-1  
2. athletic; increased moves

SECTION RECORD NOTES: Dogmen: init+1 if sect &gt;1/4 dogmen.

309 points

### FLINTLOQUE SECTION ROSTER

PLAYERS NAME: *Ostarian Landwehr Company* SECTION NAME: *18x Dogman* FANTASY RACE:

Number / Name <i>Lt.</i>	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon <i>Sword</i>	
Status / Type <i>Exp/Reg Cmd</i>	24	18	12	6	Displin 1	Melee 4
Primary Firelock -	-/-	-/-	-/-	-/-	Accur n/a	Steady 3
<i>30p Dogman</i>	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 3	

Number / Name <i>Ensign</i>	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon <i>Knife</i>	
Status / Type <i>Raw/Reg</i>	24	18	12	6	Displin -1	Melee 0
Primary Firelock -	-/-	-/-	-/-	-/-	Accur n/a	Steady 1
<i>18p Dogman</i>	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 3	

1. Ldr <30cm or disc&steady-1  
2. Has Flag for -1 melee wpn.

Number / Name <i>Sgt.</i>	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon <i>Spontoon</i>	
Status / Type <i>Exp/Militia</i>	24	18	12	6	Displin 1	Melee 4
Primary Firelock -	-/-	-/-	-/-	-/-	Accur n/a	Steady 2
<i>25p Dogman</i>	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 3	

1. Ldr <15cm or disc-1  
2. No aim fire bonus

Number / Name <i>Drummer Puppy</i>	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon <i>Unarmed</i>	
Status / Type <i>Raw/Militia</i>	24	18	12	6	Displin -1	Melee -1
Primary Firelock -	-/-	-/-	-/-	-/-	Accur n/a	Steady 0
<i>14p Dogman</i>	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 3	

1. Ldr <15cm or disc-1  
2. No aim fire bonus  
3. Has Instrument; Melee-1 in par

Number / Name <i>1</i>	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon <i>Weapon's Butt</i>	
Status / Type <i>Avg/Militia</i>	24 X	18 >	12	6	Displin 0	Melee 0
Primary Firelock <i>Blunderbuss</i>	10cm 80/7	30cm 30/5	-/-	-/-	Accur n/a	Steady 1
<i>20p Dogman</i>	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 3	

1. Ldr <15cm or disc-1  
2. No aim fire bonus  
3. Long Reload (2)

Number / Name <i>2</i>	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon <i>Weapon's Butt</i>	
Status / Type <i>Avg/Militia</i>	24 X	18 >	12	6	Displin 0	Melee 0
Primary Firelock <i>Blunderbuss</i>	10cm 80/7	30cm 30/5	-/-	-/-	Accur n/a	Steady 1
<i>20p Dogman</i>	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 3	

1. Ldr <15cm or disc-1  
2. No aim fire bonus  
3. Long Reload (2)

Number / Name <i>3</i>	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon <i>Weapon's Butt</i>	
Status / Type <i>Avg/Militia</i>	24 X	18 >	12	6	Displin 0	Melee 0
Primary Firelock <i>Blunderbuss</i>	10cm 80/7	30cm 30/5	-/-	-/-	Accur n/a	Steady 1
<i>20p Dogman</i>	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 3	

1. Ldr <15cm or disc-1  
2. No aim fire bonus  
3. Long Reload (2)

Number / Name <i>4</i>	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon <i>Weapon's Butt</i>	
Status / Type <i>Raw/Militia</i>	24 X	18 >	12	6	Displin -1	Melee -1
Primary Firelock <i>Musket</i>	55/4	40/3	10/2	-/-	Accur n/a	Steady 0
<i>14p Dogman</i>	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 3	

1. Ldr <15cm or disc-1  
2. No aim fire bonus

Number / Name <i>5</i>	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon <i>Weapon's Butt</i>	
Status / Type <i>Raw/Militia</i>	24 X	18 >	12	6	Displin -1	Melee -1
Primary Firelock <i>Musket</i>	55/4	40/3	10/2	-/-	Accur n/a	Steady 0
<i>14p Dogman</i>	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 3	

1. Ldr <15cm or disc-1  
2. No aim fire bonus

Number / Name <i>6</i>	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon <i>Weapon's Butt</i>	
Status / Type <i>Raw/Militia</i>	24 X	18 >	12	6	Displin -1	Melee -1
Primary Firelock <i>Musket</i>	55/4	40/3	10/2	-/-	Accur n/a	Steady 0
<i>14p Dogman</i>	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 3	

1. Ldr <15cm or disc-1  
2. No aim fire bonus

SECTION RECORD NOTES: *Dogmen: init+1 if sect >1/4 dogmen.*  
301 points

### FLINTLOQUE SECTION ROSTER

PLAYERS NAME:

SECTION NAME:

FANTASY RACE:

Number / Name	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon Weapon's Butt		1. Ldr <15cm or disc-1 2. No aim fire bonus
7					Displin	Melee	
Status / Type Raw/Militia	24 X	18 >	12	6	-1	-1	
Primary Firelock Musket	55/4	40/3	10/2	-/-	Accur n/a	Steady 0	
14p Dogman	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 Weapon's Butt		1. Ldr <15cm or disc-1 2. No aim fire bonus
8					Displin	Melee	
Status / Type Raw/Militia	24 X	18 >	12	6	-1	-1	
Primary Firelock Musket	55/4	40/3	10/2	-/-	Accur n/a	Steady 0	
14p Dogman	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 Weapon's Butt		1. Ldr <15cm or disc-1 2. No aim fire bonus
9					Displin	Melee	
Status / Type Raw/Militia	24 X	18 >	12	6	-1	-1	
Primary Firelock Musket	55/4	40/3	10/2	-/-	Accur n/a	Steady 0	
14p Dogman	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 Weapon's Butt		1. Ldr <15cm or disc-1 2. No aim fire bonus
10					Displin	Melee	
Status / Type Raw/Militia	24 X	18 >	12	6	-1	-1	
Primary Firelock Musket	55/4	40/3	10/2	-/-	Accur n/a	Steady 0	
14p Dogman	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 Weapon's Butt		1. Ldr <15cm or disc-1 2. No aim fire bonus
11					Displin	Melee	
Status / Type Raw/Militia	24 X	18 >	12	6	-1	-1	
Primary Firelock Musket	55/4	40/3	10/2	-/-	Accur n/a	Steady 0	
14p Dogman	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 Weapon's Butt		1. Ldr <15cm or disc-1 2. No aim fire bonus
12					Displin	Melee	
Status / Type Raw/Militia	24 X	18 >	12	6	-1	-1	
Primary Firelock Musket	55/4	40/3	10/2	-/-	Accur n/a	Steady 0	
14p Dogman	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 Weapon's Butt		1. Ldr <15cm or disc-1 2. No aim fire bonus
13					Displin	Melee	
Status / Type Raw/Militia	24 X	18 >	12	6	-1	-1	
Primary Firelock Musket	55/4	40/3	10/2	-/-	Accur n/a	Steady 0	
14p Dogman	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 Weapon's Butt		1. Ldr <15cm or disc-1 2. No aim fire bonus
14					Displin	Melee	
Status / Type Raw/Militia	24 X	18 >	12	6	-1	-1	
Primary Firelock Musket	55/4	40/3	10/2	-/-	Accur n/a	Steady 0	
14p Dogman	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 3		

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SECTION RECORD NOTES:



### FLINTLOQUE SECTION ROSTER

PLAYERS NAME: *Dwarf Foot Artillery* SECTION NAME: *1x Heavy Howitzer, 4x Dwarf* FANTASY RACE:

Number / Name Gun	Range	0-15	16-38	39-75	76-100	101-120	121-145
	<i>Shelle</i>	-	-	70/8	45/6	-	-
Status / Type Heavy/Howitzer	<i>Caseshotte</i>	80/8	55/3	-	-	-	-
<i>50pts</i>							

Number / Name 1	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon <i>Sword</i>		1. Once per game load special for +2 impact.
Status / Type <i>Vet/Reg Cmd</i>	18 X	13 >	8	4	Displin 3	Melee 5	
Primary Firelock <i>Pistol</i>	70/4	30/2	-/-	-/-	Accur 0%	Steady 5	
<i>41p Dwarf</i>	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 3		

Number / Name 2	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon <i>Improvised</i>		1. Once per game load special for +2 impact. 2. operate artillery 3. use grenades 4. no longarms
Status / Type <i>Vet/Gunner</i>	18	13	8	4	Displin 3	Melee 2	
Primary Firelock -	-/-	-/-	-/-	-/-	Accur 0%	Steady 5	
<i>36p Dwarf</i>	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 3		

Number / Name 3	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon <i>Improvised</i>		1. Once per game load special for +2 impact. 2. operate artillery 3. use grenades 4. no longarms
Status / Type <i>Exp/Gunner</i>	18	13	8	4	Displin 2	Melee 1	
Primary Firelock -	-/-	-/-	-/-	-/-	Accur 0%	Steady 4	
<i>30p Dwarf</i>	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 3		

Number / Name 4	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon <i>Improvised</i>		1. Once per game load special for +2 impact. 2. operate artillery 3. use grenades 4. no longarms
Status / Type <i>Exp/Gunner</i>	18	13	8	4	Displin 2	Melee 1	
Primary Firelock -	-/-	-/-	-/-	-/-	Accur 0%	Steady 4	
<i>30p Dwarf</i>	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 3		

SECTION RECORD NOTES:

*187 points*





### FLINTLOQUE SECTION ROSTER

PLAYERS NAME:

SECTION NAME:

*3x Dwarf*

FANTASY RACE:

Number / Name	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon		1. Once per game load special for +2 impact. 2. Big Beer Stein for melee +2
<i>Karl Lagerfilled</i>							
Status / Type <i>Legend/Reg Cmd</i>	18 X	13 >	8	4	Displin 4	Melee 8	
Primary Firelock <i>Dwarf Musket MkII</i>	75/5	45/3	25/2	-/-	Accur 0%	Steady 6	
<i>60p Dwarf tRT/16</i>	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 4		

Number / Name	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon		1. Once per game load special for +2 impact. 2. Riding pony 3. Dwarves w/LOS +3 MOR 4. Dwarves w/LOS +15% move 5. Remove 2 shaken <10cm p/turn
<i>Artur</i>							
Status / Type <i>Legend/Reg Cmd, Elite</i>	40	30	22	12	Displin 5	Melee 7	
Primary Firelock -	-/-	-/-	-/-	-/-	Accur 0%	Steady 7	
<i>114p Dwarf tRT/29</i>	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 4		

Number / Name	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon		1. Once per game load special for +2 impact. 2. Riding pig (+1 melee) 3. Never Shaken. 4. Legendary Reputation; dwarfs shoot with -20% at him 5. Allied dwarves <15cm never shaken 6. Pig 'Bristle' has 3 wounds 7. per turn; grant dwarf <30cm ignore first wound for game
<i>Frederick Von Rotte</i>							
Status / Type <i>Legend/Reg Cmd, Elite</i>	40	34	22	10	Displin 5	Melee 10	
Primary Firelock -	-/-	-/-	-/-	-/-	Accur 0%	Steady 7	
<i>134p Dwarf tRT/42</i>	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 7		

SECTION RECORD NOTES: *3 actions when coordinated if all elite*  
*308 points*



### FLINTLOQUE SECTION ROSTER

PLAYERS NAME: *Julianna Chasseurs Reinforcements* SECTION NAME: *8x Dwarf* FANTASY RACE:

Number / Name	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon <i>Bayonet</i>		1. Once per game load special for +2 impact. 2. Iron Hard:WND+1 3. Brawler:MELEE+2 if unarmed
JC7					Displin 1	Melee 3	
Status / Type <i>Avg/Light</i>	18 X	13 >	8	4			
Primary Firelock <i>Dwarf Musket MkII</i>	60/5	30/3	10/2	-/-	Accur 0%	Steady 3	
34p Dwarf	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 4		

Number / Name	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon <i>Bayonet</i>		1. Once per game load special for +2 impact. 2. Iron Hard:WND+1 3. Brawler:MELEE+2 if unarmed
JC8					Displin 1	Melee 3	
Status / Type <i>Avg/Light</i>	18 X	13 >	8	4			
Primary Firelock <i>Dwarf Musket MkII</i>	60/5	30/3	10/2	-/-	Accur 0%	Steady 3	
34p Dwarf	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 4		

Number / Name	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon <i>Bayonet</i>		1. Once per game load special for +2 impact. 2. Iron Hard:WND+1 3. Brawler:MELEE+2 if unarmed
JC9					Displin 1	Melee 3	
Status / Type <i>Avg/Light</i>	18 X	13 >	8	4			
Primary Firelock <i>Dwarf Musket MkII</i>	60/5	30/3	10/2	-/-	Accur 0%	Steady 3	
34p Dwarf	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 4		

Number / Name	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon <i>Bayonet</i>		1. Once per game load special for +2 impact. 2. Iron Hard:WND+1 3. Brawler:MELEE+2 if unarmed
JC10					Displin 1	Melee 3	
Status / Type <i>Avg/Light</i>	18 X	13 >	8	4			
Primary Firelock <i>Dwarf Musket MkII</i>	60/5	30/3	10/2	-/-	Accur 0%	Steady 3	
34p Dwarf	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 4		

Number / Name	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon <i>Bayonet</i>		1. Once per game load special for +2 impact. 2. Iron Hard:WND+1 3. Brawler:MELEE+2 if unarmed
JC11					Displin 1	Melee 3	
Status / Type <i>Avg/Light</i>	18 X	13 >	8	4			
Primary Firelock <i>Dwarf Musket MkII</i>	60/5	30/3	10/2	-/-	Accur 0%	Steady 3	
34p Dwarf	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 4		

Number / Name	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon <i>Bayonet</i>		1. Once per game load special for +2 impact. 2. Iron Hard:WND+1 3. Brawler:MELEE+2 if unarmed
JC12					Displin 1	Melee 3	
Status / Type <i>Avg/Light</i>	18 X	13 >	8	4			
Primary Firelock <i>Dwarf Musket MkII</i>	60/5	30/3	10/2	-/-	Accur 0%	Steady 3	
34p Dwarf	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 4		

Number / Name	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon <i>Bayonet</i>		1. Once per game load special for +2 impact. 2. Iron Hard:WND+1 3. Brawler:MELEE+2 if unarmed
JC13					Displin 1	Melee 3	
Status / Type <i>Avg/Light</i>	18 X	13 >	8	4			
Primary Firelock <i>Dwarf Musket MkII</i>	60/5	30/3	10/2	-/-	Accur 0%	Steady 3	
34p Dwarf	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 4		

Number / Name	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon <i>Bayonet</i>		1. Once per game load special for +2 impact. 2. Iron Hard:WND+1 3. Brawler:MELEE+2 if unarmed
JC14					Displin 1	Melee 3	
Status / Type <i>Avg/Light</i>	18 X	13 >	8	4			
Primary Firelock <i>Dwarf Musket MkII</i>	60/5	30/3	10/2	-/-	Accur 0%	Steady 3	
34p Dwarf	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 4		

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

### FLINTLOQUE SECTION ROSTER

PLAYERS NAME: *Julianna Chasseurs* SECTION NAME: *8x Dwarf* FANTASY RACE:

Number / Name	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon Sword	1. Once per game load special for +2 impact. 2. Iron Hard:WND+1 3. Brawler:MELEE+2 if unarmed
Capt. Robbie Locke the Brewer	18	13	8	4	Displin 1 Melee 2	
Status / Type Avg/Light	18 X	13 >	8	4	Accur 0% Steady 3	
Primary Firelock -	-/-	-/-	-/-	-/-	Wounds 4	
35p Dwarf	0-15cm	16-45cm	46-60cm	61-75cm		

Number / Name	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon Bayonet	1. Once per game load special for +2 impact. 2. Iron Hard:WND+1 3. Brawler:MELEE+2 if unarmed 4. Has Flag for -1 melee wpn.
Ens. Marcus the Drayman	18	13	8	4	Displin 1 Melee 3	
Status / Type Avg/Light	18 X	13 >	8	4	Accur 0% Steady 3	
Primary Firelock Dwarf Musket MkII	60/5	30/3	10/2	-/-	Wounds 4	
39p Dwarf	0-15cm	16-45cm	46-60cm	61-75cm		

Number / Name	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon Bayonet	1. Once per game load special for +2 impact. 2. Iron Hard:WND+1 3. Brawler:MELEE+2 if unarmed
1st Sgt Hans the Cooper	18	13	8	4	Displin 1 Melee 3	
Status / Type Avg/Light	18 X	13 >	8	4	Accur 0% Steady 3	
Primary Firelock Dwarf Musket MkII	60/5	30/3	10/2	-/-	Wounds 4	
34p Dwarf	0-15cm	16-45cm	46-60cm	61-75cm		

Number / Name	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon Bayonet	1. Once per game load special for +2 impact. 2. Iron Hard:WND+1 3. Brawler:MELEE+2 if unarmed
Lucius the Bookkeeper	18	13	8	4	Displin 1 Melee 3	
Status / Type Avg/Light	18 X	13 >	8	4	Accur 0% Steady 3	
Primary Firelock Dwarf Musket MkII	60/5	30/3	10/2	-/-	Wounds 4	
34p Dwarf	0-15cm	16-45cm	46-60cm	61-75cm		

Number / Name	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon Bayonet	1. Once per game load special for +2 impact. 2. Iron Hard:WND+1 3. Brawler:MELEE+2 if unarmed
Karl the Braumeister	18	13	8	4	Displin 1 Melee 3	
Status / Type Avg/Light	18 X	13 >	8	4	Accur 0% Steady 3	
Primary Firelock Dwarf Musket MkII	60/5	30/3	10/2	-/-	Wounds 4	
34p Dwarf	0-15cm	16-45cm	46-60cm	61-75cm		

Number / Name	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon Bayonet	1. Once per game load special for +2 impact. 2. Iron Hard:WND+1 3. Brawler:MELEE+2 if unarmed
Werner Nightwatchman	18	13	8	4	Displin 1 Melee 3	
Status / Type Avg/Light	18 X	13 >	8	4	Accur 0% Steady 3	
Primary Firelock Dwarf Musket MkII	60/5	30/3	10/2	-/-	Wounds 4	
34p Dwarf	0-15cm	16-45cm	46-60cm	61-75cm		

Number / Name	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon Bayonet	1. Once per game load special for +2 impact. 2. Iron Hard:WND+1 3. Brawler:MELEE+2 if unarmed
Cpl. Reinhardt	18	13	8	4	Displin 1 Melee 3	
Status / Type Avg/Light	18 X	13 >	8	4	Accur 0% Steady 3	
Primary Firelock Dwarf Musket MkII	60/5	30/3	10/2	-/-	Wounds 4	
34p Dwarf	0-15cm	16-45cm	46-60cm	61-75cm		

Number / Name	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon Bayonet	1. Once per game load special for +2 impact. 2. Iron Hard:WND+1 3. Brawler:MELEE+2 if unarmed
Cpl. Heinrich	18	13	8	4	Displin 1 Melee 3	
Status / Type Avg/Light	18 X	13 >	8	4	Accur 0% Steady 3	
Primary Firelock Dwarf Musket MkII	60/5	30/3	10/2	-/-	Wounds 4	
34p Dwarf	0-15cm	16-45cm	46-60cm	61-75cm		

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

### FLINTLOQUE SECTION ROSTER

PLAYERS NAME: *Dwarf Kartoffelburg* SECTION NAME: *7x Dwarf* FANTASY RACE:

Number / Name	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon <i>Halberd</i>		<ol style="list-style-type: none"> <li>Once per game load special for +2 impact.</li> <li>DISC+1 to non-guard&lt;25cm</li> </ol>
<i>Sgt.</i>					Displin	Melee	
Status / Type <i>Vet/Guard</i>	18	13	8	4	5	8	
Primary Firelock -	-/-	-/-	-/-	-/-	Accur	Steady	
<i>43p Dwarf</i>	0-15cm	16-45cm	46-60cm	61-75cm	0%	6	
					Wounds 4		

Number / Name	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon <i>Bayonet</i>		<ol style="list-style-type: none"> <li>Once per game load special for +2 impact.</li> <li>Grenades: 10cm:50/6r5cm 30cm:30/6r5cm</li> <li>Good Shot (2pt)</li> <li>DISC+1 to non-guard&lt;25cm</li> </ol>
<i>Cpl.</i>					Displin	Melee	
Status / Type <i>Vet/Guard</i>	18 X	13 >	8	4	5	8	
Primary Firelock <i>Dwarf Musket MkII</i>	80/5	50/3	30/2	-/-	Accur	Steady	
<i>48p Dwarf</i>	0-15cm	16-45cm	46-60cm	61-75cm	0%	6	
					Wounds 4		

Number / Name	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon <i>Sword</i>		<ol style="list-style-type: none"> <li>Once per game load special for +2 impact.</li> <li>Has Flag for -1 melee wpn.</li> <li>DISC+1 to non-guard&lt;25cm</li> </ol>
<i>Banner-bearer</i>					Displin	Melee	
Status / Type <i>Vet/Guard</i>	18	13	8	4	5	7	
Primary Firelock -	-/-	-/-	-/-	-/-	Accur	Steady	
<i>49p Dwarf</i>	0-15cm	16-45cm	46-60cm	61-75cm	0%	6	
					Wounds 4		

Number / Name	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon <i>Bayonet</i>		<ol style="list-style-type: none"> <li>Once per game load special for +2 impact.</li> <li>Good Shot (2pt)</li> <li>DISC+1 to non-guard&lt;25cm</li> </ol>
<i>1</i>					Displin	Melee	
Status / Type <i>Vet/Guard</i>	18 X	13 >	8	4	5	8	
Primary Firelock <i>Dwarf Musket MkII</i>	80/5	50/3	30/2	-/-	Accur	Steady	
<i>45p Dwarf</i>	0-15cm	16-45cm	46-60cm	61-75cm	0%	6	
					Wounds 4		

Number / Name	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon <i>Bayonet</i>		<ol style="list-style-type: none"> <li>Once per game load special for +2 impact.</li> <li>Good Shot (2pt)</li> <li>DISC+1 to non-guard&lt;25cm</li> </ol>
<i>2</i>					Displin	Melee	
Status / Type <i>Vet/Guard</i>	18 X	13 >	8	4	5	8	
Primary Firelock <i>Dwarf Musket MkII</i>	80/5	50/3	30/2	-/-	Accur	Steady	
<i>45p Dwarf</i>	0-15cm	16-45cm	46-60cm	61-75cm	0%	6	
					Wounds 4		

Number / Name	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon <i>Bayonet</i>		<ol style="list-style-type: none"> <li>Once per game load special for +2 impact.</li> <li>Good Shot (2pt)</li> <li>DISC+1 to non-guard&lt;25cm</li> </ol>
<i>3</i>					Displin	Melee	
Status / Type <i>Exp/Guard</i>	18 X	13 >	8	4	4	7	
Primary Firelock <i>Dwarf Musket MkII</i>	75/5	45/3	25/2	-/-	Accur	Steady	
<i>39p Dwarf</i>	0-15cm	16-45cm	46-60cm	61-75cm	0%	5	
					Wounds 4		

Number / Name	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon <i>Bayonet</i>		<ol style="list-style-type: none"> <li>Once per game load special for +2 impact.</li> <li>Good Shot (2pt)</li> <li>DISC+1 to non-guard&lt;25cm</li> </ol>
<i>4</i>					Displin	Melee	
Status / Type <i>Exp/Guard</i>	18 X	13 >	8	4	4	7	
Primary Firelock <i>Dwarf Musket MkII</i>	75/5	45/3	25/2	-/-	Accur	Steady	
<i>39p Dwarf</i>	0-15cm	16-45cm	46-60cm	61-75cm	0%	5	
					Wounds 4		

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SECTION RECORD NOTES:

*308 points*

## FLINTLOQUE SECTION ROSTER

PLAYERS NAME:

SECTION NAME:

10x Dwarf

FANTASY RACE:

Number / Name	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon Sword	
<i>Off</i>						
Status / Type <i>Vet/Guard</i>	18	13	8	4	Displin 5	Melee 7
Primary Firelock -	-/-	-/-	-/-	-/-	Accur 0%	Steady 6
<i>44p Dwarf</i>	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 4	

1. Once per game load special for +2 impact.  
2. DISC+1 to non-guard<25cm

Number / Name	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon Sword	
<i>Ens</i>						
Status / Type <i>Exp/Guard</i>	18	13	8	4	Displin 4	Melee 6
Primary Firelock -	-/-	-/-	-/-	-/-	Accur 0%	Steady 5
<i>38p Dwarf</i>	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 4	

1. Once per game load special for +2 impact.  
2. DISC+1 to non-guard<25cm

Number / Name	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon Sword	
<i>Sgt</i>						
Status / Type <i>Vet/Guard</i>	18	13	8	4	Displin 5	Melee 7
Primary Firelock -	-/-	-/-	-/-	-/-	Accur 0%	Steady 6
<i>44p Dwarf</i>	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 4	

1. Once per game load special for +2 impact.  
2. DISC+1 to non-guard<25cm

Number / Name	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon Weapon's Butt	
<i>1</i>						
Status / Type <i>Avg/Guard</i>	18 X	13 >	8	4	Displin 3	Melee 3
Primary Firelock <i>Dwarf Musket MkII</i>	65/5	35/3	15/2	-/-	Accur 0%	Steady 4
<i>30p Dwarf</i>	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 4	

1. Once per game load special for +2 impact.  
2. DISC+1 to non-guard<25cm

Number / Name	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon Weapon's Butt	
<i>2</i>						
Status / Type <i>Avg/Guard</i>	18 X	13 >	8	4	Displin 3	Melee 3
Primary Firelock <i>Dwarf Musket MkII</i>	65/5	35/3	15/2	-/-	Accur 0%	Steady 4
<i>30p Dwarf</i>	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 4	

1. Once per game load special for +2 impact.  
2. DISC+1 to non-guard<25cm

Number / Name	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon Weapon's Butt	
<i>3</i>						
Status / Type <i>Avg/Guard</i>	18 X	13 >	8	4	Displin 3	Melee 3
Primary Firelock <i>Dwarf Musket MkII</i>	65/5	35/3	15/2	-/-	Accur 0%	Steady 4
<i>30p Dwarf</i>	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 4	

1. Once per game load special for +2 impact.  
2. DISC+1 to non-guard<25cm

Number / Name	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon Weapon's Butt	
<i>4</i>						
Status / Type <i>Raw/Guard</i>	18 X	13 >	8	4	Displin 2	Melee 2
Primary Firelock <i>Dwarf Musket MkII</i>	55/5	25/3	5/2	-/-	Accur 0%	Steady 3
<i>24p Dwarf</i>	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 4	

1. Once per game load special for +2 impact.  
2. DISC+1 to non-guard<25cm

Number / Name	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon Weapon's Butt	
<i>5</i>						
Status / Type <i>Raw/Guard</i>	18 X	13 >	8	4	Displin 2	Melee 2
Primary Firelock <i>Dwarf Musket MkII</i>	55/5	25/3	5/2	-/-	Accur 0%	Steady 3
<i>24p Dwarf</i>	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 4	

1. Once per game load special for +2 impact.  
2. DISC+1 to non-guard<25cm

Number / Name	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon Weapon's Butt	
<i>6</i>						
Status / Type <i>Raw/Guard</i>	18 X	13 >	8	4	Displin 2	Melee 2
Primary Firelock <i>Dwarf Musket MkII</i>	55/5	25/3	5/2	-/-	Accur 0%	Steady 3
<i>24p Dwarf</i>	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 4	

1. Once per game load special for +2 impact.  
2. DISC+1 to non-guard<25cm

Number / Name	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon Weapon's Butt	
<i>7</i>						
Status / Type <i>Raw/Guard</i>	18 X	13 >	8	4	Displin 2	Melee 2
Primary Firelock <i>Dwarf Musket MkII</i>	55/5	25/3	5/2	-/-	Accur 0%	Steady 3
<i>24p Dwarf</i>	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 4	

1. Once per game load special for +2 impact.  
2. DISC+1 to non-guard<25cm

SECTION RECORD NOTES:

312 points

## FLINTLOQUE SECTION ROSTER

PLAYERS NAME:

*Dwarf Landwehr*

SECTION NAME:

*19x Dwarf*

FANTASY RACE:

Number / Name	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon Sword		1. Once per game load special for +2 impact. 2. Ldr <30cm or disc&steady-1
<i>Capt.</i>	18	13	8	4	Displin 2	Melee 4	
Status / Type <i>Exp/Reg</i>	18	13	8	4	Displin 2	Melee 4	
Primary Firelock -	-/-	-/-	-/-	-/-	Accur 0%	Steady 4	
<i>32p Dwarf</i>	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 Flag		1. Once per game load special for +2 impact. 2. Ldr <30cm or disc&steady-1 3. Has Flag for -1 melee wpn.
<i>Ensign</i>	18	13	8	4	Displin 2	Melee 2	
Status / Type <i>Exp/Reg</i>	18	13	8	4	Displin 2	Melee 2	
Primary Firelock -	-/-	-/-	-/-	-/-	Accur 0%	Steady 4	
<i>32p Dwarf</i>	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 Halberd		1. Once per game load special for +2 impact. 2. Ldr <30cm or disc&steady-1
<i>1st Sgt.</i>	18	13	8	4	Displin 2	Melee 5	
Status / Type <i>Exp/Reg</i>	18	13	8	4	Displin 2	Melee 5	
Primary Firelock -	-/-	-/-	-/-	-/-	Accur 0%	Steady 4	
<i>31p Dwarf</i>	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 Weapon's Butt		1. Once per game load special for +2 impact. 2. Ldr <30cm or disc&steady-1 3. Grenades: 10cm:50/6r5cm 30cm:30/6r5cm
<i>2nd Sgt.</i>	18 X	13 >	8	4	Displin 2	Melee 2	
Status / Type <i>Exp/Reg</i>	18 X	13 >	8	4	Displin 2	Melee 2	
Primary Firelock <i>Dwarf Musket</i>	60/5	30/3	10/2	-/-	Accur 0%	Steady 4	
<i>32p Dwarf</i>	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 Axe		1. Once per game load special for +2 impact. 2. Ldr <30cm or disc&steady-1
<i>3rd Sgt.</i>	18	13	8	4	Displin 2	Melee 4	
Status / Type <i>Exp/Reg</i>	18	13	8	4	Displin 2	Melee 4	
Primary Firelock -	-/-	-/-	-/-	-/-	Accur 0%	Steady 4	
<i>32p Dwarf</i>	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 Weapon's Butt		1. Once per game load special for +2 impact. 2. Ldr <15cm or disc-1 3. No aim fire bonus
<i>1</i>	18 X	13 >	8	4	Displin 0	Melee -1	
Status / Type <i>Raw/Militia</i>	18 X	13 >	8	4	Displin 0	Melee -1	
Primary Firelock <i>Dwarf Musket</i>	45/5	15/3	-5/2	-/-	Accur 0%	Steady 1	
<i>10p Dwarf</i>	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 Weapon's Butt		1. Once per game load special for +2 impact. 2. Ldr <15cm or disc-1 3. No aim fire bonus
<i>2</i>	18 X	13 >	8	4	Displin 0	Melee -1	
Status / Type <i>Raw/Militia</i>	18 X	13 >	8	4	Displin 0	Melee -1	
Primary Firelock <i>Dwarf Musket</i>	45/5	15/3	-5/2	-/-	Accur 0%	Steady 1	
<i>10p Dwarf</i>	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 Weapon's Butt		1. Once per game load special for +2 impact. 2. Ldr <15cm or disc-1 3. No aim fire bonus
<i>3</i>	18 X	13 >	8	4	Displin 0	Melee -1	
Status / Type <i>Raw/Militia</i>	18 X	13 >	8	4	Displin 0	Melee -1	
Primary Firelock <i>Dwarf Musket</i>	45/5	15/3	-5/2	-/-	Accur 0%	Steady 1	
<i>10p Dwarf</i>	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 Weapon's Butt		1. Once per game load special for +2 impact. 2. Ldr <15cm or disc-1 3. No aim fire bonus
<i>4</i>	18 X	13 >	8	4	Displin 0	Melee -1	
Status / Type <i>Raw/Militia</i>	18 X	13 >	8	4	Displin 0	Melee -1	
Primary Firelock <i>Dwarf Musket</i>	45/5	15/3	-5/2	-/-	Accur 0%	Steady 1	
<i>10p Dwarf</i>	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 Weapon's Butt		1. Once per game load special for +2 impact. 2. Ldr <15cm or disc-1 3. No aim fire bonus
<i>5</i>	18 X	13 >	8	4	Displin 0	Melee -1	
Status / Type <i>Raw/Militia</i>	18 X	13 >	8	4	Displin 0	Melee -1	
Primary Firelock <i>Dwarf Musket</i>	45/5	15/3	-5/2	-/-	Accur 0%	Steady 1	
<i>10p Dwarf</i>	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 3		

SECTION RECORD NOTES:

*299 points*

### FLINTLOQUE SECTION ROSTER

PLAYERS NAME:

SECTION NAME:

FANTASY RACE:

Number / Name	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon Weapon's Butt		1. Once per game load special for +2 impact. 2. Ldr <15cm or disc-1 3. No aim fire bonus
6					Displin	Melee	
Status / Type Raw/Militia	18 X	13 >	8	4	0	-1	
Primary Firelock Dwarf Musket	45/5	15/3	-5/2	-/-	Accur 0%	Steady 1	
10p Dwarf	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 Weapon's Butt		1. Once per game load special for +2 impact. 2. Ldr <15cm or disc-1 3. No aim fire bonus
7					Displin	Melee	
Status / Type Raw/Militia	18 X	13 >	8	4	0	-1	
Primary Firelock Dwarf Musket	45/5	15/3	-5/2	-/-	Accur 0%	Steady 1	
10p Dwarf	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 Weapon's Butt		1. Once per game load special for +2 impact. 2. Ldr <15cm or disc-1 3. No aim fire bonus
8					Displin	Melee	
Status / Type Raw/Militia	18 X	13 >	8	4	0	-1	
Primary Firelock Dwarf Musket	45/5	15/3	-5/2	-/-	Accur 0%	Steady 1	
10p Dwarf	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 Weapon's Butt		1. Once per game load special for +2 impact. 2. Ldr <15cm or disc-1 3. No aim fire bonus
9					Displin	Melee	
Status / Type Raw/Militia	18 X	13 >	8	4	0	-1	
Primary Firelock Dwarf Musket	45/5	15/3	-5/2	-/-	Accur 0%	Steady 1	
10p Dwarf	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 Weapon's Butt		1. Once per game load special for +2 impact. 2. Ldr <15cm or disc-1 3. No aim fire bonus
10					Displin	Melee	
Status / Type Raw/Militia	18 X	13 >	8	4	0	-1	
Primary Firelock Dwarf Musket	45/5	15/3	-5/2	-/-	Accur 0%	Steady 1	
10p Dwarf	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 Weapon's Butt		1. Once per game load special for +2 impact. 2. Ldr <15cm or disc-1 3. No aim fire bonus
11					Displin	Melee	
Status / Type Raw/Militia	18 X	13 >	8	4	0	-1	
Primary Firelock Dwarf Musket	45/5	15/3	-5/2	-/-	Accur 0%	Steady 1	
10p Dwarf	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 Weapon's Butt		1. Once per game load special for +2 impact. 2. Ldr <15cm or disc-1 3. No aim fire bonus
12					Displin	Melee	
Status / Type Raw/Militia	18 X	13 >	8	4	0	-1	
Primary Firelock Dwarf Musket	45/5	15/3	-5/2	-/-	Accur 0%	Steady 1	
10p Dwarf	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 Weapon's Butt		1. Once per game load special for +2 impact. 2. Ldr <15cm or disc-1 3. No aim fire bonus
13					Displin	Melee	
Status / Type Raw/Militia	18 X	13 >	8	4	0	-1	
Primary Firelock Dwarf Musket	45/5	15/3	-5/2	-/-	Accur 0%	Steady 1	
10p Dwarf	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 Weapon's Butt		1. Once per game load special for +2 impact. 2. Ldr <15cm or disc-1 3. No aim fire bonus
14					Displin	Melee	
Status / Type Raw/Militia	18 X	13 >	8	4	0	-1	
Primary Firelock Dwarf Musket	45/5	15/3	-5/2	-/-	Accur 0%	Steady 1	
10p Dwarf	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 3		

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SECTION RECORD NOTES:



## FLINTLOQUE SECTION ROSTER

PLAYERS NAME:

*The Von Rotte Infantry*

SECTION NAME:

*10x Dwarf*

FANTASY RACE:

Number / Name	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon	1. Once per game load special for +2 impact. 2. Ldr <30cm or disc&steady-1
<i>Capt.</i>					<i>Sword</i>	
Status / Type	18	13	8	4	Displin 3	
<i>Vet/Reg</i>	X	>			Melee 5	
Primary Firelock	-/-	-/-	-/-	-/-	Accur 0%	Steady 5
<i>38p Dwarf</i>	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	1. Once per game load special for +2 impact. 2. Ldr <30cm or disc&steady-1 3. Long Reload (2) 4. Has Flag for -1 melee wpn.
<i>Ensign</i>					<i>Weapon's Butt</i>	
Status / Type	18	13	8	4	Displin 2	
<i>Exp/Reg</i>	X	>			Melee 2	
Primary Firelock	10cm 85/7	30cm 35/5	-/-	-/-	Accur 0%	Steady 4
<i>38p Dwarf</i>	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	1. Once per game load special for +2 impact. 2. Ldr <30cm or disc&steady-1 3. Has Instrument; Melee-1 in play
<i>Drummer</i>					<i>Unarmed</i>	
Status / Type	18	13	8	4	Displin 2	
<i>Exp/Reg</i>	X	>			Melee 2	
Primary Firelock	-/-	-/-	-/-	-/-	Accur 0%	Steady 4
<i>32p Dwarf</i>	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	1. Once per game load special for +2 impact. 2. Ldr <30cm or disc&steady-1
<i>VR1</i>					<i>Weapon's Butt</i>	
Status / Type	18	13	8	4	Displin 2	
<i>Exp/Reg</i>	X	>			Melee 2	
Primary Firelock	65/5	35/3	15/2	-/-	Accur 0%	Steady 4
<i>Dwarf Musket MkII</i>						
<i>31p Dwarf</i>	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	1. Once per game load special for +2 impact. 2. Ldr <30cm or disc&steady-1
<i>VR2</i>					<i>Weapon's Butt</i>	
Status / Type	18	13	8	4	Displin 2	
<i>Exp/Reg</i>	X	>			Melee 2	
Primary Firelock	65/5	35/3	15/2	-/-	Accur 0%	Steady 4
<i>Dwarf Musket MkII</i>						
<i>31p Dwarf</i>	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	1. Once per game load special for +2 impact. 2. Ldr <30cm or disc&steady-1
<i>VR3</i>					<i>Weapon's Butt</i>	
Status / Type	18	13	8	4	Displin 2	
<i>Exp/Reg</i>	X	>			Melee 2	
Primary Firelock	65/5	35/3	15/2	-/-	Accur 0%	Steady 4
<i>Dwarf Musket MkII</i>						
<i>31p Dwarf</i>	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	1. Once per game load special for +2 impact. 2. Ldr <30cm or disc&steady-1
<i>VR4</i>					<i>Weapon's Butt</i>	
Status / Type	18	13	8	4	Displin 1	
<i>Avg/Reg</i>	X	>			Melee 1	
Primary Firelock	60/5	30/3	10/2	-/-	Accur 0%	Steady 3
<i>Dwarf Musket MkII</i>						
<i>24p Dwarf</i>	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	1. Once per game load special for +2 impact. 2. Ldr <30cm or disc&steady-1
<i>VR5</i>					<i>Weapon's Butt</i>	
Status / Type	18	13	8	4	Displin 1	
<i>Avg/Reg</i>	X	>			Melee 1	
Primary Firelock	60/5	30/3	10/2	-/-	Accur 0%	Steady 3
<i>Dwarf Musket MkII</i>						
<i>24p Dwarf</i>	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	1. Once per game load special for +2 impact. 2. Ldr <30cm or disc&steady-1
<i>VR6</i>					<i>Weapon's Butt</i>	
Status / Type	18	13	8	4	Displin 1	
<i>Avg/Reg</i>	X	>			Melee 1	
Primary Firelock	60/5	30/3	10/2	-/-	Accur 0%	Steady 3
<i>Dwarf Musket MkII</i>						
<i>24p Dwarf</i>	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	1. Once per game load special for +2 impact. 2. Ldr <30cm or disc&steady-1
<i>VR7</i>					<i>Weapon's Butt</i>	
Status / Type	18	13	8	4	Displin 1	
<i>Avg/Reg</i>	X	>			Melee 1	
Primary Firelock	60/5	30/3	10/2	-/-	Accur 0%	Steady 3
<i>Dwarf Musket MkII</i>						
<i>24p Dwarf</i>	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 3	

SECTION RECORD NOTES:

297 points



## FLINTLOQUE SECTION ROSTER

PLAYERS NAME:

*Ptolemaios Grave Guards*

SECTION NAME:

*16x Zombie, 1x Liche*

FANTASY RACE:

Number / Name	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon		1. no shooting 2. collect dread 3. immune to FREEZE 4. never SHAKEN
<i>Liche</i>					<i>Unarmed</i>		
Status / Type	22	16	9	5	Displin 3	Melee 3	
Primary Firelock	-/-	-/-	-/-	-/-	Accur n/a	Steady 5	
<i>35p Liche</i>	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 5		

Number / Name	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon		1. FREEZE if >45cm from liche 2. Never SHAKEN. 3. No AIMED fire 4. Doubles always MISFIRE
<i>1</i>					<i>Sword</i>		
Status / Type	20	15	10	5	Displin 0	Melee 1	
Primary Firelock	-/-	-/-	-/-	-/-	Accur n/a	Steady 4	
<i>17p Zombie</i>	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 4		

Number / Name	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon		1. FREEZE if >45cm from liche 2. Never SHAKEN. 3. No AIMED fire 4. Doubles always MISFIRE
<i>2</i>					<i>Sword</i>		
Status / Type	20	15	10	5	Displin 0	Melee 1	
Primary Firelock	-/-	-/-	-/-	-/-	Accur n/a	Steady 4	
<i>17p Zombie</i>	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 4		

Number / Name	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon		1. FREEZE if >45cm from liche 2. Never SHAKEN. 3. No AIMED fire 4. Doubles always MISFIRE
<i>3</i>					<i>Sword</i>		
Status / Type	20	15	10	5	Displin 0	Melee 1	
Primary Firelock	-/-	-/-	-/-	-/-	Accur n/a	Steady 4	
<i>17p Zombie</i>	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 4		

Number / Name	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon		1. FREEZE if >45cm from liche 2. Never SHAKEN. 3. No AIMED fire 4. Doubles always MISFIRE
<i>4</i>					<i>Sword</i>		
Status / Type	20	15	10	5	Displin 0	Melee 1	
Primary Firelock	-/-	-/-	-/-	-/-	Accur n/a	Steady 4	
<i>17p Zombie</i>	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 4		

Number / Name	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon		1. FREEZE if >45cm from liche 2. Never SHAKEN. 3. No AIMED fire 4. Doubles always MISFIRE
<i>5</i>					<i>Sword</i>		
Status / Type	20	15	10	5	Displin 0	Melee 1	
Primary Firelock	-/-	-/-	-/-	-/-	Accur n/a	Steady 4	
<i>17p Zombie</i>	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 4		

Number / Name	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon		1. FREEZE if >45cm from liche 2. Never SHAKEN. 3. No AIMED fire 4. Doubles always MISFIRE
<i>6</i>					<i>Sword</i>		
Status / Type	20	15	10	5	Displin 0	Melee 1	
Primary Firelock	-/-	-/-	-/-	-/-	Accur n/a	Steady 4	
<i>17p Zombie</i>	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 4		

Number / Name	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon		1. FREEZE if >45cm from liche 2. Never SHAKEN. 3. No AIMED fire 4. Doubles always MISFIRE
<i>7</i>					<i>Sword</i>		
Status / Type	20	15	10	5	Displin 0	Melee 1	
Primary Firelock	-/-	-/-	-/-	-/-	Accur n/a	Steady 4	
<i>17p Zombie</i>	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 4		

Number / Name	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon		1. FREEZE if >45cm from liche 2. Never SHAKEN. 3. No AIMED fire 4. Doubles always MISFIRE
<i>8</i>					<i>Sword</i>		
Status / Type	20	15	10	5	Displin 0	Melee 1	
Primary Firelock	-/-	-/-	-/-	-/-	Accur n/a	Steady 4	
<i>17p Zombie</i>	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 4		

Number / Name	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon		1. FREEZE if >45cm from liche 2. Never SHAKEN. 3. No AIMED fire 4. Doubles always MISFIRE
<i>11</i>					<i>Spear</i>		
Status / Type	20	15	10	5	Displin 0	Melee 2	
Primary Firelock	-/-	-/-	-/-	-/-	Accur n/a	Steady 4	
<i>16p Zombie</i>	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 4		

SECTION RECORD NOTES:

299 points

### FLINTLOQUE SECTION ROSTER

PLAYERS NAME:

SECTION NAME:

FANTASY RACE:

Number / Name	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon <i>Spear</i>		1. FREEZE if >45cm from liche 2. Never SHAKEN. 3. No AIMED fire 4. Doubles always MISFIRE
12					Displin 0	Melee 2	
Status / Type <i>Decayed/Undead</i>	20	15	10	5			
Primary Firelock -	-/-	-/-	-/-	-/-	Accur n/a	Steady 4	
16p Zombie	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 4		

Number / Name	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon <i>Spear</i>		1. FREEZE if >45cm from liche 2. Never SHAKEN. 3. No AIMED fire 4. Doubles always MISFIRE
13					Displin 0	Melee 2	
Status / Type <i>Decayed/Undead</i>	20	15	10	5			
Primary Firelock -	-/-	-/-	-/-	-/-	Accur n/a	Steady 4	
16p Zombie	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 4		

Number / Name	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon <i>Spear</i>		1. FREEZE if >45cm from liche 2. Never SHAKEN. 3. No AIMED fire 4. Doubles always MISFIRE
14					Displin 0	Melee 2	
Status / Type <i>Decayed/Undead</i>	20	15	10	5			
Primary Firelock -	-/-	-/-	-/-	-/-	Accur n/a	Steady 4	
16p Zombie	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 4		

Number / Name	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon <i>Spear</i>		1. FREEZE if >45cm from liche 2. Never SHAKEN. 3. No AIMED fire 4. Doubles always MISFIRE
15					Displin 0	Melee 2	
Status / Type <i>Decayed/Undead</i>	20	15	10	5			
Primary Firelock -	-/-	-/-	-/-	-/-	Accur n/a	Steady 4	
16p Zombie	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 4		

Number / Name	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon <i>Spear</i>		1. FREEZE if >45cm from liche 2. Never SHAKEN. 3. No AIMED fire 4. Doubles always MISFIRE
16					Displin 0	Melee 2	
Status / Type <i>Decayed/Undead</i>	20	15	10	5			
Primary Firelock -	-/-	-/-	-/-	-/-	Accur n/a	Steady 4	
16p Zombie	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 4		

Number / Name	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon <i>Spear</i>		1. FREEZE if >45cm from liche 2. Never SHAKEN. 3. No AIMED fire 4. Doubles always MISFIRE
17					Displin 0	Melee 2	
Status / Type <i>Decayed/Undead</i>	20	15	10	5			
Primary Firelock -	-/-	-/-	-/-	-/-	Accur n/a	Steady 4	
16p Zombie	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 4		

Number / Name	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon <i>Spear</i>		1. FREEZE if >45cm from liche 2. Never SHAKEN. 3. No AIMED fire 4. Doubles always MISFIRE
18					Displin 0	Melee 2	
Status / Type <i>Decayed/Undead</i>	20	15	10	5			
Primary Firelock -	-/-	-/-	-/-	-/-	Accur n/a	Steady 4	
16p Zombie	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 4		

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SECTION RECORD NOTES:



## FLINTLOQUE SECTION ROSTER

PLAYERS NAME:

SECTION NAME:

FANTASY RACE:

*2e Compagnie de la 4e Ligne (Blue Pompo) Elf*

Number / Name Lt.	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon Sword		1. Ldr <30cm or disc&steady-1
Status / Type Vet/Reg	32 >	24 >	16	8	Displin 4	Melee 5	
Primary Firelock Elf Pistol	80/4	50/3	-/-	-/-	Accur 0%	Steady 5	
43p Elf	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 2		

Number / Name B2	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon Bayonet		1. Ldr <30cm or disc&steady-1
Status / Type Vet/Reg	32 >	24 >	16	8	Displin 4	Melee 6	
Primary Firelock Elf Musket	85/4	65/3	35/2	-/-	Accur 0%	Steady 5	
39p Elf	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 2		

Number / Name B3	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon Bayonet		1. Ldr <30cm or disc&steady-1
Status / Type Vet/Reg	32 >	24 >	16	8	Displin 4	Melee 6	
Primary Firelock Elf Musket	85/4	65/3	35/2	-/-	Accur 0%	Steady 5	
39p Elf	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 2		

Number / Name B4	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon Bayonet		1. Ldr <30cm or disc&steady-1
Status / Type Vet/Reg	32 >	24 >	16	8	Displin 4	Melee 6	
Primary Firelock Elf Musket	85/4	65/3	35/2	-/-	Accur 0%	Steady 5	
39p Elf	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 2		

Number / Name B5	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon Bayonet		1. Ldr <30cm or disc&steady-1
Status / Type Vet/Reg	32 >	24 >	16	8	Displin 4	Melee 6	
Primary Firelock Elf Musket	85/4	65/3	35/2	-/-	Accur 0%	Steady 5	
39p Elf	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 2		

Number / Name B6	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon Bayonet		1. Ldr <30cm or disc&steady-1
Status / Type Raw/Reg	32 >	24 >	16	8	Displin 1	Melee 3	
Primary Firelock Elf Musket	65/4	45/3	15/2	-/-	Accur 0%	Steady 2	
19p Elf	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 2		

Number / Name B7	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon Bayonet		1. Ldr <30cm or disc&steady-1
Status / Type Raw/Reg	32 >	24 >	16	8	Displin 1	Melee 3	
Primary Firelock Elf Musket	65/4	45/3	15/2	-/-	Accur 0%	Steady 2	
19p Elf	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 2		

Number / Name B8	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon Bayonet		1. Ldr <30cm or disc&steady-1
Status / Type Raw/Reg	32 >	24 >	16	8	Displin 1	Melee 3	
Primary Firelock Elf Musket	65/4	45/3	15/2	-/-	Accur 0%	Steady 2	
19p Elf	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 2		

Number / Name B9	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon Bayonet		1. Ldr <30cm or disc&steady-1
Status / Type Raw/Reg	32 >	24 >	16	8	Displin 1	Melee 3	
Primary Firelock Elf Musket	65/4	45/3	15/2	-/-	Accur 0%	Steady 2	
19p Elf	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 2		

Number / Name B10	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon Bayonet		1. Ldr <30cm or disc&steady-1
Status / Type Raw/Reg	32 >	24 >	16	8	Displin 1	Melee 3	
Primary Firelock Elf Musket	65/4	45/3	15/2	-/-	Accur 0%	Steady 2	
19p Elf	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 2		

SECTION RECORD NOTES:

294 points

## FLINTLOQUE SECTION ROSTER

PLAYERS NAME:

SECTION NAME:

FANTASY RACE:

3e Compagnie de la 4e Ligne (Pink Pompon) Elf

Number / Name <i>Lt. Defresne</i>	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon <i>Sword</i>		1. Ldr <30cm or disc&steady-1
Status / Type <i>Vet/Reg</i>	32 >	24 >	16	8	Displin 4	Melee 5	
Primary Firelock <i>Elf Pistol</i>	80/4	50/3	-/-	-/-	Accur 0%	Steady 5	
	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 2		
43p Elf							

Number / Name <i>D2</i>	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon <i>Bayonet</i>		1. Ldr <30cm or disc&steady-1
Status / Type <i>Exp/Reg</i>	32 >	24 >	16	8	Displin 3	Melee 5	
Primary Firelock <i>Elf Musket</i>	80/4	60/3	30/2	-/-	Accur 0%	Steady 4	
	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 2		
33p Elf							

Number / Name <i>D3</i>	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon <i>Bayonet</i>		1. Ldr <30cm or disc&steady-1
Status / Type <i>Exp/Reg</i>	32 >	24 >	16	8	Displin 3	Melee 5	
Primary Firelock <i>Elf Musket</i>	80/4	60/3	30/2	-/-	Accur 0%	Steady 4	
	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 2		
33p Elf							

Number / Name <i>D4</i>	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon <i>Bayonet</i>		1. Ldr <30cm or disc&steady-1
Status / Type <i>Exp/Reg</i>	32 >	24 >	16	8	Displin 3	Melee 5	
Primary Firelock <i>Elf Musket</i>	80/4	60/3	30/2	-/-	Accur 0%	Steady 4	
	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 2		
33p Elf							

Number / Name <i>D5</i>	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon <i>Bayonet</i>		1. Ldr <30cm or disc&steady-1
Status / Type <i>Exp/Reg</i>	32 >	24 >	16	8	Displin 3	Melee 5	
Primary Firelock <i>Elf Musket</i>	80/4	60/3	30/2	-/-	Accur 0%	Steady 4	
	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 2		
33p Elf							

Number / Name <i>D6</i>	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon <i>Bayonet</i>		1. Ldr <30cm or disc&steady-1
Status / Type <i>Avg/Reg</i>	32 >	24 >	16	8	Displin 2	Melee 4	
Primary Firelock <i>Elf Musket</i>	75/4	55/3	25/2	-/-	Accur 0%	Steady 3	
	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 2		
25p Elf							

Number / Name <i>D7</i>	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon <i>Bayonet</i>		1. Ldr <30cm or disc&steady-1
Status / Type <i>Avg/Reg</i>	32 >	24 >	16	8	Displin 2	Melee 4	
Primary Firelock <i>Elf Musket</i>	75/4	55/3	25/2	-/-	Accur 0%	Steady 3	
	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 2		
25p Elf							

Number / Name <i>D8</i>	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon <i>Bayonet</i>		1. Ldr <30cm or disc&steady-1
Status / Type <i>Avg/Reg</i>	32 >	24 >	16	8	Displin 2	Melee 4	
Primary Firelock <i>Elf Musket</i>	75/4	55/3	25/2	-/-	Accur 0%	Steady 3	
	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 2		
25p Elf							

Number / Name <i>D9</i>	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon <i>Bayonet</i>		1. Ldr <30cm or disc&steady-1
Status / Type <i>Avg/Reg</i>	32 >	24 >	16	8	Displin 2	Melee 4	
Primary Firelock <i>Elf Musket</i>	75/4	55/3	25/2	-/-	Accur 0%	Steady 3	
	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 2		
25p Elf							

Number / Name <i>D10</i>	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon <i>Bayonet</i>		1. Ldr <30cm or disc&steady-1
Status / Type <i>Avg/Reg</i>	32 >	24 >	16	8	Displin 2	Melee 4	
Primary Firelock <i>Elf Musket</i>	75/4	55/3	25/2	-/-	Accur 0%	Steady 3	
	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 2		
25p Elf							

SECTION RECORD NOTES:

300 points

### FLINTLOQUE SECTION ROSTER

PLAYERS NAME: *Elf Foot Artillery* SECTION NAME: *5x Elf, 1x Heavy Howitzer* FANTASY RACE:

Number / Name	Range	0-15	16-38	39-75	76-100	101-120	121-145
<i>Gun</i>	<i>Shelle</i>	-	-	70/8	45/6	-	-
Status / Type Heavy/Howitzer	<i>Caseshotte</i>	80/8	55/3	-	-	-	-
50pts							

Number / Name	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon <i>Sword</i>	
Status / Type <i>Vet/Reg Cmd</i>	32 >	24 >	16	8	Displin 4	Melee 5
Primary Firelock <i>Pistol</i>	75/4	35/2	-/-	-/-	Accur 0%	Steady 5
<i>42p Elf</i>	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 2	

Number / Name	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon <i>Improvised</i>		1. operate artillery 2. use grenades 3. no longarms
Status / Type <i>Vet/Gunner</i>	32 >	24 >	16	8	Displin 4	Melee 2	
Primary Firelock -	-/-	-/-	-/-	-/-	Accur 0%	Steady 5	
<i>40p Elf</i>	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 2		

Number / Name	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon <i>Improvised</i>		1. operate artillery 2. use grenades 3. no longarms
Status / Type <i>Exp/Gunner</i>	32 >	24 >	16	8	Displin 3	Melee 1	
Primary Firelock -	-/-	-/-	-/-	-/-	Accur 0%	Steady 4	
<i>34p Elf</i>	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 2		

Number / Name	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon <i>Improvised</i>		1. operate artillery 2. use grenades 3. no longarms
Status / Type <i>Exp/Gunner</i>	32 >	24 >	16	8	Displin 3	Melee 1	
Primary Firelock -	-/-	-/-	-/-	-/-	Accur 0%	Steady 4	
<i>34p Elf</i>	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 2		

Number / Name	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon <i>Improvised</i>		1. operate artillery 2. use grenades 3. no longarms
5							
Status / Type <i>Exp/Gunner</i>	32 >	24 >	16	8	Displin 3	Melee 1	
Primary Firelock -	-/-	-/-	-/-	-/-	Accur 0%	Steady 4	
<i>34p Elf</i>	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 2		

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SECTION RECORD NOTES:

234 points

### FLINTLOQUE SECTION ROSTER

PLAYERS NAME: SECTION NAME: FANTASY RACE:  
 1x Half-Orc, 11x Elf

Number / Name	1	2	3	4	Melee Weapon		1. Light horse 2. Never Shaken. 3. Allied w/LOS;MORALE+2 4. Section has +2 initiative 5. Master swordsman; melee +2 6. Ring of Power;any 1 turn => invulnerable
(M) His Imperial Majesty, Mordred	Double March	Quick March	Slow March	Half Step	Sword	Exq. Qual.	
Status / Type	50	42	30	16	Displin	Melee	
Vet/Reg Cmd, Elite	>	>			5	10	
Primary Firelock	80/4	50/3	-/-	-/-	Accur	Steady	
Elf Pistol					0%	6	
133p Elf	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 3		

Number / Name	1	2	3	4	Melee Weapon	
Major Michel D'Kless	Double March	Quick March	Slow March	Half Step	Sword	Exq. Qual.
Status / Type	32	24	16	8	Displin	Melee
Vet/Reg Cmd, Elite	>	>			5	8
Primary Firelock	80/4	50/3	-/-	-/-	Accur	Steady
Elf Pistol					0%	6
50p Elf SV,e1	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 2	

Number / Name	1	2	3	4	Melee Weapon		1. Long Reload (2) 2. Mailman: No cmd pt actions. No music/flag bonuses. 3. if ACT'd target at -5% 4. athletic; increased moves
Elf Messenger	Double March	Quick March	Slow March	Half Step	Sword		
Status / Type	35	26	16	8	Displin	Melee	
Exp/Light, Elite	>	>			4	-3	
Primary Firelock	10cm 90/7	30cm 40/5	-/-	-/-	Accur	Steady	
Blunderbuss					0%	5	
46p Elf	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 2		

Number / Name	1	2	3	4	Melee Weapon		1. elf<15cm;D10<3=unSHAKE 2. deploy:any cover>15cm/enemy 3. D10=1; may activate again. 4. +2 bonus on Activate rolls. 5. when Q.MARCH only take -10% on shots. 6. Mailman: No cmd pt actions. No music/flag bonuses. 7. no move loss for WNDs 8. Grenade carbine/5 bombs
Messenger Col. Raylen Durandus	Double March	Quick March	Slow March	Half Step	Knife		
Status / Type	32	24	16	8	Displin	Melee	
Legend/Light, Elite	>	>			6	-3	
Primary Firelock	85/4	55/3	-/-	-/-	Accur	Steady	
Elf Pistol					0%	7	
112p Elf	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 3		

Number / Name	1	2	3	4	Melee Weapon	
Elf Lt. Col	Double March	Quick March	Slow March	Half Step	Sword	Exq. Qual.
Status / Type	32	24	16	8	Displin	Melee
Vet/Reg Cmd, Elite	>	>			5	8
Primary Firelock	80/4	50/3	-/-	-/-	Accur	Steady
Elf Pistol					0%	6
50p Elf	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 2	

Number / Name	1	2	3	4	Melee Weapon		1. Light horse
(M) Elf Lt. Col	Double March	Quick March	Slow March	Half Step	Sword	Exq. Qual.	
Status / Type	50	42	30	16	Displin	Melee	
Vet/Reg Cmd, Elite	>	>			5	8	
Primary Firelock	80/4	50/3	-/-	-/-	Accur	Steady	
Elf Pistol					0%	6	
67p Elf	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 2		

Number / Name	1	2	3	4	Melee Weapon		1. Ldr <30cm or disc&steady-1 2. Heavy horse (+1 melee) 3. Armour: -1 melee over obs +1 Steady for melee/small-cal
Sgt. Delon Imp. des Dragons (M)	Double March	Quick March	Slow March	Half Step	Sword		
Status / Type	42	38	26	14	Displin	Melee	
Exp/Reg, Elite	>	>			4	6	
Primary Firelock	75/4	45/3	-/-	-/-	Accur	Steady	
Elf Carbine					0%	5	
54p Elf	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 2		

Number / Name	1	2	3	4	Melee Weapon		1. Ldr <30cm or disc&steady-1 2. Armour: -1 melee over obs +1 Steady for melee/small-cal
Sgt. Delon Imp. des Dragons	Double March	Quick March	Slow March	Half Step	Sword		
Status / Type	32	24	16	8	Displin	Melee	
Exp/Reg, Elite	>	>			4	5	
Primary Firelock	75/4	45/3	-/-	-/-	Accur	Steady	
Elf Carbine					0%	5	
40p Elf	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 2		

Number / Name	1	2	3	4	Melee Weapon	
Lt. Col. Daniel la Roo	Double March	Quick March	Slow March	Half Step	Sword	Exq. Qual.
Status / Type	28	20	12	6	Displin	Melee
Vet/Reg Cmd, Elite	X	>			3	10
Primary Firelock	75/4	45/3	-/-	-/-	Accur	Steady
Elf Pistol					0%	6
61p Half-Orc SV,e1	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 3	

Number / Name	1	2	3	4	Melee Weapon		1. No rifles/grenades/arty
Elf Agent of the Council	Double March	Quick March	Slow March	Half Step	Sword		
Status / Type	32	24	16	8	Displin	Melee	
Avg/Civilian Character	>	>			0	1	
Primary Firelock	70/4	40/3	-/-	-/-	Accur	Steady	
Elf Pistol					0%	1	
30p Elf	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 2		

SECTION RECORD NOTES: 3 actions when coordinated if all light  
 764 points 3 actions when coordinated if all elite

## FLINTLOQUE SECTION ROSTER

PLAYERS NAME:

SECTION NAME:

FANTASY RACE:

Number / Name	1	2	3	4	Melee Weapon		1. Light horse 2. Horse gives MELEE+2 3. Enemy INIT-2 4. Gains CP start of game
<i>Marshall Sault</i>	Double March	Quick March	Slow March	Half Step	<i>Sword</i>		
Status / Type <i>Legend/Reg Cmd, Elite</i>	50 >	42 >	30	16	Displin 6	Melee 9	
Primary Firelock <i>Elf Pistol</i>	85/4	55/3	-/-	-/-	Accur 0%	Steady 7	
<i>95p Elf WiC,p37</i>	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 3		

Number / Name	1	2	3	4	Melee Weapon		1. operate artillery 2. use grenades 3. no longarms 4. Second Pistol (+4pts)
<i>Gunner Benoit Degalis</i>	Double March	Quick March	Slow March	Half Step	<i>Unarmed</i>		
Status / Type <i>Raw/Gunner</i>	32 >	24 >	16	8	Displin 1	Melee -1	
Primary Firelock <i>Elf Pistol</i>	60/4	30/3	-/-	-/-	Accur 0%	Steady 2	
<i>26p Elf DL,e1</i>	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 2		

SECTION RECORD NOTES:



### FLINTLOQUE SECTION ROSTER

PLAYERS NAME: *Corps Imperial des Dragons* SECTION NAME: *6x Elf* FANTASY RACE:

Number / Name <i>Lt.</i>	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon <i>Weapon's Butt</i>	1. <i>Light horse</i>
Status / Type <i>Vet/Light, Elite</i>	50 >	42 >	30	16	Displin 5 Melee 3	
Primary Firelock <i>Elf Carbine</i>	80/4	50/3	-/-	-/-	Accur 0% Steady 6	
62p Elf	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 2	

Number / Name <i>Ensign</i>	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon <i>Sword</i>	1. <i>Light horse</i> 2. <i>Has Flag for -1 melee wpn.</i>
Status / Type <i>Exp/Light, Elite</i>	50 >	42 >	30	16	Displin 4 Melee 4	
Primary Firelock -	-/-	-/-	-/-	-/-	Accur 0% Steady 5	
59p Elf	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 2	

Number / Name <i>Sgt. Delon</i>	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon <i>Sword</i>	1. <i>Light horse</i>
Status / Type <i>Vet/Light, Elite</i>	50 >	42 >	30	16	Displin 5 Melee 5	
Primary Firelock <i>Elf Carbine</i>	80/4	50/3	-/-	-/-	Accur 0% Steady 6	
67p Elf	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 2	

Number / Name <i>Dragon 1</i>	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon <i>Weapon's Butt</i>	1. <i>Light horse</i>
Status / Type <i>Avg/Light, Elite</i>	50 >	42 >	30	16	Displin 3 Melee 1	
Primary Firelock <i>Elf Carbine</i>	70/4	40/3	-/-	-/-	Accur 0% Steady 4	
41p Elf	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 2	

Number / Name <i>Dragon 2</i>	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon <i>Weapon's Butt</i>	1. <i>Light horse</i>
Status / Type <i>Avg/Light, Elite</i>	50 >	42 >	30	16	Displin 3 Melee 1	
Primary Firelock <i>Elf Carbine</i>	70/4	40/3	-/-	-/-	Accur 0% Steady 4	
41p Elf	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 2	

Number / Name <i>Dragon 3</i>	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon <i>Weapon's Butt</i>	1. <i>Light horse</i>
Status / Type <i>Avg/Light, Elite</i>	50 >	42 >	30	16	Displin 3 Melee 1	
Primary Firelock <i>Elf Carbine</i>	70/4	40/3	-/-	-/-	Accur 0% Steady 4	
41p Elf	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 2	

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SECTION RECORD NOTES: 3 actions when coordinated if all light  
311 points 3 actions when coordinated if all elite



### FLINTLOQUE SECTION ROSTER

PLAYERS NAME:

SECTION NAME:

6x Elf

FANTASY RACE:

Number / Name	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon Sword	<ol style="list-style-type: none"> <li>Light horse</li> <li>Missing eye;melee-1</li> <li>Missing eye;shooting&lt;&lt;1</li> <li>Troops w/LOS &lt;30cm morale-1</li> <li>Terrifies opponents;melee+2</li> </ol>	
<i>Gui de Cacharoth (m)</i>					Exq. Qual.		
Status / Type	50	42	30	16	Displin 5		Melee 8
<i>Vet/Light, Elite</i>	>	>			Accur 0%		Steady 6
Primary Firelock	80/4	50/3	-/-	-/-	Wounds 2		
<i>Elf Pistol</i>							
61p Elf tRT	0-15cm	16-45cm	46-60cm	61-75cm			

Number / Name	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon Sword	<ol style="list-style-type: none"> <li>No artillery or grenades</li> <li>No ACC loss firing mount'd</li> <li>1 action to mount/dismount</li> <li>Light horse</li> </ol>	
<i>Sergeant</i>					Displin 3		Melee 4
Status / Type	50	42	30	16	Accur 0%		Steady 4
<i>Exp/Mounted Infantry</i>	>	>			Wounds 2		
Primary Firelock	70/4	40/3	-/-	-/-			
<i>Carbine</i>							
60p Elf	0-15cm	16-45cm	46-60cm	61-75cm			

Number / Name	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon Sword	<ol style="list-style-type: none"> <li>No artillery or grenades</li> <li>No ACC loss firing mount'd</li> <li>1 action to mount/dismount</li> <li>Light horse</li> </ol>	
<i>Ensign</i>					Displin 3		Melee 4
Status / Type	50	42	30	16	Accur 0%		Steady 4
<i>Exp/Mounted Infantry</i>	>	>			Wounds 2		
Primary Firelock	70/4	40/3	-/-	-/-			
<i>Carbine</i>							
60p Elf	0-15cm	16-45cm	46-60cm	61-75cm			

Number / Name	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon Sword	<ol style="list-style-type: none"> <li>No artillery or grenades</li> <li>No ACC loss firing mount'd</li> <li>1 action to mount/dismount</li> <li>Light horse</li> </ol>	
<i>Bugler</i>					Displin 2		Melee 3
Status / Type	50	42	30	16	Accur 0%		Steady 3
<i>Avg/Mounted Infantry</i>	>	>			Wounds 2		
Primary Firelock	65/4	35/3	-/-	-/-			
<i>Carbine</i>							
48p Elf	0-15cm	16-45cm	46-60cm	61-75cm			

Number / Name	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon Sword	<ol style="list-style-type: none"> <li>No artillery or grenades</li> <li>No ACC loss firing mount'd</li> <li>1 action to mount/dismount</li> <li>Light horse</li> </ol>	
<i>D1</i>					Displin 2		Melee 3
Status / Type	50	42	30	16	Accur 0%		Steady 3
<i>Avg/Mounted Infantry</i>	>	>			Wounds 2		
Primary Firelock	65/4	35/3	-/-	-/-			
<i>Carbine</i>							
48p Elf	0-15cm	16-45cm	46-60cm	61-75cm			

Number / Name	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon Sword	<ol style="list-style-type: none"> <li>No artillery or grenades</li> <li>No ACC loss firing mount'd</li> <li>1 action to mount/dismount</li> <li>Light horse</li> </ol>	
<i>D2</i>					Displin 2		Melee 3
Status / Type	50	42	30	16	Accur 0%		Steady 3
<i>Avg/Mounted Infantry</i>	>	>			Wounds 2		
Primary Firelock	65/4	35/3	-/-	-/-			
<i>Carbine</i>							
48p Elf	0-15cm	16-45cm	46-60cm	61-75cm			

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SECTION RECORD NOTES: 3 actions when coordinated if all light  
325 points 3 actions when coordinated if all elite

## FLINTLOQUE SECTION ROSTER

PLAYERS NAME:

*Chevauleger Lanciers*

SECTION NAME:

*5x Elf*

FANTASY RACE:

Number / Name Lt.	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon <i>Lance</i>		1. -10% shoot if mnt'd&moved 2. No longarms. 3. Light horse 4. Lance: Melee +3 for first turn then -2 5. Sword melee +2 (5pts)
Status / Type <i>Vet/Cav</i>	50 >	42 >	30	16	Displin 4	Melee 3	
Primary Firelock -	-/-	-/-	-/-	-/-	Accur 0%	Steady 5	
<i>64p Elf</i>	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 2		

Number / Name Sgt.	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon <i>Lance</i>		1. -10% shoot if mnt'd&moved 2. No longarms. 3. Light horse 4. Lance: Melee +3 for first turn then -2 5. Sword melee +2 (5pts)
Status / Type <i>Vet/Cav</i>	50 >	42 >	30	16	Displin 4	Melee 3	
Primary Firelock -	-/-	-/-	-/-	-/-	Accur 0%	Steady 5	
<i>64p Elf</i>	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 2		

Number / Name 2	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon <i>Lance</i>		1. -10% shoot if mnt'd&moved 2. No longarms. 3. Light horse 4. Lance: Melee +3 for first turn then -2 5. Sword melee +2 (5pts)
Status / Type <i>Exp/Cav</i>	50 >	42 >	30	16	Displin 3	Melee 2	
Primary Firelock -	-/-	-/-	-/-	-/-	Accur 0%	Steady 4	
<i>55p Elf</i>	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 2		

Number / Name 3	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon <i>Lance</i>		1. -10% shoot if mnt'd&moved 2. No longarms. 3. Light horse 4. Lance: Melee +3 for first turn then -2 5. Sword melee +2 (5pts)
Status / Type <i>Exp/Cav</i>	50 >	42 >	30	16	Displin 3	Melee 2	
Primary Firelock -	-/-	-/-	-/-	-/-	Accur 0%	Steady 4	
<i>55p Elf</i>	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 2		

Number / Name 4	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon <i>Lance</i>		1. -10% shoot if mnt'd&moved 2. No longarms. 3. Light horse 4. Lance: Melee +3 for first turn then -2 5. Sword melee +2 (5pts)
Status / Type <i>Exp/Cav</i>	50 >	42 >	30	16	Displin 3	Melee 2	
Primary Firelock -	-/-	-/-	-/-	-/-	Accur 0%	Steady 4	
<i>55p Elf</i>	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 2		

SECTION RECORD NOTES:

*293 points*

### FLINTLOQUE SECTION ROSTER

PLAYERS NAME: *1e Compagnie de la 7e Leger* SECTION NAME: *9x Elf* FANTASY RACE:

Number / Name <i>Lt.</i>	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon <i>Sword</i>	
Status / Type <i>Exp/Light</i>	32 >	24 >	16	8	Displin 3	Melee 3
Primary Firelock <i>Pistol</i>	70/4	30/2	-/-	-/-	Accur 0%	Steady 4
<i>40p 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>34p Elf</i>	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 2	

*1. Sauce (-3pts)*

Number / Name <i>Lamond Adragain</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>34p Elf</i>	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 2	

*1. Sauce (-3pts)*

Number / Name <i>Jean Moriati</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>Eric Moriati</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>6</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>7</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>8</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>9</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	

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

## FLINTLOQUE SECTION ROSTER

PLAYERS NAME:

*Line Dragoons*

SECTION NAME:

*5x Elf*

FANTASY RACE:

Number / Name <i>Lt.</i>	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon <i>Sword</i>		1. -10% shoot if mnt'd&moved 2. No longarms. 3. Light horse
Status / Type <i>Vet/Cav</i>	50 >	42 >	30	16	Displin 4	Melee 5	
Primary Firelock <i>Elf Carbine</i>	80/4	50/3	-/-	-/-	Accur 0%	Steady 5	
64p Elf	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 2		

Number / Name <i>Ensign</i>	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon <i>Sword</i>		1. -10% shoot if mnt'd&moved 2. No longarms. 3. Light horse 4. Has Flag for -1 melee wpn.
Status / Type <i>Exp/Cav</i>	50 >	42 >	30	16	Displin 3	Melee 4	
Primary Firelock -	-/-	-/-	-/-	-/-	Accur 0%	Steady 4	
56p Elf	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>Sword</i>		1. -10% shoot if mnt'd&moved 2. No longarms. 3. Light horse
Status / Type <i>Vet/Cav</i>	50 >	42 >	30	16	Displin 4	Melee 5	
Primary Firelock <i>Elf Carbine</i>	80/4	50/3	-/-	-/-	Accur 0%	Steady 5	
64p Elf	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 2		

Number / Name <i>Bugler</i>	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon <i>Sword</i>		1. -10% shoot if mnt'd&moved 2. No longarms. 3. Light horse
Status / Type <i>Exp/Cav</i>	50 >	42 >	30	16	Displin 3	Melee 4	
Primary Firelock <i>Elf Carbine</i>	75/4	45/3	-/-	-/-	Accur 0%	Steady 4	
55p Elf	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 2		

Number / Name <i>Dragoon 1</i>	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon <i>Sword</i>		1. -10% shoot if mnt'd&moved 2. No longarms. 3. Light horse
Status / Type <i>Avg/Cav</i>	50 >	42 >	30	16	Displin 2	Melee 3	
Primary Firelock <i>Elf Carbine</i>	70/4	40/3	-/-	-/-	Accur 0%	Steady 3	
43p Elf	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 2		

SECTION RECORD NOTES:

*282 points*

## FLINTLOQUE SECTION ROSTER

PLAYERS NAME:

*Elf Militia*

SECTION NAME:

*12x Elf*

FANTASY RACE:

Number / Name	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon		1. <i>Quick Reflexes</i> (2pt) ignore 1 outnumber
<i>Capitaine</i>					<i>Sword</i>		
Status / Type <i>Vet/-</i>	32 >	24 >	16	8	Displin 4	Melee 5	
Primary Firelock -	-/-	-/-	-/-	-/-	Accur 0%	Steady 5	
40p Elf	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 2		

Number / Name	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon		1. <i>Has Flag</i> for -1 melee wpn.
<i>Sous Lieutenant</i>					<i>Sword</i>		
Status / Type <i>Avg/-</i>	32 >	24 >	16	8	Displin 2	Melee 3	
Primary Firelock -	-/-	-/-	-/-	-/-	Accur 0%	Steady 3	
31p Elf	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 2		

Number / Name	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon		1. <i>Ldr &lt;15cm or disc-1</i> 2. <i>No aim fire bonus</i>
<i>1eme Sergent.</i>					<i>Spontoon</i>		
Status / Type <i>Vet/Militia</i>	32 >	24 >	16	8	Displin 4	Melee 5	
Primary Firelock -	-/-	-/-	-/-	-/-	Accur 0%	Steady 4	
36p Elf	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 2		

Number / Name	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon		1. <i>Ldr &lt;15cm or disc-1</i> 2. <i>No aim fire bonus</i>
<i>2eme Sergent.</i>					<i>Spontoon</i>		
Status / Type <i>Vet/Militia</i>	32 >	24 >	16	8	Displin 4	Melee 5	
Primary Firelock -	-/-	-/-	-/-	-/-	Accur 0%	Steady 4	
36p Elf	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 2		

Number / Name	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon		1. <i>Ldr &lt;15cm or disc-1</i> 2. <i>No aim fire bonus</i> 3. <i>Tapload (3pt); shoot unloaded</i> -1 impact and -5% acc 4. <i>Good Shot (2pt)</i>
<i>Caporal Fourrier</i>					<i>Bayonet</i>		
Status / Type <i>Avg/Militia</i>	32 >	24 >	16	8	Displin 2	Melee 3	
Primary Firelock <i>Elf Musket</i>	80/4	60/3	30/2	-/-	Accur 0%	Steady 2	
28p Elf	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 2		

Number / Name	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon		1. <i>Ldr &lt;15cm or disc-1</i> 2. <i>No aim fire bonus</i> 3. <i>Tapload (3pt); shoot unloaded</i> -1 impact and -5% acc
<i>Caporal</i>					<i>Bayonet</i>		
Status / Type <i>Avg/Militia</i>	32 >	24 >	16	8	Displin 2	Melee 3	
Primary Firelock <i>Elf Musket</i>	75/4	55/3	25/2	-/-	Accur 0%	Steady 2	
26p Elf	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 2		

Number / Name	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon		1. <i>Ldr &lt;15cm or disc-1</i> 2. <i>No aim fire bonus</i>
<i>1</i>					<i>Bayonet</i>		
Status / Type <i>Avg/Militia</i>	32 >	24 >	16	8	Displin 2	Melee 3	
Primary Firelock <i>Elf Musket</i>	75/4	55/3	25/2	-/-	Accur 0%	Steady 2	
23p Elf	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 2		

Number / Name	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon		1. <i>Ldr &lt;15cm or disc-1</i> 2. <i>No aim fire bonus</i>
<i>2</i>					<i>Bayonet</i>		
Status / Type <i>Avg/Militia</i>	32 >	24 >	16	8	Displin 2	Melee 3	
Primary Firelock <i>Elf Musket</i>	75/4	55/3	25/2	-/-	Accur 0%	Steady 2	
23p Elf	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 2		

Number / Name	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon		1. <i>Ldr &lt;15cm or disc-1</i> 2. <i>No aim fire bonus</i>
<i>3</i>					<i>Bayonet</i>		
Status / Type <i>Raw/Militia</i>	32 >	24 >	16	8	Displin 1	Melee 2	
Primary Firelock <i>Elf Musket</i>	65/4	45/3	15/2	-/-	Accur 0%	Steady 1	
17p Elf	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 2		

Number / Name	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon		1. <i>Ldr &lt;15cm or disc-1</i> 2. <i>No aim fire bonus</i>
<i>4</i>					<i>Bayonet</i>		
Status / Type <i>Raw/Militia</i>	32 >	24 >	16	8	Displin 1	Melee 2	
Primary Firelock <i>Elf Musket</i>	65/4	45/3	15/2	-/-	Accur 0%	Steady 1	
17p Elf	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 2		

SECTION RECORD NOTES:

303 points

## FLINTLOQUE SECTION ROSTER

PLAYERS NAME:

SECTION NAME:

FANTASY RACE:

Number / Name 5	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon <i>Bayonet</i>		1. <i>Ldr &lt;15cm or disc-1</i> 2. <i>No aim fire bonus</i> 3. <i>Cowardly(-4pt)</i>
Status / Type <i>Raw/Militia</i>	32 >	24 >	16	8	Displin 0	Melee 2	
Primary Firelock <i>Elf Musket</i>	65/4	45/3	15/2	-/-	Accur 0%	Steady 0	
13p <i>Elf</i>	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 2		

Number / Name 6	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon <i>Bayonet</i>		1. <i>Ldr &lt;15cm or disc-1</i> 2. <i>No aim fire bonus</i> 3. <i>Cowardly(-4pt)</i>
Status / Type <i>Raw/Militia</i>	32 >	24 >	16	8	Displin 0	Melee 2	
Primary Firelock <i>Elf Musket</i>	65/4	45/3	15/2	-/-	Accur 0%	Steady 0	
13p <i>Elf</i>	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 2		

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SECTION RECORD NOTES:



## 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

## FLINTLOQUE SECTION ROSTER

PLAYERS NAME:

*Elf Sappers*

SECTION NAME:

*2x Donkey/Mule, 6x Elf*

FANTASY RACE:

Number / Name	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon		1. Ldr <30cm or disc&steady-1
<i>Captain</i>					<i>Sword</i>		
Status / Type	32	24	16	8	Displin 4	Melee 5	
Vet/Reg	>	>					
Primary Firelock	80/4	50/3	-/-	-/-	Accur 0%	Steady 5	
<i>Elf Pistol</i>							
	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 2		
43p Elf							

Number / Name	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon		1. No artillery or grenades 2. No rifles 3. Armour: -1 melee over obs +1 Steady for melee/small-cal
<i>Sergeant</i>					<i>Sword</i>		
Status / Type	25	19	12	6	Displin 3	Melee 5	
Exp/Sapper	>	>					
Primary Firelock	75/4	45/3	-/-	-/-	Accur 0%	Steady 4	
<i>Elf Pistol</i>							
	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 2		
42p Elf							

Number / Name	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon		1. No artillery or grenades 2. No rifles 3. Grenades: 10cm:50/6r5cm 30cm:30/6r5cm
<i>Bag</i>					<i>Unarmed</i>		
Status / Type	25	19	12	6	Displin 2	Melee 2	
Avg/Sapper	>	>					
Primary Firelock	70/4	40/3	-/-	-/-	Accur 0%	Steady 3	
<i>Elf Pistol</i>							
	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 2		
32p Elf							

Number / Name	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon		1. No artillery or grenades 2. No rifles
<i>Shovel</i>					<i>Improvised</i>		
Status / Type	25	19	12	6	Displin 2	Melee 2	
Avg/Sapper	>	>					
Primary Firelock	70/4	40/3	-/-	-/-	Accur 0%	Steady 3	
<i>Elf Pistol</i>							
	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 2		
31p Elf							

Number / Name	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon		1. No artillery or grenades 2. No rifles
<i>Pick</i>					<i>Improvised</i>		
Status / Type	25	19	12	6	Displin 2	Melee 2	
Avg/Sapper	>	>					
Primary Firelock	70/4	40/3	-/-	-/-	Accur 0%	Steady 3	
<i>Elf Pistol</i>							
	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 2		
31p Elf							

Number / Name	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon		1. Ldr <15cm or disc-1 2. no rifles/grenades/arty 3. Natural Leader; section takes no chk for sec ldr death (6pts)
<i>Agent</i>					<i>Sword</i>		
Status / Type	32	24	16	8	Displin 1	Melee 2	
Exp/Civilian	>	>					
Primary Firelock	75/4	45/3	-/-	-/-	Accur 0%	Steady 2	
<i>Elf Pistol</i>							
	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 2		
40p Elf							

Number / Name	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon		1. gunfire<20 or dbl-march<10 or target of gunfire -> stamped 2. melee attacks figures<5cm during stamped
<i>Supply Carrier 1</i>					<i>Unarmed</i>		
Status / Type	64	48	32	16	Displin 0	Melee 0	
-/-							
Primary Firelock	-/-	-/-	-/-	-/-	Accur n/a	Steady 5	
-							
	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 1		
0p Donkey/Mule							

Number / Name	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon		1. gunfire<20 or dbl-march<10 or target of gunfire -> stamped 2. melee attacks figures<5cm during stamped
<i>Supply Carrier 2</i>					<i>Unarmed</i>		
Status / Type	64	48	32	16	Displin 0	Melee 0	
-/-							
Primary Firelock	-/-	-/-	-/-	-/-	Accur n/a	Steady 5	
-							
	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 1		
0p Donkey/Mule							

SECTION RECORD NOTES:

219 points



### FLINTLOQUE SECTION ROSTER

PLAYERS NAME: *Notradamovich Jagers* SECTION NAME: *6x Gargoyle* FANTASY RACE:

Number / Name	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon Weapon's Butt	1. Dbl March; Ignore terrain & blocking figs. 2. Tapload (3pt); shoot unloaded -1 impact and -5% acc 3. Good Shot (2pt) 4. Interrupt Shoot at ACT'd figure				
<i>Capt. Shtoneface</i>										
Status / Type	30 X	22 >	14	7	<table border="1"> <tr> <td>Displin</td> <td>Melee</td> </tr> <tr> <td>5</td> <td>3</td> </tr> </table>		Displin	Melee	5	3
Displin	Melee									
5	3									
Primary Firelock	80/4	65/3	35/2	-/-	<table border="1"> <tr> <td>Accur</td> <td>Steady</td> </tr> <tr> <td>n/a</td> <td>6</td> </tr> </table>	Accur	Steady	n/a	6	
Accur	Steady									
n/a	6									
<i>55p Gargoyle</i>	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 Bayonet	1. Dbl March; Ignore terrain & blocking figs. 2. Tapload (3pt); shoot unloaded -1 impact and -5% acc 3. Good Shot (2pt) 4. Interrupt Shoot at ACT'd figure				
<i>Sgt. Graniteir</i>										
Status / Type	30 X	22 >	14	7	<table border="1"> <tr> <td>Displin</td> <td>Melee</td> </tr> <tr> <td>5</td> <td>6</td> </tr> </table>		Displin	Melee	5	6
Displin	Melee									
5	6									
Primary Firelock	80/4	65/3	35/2	-/-	<table border="1"> <tr> <td>Accur</td> <td>Steady</td> </tr> <tr> <td>n/a</td> <td>6</td> </tr> </table>	Accur	Steady	n/a	6	
Accur	Steady									
n/a	6									
<i>55p Gargoyle</i>	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 Bayonet	1. Dbl March; Ignore terrain & blocking figs. 2. Tapload (3pt); shoot unloaded -1 impact and -5% acc 3. Good Shot (2pt) 4. Interrupt Shoot at ACT'd figure				
<i>Cpl. Blocklie</i>										
Status / Type	30 X	22 >	14	7	<table border="1"> <tr> <td>Displin</td> <td>Melee</td> </tr> <tr> <td>5</td> <td>6</td> </tr> </table>		Displin	Melee	5	6
Displin	Melee									
5	6									
Primary Firelock	80/4	65/3	35/2	-/-	<table border="1"> <tr> <td>Accur</td> <td>Steady</td> </tr> <tr> <td>n/a</td> <td>6</td> </tr> </table>	Accur	Steady	n/a	6	
Accur	Steady									
n/a	6									
<i>55p Gargoyle</i>	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 Bayonet	1. Dbl March; Ignore terrain & blocking figs. 2. Tapload (3pt); shoot unloaded -1 impact and -5% acc 3. Good Shot (2pt)				
<i>1</i>										
Status / Type	30 X	22 >	14	7	<table border="1"> <tr> <td>Displin</td> <td>Melee</td> </tr> <tr> <td>4</td> <td>5</td> </tr> </table>		Displin	Melee	4	5
Displin	Melee									
4	5									
Primary Firelock	75/4	60/3	30/2	-/-	<table border="1"> <tr> <td>Accur</td> <td>Steady</td> </tr> <tr> <td>n/a</td> <td>5</td> </tr> </table>	Accur	Steady	n/a	5	
Accur	Steady									
n/a	5									
<i>45p Gargoyle</i>	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 Bayonet	1. Dbl March; Ignore terrain & blocking figs. 2. Tapload (3pt); shoot unloaded -1 impact and -5% acc 3. Good Shot (2pt)				
<i>2</i>										
Status / Type	30 X	22 >	14	7	<table border="1"> <tr> <td>Displin</td> <td>Melee</td> </tr> <tr> <td>4</td> <td>5</td> </tr> </table>		Displin	Melee	4	5
Displin	Melee									
4	5									
Primary Firelock	75/4	60/3	30/2	-/-	<table border="1"> <tr> <td>Accur</td> <td>Steady</td> </tr> <tr> <td>n/a</td> <td>5</td> </tr> </table>	Accur	Steady	n/a	5	
Accur	Steady									
n/a	5									
<i>45p Gargoyle</i>	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 Bayonet	1. Dbl March; Ignore terrain & blocking figs. 2. Tapload (3pt); shoot unloaded -1 impact and -5% acc 3. Good Shot (2pt)				
<i>3</i>										
Status / Type	30 X	22 >	14	7	<table border="1"> <tr> <td>Displin</td> <td>Melee</td> </tr> <tr> <td>3</td> <td>4</td> </tr> </table>		Displin	Melee	3	4
Displin	Melee									
3	4									
Primary Firelock	70/4	55/3	25/2	-/-	<table border="1"> <tr> <td>Accur</td> <td>Steady</td> </tr> <tr> <td>n/a</td> <td>4</td> </tr> </table>	Accur	Steady	n/a	4	
Accur	Steady									
n/a	4									
<i>37p Gargoyle</i>	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 3					

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SECTION RECORD NOTES: 3 actions when coordinated if all light  
292 points 3 actions when coordinated if all elite

### FLINTLOQUE SECTION ROSTER

PLAYERS NAME:

*Plague Ghouls*

SECTION NAME:

*5x Ghoul*

FANTASY RACE:

Number / Name	1	2	3	4	Melee Weapon		1. Perfect sense of smell; no AIM bonus at fig (4pts) 2. Not fazed by death;never shaken (7pts)
<i>Bodkin Adams</i>	Double March	Quick March	Slow March	Half Step	<i>Spear</i>		
Status / Type	28	21	14	7	Displin 5	Melee 7	
Primary Firelock	-/-	-/-	-/-	-/-	Accur n/a	Steady 6	
<i>68p Ghoul</i>	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 3		

Number / Name	1	2	3	4	Melee Weapon		1. Perfect sense of smell; no AIM bonus at fig (4pts) 2. Not fazed by death;never shaken (7pts)
<i>Toppan</i>	Double March	Quick March	Slow March	Half Step	<i>Spear</i>		
Status / Type	28	21	14	7	Displin 5	Melee 7	
Primary Firelock	-/-	-/-	-/-	-/-	Accur n/a	Steady 6	
<i>68p Ghoul</i>	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 3		

Number / Name	1	2	3	4	Melee Weapon		1. Perfect sense of smell; no AIM bonus at fig (4pts) 2. Not fazed by death;never shaken (7pts)
<i>Swango</i>	Double March	Quick March	Slow March	Half Step	<i>Sword</i>		
Status / Type	28	21	14	7	Displin 4	Melee 5	
Primary Firelock	-/-	-/-	-/-	-/-	Accur n/a	Steady 5	
<i>61p Ghoul</i>	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 3		

Number / Name	1	2	3	4	Melee Weapon		1. Perfect sense of smell; no AIM bonus at fig (4pts) 2. Not fazed by death;never shaken (7pts)
<i>Waddingham</i>	Double March	Quick March	Slow March	Half Step	<i>Axe</i>		
Status / Type	28	21	14	7	Displin 3	Melee 4	
Primary Firelock	-/-	-/-	-/-	-/-	Accur n/a	Steady 4	
<i>51p Ghoul</i>	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 3		

Number / Name	1	2	3	4	Melee Weapon		1. Perfect sense of smell; no AIM bonus at fig (4pts) 2. Not fazed by death;never shaken (7pts)
<i>Nesset</i>	Double March	Quick March	Slow March	Half Step	<i>Axe</i>		
Status / Type	28 X	21 >	14	7	Displin 3	Melee 4	
Primary Firelock	65/4	50/3	20/2	-/-	Accur n/a	Steady 4	
<i>Musket</i>	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 3		

SECTION RECORD NOTES: 3 actions when coordinated if all light  
304 points 3 actions when coordinated if all elite



### FLINTLOQUE SECTION ROSTER

PLAYERS NAME:  
*Goblin Centre Company*

SECTION NAME:  
*10x Al-Garvey Goblin*

FANTASY RACE:

Number / Name	1	2	3	4	Melee Weapon		1. HWnd means -15% shoot. 2. 2nd Pistol
<i>Capt. Stonelaugh</i>	Double March	Quick March	Slow March	Half Step	Sword		
Status / Type	20	15	10	5	Displin	Melee	
<i>Raw/Reg Cmd</i>	X	>			-1	1	
Primary Firelock	50/4	10/2	-/-	-/-	Accur	Steady	Wounds 2
<i>Pistol</i>					0%	1	
<i>25p Al-Garvey Goblin</i>	0-15cm	16-45cm	46-60cm	61-75cm			

Number / Name	1	2	3	4	Melee Weapon		1. HWnd means -15% shoot. 2. Ldr <30cm or disc&steady-1
<i>Lt. Elvis Madkaff</i>	Double March	Quick March	Slow March	Half Step	Sword		
Status / Type	20	15	10	5	Displin	Melee	
<i>Raw/Reg</i>	X	>			-1	1	
Primary Firelock	50/4	10/2	-/-	-/-	Accur	Steady	Wounds 2
<i>Pistol</i>					0%	1	
<i>22p Al-Garvey Goblin</i>	0-15cm	16-45cm	46-60cm	61-75cm			

Number / Name	1	2	3	4	Melee Weapon		1. HWnd means -15% shoot. 2. Ldr <30cm or disc&steady-1 3. Loyalty(3pt);2x game may take a HIT from friendly <15cm 4. Has Flag for -1 melee wpn.
<i>Ensign Ironcut</i>	Double March	Quick March	Slow March	Half Step	Sword		
Status / Type	20	15	10	5	Displin	Melee	
<i>Raw/Reg</i>	X	>			-1	1	
Primary Firelock	35/4	15/3	-/-	-/-	Accur	Steady	Wounds 2
<i>Noportoe Carbine</i>					0%	1	
<i>31p Al-Garvey Goblin</i>	0-15cm	16-45cm	46-60cm	61-75cm			

Number / Name	1	2	3	4	Melee Weapon		1. HWnd means -15% shoot. 2. Ldr <30cm or disc&steady-1 3. Good Loadr(3pt); ign. misfires
<i>Sgt. Bonelurker</i>	Double March	Quick March	Slow March	Half Step	Sword		
Status / Type	20	15	10	5	Displin	Melee	
<i>Exp/Reg</i>	X	>			1	6	
Primary Firelock	60/5	30/4	15/3	-/-	Accur	Steady	Wounds 2
<i>Regency Musket</i>					0%	3	
<i>38p Al-Garvey Goblin</i>	0-15cm	16-45cm	46-60cm	61-75cm			

Number / Name	1	2	3	4	Melee Weapon		1. HWnd means -15% shoot. 2. Ldr <30cm or disc&steady-1 3. Good Loadr(3pt); ign. misfires
<i>5</i>	Double March	Quick March	Slow March	Half Step	Sword		
Status / Type	20	15	10	5	Displin	Melee	
<i>Exp/Reg</i>	X	>			1	6	
Primary Firelock	60/5	30/4	15/3	-/-	Accur	Steady	Wounds 2
<i>Regency Musket</i>					0%	3	
<i>38p Al-Garvey Goblin</i>	0-15cm	16-45cm	46-60cm	61-75cm			

Number / Name	1	2	3	4	Melee Weapon		1. HWnd means -15% shoot. 2. Ldr <30cm or disc&steady-1 3. Good Loadr(3pt); ign. misfires
<i>6</i>	Double March	Quick March	Slow March	Half Step	Sword		
Status / Type	20	15	10	5	Displin	Melee	
<i>Exp/Reg</i>	X	>			1	6	
Primary Firelock	60/5	30/4	15/3	-/-	Accur	Steady	Wounds 2
<i>Regency Musket</i>					0%	3	
<i>38p Al-Garvey Goblin</i>	0-15cm	16-45cm	46-60cm	61-75cm			

Number / Name	1	2	3	4	Melee Weapon		1. HWnd means -15% shoot. 2. Ldr <30cm or disc&steady-1 3. Loyalty(3pt);2x game may take a HIT from friendly <15cm
<i>7</i>	Double March	Quick March	Slow March	Half Step	Sword		
Status / Type	20	15	10	5	Displin	Melee	
<i>Avg/Reg</i>	X	>			0	5	
Primary Firelock	55/5	25/4	10/3	-/-	Accur	Steady	Wounds 2
<i>Regency Musket</i>					0%	2	
<i>30p Al-Garvey Goblin</i>	0-15cm	16-45cm	46-60cm	61-75cm			

Number / Name	1	2	3	4	Melee Weapon		1. HWnd means -15% shoot. 2. Ldr <30cm or disc&steady-1 3. Loyalty(3pt);2x game may take a HIT from friendly <15cm
<i>8</i>	Double March	Quick March	Slow March	Half Step	Sword		
Status / Type	20	15	10	5	Displin	Melee	
<i>Avg/Reg</i>	X	>			0	5	
Primary Firelock	55/5	25/4	10/3	-/-	Accur	Steady	Wounds 2
<i>Regency Musket</i>					0%	2	
<i>30p Al-Garvey Goblin</i>	0-15cm	16-45cm	46-60cm	61-75cm			

Number / Name	1	2	3	4	Melee Weapon		1. HWnd means -15% shoot. 2. Ldr <30cm or disc&steady-1 3. Loyalty(3pt);2x game may take a HIT from friendly <15cm
<i>9</i>	Double March	Quick March	Slow March	Half Step	Sword		
Status / Type	20	15	10	5	Displin	Melee	
<i>Avg/Reg</i>	X	>			0	5	
Primary Firelock	55/5	25/4	10/3	-/-	Accur	Steady	Wounds 2
<i>Regency Musket</i>					0%	2	
<i>30p Al-Garvey Goblin</i>	0-15cm	16-45cm	46-60cm	61-75cm			

Number / Name	1	2	3	4	Melee Weapon		1. HWnd means -15% shoot. 2. Ldr <30cm or disc&steady-1
<i>10</i>	Double March	Quick March	Slow March	Half Step	Sword		
Status / Type	20	15	10	5	Displin	Melee	
<i>Avg/Reg</i>	X	>			0	5	
Primary Firelock	55/5	25/4	10/3	-/-	Accur	Steady	Wounds 2
<i>Regency Musket</i>					0%	2	
<i>27p Al-Garvey Goblin</i>	0-15cm	16-45cm	46-60cm	61-75cm			

SECTION RECORD NOTES:

309 points

### FLINTLOQUE SECTION ROSTER

PLAYERS NAME:  
*Goblin Cacadores*

SECTION NAME:  
*10x Al-Garvey Goblin*

FANTASY RACE:

Number / Name	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon		1. HWnd means -15% shoot.
<i>Capt.</i>					<i>Sword</i>		
Status / Type <i>Raw/Light</i>	20 X	15 >	10	5	Displin -1	Melee 0	
Primary Firelock <i>Pistol</i>	50/4	10/2	-/-	-/-	Accur 0%	Steady 1	
<i>26p Al-Garvey Gobl</i>	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 2		

Number / Name	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon		1. HWnd means -15% shoot. 2. Has Instrument; Melee-1 in par
<i>Bugler</i>					<i>Sword</i>		
Status / Type <i>Raw/Light</i>	20	15	10	5	Displin -1	Melee 0	
Primary Firelock -	-/-	-/-	-/-	-/-	Accur 0%	Steady 1	
<i>28p Al-Garvey Gobl</i>	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 2		

Number / Name	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon		1. HWnd means -15% shoot. 2. Has Flag for -1 melee wpn.
<i>Ensign</i>					<i>Sword</i>		
Status / Type <i>Avg/Light</i>	20	15	10	5	Displin 0	Melee 1	
Primary Firelock -	-/-	-/-	-/-	-/-	Accur 0%	Steady 2	
<i>34p Al-Garvey Gobl</i>	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 2		

Number / Name	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon		1. HWnd means -15% shoot.
<i>Sgt.</i>					<i>Bayonet</i>		
Status / Type <i>Avg/Light</i>	20 X	15 >	10	5	Displin 0	Melee 2	
Primary Firelock <i>Regency Musket</i>	55/5	25/4	10/3	-/-	Accur 0%	Steady 2	
<i>26p Al-Garvey Gobl</i>	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 2		

Number / Name	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon		1. HWnd means -15% shoot.
5					<i>Bayonet</i>		
Status / Type <i>Exp/Light</i>	20 X	15 >	10	5	Displin 1	Melee 3	
Primary Firelock <i>Regency Musket</i>	60/5	30/4	15/3	-/-	Accur 0%	Steady 3	
<i>34p Al-Garvey Gobl</i>	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 2		

Number / Name	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon		1. HWnd means -15% shoot.
6					<i>Bayonet</i>		
Status / Type <i>Exp/Light</i>	20 X	15 >	10	5	Displin 1	Melee 3	
Primary Firelock <i>Regency Musket</i>	60/5	30/4	15/3	-/-	Accur 0%	Steady 3	
<i>34p Al-Garvey Gobl</i>	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 2		

Number / Name	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon		1. HWnd means -15% shoot.
7					<i>Bayonet</i>		
Status / Type <i>Exp/Light</i>	20 X	15 >	10	5	Displin 1	Melee 3	
Primary Firelock <i>Regency Musket</i>	60/5	30/4	15/3	-/-	Accur 0%	Steady 3	
<i>34p Al-Garvey Gobl</i>	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 2		

Number / Name	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon		1. HWnd means -15% shoot.
8					<i>Bayonet</i>		
Status / Type <i>Avg/Light</i>	20 X	15 >	10	5	Displin 0	Melee 2	
Primary Firelock <i>Regency Musket</i>	55/5	25/4	10/3	-/-	Accur 0%	Steady 2	
<i>26p Al-Garvey Gobl</i>	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 2		

Number / Name	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon		1. HWnd means -15% shoot.
9					<i>Bayonet</i>		
Status / Type <i>Exp/Light</i>	20 X	15 >	10	5	Displin 1	Melee 3	
Primary Firelock <i>Regency Musket</i>	60/5	30/4	15/3	-/-	Accur 0%	Steady 3	
<i>34p Al-Garvey Gobl</i>	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 2		

Number / Name	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon		1. HWnd means -15% shoot.
10					<i>Bayonet</i>		
Status / Type <i>Exp/Light</i>	20 X	15 >	10	5	Displin 1	Melee 3	
Primary Firelock <i>Regency Musket</i>	60/5	30/4	15/3	-/-	Accur 0%	Steady 3	
<i>34p Al-Garvey Gobl</i>	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 2		

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

## FLINTLOQUE SECTION ROSTER

PLAYERS NAME:

*Grenadier Compagnie de la 4e Ligne*

SECTION NAME:

*8x Elf*

FANTASY RACE:

Number / Name <i>Lt.</i>	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon <i>Sword</i>	
Status / Type <i>Vet/Elite</i>	32 >	24 >	16	8	Displin 5	Melee 6
Primary Firelock <i>Pistol</i>	75/4	35/2	-/-	-/-	Accur 0%	Steady 6
<i>46p 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>Vet/Elite</i>	32 >	24 >	16	8	Displin 5	Melee 7
Primary Firelock <i>Elf Musket</i>	85/4	65/3	35/2	-/-	Accur 0%	Steady 6
<i>43p Elf</i>	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 2	

Number / Name <i>G3</i>	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon <i>Bayonet</i>	
Status / Type <i>Exp/Elite</i>	32 >	24 >	16	8	Displin 4	Melee 6
Primary Firelock <i>Elf Musket</i>	80/4	60/3	30/2	-/-	Accur 0%	Steady 5
<i>37p Elf</i>	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 2	

Number / Name <i>G4</i>	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon <i>Bayonet</i>	
Status / Type <i>Exp/Elite</i>	32 >	24 >	16	8	Displin 4	Melee 6
Primary Firelock <i>Elf Musket</i>	80/4	60/3	30/2	-/-	Accur 0%	Steady 5
<i>37p Elf</i>	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 2	

Number / Name <i>G5</i>	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon <i>Bayonet</i>	
Status / Type <i>Exp/Elite</i>	32 >	24 >	16	8	Displin 4	Melee 6
Primary Firelock <i>Elf Musket</i>	80/4	60/3	30/2	-/-	Accur 0%	Steady 5
<i>37p Elf</i>	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 2	

Number / Name <i>G6</i>	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon <i>Bayonet</i>	
Status / Type <i>Avg/Elite</i>	32 >	24 >	16	8	Displin 3	Melee 5
Primary Firelock <i>Elf Musket</i>	75/4	55/3	25/2	-/-	Accur 0%	Steady 4
<i>29p Elf</i>	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 2	

Number / Name <i>G7</i>	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon <i>Bayonet</i>	
Status / Type <i>Avg/Elite</i>	32 >	24 >	16	8	Displin 3	Melee 5
Primary Firelock <i>Elf Musket</i>	75/4	55/3	25/2	-/-	Accur 0%	Steady 4
<i>29p Elf</i>	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 2	

Number / Name <i>G8</i>	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon <i>Bayonet</i>	
Status / Type <i>Avg/Elite</i>	32 >	24 >	16	8	Displin 3	Melee 5
Primary Firelock <i>Elf Musket</i>	75/4	55/3	25/2	-/-	Accur 0%	Steady 4
<i>29p Elf</i>	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 2	

SECTION RECORD NOTES: *3 actions when coordinated if all elite*  
287 points

### FLINTLOQUE SECTION ROSTER

PLAYERS NAME: *Santana's Guerrillas* SECTION NAME: *10x Dark Elf* FANTASY RACE:

Number / Name	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon Weapon's Butt	1. +1 impact in melee. 2. No coord action 3. INTERRUPT FIRE 4. +1 melee if retain init 5. Tapload (3pt); shoot unloaded -1 impact and -5% acc 6. Good Shot (2pt) 7. Rapport(Cuevas);if he's<=15cm +1 disc&steady (4pts)
Capt. Adolfo Quirino Santana						
Status / Type	30 X	22 >	14	7	Displin 1 Melee 3	
Primary Firelock	80/4	55/3	25/2	-/-	Accur 0% Steady 4	
Dark Elf Musketoon						
45p Dark Elf	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 2	

Number / Name	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon Pistol Butt	1. +1 impact in melee. 2. No coord action 3. INTERRUPT FIRE 4. +1 melee if retain init 5. Good Shot (2pt) 6. May fire pistols after charge 7. 2nd Pistol 8. Rapport(Santana);if he's<=15cm +1 disc&steady (4pts)
Ignacio 'Nacho' Cuevas						
Status / Type	30 X	22 >	14	7	Displin -1 Melee 0	
Primary Firelock	65/4	25/2	-/-	-/-	Accur 0% Steady 2	
Pistol						
35p Dark Elf	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 2	

Number / Name	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon Weapon's Butt	1. +1 impact in melee. 2. No coord action 3. INTERRUPT FIRE 4. +1 melee if retain init 5. Tapload (3pt); shoot unloaded -1 impact and -5% acc 6. Good Shot (2pt) 7. Rapport(Polomo);if he's<=15cm +1 disc&steady (4pts)
Sgt. Felipe Desi Alvarez						
Status / Type	30 X	22 >	14	7	Displin 1 Melee 3	
Primary Firelock	80/4	55/3	25/2	-/-	Accur 0% Steady 4	
Dark Elf Musketoon						
45p Dark Elf	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 2	

Number / Name	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon Bayonet	1. +1 impact in melee. 2. No coord action 3. INTERRUPT FIRE 4. +1 melee if retain init 5. Rapport(Alvarez);if he's<=15cm +1 disc&steady (4pts)
Trooper Alberto Polomo						
Status / Type	30 X	22 >	14	7	Displin -1 Melee 4	
Primary Firelock	65/4	50/3	20/2	-/-	Accur 0% Steady 2	
Musket						
30p Dark Elf	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 2	

Number / Name	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon Weapon's Butt	1. +1 impact in melee. 2. No coord action 3. INTERRUPT FIRE 4. +1 melee if retain init 5. Tapload (3pt); shoot unloaded -1 impact and -5% acc 6. Good Shot (2pt) 7. Cowardly(-4pt) 8. Will not be reinforced in melee 9. deploy:any cover>15cm/enemy
Reynaldo Rojas (Highwayman)						
Status / Type	30 X	22 >	14	7	Displin -4 Melee 0	
Primary Firelock	60/4	35/3	5/2	-/-	Accur 0% Steady -1	
Dark Elf Musketoon						
23p Dark Elf	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 2	

Number / Name	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon Weapon's Butt	1. +1 impact in melee. 2. No coord action 3. INTERRUPT FIRE 4. +1 melee if retain init 5. Tapload (3pt); shoot unloaded -1 impact and -5% acc 6. Good Shot (2pt) 7. Cowardly(-4pt) 8. Will not be reinforced in melee 9. deploy:any cover>15cm/enemy
Zamorano (Highwayman)						
Status / Type	30 X	22 >	14	7	Displin -4 Melee 0	
Primary Firelock	60/4	35/3	5/2	-/-	Accur 0% Steady -1	
Dark Elf Musketoon						
23p Dark Elf	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 2	

Number / Name	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon Weapon's Butt	1. +1 impact in melee. 2. No coord action 3. INTERRUPT FIRE 4. +1 melee if retain init 5. Long Reload(2) 6. Spread(2cm)
M1						
Status / Type	30 X	22 >	14	7	Displin -1 Melee 1	
Primary Firelock	80/6	30/4	-/-	-/-	Accur 0% Steady 2	
Catal'n Blunderbuss						
27p Dark Elf	0-10cm	10-30cm	30-45cm	45-60cm	Wounds 2	

Number / Name	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon Weapon's Butt	1. +1 impact in melee. 2. No coord action 3. INTERRUPT FIRE 4. +1 melee if retain init 5. Long Reload(2) 6. Spread(2cm)
M2						
Status / Type	30 X	22 >	14	7	Displin -1 Melee 1	
Primary Firelock	80/6	30/4	-/-	-/-	Accur 0% Steady 2	
Catal'n Blunderbuss						
27p Dark Elf	0-10cm	10-30cm	30-45cm	45-60cm	Wounds 2	

Number / Name	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon Weapon's Butt	1. +1 impact in melee. 2. No coord action 3. INTERRUPT FIRE 4. +1 melee if retain init
M3						
Status / Type	30 X	22 >	14	7	Displin -1 Melee 1	
Primary Firelock	65/4	40/3	10/2	-/-	Accur 0% Steady 2	
Dark Elf Musketoon						
25p Dark Elf	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 2	

Number / Name	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon Weapon's Butt	1. +1 impact in melee. 2. No coord action 3. INTERRUPT FIRE 4. +1 melee if retain init
M4						
Status / Type	30 X	22 >	14	7	Displin -2 Melee 0	
Primary Firelock	55/4	30/3	-/-	-/-	Accur 0% Steady 1	
Dark Elf Musketoon						
21p Dark Elf	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 2	

SECTION RECORD NOTES: *Santana, Cuevas, Alvarez & Polomo fought together in the South Amerikan colonies against Britorcn's invasion. Rojas & Zamorano are ex-criminals turned guerrillas. Irregular forces accumulate -steady modifiers.*

301 points

### FLINTLOQUE SECTION ROSTER

PLAYERS NAME: *La Spiga's Guerrillas* SECTION NAME: *10x Dark Elf* FANTASY RACE:

Number / Name	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon		1. +1 impact in melee. 2. No coord action 3. INTERRUPT FIRE 4. +1 melee if retain init 5. Never Shaken 6. Kills Officers; -1 impact against enlisted.			
<i>La Spiga</i>					<i>Sword</i>	<i>Exq. Qual.</i>				
Status / Type	30	22	14	7	Displin	Melee				
<i>Legend/Guerrilla</i>	X	>			2	8				
Primary Firelock	75/4	35/2	-/-	-/-	Accur	Steady				
<i>Pistol</i>					0%	5				
55p Dark Elf					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		1. +1 impact in melee. 2. No coord action 3. INTERRUPT FIRE 4. +1 melee if retain init			
<i>N2</i>					<i>Sword</i>					
Status / Type	30	22	14	7	Displin	Melee				
<i>Exp/Guerrilla</i>	X	>			0	4				
Primary Firelock	70/4	45/3	15/2	-/-	Accur	Steady				
<i>Dark Elf Musketoon</i>					0%	3				
36p Dark Elf					0-15cm	16-45cm	46-60cm	61-75cm	Wounds	2

Number / Name	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon		1. +1 impact in melee. 2. No coord action 3. INTERRUPT FIRE 4. +1 melee if retain init			
<i>N3</i>					<i>Knife</i>					
Status / Type	30	22	14	7	Displin	Melee				
<i>Avg/Guerrilla</i>	X	>			-1	1				
Primary Firelock	65/4	40/3	10/2	-/-	Accur	Steady				
<i>Dark Elf Musketoon</i>					0%	2				
25p Dark Elf					0-15cm	16-45cm	46-60cm	61-75cm	Wounds	2

Number / Name	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon		1. +1 impact in melee. 2. No coord action 3. INTERRUPT FIRE 4. +1 melee if retain init 5. Routs if Spiga is killed. 6. 1x Fyre Grenade			
<i>Maria Handrailos N4</i>					<i>Weapon's Butt</i>					
Status / Type	30	22	14	7	Displin	Melee				
<i>Avg/Guerrilla</i>	X	>			-1	1				
Primary Firelock	70/4	50/3	20/2	-/-	Accur	Steady				
<i>Elf Musket</i>					0%	2				
32p Dark Elf					0-15cm	16-45cm	46-60cm	61-75cm	Wounds	2

Number / Name	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon		1. +1 impact in melee. 2. No coord action 3. INTERRUPT FIRE 4. +1 melee if retain init			
<i>N5</i>					<i>Bayonet</i>					
Status / Type	30	22	14	7	Displin	Melee				
<i>Avg/Guerrilla</i>	X	>			-1	4				
Primary Firelock	70/4	50/3	20/2	-/-	Accur	Steady				
<i>Elf Musket</i>					0%	2				
26p Dark Elf					0-15cm	16-45cm	46-60cm	61-75cm	Wounds	2

Number / Name	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon		1. +1 impact in melee. 2. No coord action 3. INTERRUPT FIRE 4. +1 melee if retain init			
<i>N6</i>					<i>Knife</i>					
Status / Type	30	22	14	7	Displin	Melee				
<i>Avg/Guerrilla</i>	X	>			-1	1				
Primary Firelock	70/4	50/3	20/2	-/-	Accur	Steady				
<i>Elf Musket</i>					0%	2				
26p Dark Elf					0-15cm	16-45cm	46-60cm	61-75cm	Wounds	2

Number / Name	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon		1. +1 impact in melee. 2. No coord action 3. INTERRUPT FIRE 4. +1 melee if retain init			
<i>N7</i>					<i>Sword</i>					
Status / Type	30	22	14	7	Displin	Melee				
<i>Raw/Guerrilla</i>	X	>			-2	2				
Primary Firelock	60/4	40/3	10/2	-/-	Accur	Steady				
<i>Elf Musket</i>					0%	1				
27p Dark Elf					0-15cm	16-45cm	46-60cm	61-75cm	Wounds	2

Number / Name	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon		1. +1 impact in melee. 2. No coord action 3. INTERRUPT FIRE 4. +1 melee if retain init			
<i>N8</i>					<i>Sword</i>					
Status / Type	30	22	14	7	Displin	Melee				
<i>Raw/Guerrilla</i>	X	>			-2	2				
Primary Firelock	60/4	40/3	10/2	-/-	Accur	Steady				
<i>Elf Musket</i>					0%	1				
27p Dark Elf					0-15cm	16-45cm	46-60cm	61-75cm	Wounds	2

Number / Name	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon		1. +1 impact in melee. 2. No coord action 3. INTERRUPT FIRE 4. +1 melee if retain init			
<i>N9</i>					<i>Knife</i>					
Status / Type	30	22	14	7	Displin	Melee				
<i>Raw/Guerrilla</i>	X	>			-2	0				
Primary Firelock	60/4	40/3	10/2	-/-	Accur	Steady				
<i>Elf Musket</i>					0%	1				
22p Dark Elf					0-15cm	16-45cm	46-60cm	61-75cm	Wounds	2

Number / Name	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon		1. +1 impact in melee. 2. No coord action 3. INTERRUPT FIRE 4. +1 melee if retain init 5. Looter; will loot bodies <10cm 6. Crack Shot; re-roll missed shot 1x per game			
<i>Carlos the Tiger</i>					<i>Knife</i>					
Status / Type	30	22	14	7	Displin	Melee				
<i>Exp/Guerrilla</i>	X	>			0	2				
Primary Firelock	75/4	55/3	25/2	-/-	Accur	Steady				
<i>Elf Musket</i>					0%	3				
36p Dark Elf					0-15cm	16-45cm	46-60cm	61-75cm	Wounds	2

SECTION RECORD NOTES: *Irregular forces accumulate -steady modifiers.*  
312 points

## FLINTLOQUE SECTION ROSTER

PLAYERS NAME:

*Highland Rats*

SECTION NAME:

*8x Highlander*

FANTASY RACE:

Number / Name <i>Lt.</i>	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon <i>Sword</i>		1. +1 melee bonus included. 2. Ldr <30cm or disc&steady-1
Status / Type <i>Exp/Reg</i>	28	21	14	7	Displin 2	Melee 6	
Primary Firelock -	-/-	-/-	-/-	-/-	Accur 0%	Steady 4	
<i>43p Highlander</i>	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 3		

Number / Name <i>Piper</i>	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon <i>Sword</i>		1. +1 melee bonus included. 2. Ldr <30cm or disc&steady-1 3. Has Instrument; Melee-1 in p...
Status / Type <i>Exp/Reg</i>	28	21	14	7	Displin 2	Melee 6	
Primary Firelock -	-/-	-/-	-/-	-/-	Accur 0%	Steady 4	
<i>48p Highlander</i>	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 3		

Number / Name <i>C3</i>	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon <i>Bayonet</i>		1. +1 melee bonus included. 2. Ldr <30cm or disc&steady-1
Status / Type <i>Avg/Reg</i>	28 X	21 >	14	7	Displin 1	Melee 6	
Primary Firelock <i>Bessie</i>	60/6	50/4	20/3	-/-	Accur 0%	Steady 3	
<i>34p Highlander</i>	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 3		

Number / Name <i>C4</i>	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon <i>Bayonet</i>		1. +1 melee bonus included. 2. Ldr <30cm or disc&steady-1
Status / Type <i>Avg/Reg</i>	28 X	21 >	14	7	Displin 1	Melee 6	
Primary Firelock <i>Bessie</i>	60/6	50/4	20/3	-/-	Accur 0%	Steady 3	
<i>34p Highlander</i>	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 3		

Number / Name <i>C5</i>	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon <i>Bayonet</i>		1. +1 melee bonus included. 2. Ldr <30cm or disc&steady-1
Status / Type <i>Avg/Reg</i>	28 X	21 >	14	7	Displin 1	Melee 6	
Primary Firelock <i>Bessie</i>	60/6	50/4	20/3	-/-	Accur 0%	Steady 3	
<i>34p Highlander</i>	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 3		

Number / Name <i>C6</i>	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon <i>Bayonet</i>		1. +1 melee bonus included. 2. Ldr <30cm or disc&steady-1
Status / Type <i>Avg/Reg</i>	28 X	21 >	14	7	Displin 1	Melee 6	
Primary Firelock <i>Bessie</i>	60/6	50/4	20/3	-/-	Accur 0%	Steady 3	
<i>34p Highlander</i>	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 3		

Number / Name <i>C7</i>	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon <i>Bayonet</i>		1. +1 melee bonus included. 2. Ldr <30cm or disc&steady-1
Status / Type <i>Avg/Reg</i>	28 X	21 >	14	7	Displin 1	Melee 6	
Primary Firelock <i>Bessie</i>	60/6	50/4	20/3	-/-	Accur 0%	Steady 3	
<i>34p Highlander</i>	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 3		

Number / Name <i>C8</i>	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon <i>Bayonet</i>		1. +1 melee bonus included. 2. Ldr <30cm or disc&steady-1
Status / Type <i>Avg/Reg</i>	28 X	21 >	14	7	Displin 1	Melee 6	
Primary Firelock <i>Bessie</i>	60/6	50/4	20/3	-/-	Accur 0%	Steady 3	
<i>34p Highlander</i>	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 3		

SECTION RECORD NOTES:

295 points



## FLINTLOQUE SECTION ROSTER

PLAYERS NAME:

More Highland Rats

SECTION NAME:

9x Highlander

FANTASY RACE:

Number / Name	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon Sword	
Captain Angus McBar					1. +1 melee bonus included. 2. Ldr <30cm or disc&steady-1 3. MELEE+3 once a game 4. Sec'n<20cm may ignore pushback	
Status / Type Vet/Reg	28	21	14	7	Displin 3	Melee 7
Primary Firelock -	-/-	-/-	-/-	-/-	Accur 0%	Steady 5
65p Highlander	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 Bayonet	
9					1. +1 melee bonus included. 2. Ldr <30cm or disc&steady-1	
Status / Type Avg/Reg	28 X	21 >	14	7	Displin 1	Melee 6
Primary Firelock Bessie	60/6	50/4	20/3	-/-	Accur 0%	Steady 3
34p Highlander	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 Bayonet	
10					1. +1 melee bonus included. 2. Ldr <30cm or disc&steady-1	
Status / Type Avg/Reg	28 X	21 >	14	7	Displin 1	Melee 6
Primary Firelock Bessie	60/6	50/4	20/3	-/-	Accur 0%	Steady 3
34p Highlander	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 Bayonet	
11					1. +1 melee bonus included. 2. Ldr <30cm or disc&steady-1	
Status / Type Avg/Reg	28 X	21 >	14	7	Displin 1	Melee 6
Primary Firelock Bessie	60/6	50/4	20/3	-/-	Accur 0%	Steady 3
34p Highlander	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 Bayonet	
12					1. +1 melee bonus included. 2. Ldr <30cm or disc&steady-1	
Status / Type Avg/Reg	28 X	21 >	14	7	Displin 1	Melee 6
Primary Firelock Bessie	60/6	50/4	20/3	-/-	Accur 0%	Steady 3
34p Highlander	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 Bayonet	
13					1. +1 melee bonus included. 2. Ldr <30cm or disc&steady-1	
Status / Type Raw/Reg	28 X	21 >	14	7	Displin 0	Melee 5
Primary Firelock Bessie	50/6	40/4	10/3	-/-	Accur 0%	Steady 2
26p Highlander	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 Bayonet	
14					1. +1 melee bonus included. 2. Ldr <30cm or disc&steady-1	
Status / Type Raw/Reg	28 X	21 >	14	7	Displin 0	Melee 5
Primary Firelock Bessie	50/6	40/4	10/3	-/-	Accur 0%	Steady 2
26p Highlander	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 Bayonet	
15					1. +1 melee bonus included. 2. Ldr <30cm or disc&steady-1	
Status / Type Raw/Reg	28 X	21 >	14	7	Displin 0	Melee 5
Primary Firelock Bessie	50/6	40/4	10/3	-/-	Accur 0%	Steady 2
26p Highlander	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 Bayonet	
16					1. +1 melee bonus included. 2. Ldr <30cm or disc&steady-1	
Status / Type Raw/Reg	28 X	21 >	14	7	Displin 0	Melee 5
Primary Firelock Bessie	50/6	40/4	10/3	-/-	Accur 0%	Steady 2
26p Highlander	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 3	

SECTION RECORD NOTES:

305 points

### FLINTLOQUE SECTION ROSTER

PLAYERS NAME:  
*Hussars Detachment*

SECTION NAME:  
*4x Orc*

FANTASY RACE:

Number / Name <i>Capt. Westen</i>	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon <i>Sword</i>	<ol style="list-style-type: none"> <li>No shaken on 1st wnd.</li> <li>-10% shoot if mnt'd&amp;moved</li> <li>No longarms.</li> <li>Light horse</li> </ol>	
Status / Type <i>Vet/Cav</i>	50 X	42 >	30	16	Displin 3		Melee 6
Primary Firelock <i>Orc Cav Carbine</i>	65/5	35/4	-/-	-/-	Accur 0%		Steady 5
75p Orc	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 3		

Number / Name <i>Ensign. Jesse</i>	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon <i>Sword</i>	<ol style="list-style-type: none"> <li>No shaken on 1st wnd.</li> <li>-10% shoot if mnt'd&amp;moved</li> <li>No longarms.</li> <li>Light horse</li> <li>Has Flag for -1 melee wpn.</li> </ol>	
Status / Type <i>Vet/Cav</i>	50 X	42 >	30	16	Displin 3		Melee 6
Primary Firelock <i>Orc Cav Carbine</i>	65/5	35/4	-/-	-/-	Accur 0%		Steady 5
80p Orc	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 3		

Number / Name <i>Sgt. Axe</i>	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon <i>Sword</i>	<ol style="list-style-type: none"> <li>No shaken on 1st wnd.</li> <li>-10% shoot if mnt'd&amp;moved</li> <li>No longarms.</li> <li>Light horse</li> </ol>	
Status / Type <i>Exp/Cav</i>	50 X	42 >	30	16	Displin 2		Melee 5
Primary Firelock <i>Orc Cav Carbine</i>	60/5	30/4	-/-	-/-	Accur 0%		Steady 4
65p Orc	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 3		

Number / Name <i>Cpl. Porter</i>	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon <i>Sword</i>	<ol style="list-style-type: none"> <li>No shaken on 1st wnd.</li> <li>-10% shoot if mnt'd&amp;moved</li> <li>No longarms.</li> <li>Light horse</li> </ol>	
Status / Type <i>Exp/Cav</i>	50 X	42 >	30	16	Displin 2		Melee 5
Primary Firelock <i>Orc Cav Carbine</i>	60/5	30/4	-/-	-/-	Accur 0%		Steady 4
65p Orc	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 3		

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SECTION RECORD NOTES:

*285 points*



### FLINTLOQUE SECTION ROSTER

PLAYERS NAME:  
*King's Giant Legion*

SECTION NAME:  
*6x Ogre*

FANTASY RACE:

Number / Name	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon	1. Ldr <30cm or disc&steady-1
<i>Officer</i>					<i>Sword</i>	
Status / Type	16 X	12 >	8	4	Displin 3 Melee 8	
Primary Firelock	60/5	30/3	-/-	-/-	Accur n/a Steady 7	
<i>Orc Art.Pistol</i>	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 5	

Number / Name	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon	1. Ldr <30cm or disc&steady-1 2. Has Instrument; Melee-1 in p...
<i>Drummer</i>					<i>Sword</i>	
Status / Type	16 X	12 >	8	4	Displin 1 Melee 6	
Primary Firelock	50/5	20/3	-/-	-/-	Accur n/a Steady 5	
<i>Orc Art.Pistol</i>	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 5	

Number / Name	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon	1. Ldr <30cm or disc&steady-1
<i>Sgt.</i>					<i>Bayonet</i>	
Status / Type	16 X	12 >	8	4	Displin 1 Melee 7	
Primary Firelock	60/6	50/4	20/3	-/-	Accur n/a Steady 5	
<i>Orc Art.Pistol</i>	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 5	

Number / Name	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon	1. Ldr <30cm or disc&steady-1
1.					<i>Bayonet</i>	
Status / Type	16 X	12 >	8	4	Displin 1 Melee 7	
Primary Firelock	60/6	50/4	20/3	-/-	Accur n/a Steady 5	
<i>Orc Art.Pistol</i>	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 5	

Number / Name	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon	1. Ldr <30cm or disc&steady-1
2.					<i>Bayonet</i>	
Status / Type	16 X	12 >	8	4	Displin 1 Melee 7	
Primary Firelock	60/6	50/4	20/3	-/-	Accur n/a Steady 5	
<i>Orc Art.Pistol</i>	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 5	

Number / Name	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon	1. Ldr <30cm or disc&steady-1
3.					<i>Bayonet</i>	
Status / Type	16 X	12 >	8	4	Displin 0 Melee 6	
Primary Firelock	50/6	40/4	10/3	-/-	Accur n/a Steady 4	
<i>Orc Art.Pistol</i>	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 5	

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SECTION RECORD NOTES:

296 points

## FLINTLOQUE SECTION ROSTER

PLAYERS NAME:

*Dragoon Survivors*

SECTION NAME:

*5x Orc*

FANTASY RACE:

Number / Name <i>Capt. Lector</i>	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon <i>Sword</i>		1. No shaken on 1st wnd. 2. -10% shoot if mnt'd&moved 3. No longarms.
Status / Type <i>Vet/Cav</i>	24 X	18 >	12	6	Displin 3	Melee 6	
Primary Firelock <i>Orc Art.Pistol</i>	60/5	30/3	-/-	-/-	Accur 0%	Steady 5	
<i>54p Orc</i>	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 3		

Number / Name <i>Sgt. Mads</i>	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon <i>Sword</i>		1. No shaken on 1st wnd. 2. -10% shoot if mnt'd&moved 3. No longarms.
Status / Type <i>Exp/Cav</i>	24 X	18 >	12	6	Displin 2	Melee 5	
Primary Firelock <i>Orc Art.Pistol</i>	55/5	25/3	-/-	-/-	Accur 0%	Steady 4	
<i>47p Orc</i>	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 3		

Number / Name <i>Sgt. Cox</i>	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon <i>Sword</i>		1. No shaken on 1st wnd. 2. -10% shoot if mnt'd&moved 3. No longarms.
Status / Type <i>Exp/Cav</i>	24 X	18 >	12	6	Displin 2	Melee 5	
Primary Firelock <i>Orc Art.Pistol</i>	55/5	25/3	-/-	-/-	Accur 0%	Steady 4	
<i>47p Orc</i>	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 3		

Number / Name <i>Lt. Hopkins</i>	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon <i>Sword</i>		1. No shaken on 1st wnd. 2. -10% shoot if mnt'd&moved 3. No longarms. 4. Heavy horse (+1 melee)
Status / Type <i>Vet/Cav</i>	42 X	38 >	26	14	Displin 3	Melee 7	
Primary Firelock <i>Orc Cav Carbine</i>	65/5	35/4	-/-	-/-	Accur 0%	Steady 5	
<i>75p Orc</i>	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 3		

Number / Name <i>Sgt. Gaspard</i>	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon <i>Sword</i>		1. No shaken on 1st wnd. 2. -10% shoot if mnt'd&moved 3. No longarms. 4. Heavy horse (+1 melee)
Status / Type <i>Exp/Cav</i>	42 X	38 >	26	14	Displin 2	Melee 6	
Primary Firelock <i>Orc Cav Carbine</i>	60/5	30/4	-/-	-/-	Accur 0%	Steady 4	
<i>65p Orc</i>	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 3		

SECTION RECORD NOTES:

*288 points*

### FLINTLOQUE SECTION ROSTER

PLAYERS NAME:

SECTION NAME:

FANTASY RACE:

*1x Dark Elf, 1x Dogman*

Number / Name <i>(M) Don Juan del Mortello</i>	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon <i>Sword</i>	<ol style="list-style-type: none"> <li>+1 impact in melee.</li> <li>No coord action</li> <li>INTERRUPT FIRE</li> <li>+1 melee if retain init</li> <li>Light horse</li> <li>Sec'n gets DISC+2</li> <li>Sec'n gets max STEADY-2</li> </ol>				
Status / Type <i>Legend/Guerrilla</i>	50	42	30	16	<table border="1"> <tr> <td>Displin</td> <td>Melee</td> </tr> <tr> <td>2</td> <td>6</td> </tr> </table>		Displin	Melee	2	6
Displin	Melee									
2	6									
Primary Firelock -	-/-	-/-	-/-	-/-	<table border="1"> <tr> <td>Accur</td> <td>Steady</td> </tr> <tr> <td>0%</td> <td>5</td> </tr> </table>	Accur	Steady	0%	5	
Accur	Steady									
0%	5									
72p Dark Elf	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 3					

Number / Name <i>Ludwig von Barkhov</i>	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon <i>Unarmed</i>	<ol style="list-style-type: none"> <li>Ldr &lt;15cm or disc-1</li> <li>no rifles/grenades/arty</li> <li>In contact with sect ldr may sing melody sectn =&gt; DISC+1</li> <li>In contact with sect ldr may howl foes&lt;30cm ACC-20% wolves&lt;30cm ACC-10%</li> </ol>				
Status / Type <i>Exp/Civilian, Elite</i>	24	18	12	6	<table border="1"> <tr> <td>Displin</td> <td>Melee</td> </tr> <tr> <td>0</td> <td>1</td> </tr> </table>		Displin	Melee	0	1
Displin	Melee									
0	1									
Primary Firelock -	-/-	-/-	-/-	-/-	<table border="1"> <tr> <td>Accur</td> <td>Steady</td> </tr> <tr> <td>n/a</td> <td>2</td> </tr> </table>	Accur	Steady	n/a	2	
Accur	Steady									
n/a	2									
44p Dogman	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 3					

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SECTION RECORD NOTES:

116 points

*3 actions when coordinated if all elite  
Irregular forces accumulate -steady modifiers.  
Dogmen: init+1 if sect >1/4 dogmen.*



## FLINTLOQUE SECTION ROSTER

PLAYERS NAME:

Obidiah's Army

SECTION NAME:

FANTASY RACE:

(various)

Number / Name	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon Weapon's Butt		1. No shaken on 1st wnd. 2. Ldr <15cm or disc-1 3. no rifles/grenades/arty 4. Ignores misfires 5. Must attack elves<5cm
Jon Granighte					Displin	Melee	
Status / Type Raw/Civilian	24 X	18 >	12	6	-2	-1	
Primary Firelock Musket	55/4	40/3	10/2	-/-	0%	0	
18p 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 Axe		1. Once per game load special for +2 impact. 2. Ldr <30cm or disc&steady-1
Sven Dirkschmieder					Displin	Melee	
Status / Type Avg/Reg	18 X	13 >	8	4	1	3	
Primary Firelock Dwarf Musket MkII	60/5	30/3	10/2	-/-	0%	3	
29p Dwarf	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 Weapon's Butt		1. No shaken on 1st wnd. 2. Ldr <30cm or disc&steady-1 3. Grenades: 10cm:50/6r5cm 30cm:30/6r5cm 4. Only the one grenade
Norman Buxtar					Displin	Melee	
Status / Type Raw/Reg	24	18	12	6	0	1	
Primary Firelock -	-/-	-/-	-/-	-/-	0%	2	
20p 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 Axe		1. Once per game load special for +2 impact. 2. Ldr <30cm or disc&steady-1 3. Misfire->explodes on firer. 4. Miss->treat as missed throw. D10cm miss in rnd dir. 0->dud grenade 5. 6 grenades only
Ulf Schenkar					Displin	Melee	
Status / Type Avg/Reg	18 X	13 >	8	4	1	3	
Primary Firelock Grenade Carbine	55/6r5cm	35/6r5cm	-/-	-/-	0%	3	
39p Dwarf	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 Bayonet		1. Ldr <30cm or disc&steady-1 2. Hat obstructs view SHOOT-5%
Pog Mahone					Displin	Melee	
Status / Type Exp/Reg	21 X	16 >	10	6	2	7	
Primary Firelock Bessie	60/6	50/4	20/3	-/-	0%	4	
46p Bog-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 Knife		1. +1 impact in melee. 2. Ldr <30cm or disc&steady-1
Miguel de Monte					Displin	Melee	
Status / Type Raw/Reg	30 X	22 >	14	7	-2	-1	
Primary Firelock Musket	55/4	40/3	10/2	-/-	0%	1	
25p Dark Elf	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 2		

Number / Name	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon Sword		1. No shaken on 1st wnd. 2. Ldr <30cm or disc&steady-1
Rocknie Hooper					Displin	Melee	
Status / Type Exp/Reg	24 X	18 >	12	6	2	5	
Primary Firelock Musket	70/4	55/3	25/2	-/-	0%	4	
44p 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 Sword		1. +1 impact in melee. 2. No artillery or grenades 3. No ACC loss firing mount'd 4. 1 action to mount/dismount 5. Grenades: 10cm:50/6r5cm 30cm:30/6r5cm 6. Only the one grenade
Castro del los Spheros					Displin	Melee	
Status / Type Raw/Mounted Infantry	30 X	22 >	14	7	-2	1	
Primary Firelock Dark Elf Musketoon	55/4	30/3	-/-	-/-	0%	1	
29p Dark Elf	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 2		

Number / Name	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon Sword		1. can swim; water is clear terrain 2. Ldr <30cm or disc&steady-1 3. Flintloque Jazail 4. Long Reload (2)
Abu Saul Wohaar					Displin	Melee	
Status / Type Avg/Reg	30	22	14	7	-1	3	
Primary Firelock -	70/5	55/4	30/3	15/2	n/a	2	
34p Othari	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 2		

Number / Name	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon Weapon's Butt		1. Ldr <30cm or disc&steady-1 2. Long Reload (2) 3. Long experience; DISC+1 MELEE+1
Messa Grunga					Displin	Melee	
Status / Type Avg/Reg	26 X	20 >	16	8	1	2	
Primary Firelock Dwarf Jager Rifle	75/5	60/4	35/3	15/2	n/a	2	
26p trolka	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 2		

SECTION RECORD NOTES: Bog Orcs: Sec Ldr gets +5% acc, +1 disc, +1 column shot.  
472 points

## FLINTLOQUE SECTION ROSTER

PLAYERS NAME:

SECTION NAME:

FANTASY RACE:

Number / Name	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon	
<i>Dotti Bonkins</i>					<i>Knife</i>	1. Ldr <15cm or disc-1 2. no rifles/grenades/arty
Status / Type <i>Exp/Civilian</i>	24	20	16	10	Displin 0	Melee 2
Primary Firelock -	-/-	-/-	-/-	-/-	Accur n/a	Steady 2
<i>21p Halfling</i>	0-15cm	16-45cm	46-60cm	61-75cm	Wounds	1

Number / Name	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon	
<i>Sgt. Obidiah Hogswill</i>					<i>Sword</i>	1. No shaken on 1st wnd. 2. Ldr <30cm or disc&steady-1 3. Never shaken by wounds.
Status / Type <i>Exp/Reg</i>	24 X	18 >	12	6	Displin 2	Melee 5
Primary Firelock <i>Pistol</i>	65/4	25/2	-/-	-/-	Accur 0%	Steady 4
<i>42p Orc</i>	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	
<i>Gen. Obidiah Hogswill (m)</i>					<i>Sword</i>	1. No shaken on 1st wnd. 2. Never operate artillery 3. Riding pony 4. Never shaken by wounds. 5. I Cannot Die! 1xPG reincarnate after death 6. Bad for discipline section takes DISC-1 7. Bad for initiative INIT-2
Status / Type <i>Legend/Irreg</i>	40 X	30 >	22	12	Displin 4	Melee 8
Primary Firelock <i>Pistol</i>	75/4	35/2	-/-	-/-	Accur 0%	Steady 6
<i>99p Orc</i>	0-15cm	16-45cm	46-60cm	61-75cm	Wounds	4

SECTION RECORD NOTES:



### FLINTLOQUE SECTION ROSTER

PLAYERS NAME: *Orc Foot Artillery* SECTION NAME: *1x Heavy Howitzer, 5x Orc* FANTASY RACE:

Number / Name	Range	0-15	16-38	39-75	76-100	101-120	121-145
<i>Gun</i>	<i>Shelle</i>	-	-	70/8	45/6	-	-
Status / Type Heavy/Howitzer	<i>Caseshotte</i>	80/8	55/3	-	-	-	-
50pts							

Number / Name	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon <i>Sword</i>	1. No shaken on 1st wnd.
Status / Type <i>Vet/Reg Cmd</i>	24 X	18 >	12	6	Displin 3 Melee 6	
Primary Firelock <i>Pistol</i>	70/4	30/2	-/-	-/-	Accur 0% Steady 5	
49p 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 <i>Improvised</i>	1. No shaken on 1st wnd. 2. operate artillery 3. use grenades 4. no longarms
Status / Type <i>Vet/Gunner</i>	24	18	12	6	Displin 3 Melee 3	
Primary Firelock -	-/-	-/-	-/-	-/-	Accur 0% Steady 5	
47p 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 <i>Improvised</i>	1. No shaken on 1st wnd. 2. operate artillery 3. use grenades 4. no longarms
Status / Type <i>Exp/Gunner</i>	24	18	12	6	Displin 2 Melee 2	
Primary Firelock -	-/-	-/-	-/-	-/-	Accur 0% Steady 4	
40p 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 <i>Improvised</i>	1. No shaken on 1st wnd. 2. operate artillery 3. use grenades 4. no longarms
Status / Type <i>Exp/Gunner</i>	24	18	12	6	Displin 2 Melee 2	
Primary Firelock -	-/-	-/-	-/-	-/-	Accur 0% Steady 4	
40p 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 <i>Improvised</i>	1. No shaken on 1st wnd. 2. operate artillery 3. use grenades 4. no longarms
5						
Status / Type <i>Exp/Gunner</i>	24	18	12	6	Displin 2 Melee 2	
Primary Firelock -	-/-	-/-	-/-	-/-	Accur 0% Steady 4	
40p Orc	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 3	

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SECTION RECORD NOTES:

266 points



## FLINTLOQUE SECTION ROSTER

PLAYERS NAME:

SECTION NAME:

FANTASY RACE:

2x Lowlander, 19x Orc

Number / Name	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon Sword Exq. Qual.		1. No shaken on 1st wnd. 2. Heavy horse (+1 melee) 3. Never Shaken. 4. Allied w/LOS MORALE+2 5. Section has INIT+2 6. Saves any chr (once each) on last wnd on D10<4
Major General Wheeling-Turn (M)					Displin	Melee	
Status / Type Vet/Reg Cmd, Elite	42 X	38 >	26	14	4	10	
Primary Firelock Orc Art.Pistol	60/5	30/3	-/-	-/-	Accur	Steady	
97p 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 Sword Exq. Qual.		1. No shaken on 1st wnd. 2. Never Shaken. 3. Allied in LOS;Morale+2 4. Section has +2 initiative 5. Saves any chr (once each) on last wnd on D10<4
Major General Wheeling-Turn					Displin	Melee	
Status / Type Vet/Reg Cmd, Elite	24 X	18 >	12	6	4	9	
Primary Firelock Orc Art.Pistol	60/5	30/3	-/-	-/-	Accur	Steady	
77p 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 Sword		1. No shaken on 1st wnd. 2. Heavy horse (+1 melee)
Brigadier Sir Ronald Andom (M)					Displin	Melee	
Status / Type Vet/Reg Cmd	42 X	38 >	26	14	3	7	
Primary Firelock Pistol	70/4	30/2	-/-	-/-	Accur	Steady	
69p 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 Sword		1. No shaken on 1st wnd.
Col. O'Cook					Displin	Melee	
Status / Type Vet/Reg Cmd	24 X	18 >	12	6	3	6	
Primary Firelock Pistol	70/4	30/2	-/-	-/-	Accur	Steady	
49p 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 Sword		1. No shaken on 1st wnd. 2. No artillery or grenades 3. No ACC loss firing mount'd 4. 1 action to mount/dismount 5. Heavy horse (+1 melee) 6. Long Reload (2)
Hogan					Displin	Melee	
Status / Type Exp/Mounted Infantry	42 X	38 >	26	14	2	6	
Primary Firelock Bakur Rifle	85/6	70/4	45/3	25/2	Accur	Steady	
86p 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 Sword		1. No shaken on 1st wnd. 2. No rifles/grenades/arty 3. Natural Leader; section takes no chk for sec ldr death
Sir Marcus Conclave					Displin	Melee	
Status / Type Exp/Civilian Character	24	18	12	6	0	3	
Primary Firelock	-/-	-/-	-/-	-/-	Accur	Steady	
45p 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 Q/staff Exq. Qual.		1. No shaken on 1st wnd.
Col. Augustus O'Toole					Displin	Melee	
Status / Type Vet/Reg Cmd, Elite	24	18	12	6	4	7	
Primary Firelock	-/-	-/-	-/-	-/-	Accur	Steady	
50p 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 Sword		1. No shaken on 1st wnd. 2. operate artillery 3. use grenades 4. no longarms
Bombardier William Bedsforc					Displin	Melee	
Status / Type Vet/Gunner, Elite	24	18	12	6	4	6	
Primary Firelock	-/-	-/-	-/-	-/-	Accur	Steady	
53p 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 Bayonet		1. No shaken on 1st wnd. 2. Ldr <30cm or disc&steady-1 3. Loud voice MELEE+2 vs mortals 4. Sauce. For game D10>6: SH-10% MEL-2 MOR+2 ST+1 5. Ogre boots; win melee => impact+1
Sgt. 'Foul Mouth' Freddy					Displin	Melee	
Status / Type Vet/Reg	24 X	18 >	12	6	3	7	
Primary Firelock Bessie	70/6	60/4	30/3	-/-	Accur	Steady	
47p 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 Knife		1. +1 melee bonus included. 2. Scoped pistol; right shift. 3. Place charge timer 1 or 2t Str 20 Radius 15cm blast. 4. Tools confer INIT+1 to any section with char in contact.
Royal Ordinance Officer McTavish					Displin	Melee	
Status / Type Exp/Light	24 X	18 >	12	6	1	1	
Primary Firelock Elf Pistol	70/4	40/3	-/-	-/-	Accur	Steady	
66p Lowlander	0-15cm	16-45cm	46-60cm	61-75cm	Wounds	2	

SECTION RECORD NOTES: 3 actions when coordinated if all light  
1172 points 3 actions when coordinated if all elite

### FLINTLOQUE SECTION ROSTER

PLAYERS NAME: SECTION NAME: FANTASY RACE:

Number / Name (M) General Surjon Moore	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon Sword Exq. Qual.	1. +1 melee bonus included. 2. Heavy horse (+1 melee) 3. PASS all MORALE tests. 4. Allied <15cm also auto PASS MORALE tests. 5. His Sect become Light already Light gain a WND
Status / Type Vet/Elite	42 X	38 >	26	14	Displin 3 Melee 9	
Primary Firelock Orc Art.Pistol	60/5	30/3	-/-	-/-	Accur 0% Steady 5	
80p Lowlander	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 2	

Number / Name Mrs. Cratchett	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon Frying Pan	1. No shaken on 1st wnd. 2. No rifles/grenades/arty 3. Knuckles:win melee=>IMP+1 4. The S.Essex's tough cookhouse supervisor.
Status / Type Exp/Civilian Character	24	18	12	6	Displin 0 Melee 1	
Primary Firelock -	-/-	-/-	-/-	-/-	Accur 0% Steady 2	
39p Orc	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 3	

Number / Name Mrs. Mullarky	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon Unarmed	1. No shaken on 1st wnd. 2. No rifles/grenades/arty 3. Loyalty(3pt);2x game may take a HIT from friendly <15cm 4. Iron Hard:WND+1 5. Knuckles:win melee=>IMP+1 6. Brawler:MELEE+2 if unarmed 7. Orc sutler delivering water to the thirsty soldiers.
Status / Type Exp/Civilian Character	24	18	12	6	Displin 0 Melee 1	
Primary Firelock -	-/-	-/-	-/-	-/-	Accur 0% Steady 2	
48p Orc	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 4	

Number / Name Elizabeth	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon Unarmed	1. No shaken on 1st wnd. 2. No rifles/grenades/arty
Status / Type Raw/Civilian Character	24	18	12	6	Displin -2 Melee -1	
Primary Firelock -	-/-	-/-	-/-	-/-	Accur 0% Steady 0	
17p Orc	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 3	

Number / Name Michael B'Orc	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon Unarmed	1. No shaken on 1st wnd. 2. No rifles/grenades/arty 3. Londinium Tymes Reporter. 4. Forgetful; D10<6 does nothing on activation (-4pts)
Status / Type Raw/Civilian Character	24	18	12	6	Displin -2 Melee -1	
Primary Firelock -	-/-	-/-	-/-	-/-	Accur 0% Steady 0	
13p Orc	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 3	

Number / Name Mrs. Stone	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon Unarmed	1. No shaken on 1st wnd. 2. No rifles/grenades/arty 3. Widow of popular Sgt. Stone who accompanies the S.Essex
Status / Type Exp/Civilian Character	24	18	12	6	Displin 0 Melee 1	
Primary Firelock -	-/-	-/-	-/-	-/-	Accur 0% Steady 2	
34p Orc	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 3	

Number / Name Rev. Capt. Bramley	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon Sword	1. No shaken on 1st wnd. 2. Ldr <30cm or disc&steady-1 3. Has Faith; MUST Pray 4. friendly with LOS get +1 DISC
Status / Type Vet/Reg	24	18	12	6	Displin 3 Melee 6	
Primary Firelock -	-/-	-/-	-/-	-/-	Accur 0% Steady 5	
81p Orc	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 3	

Number / Name Black Blob Crowfoot	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon Sword	1. No shaken on 1st wnd. 2. Heavy horse (+1 melee) 3. Boosts section. See WiC p29
Status / Type Vet/Light, Elite	42	38	26	14	Displin 4 Melee 7	
Primary Firelock -	-/-	-/-	-/-	-/-	Accur 0% Steady 6	
91p Orc WiC p29	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 3	

Number / Name Gorge Forcbie (Guitar)	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon Unarmed	1. No shaken on 1st wnd. 2. Ldr <30cm or disc&steady-1 3. Has Instrument; Melee-1 in p a 4. Inspiring Music; <30cm friends STEADY+2 enemy STEADY-1
Status / Type Exp/Reg	24	18	12	6	Displin 2 Melee 3	
Primary Firelock -	-/-	-/-	-/-	-/-	Accur 0% Steady 4	
44p Orc tRT p6	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 3	

Number / Name Xarles Eatstone (Accordian)	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon Unarmed	1. No shaken on 1st wnd. 2. Ldr <30cm or disc&steady-1 3. Has Instrument; Melee-1 in p a 4. Bullet Magnet 5. Inspiring Music; <30cm friends get MELEE+2
Status / Type Exp/Reg	24	18	12	6	Displin 2 Melee 3	
Primary Firelock -	-/-	-/-	-/-	-/-	Accur 0% Steady 4	
37p Orc tRT p6	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 3	

SECTION RECORD NOTES:

## FLINTLOQUE SECTION ROSTER

PLAYERS NAME:

SECTION NAME:

FANTASY RACE:

Number / Name	1	2	3	4	Melee Weapon		<i>Improvised</i> 1. No shaken on 1st wnd. 2. Ldr <30cm or disc&steady-1 3. Drunken Brawler;MELEE+3 4. Drunk;SHOOT-10% MORALE+2 STEADY+1
<i>Obbie Billums (Drinker)</i>	Double March	Quick March	Slow March	Half Step	Displin	Melee	
Status / Type	24	18	12	6	2	4	
Exp/Reg					Accur	Steady	
Primary Firelock	-/-	-/-	-/-	-/-	0%	5	
<i>49p Orc tRT p6</i>	0-15cm	16-45cm	46-60cm	61-75cm	Wounds		3

SECTION RECORD NOTES:



### FLINTLOQUE SECTION ROSTER

PLAYERS NAME: *Sarf Essex Grenadier Company* SECTION NAME: *8x Orc* FANTASY RACE:

Number / Name	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon <i>Sword</i>		1. No shaken on 1st wnd. 2. may use grenades 3. +5% throwing grenades 4. Ldr <35cm or disc-1
<i>Capt. Lord Aylesbury</i>	19 X	14 >	9	4	Displin 3	Melee 7	
Status / Type <i>Exp/Gren, Elite</i>							
Primary Firelock <i>Pistol</i>	65/4	25/2	-/-	-/-	Accur 0%	Steady 6	
32p 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 <i>Sword</i>		1. No shaken on 1st wnd. 2. may use grenades 3. +5% throwing grenades 4. Ldr <35cm or disc-1 5. Has Instrument; Melee-1 in par
<i>Drummer-Private</i>	19	14	9	4	Displin 2	Melee 6	
Status / Type <i>Avg/Gren, Elite</i>							
Primary Firelock -	-/-	-/-	-/-	-/-	Accur 0%	Steady 5	
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 <i>Improvised</i>		1. No shaken on 1st wnd. 2. may use grenades 3. +5% throwing grenades 4. Ldr <35cm or disc-1 5. Has Flag for -1 melee wpn.
<i>Ensign Lootin</i>	19	14	9	4	Displin 2	Melee 4	
Status / Type <i>Avg/Gren, Elite</i>							
Primary Firelock -	-/-	-/-	-/-	-/-	Accur 0%	Steady 5	
36p 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 <i>Spontoon</i>		1. No shaken on 1st wnd. 2. may use grenades 3. +5% throwing grenades 4. Ldr <35cm or disc-1 5. Grenades: 10cm:50/6r5cm 30cm:30/6r5cm
<i>Sgt. Dunstable</i>	19	14	9	4	Displin 3	Melee 8	
Status / Type <i>Exp/Gren, Elite</i>							
Primary Firelock -	-/-	-/-	-/-	-/-	Accur 0%	Steady 6	
46p 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 <i>Bayonet</i>		1. No shaken on 1st wnd. 2. may use grenades 3. +5% throwing grenades 4. Ldr <35cm or disc-1
<i>E5</i>	19 X	14 >	9	4	Displin 2	Melee 7	
Status / Type <i>Avg/Gren, Elite</i>							
Primary Firelock <i>Bessie</i>	60/6	50/4	20/3	-/-	Accur 0%	Steady 5	
32p 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 <i>Bayonet</i>		1. No shaken on 1st wnd. 2. may use grenades 3. +5% throwing grenades 4. Ldr <35cm or disc-1
<i>E6</i>	19 X	14 >	9	4	Displin 2	Melee 7	
Status / Type <i>Avg/Gren, Elite</i>							
Primary Firelock <i>Bessie</i>	60/6	50/4	20/3	-/-	Accur 0%	Steady 5	
32p 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 <i>Bayonet</i>		1. No shaken on 1st wnd. 2. may use grenades 3. +5% throwing grenades 4. Ldr <35cm or disc-1
<i>E7</i>	19 X	14 >	9	4	Displin 2	Melee 7	
Status / Type <i>Avg/Gren, Elite</i>							
Primary Firelock <i>Bessie</i>	60/6	50/4	20/3	-/-	Accur 0%	Steady 5	
32p 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 <i>Bayonet</i>		1. No shaken on 1st wnd. 2. may use grenades 3. +5% throwing grenades 4. Ldr <35cm or disc-1
<i>E8</i>	19 X	14 >	9	4	Displin 2	Melee 7	
Status / Type <i>Avg/Gren, Elite</i>							
Primary Firelock <i>Bessie</i>	60/6	50/4	20/3	-/-	Accur 0%	Steady 5	
32p Orc	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 3		

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SECTION RECORD NOTES: *3 actions when coordinated if all elite*  
 296 points

## FLINTLOQUE SECTION ROSTER

PLAYERS NAME:

Sarf Essex Centre Company

SECTION NAME:

10x Orc

FANTASY RACE:

Number / Name Lt.	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon Sword	
Status / Type Avg/Reg	24	18	12	6	Displin 1	Melee 4
Primary Firelock -	-/-	-/-	-/-	-/-	Accur 0%	Steady 3
30p Orc	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 3	

1. No shaken on 1st wnd.  
2. Ldr <30cm or disc&steady-1

Number / Name F2	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon Bayonet	
Status / Type Avg/Reg	24 X	18 >	12	6	Displin 1	Melee 5
Primary Firelock Bessie	60/6	50/4	20/3	-/-	Accur 0%	Steady 3
30p Orc	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 3	

1. No shaken on 1st wnd.  
2. Ldr <30cm or disc&steady-1

Number / Name F3	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon Bayonet	
Status / Type Avg/Reg	24 X	18 >	12	6	Displin 1	Melee 5
Primary Firelock Bessie	60/6	50/4	20/3	-/-	Accur 0%	Steady 3
30p Orc	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 3	

1. No shaken on 1st wnd.  
2. Ldr <30cm or disc&steady-1

Number / Name F4	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon Bayonet	
Status / Type Avg/Reg	24 X	18 >	12	6	Displin 1	Melee 5
Primary Firelock Bessie	60/6	50/4	20/3	-/-	Accur 0%	Steady 3
30p Orc	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 3	

1. No shaken on 1st wnd.  
2. Ldr <30cm or disc&steady-1

Number / Name F5	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon Bayonet	
Status / Type Avg/Reg	24 X	18 >	12	6	Displin 1	Melee 5
Primary Firelock Bessie	60/6	50/4	20/3	-/-	Accur 0%	Steady 3
30p Orc	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 3	

1. No shaken on 1st wnd.  
2. Ldr <30cm or disc&steady-1

Number / Name F6	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon Bayonet	
Status / Type Avg/Reg	24 X	18 >	12	6	Displin 1	Melee 5
Primary Firelock Bessie	60/6	50/4	20/3	-/-	Accur 0%	Steady 3
30p Orc	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 3	

1. No shaken on 1st wnd.  
2. Ldr <30cm or disc&steady-1

Number / Name F7	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon Bayonet	
Status / Type Avg/Reg	24 X	18 >	12	6	Displin 1	Melee 5
Primary Firelock Bessie	60/6	50/4	20/3	-/-	Accur 0%	Steady 3
30p Orc	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 3	

1. No shaken on 1st wnd.  
2. Ldr <30cm or disc&steady-1

Number / Name F8	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon Bayonet	
Status / Type Avg/Reg	24 X	18 >	12	6	Displin 1	Melee 5
Primary Firelock Bessie	60/6	50/4	20/3	-/-	Accur 0%	Steady 3
30p Orc	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 3	

1. No shaken on 1st wnd.  
2. Ldr <30cm or disc&steady-1

Number / Name F9	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon Bayonet	
Status / Type Avg/Reg	24 X	18 >	12	6	Displin 1	Melee 5
Primary Firelock Bessie	60/6	50/4	20/3	-/-	Accur 0%	Steady 3
30p Orc	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 3	

1. No shaken on 1st wnd.  
2. Ldr <30cm or disc&steady-1

Number / Name F10	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon Bayonet	
Status / Type Avg/Reg	24 X	18 >	12	6	Displin 1	Melee 5
Primary Firelock Bessie	60/6	50/4	20/3	-/-	Accur 0%	Steady 3
30p Orc	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 3	

1. No shaken on 1st wnd.  
2. Ldr <30cm or disc&steady-1

SECTION RECORD NOTES:

299 points

## FLINTLOQUE SECTION ROSTER

PLAYERS NAME:

SECTION NAME:  
*Landing Party from HMS Violence*

SECTION NAME:

10x Orc

FANTASY RACE:

Number / Name	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon		1. No shaken on 1st wnd. 2. Ldr<20cm or steady-1 3. May use grenades 4. May fire pistols after charge
<i>Capt. Bale</i>					Sword		
Status / Type	24 X	18 >	12	6	Displin 3	Melee 5	
Primary Firelock	70/4	30/2	-/-	-/-	Accur 0%	Steady 5	
34p 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		1. No shaken on 1st wnd. 2. Ldr<20cm or steady-1 3. May use grenades 4. May fire pistols after charge
<i>Lt. Slater</i>					Sword		
Status / Type	24	18	12	6	Displin 2	Melee 4	
Primary Firelock	-/-	-/-	-/-	-/-	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		1. No shaken on 1st wnd. 2. Ldr <15cm or disc-1 3. no rifles/grenades/arty
<i>Old Smythe 'Lastly'</i>					Bayonet		
Status / Type	24 X	18 >	12	6	Displin -1	Melee 3	
Primary Firelock	60/6	50/4	20/3	-/-	Accur 0%	Steady 1	
26p 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		1. No shaken on 1st wnd. 2. Ldr <15cm or disc-1 3. no rifles/grenades/arty
<i>Jim, the lad</i>					Sword		
Status / Type	24 X	18 >	12	6	Displin -2	Melee 1	
Primary Firelock	50/4	10/2	-/-	-/-	Accur 0%	Steady 0	
21p 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		1. No shaken on 1st wnd. 2. Ldr<20cm or steady-1 3. May use grenades 4. May fire pistols after charge
<i>Lt. Gorman</i>					Halberd		
Status / Type	24	18	12	6	Displin 2	Melee 5	
Primary Firelock	-/-	-/-	-/-	-/-	Accur 0%	Steady 4	
38p 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		1. No shaken on 1st wnd. 2. Ldr<20cm or steady-1 3. May use grenades 4. May fire pistols after charge
<i>Cpl. Hicks</i>					Sword		
Status / Type	24 X	18 >	12	6	Displin 1	Melee 3	
Primary Firelock	55/5	25/4	-/-	-/-	Accur 0%	Steady 3	
34p 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		1. No shaken on 1st wnd. 2. Ldr<20cm or steady-1 3. May use grenades 4. May fire pistols after charge
<i>Drake</i>					Bayonet		
Status / Type	24 X	18 >	12	6	Displin 1	Melee 4	
Primary Firelock	55/5	25/4	-/-	-/-	Accur 0%	Steady 3	
29p 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		1. No shaken on 1st wnd. 2. Ldr<20cm or steady-1 3. May use grenades 4. May fire pistols after charge
<i>Frost</i>					Bayonet		
Status / Type	24 X	18 >	12	6	Displin 0	Melee 3	
Primary Firelock	45/5	15/4	-/-	-/-	Accur 0%	Steady 2	
22p 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		1. No shaken on 1st wnd. 2. Ldr<20cm or steady-1 3. May use grenades 4. May fire pistols after charge
<i>Crowe</i>					Weapon's Butt		
Status / Type	24 X	18 >	12	6	Displin 0	Melee 0	
Primary Firelock	45/5	15/4	-/-	-/-	Accur 0%	Steady 2	
22p 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		1. No shaken on 1st wnd. 2. Ldr<20cm or steady-1 3. May use grenades 4. May fire pistols after charge
<i>Wierzbowski</i>					Weapon's Butt		
Status / Type	24 X	18 >	12	6	Displin 0	Melee 0	
Primary Firelock	45/5	15/4	-/-	-/-	Accur 0%	Steady 2	
22p Orc	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 3		

SECTION RECORD NOTES:

302 points

### FLINTLOQUE SECTION ROSTER

PLAYERS NAME: *Orc Rocket Artillery* SECTION NAME: *1x 12lb Rockets, 3x Orc* FANTASY RACE:

Number / Name Rockets	Range	0-15	16-38	39-75	76-100	101-120	121-145
	Speed	30cm/turn					
Status / Type Medium/Rockets	Warhead	65/6	65/6	65/6	65/6	65/6	65/6
45pts							

Number / Name Sgt of the Royal Artillery	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon Sword		1. No shaken on 1st wnd.
Status / Type Vet/Reg Cmd	24 X	18 >	12	6	Displin 3	Melee 6	
Primary Firelock Pistol	70/4	30/2	-/-	-/-	Accur 0%	Steady 5	
49p Orc	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 3		

Number / Name 1st Gunner	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon Improvised		1. No shaken on 1st wnd. 2. operate artillery 3. use grenades 4. no longarms
Status / Type Vet/Gunner	24	18	12	6	Displin 3	Melee 3	
Primary Firelock -	-/-	-/-	-/-	-/-	Accur 0%	Steady 5	
47p Orc	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 3		

Number / Name 2nd Gunner	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon Improvised		1. No shaken on 1st wnd. 2. operate artillery 3. use grenades 4. no longarms
Status / Type Exp/Gunner	24	18	12	6	Displin 2	Melee 2	
Primary Firelock -	-/-	-/-	-/-	-/-	Accur 0%	Steady 4	
40p Orc	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 3		

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SECTION RECORD NOTES:

181 points

### FLINTLOQUE SECTION ROSTER

PLAYERS NAME: *Orc Sappers* SECTION NAME: *2x Donkey/Mule, 4x Orc* FANTASY RACE:

Number / Name	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon	1. No shaken on 1st wnd. 2. May use grenades 3. No longarms or artillery 4. ALL misfires->successes 5. Good Shot (2pt) 6. May fire pistols after charge 7. 2nd Pistol
Capt. Duggins					Sword	
Status / Type	24	18	12	6	Displin 4 Melee 4	
Vet/Engineer	X	>				
Primary Firelock	75/4	35/2	-/-	-/-	Accur 0% Steady 5	
Pistol						
64p 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	1. No shaken on 1st wnd. 2. No artillery or grenades 3. No rifles 4. Nerves of Steel (3pt); Once a turn D10>6 ignores shaken test 5. Brawler:MELEE+2 if unarmed 6. Bad Leg:no dbl mrch. (-3pts)
Explosives Sapper					Unarmed	
Status / Type	0	14	9	4	Displin 2 Melee 4	
Exp/Sapper						
Primary Firelock	-/-	-/-	-/-	-/-	Accur 0% Steady 4	
-						
43p 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	1. No shaken on 1st wnd. 2. No artillery or grenades 3. No rifles
Pickaxe Sapper					Axe	
Status / Type	19	14	9	4	Displin 2 Melee 6	
Exp/Sapper						
Primary Firelock	-/-	-/-	-/-	-/-	Accur 0% Steady 4	
-						
45p 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	1. No shaken on 1st wnd. 2. No artillery or grenades 3. No rifles 4. Knuckles:win melee=>IMP+1 5. IMPACT+1 winning melee 6. ignore smaller figs engagement zone
Shovel Sapper					Improvised	
Status / Type	19	14	9	4	Displin 2 Melee 4	
Exp/Sapper						
Primary Firelock	-/-	-/-	-/-	-/-	Accur 0% Steady 4	
-						
48p 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	1. gunfire<20 or dbl-march<10 or target of gunfire -> stampede 2. melee attacks figures<5cm during stampede
Supply Carrier 1					Unarmed	
Status / Type	64	48	32	16	Displin 0 Melee 0	
-/-						
Primary Firelock	-/-	-/-	-/-	-/-	Accur n/a Steady 5	
-						
0p Donkey/Mule	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 1	

Number / Name	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon	1. gunfire<20 or dbl-march<10 or target of gunfire -> stampede 2. melee attacks figures<5cm during stampede
Supply Carrier 2					Unarmed	
Status / Type	64	48	32	16	Displin 0 Melee 0	
-/-						
Primary Firelock	-/-	-/-	-/-	-/-	Accur n/a Steady 5	
-						
0p Donkey/Mule	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 1	

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SECTION RECORD NOTES:

200 points



### FLINTLOQUE SECTION ROSTER

PLAYERS NAME: *Bog Orcs 88th* SECTION NAME: *5x Bog-Orc* FANTASY RACE:

Number / Name	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon <i>Sword</i>	
<i>Captain O'Clery</i>						
Status / Type <i>Vet/Light</i>	21	16	10	6	Displin 3	Melee 6
Primary Firelock -	-/-	-/-	-/-	-/-	Accur 0%	Steady 5
<i>59p Bog-Orc</i>	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 <i>Bayonet</i>	
<i>Sergeant Doyle</i>						
Status / Type <i>Vet/Light</i>	21 X	16 >	10	6	Displin 3	Melee 7
Primary Firelock <i>Bessie</i>	70/6	60/4	30/3	-/-	Accur 0%	Steady 5
<i>60p Bog-Orc</i>	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 <i>Bayonet</i>	
<i>O'Byrne</i>						
Status / Type <i>Exp/Light</i>	21 X	16 >	10	6	Displin 2	Melee 6
Primary Firelock <i>Bessie</i>	65/6	55/4	25/3	-/-	Accur 0%	Steady 4
<i>51p Bog-Orc</i>	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 <i>Bayonet</i>	
<i>O'Malley</i>						
Status / Type <i>Exp/Light</i>	21 X	16 >	10	6	Displin 2	Melee 6
Primary Firelock <i>Bessie</i>	65/6	55/4	25/3	-/-	Accur 0%	Steady 4
<i>51p Bog-Orc</i>	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 <i>Bayonet</i>	
<i>O'Rinn</i>						
Status / Type <i>Exp/Light</i>	21 X	16 >	10	6	Displin 2	Melee 6
Primary Firelock <i>Bessie</i>	65/6	55/4	25/3	-/-	Accur 0%	Steady 4
<i>51p Bog-Orc</i>	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 3	

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



## FLINTLOQUE SECTION ROSTER

PLAYERS NAME:

Test Othari Unit

SECTION NAME:

11x Othari

FANTASY RACE:

Number / Name	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon	
<b>Leader</b>					<b>Halberd</b>	
Status / Type Exp/Reg	30	22	14	7	Displin 0	Melee 5
Primary Firelock	-/-	-/-	-/-	-/-	Accur n/a	Steady 3
33p Othari	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 2	

1. can swim; water is clear terrain  
2. Ldr <30cm or disc&steady-1

Number / Name	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon	
<b>Bannerman</b>					<b>Sword</b>	
Status / Type Avg/Reg	30	22	14	7	Displin -1	Melee 3
Primary Firelock	-/-	-/-	-/-	-/-	Accur n/a	Steady 2
32p Othari	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 2	

1. can swim; water is clear terrain  
2. Ldr <30cm or disc&steady-1  
3. Has Flag for -1 melee wpn.

Number / Name	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon	
<b>Drummer</b>					<b>Sword</b>	
Status / Type Avg/Reg	30	22	14	7	Displin -1	Melee 3
Primary Firelock	-/-	-/-	-/-	-/-	Accur n/a	Steady 2
32p Othari	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 2	

1. can swim; water is clear terrain  
2. Ldr <30cm or disc&steady-1  
3. Has Instrument; Melee-1 in par

Number / Name	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon	
					<b>Bayonet Knife</b>	
Status / Type Exp/Reg	30 X	22 >	14	7	Displin 0	Melee 5
Primary Firelock Musket	70/4	55/3	25/2	-/-	Accur n/a	Steady 3
34p Othari	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 2	

1. can swim; water is clear terrain  
2. Ldr <30cm or disc&steady-1

Number / Name	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon	
					<b>Bayonet Knife</b>	
Status / Type Avg/Reg	30 X	22 >	14	7	Displin -1	Melee 4
Primary Firelock Musket	65/4	50/3	20/2	-/-	Accur n/a	Steady 2
27p Othari	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 2	

1. can swim; water is clear terrain  
2. Ldr <30cm or disc&steady-1

Number / Name	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon	
					<b>Sword</b>	
Status / Type Exp/Reg	30	22	14	7	Displin 0	Melee 4
Primary Firelock	-/-	-/-	-/-	-/-	Accur n/a	Steady 3
34p Othari	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 2	

1. can swim; water is clear terrain  
2. Ldr <30cm or disc&steady-1

Number / Name	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon	
					<b>Sword</b>	
Status / Type Avg/Reg	30	22	14	7	Displin -1	Melee 3
Primary Firelock	-/-	-/-	-/-	-/-	Accur n/a	Steady 2
27p Othari	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 2	

1. can swim; water is clear terrain  
2. Ldr <30cm or disc&steady-1

Number / Name	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon	
					<b>Knife</b>	
Status / Type Exp/Militia	30 X	22 >	14	7	Displin 0	Melee 1
Primary Firelock Long Bow	80/4	65/3	35/2	-/-	Accur n/a	Steady 2
32p Othari	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 2	

1. can swim; water is clear terrain  
2. Ldr <15cm or disc-1  
3. No aim fire bonus  
4. May shoot x2/turn w/out criticals  
5. Never requires reload  
6. Practiced with Longbow.

Number / Name	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon	
					<b>Knife</b>	
Status / Type Avg/Militia	30 X	22 >	14	7	Displin -1	Melee 0
Primary Firelock Long Bow	75/4	60/3	30/2	-/-	Accur n/a	Steady 1
25p Othari	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 2	

1. can swim; water is clear terrain  
2. Ldr <15cm or disc-1  
3. No aim fire bonus  
4. May shoot x2/turn w/out criticals  
5. Never requires reload  
6. Practiced with Longbow.

Number / Name	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon	
					<b>Knife</b>	
Status / Type Raw/Militia	30 X	22 >	14	7	Displin -2	Melee -1
Primary Firelock Long Bow	65/4	50/3	20/2	-/-	Accur n/a	Steady 0
20p Othari	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 2	

1. can swim; water is clear terrain  
2. Ldr <15cm or disc-1  
3. No aim fire bonus  
4. May shoot x2/turn w/out criticals  
5. Never requires reload  
6. Practiced with Longbow.

SECTION RECORD NOTES:

316 points

## FLINTLOQUE SECTION ROSTER

PLAYERS NAME:

SECTION NAME:

FANTASY RACE:

Number / Name	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon <i>Knife</i>		1. can swim; water is clear terrain 2. Ldr <15cm or disc-1 3. No aim fire bonus 4. May shoot x2/turn w/out criticas 5. Never requires reload 6. Practiced with Longbow.
Status / Type <i>Raw/Militia</i>	30 X	22 >	14	7	Displin -2	Melee -1	
Primary Firelock <i>Long Bow</i>	65/4	50/3	20/2	-/-	Accur <i>n/a</i>	Steady 0	
<i>20p Othari</i>	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 2		

SECTION RECORD NOTES:



### FLINTLOQUE SECTION ROSTER

PLAYERS NAME: *Pebblekettle and the Rifles Reinforcements* SECTION NAME: *5x Orc* FANTASY RACE:

Number / Name	1	2	3	4	Melee Weapon	1. No shaken on 1st wnd. 2. Long Reload (2) 3. Good Shot (2pt)	
Col. Oswald Pebblekettle	Double March	Quick March	Slow March	Half Step	Bayonet Sword		
Status / Type	24 X	18 >	12	6	Displin 4		Melee 9
Primary Firelock	95/6	80/4	55/3	35/2	Accur 0%		Steady 6
Bakur Rifle							
66p Orc	0-15cm	16-45cm	46-60cm	61-75cm	Wounds	3	

Number / Name	1	2	3	4	Melee Weapon	1. No shaken on 1st wnd. 2. Long Reload (2) 3. Tapload (3pt); shoot unloaded -1 impact and -5% acc 4. Good Shot (2pt) 5. Has Instrument; Melee-1 in play	
Bugler Bosworth	Double March	Quick March	Slow March	Half Step	Bayonet		
Status / Type	24 X	18 >	12	6	Displin 4		Melee 7
Primary Firelock	95/6	80/4	55/3	35/2	Accur 0%		Steady 6
Bakur Rifle							
69p Orc	0-15cm	16-45cm	46-60cm	61-75cm	Wounds	3	

Number / Name	1	2	3	4	Melee Weapon	1. No shaken on 1st wnd. 2. Long Reload (2) 3. Historian; +1 to initiative rolls	
Rifleorc Moore	Double March	Quick March	Slow March	Half Step	Bayonet		
Status / Type	24 X	18 >	12	6	Displin 2		Melee 5
Primary Firelock	80/6	65/4	40/3	20/2	Accur 0%		Steady 4
Bakur Rifle							
49p Orc	0-15cm	16-45cm	46-60cm	61-75cm	Wounds	3	

Number / Name	1	2	3	4	Melee Weapon	1. No shaken on 1st wnd. 2. Long Reload (2) 3. Smoker 4. Fast Talker; In melee D10<6 means attacker is distracted	
Rifleorc Im	Double March	Quick March	Slow March	Half Step	Sword		
Status / Type	6 X	4 >	3	1	Displin 3		Melee 5
Primary Firelock	85/6	70/4	45/3	25/2	Accur 0%		Steady 5
Bakur Rifle							
40p Orc	0-15cm	16-45cm	46-60cm	61-75cm	Wounds	3	

Number / Name	1	2	3	4	Melee Weapon	1. No shaken on 1st wnd. 2. Long Reload (2) 3. Armourer; All in section +1 impact on 1st shot +1 in ALL bladed melee	
Rifleorc Deerness	Double March	Quick March	Slow March	Half Step	Bayonet		
Status / Type	24 X	18 >	12	6	Displin 3		Melee 6
Primary Firelock	85/6	70/4	45/3	25/2	Accur 0%		Steady 5
Bakur Rifle							
59p Orc	0-15cm	16-45cm	46-60cm	61-75cm	Wounds	3	

SECTION RECORD NOTES: 3 actions when coordinated if all light  
283 points 3 actions when coordinated if all elite



### FLINTLOQUE SECTION ROSTER

PLAYERS NAME:  
*Rifles Raw Recruits*

SECTION NAME:  
*8x Orc*

FANTASY RACE:

Number / Name	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon <i>Bayonet</i>		<ol style="list-style-type: none"> <li>No shaken on 1st wnd.</li> <li>Long Reload (2)</li> <li>Tapload (3pt); shoot unloaded -1 impact and -5% acc</li> <li>Good Shot (2pt)</li> </ol>
<i>R10</i>					Displin	Melee	
Status / Type <i>Raw/Light</i>	24 X	18 >	12	6	0	3	
Primary Firelock <i>Bakur Rifle</i>	75/6	60/4	35/3	15/2	Accur 0%	Steady 2	
37p 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 <i>Bayonet</i>		<ol style="list-style-type: none"> <li>No shaken on 1st wnd.</li> <li>Long Reload (2)</li> <li>Tapload (3pt); shoot unloaded -1 impact and -5% acc</li> <li>Good Shot (2pt)</li> </ol>
<i>R11</i>					Displin	Melee	
Status / Type <i>Raw/Light</i>	24 X	18 >	12	6	0	3	
Primary Firelock <i>Bakur Rifle</i>	75/6	60/4	35/3	15/2	Accur 0%	Steady 2	
37p 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 <i>Bayonet</i>		<ol style="list-style-type: none"> <li>No shaken on 1st wnd.</li> <li>Long Reload (2)</li> <li>Tapload (3pt); shoot unloaded -1 impact and -5% acc</li> <li>Good Shot (2pt)</li> </ol>
<i>R12</i>					Displin	Melee	
Status / Type <i>Raw/Light</i>	24 X	18 >	12	6	0	3	
Primary Firelock <i>Bakur Rifle</i>	75/6	60/4	35/3	15/2	Accur 0%	Steady 2	
37p 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 <i>Bayonet</i>		<ol style="list-style-type: none"> <li>No shaken on 1st wnd.</li> <li>Long Reload (2)</li> <li>Tapload (3pt); shoot unloaded -1 impact and -5% acc</li> <li>Good Shot (2pt)</li> </ol>
<i>R13</i>					Displin	Melee	
Status / Type <i>Raw/Light</i>	24 X	18 >	12	6	0	3	
Primary Firelock <i>Bakur Rifle</i>	75/6	60/4	35/3	15/2	Accur 0%	Steady 2	
37p 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 <i>Bayonet</i>		<ol style="list-style-type: none"> <li>No shaken on 1st wnd.</li> <li>Long Reload (2)</li> <li>Tapload (3pt); shoot unloaded -1 impact and -5% acc</li> <li>Good Shot (2pt)</li> </ol>
<i>R14</i>					Displin	Melee	
Status / Type <i>Raw/Light</i>	24 X	18 >	12	6	0	3	
Primary Firelock <i>Bakur Rifle</i>	75/6	60/4	35/3	15/2	Accur 0%	Steady 2	
37p 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 <i>Bayonet</i>		<ol style="list-style-type: none"> <li>No shaken on 1st wnd.</li> <li>Long Reload (2)</li> <li>Tapload (3pt); shoot unloaded -1 impact and -5% acc</li> <li>Good Shot (2pt)</li> </ol>
<i>R15</i>					Displin	Melee	
Status / Type <i>Raw/Light</i>	24 X	18 >	12	6	0	3	
Primary Firelock <i>Bakur Rifle</i>	75/6	60/4	35/3	15/2	Accur 0%	Steady 2	
37p 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 <i>Bayonet</i>		<ol style="list-style-type: none"> <li>No shaken on 1st wnd.</li> <li>Long Reload (2)</li> <li>Tapload (3pt); shoot unloaded -1 impact and -5% acc</li> <li>Good Shot (2pt)</li> </ol>
<i>R16</i>					Displin	Melee	
Status / Type <i>Raw/Light</i>	24 X	18 >	12	6	0	3	
Primary Firelock <i>Bakur Rifle</i>	75/6	60/4	35/3	15/2	Accur 0%	Steady 2	
37p 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 <i>Bayonet</i>		<ol style="list-style-type: none"> <li>No shaken on 1st wnd.</li> <li>Long Reload (2)</li> <li>Tapload (3pt); shoot unloaded -1 impact and -5% acc</li> <li>Good Shot (2pt)</li> </ol>
<i>R17</i>					Displin	Melee	
Status / Type <i>Raw/Light</i>	24 X	18 >	12	6	0	3	
Primary Firelock <i>Bakur Rifle</i>	75/6	60/4	35/3	15/2	Accur 0%	Steady 2	
37p 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*  
*296 points*

### FLINTLOQUE SECTION ROSTER

PLAYERS NAME:  
*Rifles Reinforcements*

SECTION NAME:  
*6x Orc*

FANTASY RACE:

Number / Name	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon <i>Bayonet</i>		<ol style="list-style-type: none"> <li>No shaken on 1st wnd.</li> <li>Long Reload (2)</li> <li>Tapload (3pt); shoot unloaded -1 impact and -5% acc</li> <li>Good Shot (2pt)</li> </ol>
<i>R1</i>					Displin	Melee	
Status / Type <i>Vet/Light, Elite</i>	24 X	18 >	12	6	2	5	
Primary Firelock <i>Bakur Rifle</i>	85/6	70/4	45/3	25/2	Accur	Steady	
47p Orc	0-15cm	16-45cm	46-60cm	61-75cm	0%	4	

Number / Name	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon <i>Bayonet</i>		<ol style="list-style-type: none"> <li>No shaken on 1st wnd.</li> <li>Long Reload (2)</li> <li>Tapload (3pt); shoot unloaded -1 impact and -5% acc</li> <li>Good Shot (2pt)</li> </ol>
<i>R2</i>					Displin	Melee	
Status / Type <i>Avg/Light, Elite</i>	24 X	18 >	12	6	2	5	
Primary Firelock <i>Bakur Rifle</i>	85/6	70/4	45/3	25/2	Accur	Steady	
47p Orc	0-15cm	16-45cm	46-60cm	61-75cm	0%	4	

Number / Name	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon <i>Bayonet</i>		<ol style="list-style-type: none"> <li>No shaken on 1st wnd.</li> <li>Long Reload (2)</li> <li>Tapload (3pt); shoot unloaded -1 impact and -5% acc</li> <li>Good Shot (2pt)</li> </ol>
<i>R3</i>					Displin	Melee	
Status / Type <i>Avg/Light, Elite</i>	24 X	18 >	12	6	2	5	
Primary Firelock <i>Bakur Rifle</i>	85/6	70/4	45/3	25/2	Accur	Steady	
47p Orc	0-15cm	16-45cm	46-60cm	61-75cm	0%	4	

Number / Name	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon <i>Bayonet</i>		<ol style="list-style-type: none"> <li>No shaken on 1st wnd.</li> <li>Long Reload (2)</li> <li>Tapload (3pt); shoot unloaded -1 impact and -5% acc</li> <li>Good Shot (2pt)</li> </ol>
<i>R4</i>					Displin	Melee	
Status / Type <i>Avg/Light, Elite</i>	24 X	18 >	12	6	2	5	
Primary Firelock <i>Bakur Rifle</i>	85/6	70/4	45/3	25/2	Accur	Steady	
47p Orc	0-15cm	16-45cm	46-60cm	61-75cm	0%	4	

Number / Name	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon <i>Bayonet</i>		<ol style="list-style-type: none"> <li>No shaken on 1st wnd.</li> <li>Long Reload (2)</li> <li>Tapload (3pt); shoot unloaded -1 impact and -5% acc</li> <li>Good Shot (2pt)</li> </ol>
<i>R5</i>					Displin	Melee	
Status / Type <i>Avg/Light, Elite</i>	24 X	18 >	12	6	2	5	
Primary Firelock <i>Bakur Rifle</i>	85/6	70/4	45/3	25/2	Accur	Steady	
47p Orc	0-15cm	16-45cm	46-60cm	61-75cm	0%	4	

Number / Name	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon <i>Bayonet</i>		<ol style="list-style-type: none"> <li>No shaken on 1st wnd.</li> <li>Long Reload (2)</li> <li>Tapload (3pt); shoot unloaded -1 impact and -5% acc</li> <li>Good Shot (2pt)</li> </ol>
<i>R6</i>					Displin	Melee	
Status / Type <i>Avg/Light, Elite</i>	24 X	18 >	12	6	2	5	
Primary Firelock <i>Bakur Rifle</i>	85/6	70/4	45/3	25/2	Accur	Steady	
47p Orc	0-15cm	16-45cm	46-60cm	61-75cm	0%	4	

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

### FLINTLOQUE SECTION ROSTER

PLAYERS NAME:  
*Sackheads*

SECTION NAME:  
*8x Golem*

FANTASY RACE:

Number / Name	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon <i>Sword</i>		1. No black powder weapons 2. Never SHAKEN. 3. STEADY+1 when shot at.
<i>1</i>					Displin	Melee	
Status / Type <i>Exp/Reg Cmd</i>	22	16	9	5	1	5	
Primary Firelock -	-/-	-/-	-/-	-/-	Accur <i>n/a</i>	Steady 4	
<i>62p Golem</i>	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 10		

Number / Name	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon <i>Sword</i>		1. No black powder weapons 2. Never SHAKEN. 3. STEADY+1 when shot at. 4. Ldr <30cm or disc&steady-1
<i>2</i>					Displin	Melee	
Status / Type <i>Avg/Reg</i>	22	16	9	5	0	4	
Primary Firelock -	-/-	-/-	-/-	-/-	Accur <i>n/a</i>	Steady 3	
<i>46p Golem</i>	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 10		

Number / Name	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon <i>Sword</i>		1. No black powder weapons 2. Never SHAKEN. 3. STEADY+1 when shot at. 4. Ldr <30cm or disc&steady-1
<i>3</i>					Displin	Melee	
Status / Type <i>Raw/Reg</i>	22	16	9	5	-1	3	
Primary Firelock -	-/-	-/-	-/-	-/-	Accur <i>n/a</i>	Steady 2	
<i>34p Golem</i>	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 10		

Number / Name	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon <i>Sword</i>		1. No black powder weapons 2. Never SHAKEN. 3. STEADY+1 when shot at. 4. Ldr <30cm or disc&steady-1
<i>4</i>					Displin	Melee	
Status / Type <i>Raw/Reg</i>	22	16	9	5	-1	3	
Primary Firelock -	-/-	-/-	-/-	-/-	Accur <i>n/a</i>	Steady 2	
<i>34p Golem</i>	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 10		

Number / Name	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon <i>Sword</i>		1. No black powder weapons 2. Never SHAKEN. 3. STEADY+1 when shot at. 4. Ldr <30cm or disc&steady-1
<i>5</i>					Displin	Melee	
Status / Type <i>Raw/Reg</i>	22	16	9	5	-1	3	
Primary Firelock -	-/-	-/-	-/-	-/-	Accur <i>n/a</i>	Steady 2	
<i>34p Golem</i>	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 10		

Number / Name	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon <i>Sword</i>		1. No black powder weapons 2. Never SHAKEN. 3. STEADY+1 when shot at. 4. Ldr <30cm or disc&steady-1
<i>6</i>					Displin	Melee	
Status / Type <i>Raw/Reg</i>	22	16	9	5	-1	3	
Primary Firelock -	-/-	-/-	-/-	-/-	Accur <i>n/a</i>	Steady 2	
<i>34p Golem</i>	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 10		

Number / Name	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon <i>Sword</i>		1. No black powder weapons 2. Never SHAKEN. 3. STEADY+1 when shot at. 4. Ldr <30cm or disc&steady-1
<i>7</i>					Displin	Melee	
Status / Type <i>Raw/Reg</i>	22	16	9	5	-1	3	
Primary Firelock -	-/-	-/-	-/-	-/-	Accur <i>n/a</i>	Steady 2	
<i>34p Golem</i>	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 10		

Number / Name	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon <i>Sword</i>		1. No black powder weapons 2. Never SHAKEN. 3. STEADY+1 when shot at. 4. Ldr <30cm or disc&steady-1
<i>8</i>					Displin	Melee	
Status / Type <i>Raw/Reg</i>	22	16	9	5	-1	3	
Primary Firelock -	-/-	-/-	-/-	-/-	Accur <i>n/a</i>	Steady 2	
<i>34p Golem</i>	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 10		

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SECTION RECORD NOTES:

*312 points*

### FLINTLOQUE SECTION ROSTER

PLAYERS NAME:  
*The Scarecrowskis*

SECTION NAME:  
*6x Golem*

FANTASY RACE:

Number / Name <i>Sgt. Scuur Croaw</i>	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon <i>Sword</i>	1. No black powder weapons 2. Never SHAKEN. 3. STEADY+1 when shot at.				
Status / Type <i>Vet/Reg Cmd</i>	22	16	9	5	<table border="1"> <tr> <td>Displin</td> <td>Melee</td> </tr> <tr> <td>2</td> <td>6</td> </tr> </table>		Displin	Melee	2	6
Displin	Melee									
2	6									
Primary Firelock -	-/-	-/-	-/-	-/-	<table border="1"> <tr> <td>Accur</td> <td>Steady</td> </tr> <tr> <td>n/a</td> <td>5</td> </tr> </table>		Accur	Steady	n/a	5
Accur	Steady									
n/a	5									
<i>75p Golem</i>	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 10					

Number / Name <i>Pot. Maggot</i>	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon <i>Spear</i>	1. No black powder weapons 2. Never SHAKEN. 3. STEADY+1 when shot at. 4. Ldr <30cm or disc&steady-1				
Status / Type <i>Avg/Reg</i>	22	16	9	5	<table border="1"> <tr> <td>Displin</td> <td>Melee</td> </tr> <tr> <td>0</td> <td>5</td> </tr> </table>		Displin	Melee	0	5
Displin	Melee									
0	5									
Primary Firelock -	-/-	-/-	-/-	-/-	<table border="1"> <tr> <td>Accur</td> <td>Steady</td> </tr> <tr> <td>n/a</td> <td>3</td> </tr> </table>		Accur	Steady	n/a	3
Accur	Steady									
n/a	3									
<i>45p Golem</i>	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 10					

Number / Name <i>Pot. Burrowed</i>	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon <i>Scythe (Halberd)</i>	1. No black powder weapons 2. Never SHAKEN. 3. STEADY+1 when shot at. 4. Ldr <30cm or disc&steady-1				
Status / Type <i>Avg/Reg</i>	22	16	9	5	<table border="1"> <tr> <td>Displin</td> <td>Melee</td> </tr> <tr> <td>0</td> <td>5</td> </tr> </table>		Displin	Melee	0	5
Displin	Melee									
0	5									
Primary Firelock -	-/-	-/-	-/-	-/-	<table border="1"> <tr> <td>Accur</td> <td>Steady</td> </tr> <tr> <td>n/a</td> <td>3</td> </tr> </table>		Accur	Steady	n/a	3
Accur	Steady									
n/a	3									
<i>45p Golem</i>	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 10					

Number / Name <i>Pot. Moulder</i>	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon <i>Scythe (Halberd)</i>	1. No black powder weapons 2. Never SHAKEN. 3. STEADY+1 when shot at. 4. Ldr <30cm or disc&steady-1				
Status / Type <i>Avg/Reg</i>	22	16	9	5	<table border="1"> <tr> <td>Displin</td> <td>Melee</td> </tr> <tr> <td>0</td> <td>5</td> </tr> </table>		Displin	Melee	0	5
Displin	Melee									
0	5									
Primary Firelock -	-/-	-/-	-/-	-/-	<table border="1"> <tr> <td>Accur</td> <td>Steady</td> </tr> <tr> <td>n/a</td> <td>3</td> </tr> </table>		Accur	Steady	n/a	3
Accur	Steady									
n/a	3									
<i>45p Golem</i>	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 10					

Number / Name <i>Pot. Rottening</i>	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon <i>P/Fork (Halberd)</i>	1. No black powder weapons 2. Never SHAKEN. 3. STEADY+1 when shot at. 4. Ldr <30cm or disc&steady-1				
Status / Type <i>Avg/Reg</i>	22	16	9	5	<table border="1"> <tr> <td>Displin</td> <td>Melee</td> </tr> <tr> <td>0</td> <td>5</td> </tr> </table>		Displin	Melee	0	5
Displin	Melee									
0	5									
Primary Firelock -	-/-	-/-	-/-	-/-	<table border="1"> <tr> <td>Accur</td> <td>Steady</td> </tr> <tr> <td>n/a</td> <td>3</td> </tr> </table>		Accur	Steady	n/a	3
Accur	Steady									
n/a	3									
<i>45p Golem</i>	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 10					

Number / Name <i>Pot. De Caiyer</i>	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon <i>P/Fork (Halberd)</i>	1. No black powder weapons 2. Never SHAKEN. 3. STEADY+1 when shot at. 4. Ldr <30cm or disc&steady-1				
Status / Type <i>Avg/Reg</i>	22	16	9	5	<table border="1"> <tr> <td>Displin</td> <td>Melee</td> </tr> <tr> <td>0</td> <td>5</td> </tr> </table>		Displin	Melee	0	5
Displin	Melee									
0	5									
Primary Firelock -	-/-	-/-	-/-	-/-	<table border="1"> <tr> <td>Accur</td> <td>Steady</td> </tr> <tr> <td>n/a</td> <td>3</td> </tr> </table>		Accur	Steady	n/a	3
Accur	Steady									
n/a	3									
<i>45p Golem</i>	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 10					

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SECTION RECORD NOTES:

*300 points*



### FLINTLOQUE SECTION ROSTER

PLAYERS NAME:

*The Scarecrowskis II*

SECTION NAME:

*4x Golem*

FANTASY RACE:

Number / Name	1	2	3	4	Melee Weapon		1. No black powder weapons 2. Never SHAKEN. 3. STEADY+1 when shot at. 4. Ldr <30cm or disc&steady-1
<i>Sgt. Sachs</i>	Double March	Quick March	Slow March	Half Step	Sword		
Status / Type	22	16	9	5	Displin 2	Melee 6	
Primary Firelock	-/-	-/-	-/-	-/-	Accur n/a	Steady 5	
<i>75p Golem</i>	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 10		

Number / Name	1	2	3	4	Melee Weapon		1. No black powder weapons 2. Never SHAKEN. 3. STEADY+1 when shot at. 4. Ldr <30cm or disc&steady-1
<i>Pot. Bagidge</i>	Double March	Quick March	Slow March	Half Step	Sword		
Status / Type	22	16	9	5	Displin 2	Melee 6	
Primary Firelock	-/-	-/-	-/-	-/-	Accur n/a	Steady 5	
<i>75p Golem</i>	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 10		

Number / Name	1	2	3	4	Melee Weapon		1. No black powder weapons 2. Never SHAKEN. 3. STEADY+1 when shot at. 4. Ldr <30cm or disc&steady-1
<i>Pot. Fredburr</i>	Double March	Quick March	Slow March	Half Step	Spear		
Status / Type	22	16	9	5	Displin 2	Melee 7	
Primary Firelock	-/-	-/-	-/-	-/-	Accur n/a	Steady 5	
<i>74p Golem</i>	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 10		

Number / Name	1	2	3	4	Melee Weapon		1. No black powder weapons 2. Never SHAKEN. 3. STEADY+1 when shot at. 4. Ldr <30cm or disc&steady-1
<i>Pot. Straugh</i>	Double March	Quick March	Slow March	Half Step	Spear		
Status / Type	22	16	9	5	Displin 2	Melee 7	
Primary Firelock	-/-	-/-	-/-	-/-	Accur n/a	Steady 5	
<i>74p Golem</i>	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 10		

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SECTION RECORD NOTES:

*298 points*



### 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	
<i>Sharke</i>					<i>Sword</i>	<i>1. Long Reload (2)</i>
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
<i>70p Half-Orc</i>	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	
<i>Harpy</i>					<i>Sword</i>	<i>1. Long Reload(2) 2. Spread(2cm)</i>
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
<i>70p Bog-Orc</i>	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	
<i>Hagsmun</i>					<i>Bayonet</i>	<i>1. No shaken on 1st wnd. 2. Long Reload (2) 3. Good Shot (2pt)</i>
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
<i>54p Orc</i>	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	
<i>Tunge</i>					<i>Bayonet</i>	<i>1. No shaken on 1st wnd. 2. Long Reload (2) 3. Sauce. For game D10&gt;6: SH-10% MEL-2 MOR+2 ST+1</i>
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
<i>39p Orc</i>	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	
<i>Arris</i>					<i>Bayonet</i>	<i>1. No shaken on 1st wnd. 2. Long Reload (2)</i>
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
<i>42p Orc</i>	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	
<i>Purkinzz</i>					<i>Bayonet</i>	<i>1. No shaken on 1st wnd. 2. Long Reload (2) 3. Has Flag for -1 melee wpn.</i>
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
<i>40p Orc</i>	0-15cm	16-45cm	46-60cm	61-75cm	Wounds	3

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



### FLINTLOQUE SECTION ROSTER

PLAYERS NAME:

SECTION NAME:

FANTASY RACE:

*1x L. Todoroni*

Number / Name	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon <i>Sword</i>		1. At double; ignore terrain 2. Ldr <30cm or disc&steady-1
<i>T1</i>					Displin <i>0</i>	Melee <i>4</i>	
Status / Type <i>Vet/Reg</i>	<i>28</i> <i>X</i>	<i>21</i> <i>&gt;</i>	<i>14</i>	<i>7</i>	Accur <i>0%</i>	Steady <i>4</i>	
Primary Firelock <i>Pistol</i>	<i>70/4</i>	<i>30/2</i>	<i>-/-</i>	<i>-/-</i>	Wounds <i>2</i>		
<i>37p L. Todoroni</i>	<i>0-15cm</i>	<i>16-45cm</i>	<i>46-60cm</i>	<i>61-75cm</i>			

SECTION RECORD NOTES:

*37 points*



### FLINTLOQUE SECTION ROSTER

PLAYERS NAME: SECTION NAME: FANTASY RACE:  
 1x Object, 2x L. Todoroni, 2x B. Todoroni

Number / Name	1	2	3	4	Melee Weapon		1. At double; ignore terrain 2. One addl cmd pt per game. 3. Once per game use telescope in init phase; other players roll initiative with -2
Bn. Vincento Petrochemicoli	Double March	Quick March	Slow March	Half Step	Sword		
Status / Type	28 X	21 >	14	7	Displin 1	Melee 5	
Primary Firelock	70/4	30/2	-/-	-/-	Accur 0%	Steady 5	
67p L. Todoroni	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 2		

Number / Name	1	2	3	4	Melee Weapon		1. At double; ignore terrain 2. All toads with LOS; DISC+2 3. 1xPG D10<3; remove CP ldr<1cm
Generale Ferro Rospi	Double March	Quick March	Slow March	Half Step	Sword		
Status / Type	21 X	16 >	10	6	Displin 2	Melee 8	
Primary Firelock	70/4	30/2	-/-	-/-	Accur 0%	Steady 6	
97p B. Todoroni	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 3		

Number / Name	1	2	3	4	Melee Weapon		1. At double; ignore terrain 2. Ldr <30cm or disc&steady-1 3. fiesty (MELEE+2)
Lucrecia Froggia (& Gnio)	Double March	Quick March	Slow March	Half Step	Unarmed		
Status / Type	21 X	16 >	10	6	Displin -1	Melee 3	
Primary Firelock	60/4	20/2	-/-	-/-	Accur 0%	Steady 3	
36p B. Todoroni	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 3		

Number / Name	1	2	3	4	Melee Weapon		1. Enemy <20cm takes STEADY-1 due to smell
Bucket of Frag Spawn	Double March	Quick March	Slow March	Half Step	-		
Status / Type	-	-	-	-	Displin -	Melee -	
Primary Firelock	-/-	-/-	-/-	-/-	Accur n/a	Steady -	
Op Object	0-15cm	16-45cm	46-60cm	61-75cm	Wounds -		

Number / Name	1	2	3	4	Melee Weapon		1. At double; ignore terrain 2. Pretends to be a fool giving MELEE+1
Marquis du Grande Frappechineseo	Double March	Quick March	Slow March	Half Step	Unarmed		
Status / Type	28 X	21 >	14	7	Displin 0	Melee 2	
Primary Firelock	65/4	25/2	-/-	-/-	Accur 0%	Steady 4	
36p L. Todoroni	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 2		

SECTION RECORD NOTES: 3 actions when coordinated if all light  
 236 points 3 actions when coordinated if all elite



### FLINTLOQUE SECTION ROSTER

PLAYERS NAME: *Todoroni Light Infantry* SECTION NAME: *10x L. Todoroni* FANTASY RACE:

Number / Name	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon <i>Sword</i>		1. At double; ignore terrain 2. Tapload (3pt); shoot unloaded -1 impact and -5% acc 3. Good Shot (2pt)
<i>Capt. Alberto Bertoada</i>					Displin	Melee	
Status / Type <i>Vet/Light</i>	28 X	21 >	14	7	0	3	
Primary Firelock <i>Musket</i>	80/4	65/3	35/2	-/-	Accur	Steady	
<i>47p L. Todoroni</i>	0-15cm	16-45cm	46-60cm	61-75cm	Wounds	2	

Number / Name	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon <i>Sword</i>		1. At double; ignore terrain 2. Steadfast (3pt); disc +1 3. Nerves of Steel (3pt); Once a turn D10>6 ignores shaken test 4. Has Flag for -1 melee wpn.
<i>Ensign Severiano Croaki</i>					Displin	Melee	
Status / Type <i>Exp/Light</i>	28 X	21 >	14	7	-1	2	
Primary Firelock <i>Musket</i>	70/4	55/3	25/2	-/-	Accur	Steady	
<i>48p L. Todoroni</i>	0-15cm	16-45cm	46-60cm	61-75cm	Wounds	2	

Number / Name	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon <i>Sword</i>		1. At double; ignore terrain 2. Tapload (3pt); shoot unloaded -1 impact and -5% acc 3. Good Shot (2pt)
<i>Sgt. Giovanni Opetti</i>					Displin	Melee	
Status / Type <i>Vet/Light</i>	28 X	21 >	14	7	0	3	
Primary Firelock <i>Musket</i>	80/4	65/3	35/2	-/-	Accur	Steady	
<i>47p L. Todoroni</i>	0-15cm	16-45cm	46-60cm	61-75cm	Wounds	2	

Number / Name	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon <i>Bayonet</i>		1. At double; ignore terrain 2. Nerves of Steel (3pt); Once a turn D10>6 ignores shaken test 3. Bad Sight (-5pt) 4. Cowardly (-4pt)
<i>'Specs'</i>					Displin	Melee	
Status / Type <i>Avg/Light</i>	28 X	21 >	14	7	-3	2	
Primary Firelock <i>Musket</i>	60/4	45/3	-/-	-/-	Accur	Steady	
<i>20p L. Todoroni</i>	0-15cm	16-45cm	46-60cm	61-75cm	Wounds	2	

Number / Name	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon <i>Bayonet</i>		1. At double; ignore terrain 2. Cowardly (-4pt)
<i>5</i>					Displin	Melee	
Status / Type <i>Avg/Light</i>	28 X	21 >	14	7	-3	2	
Primary Firelock <i>Musket</i>	65/4	50/3	20/2	-/-	Accur	Steady	
<i>22p L. Todoroni</i>	0-15cm	16-45cm	46-60cm	61-75cm	Wounds	2	

Number / Name	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon <i>Bayonet</i>		1. At double; ignore terrain 2. Cowardly (-4pt)
<i>6</i>					Displin	Melee	
Status / Type <i>Avg/Light</i>	28 X	21 >	14	7	-3	2	
Primary Firelock <i>Musket</i>	65/4	50/3	20/2	-/-	Accur	Steady	
<i>22p L. Todoroni</i>	0-15cm	16-45cm	46-60cm	61-75cm	Wounds	2	

Number / Name	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon <i>Bayonet</i>		1. At double; ignore terrain 2. Cowardly (-4pt)
<i>7</i>					Displin	Melee	
Status / Type <i>Avg/Light</i>	28 X	21 >	14	7	-3	2	
Primary Firelock <i>Musket</i>	65/4	50/3	20/2	-/-	Accur	Steady	
<i>22p L. Todoroni</i>	0-15cm	16-45cm	46-60cm	61-75cm	Wounds	2	

Number / Name	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon <i>Bayonet</i>		1. At double; ignore terrain 2. Cowardly (-4pt)
<i>8</i>					Displin	Melee	
Status / Type <i>Avg/Light</i>	28 X	21 >	14	7	-3	2	
Primary Firelock <i>Musket</i>	65/4	50/3	20/2	-/-	Accur	Steady	
<i>22p L. Todoroni</i>	0-15cm	16-45cm	46-60cm	61-75cm	Wounds	2	

Number / Name	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon <i>Bayonet</i>		1. At double; ignore terrain 2. Cowardly (-4pt)
<i>9</i>					Displin	Melee	
Status / Type <i>Avg/Light</i>	28 X	21 >	14	7	-3	2	
Primary Firelock <i>Musket</i>	65/4	50/3	20/2	-/-	Accur	Steady	
<i>22p L. Todoroni</i>	0-15cm	16-45cm	46-60cm	61-75cm	Wounds	2	

Number / Name	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon <i>Bayonet</i>		1. At double; ignore terrain 2. Cowardly (-4pt)
<i>10</i>					Displin	Melee	
Status / Type <i>Avg/Light</i>	28 X	21 >	14	7	-3	2	
Primary Firelock <i>Musket</i>	65/4	50/3	20/2	-/-	Accur	Steady	
<i>22p L. Todoroni</i>	0-15cm	16-45cm	46-60cm	61-75cm	Wounds	2	

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

## FLINTLOQUE SECTION ROSTER

PLAYERS NAME:

30 Co, 1st Bn Bella Manicotti

SECTION NAME:

10x L. Todoroni

FANTASY RACE:

Number / Name	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon		1. At double; ignore terrain
<b>Capt.</b>					Sword Exq. Qual.		
Status / Type <i>Vet/Reg Cmd, Elite</i>	28	21	14	7	Displin 1	Melee 7	
Primary Firelock -	-/-	-/-	-/-	-/-	Accur 0%	Steady 5	
43p L. Todoroni	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 2		

Number / Name	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon		1. At double; ignore terrain 2. Ldr <30cm or disc&steady-1 3. Nerves of Steel (3pt); Once a turn D10>6 ignores shaken test 4. Has Flag for -1 melee wpn.
<b>Ensign</b>					Sword		
Status / Type <i>Vet/Reg, Elite</i>	28 X	21 >	14	7	Displin 1	Melee 5	
Primary Firelock <b>Pistol</b>	70/4	30/2	-/-	-/-	Accur 0%	Steady 5	
50p L. Todoroni	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 2		

Number / Name	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon		1. At double; ignore terrain 2. Ldr <30cm or disc&steady-1 3. Singing Attack(13pt). In AIM FIRE may targ opp<25cm D10<6 SHAKES them -1 melee while singing
<b>Operato</b>					Unarmed		
Status / Type <b>Avg/Reg</b>	28	21	14	7	Displin -2	Melee 0	
Primary Firelock -	-/-	-/-	-/-	-/-	Accur 0%	Steady 2	
31p L. Todoroni	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 2		

Number / Name	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon		1. At double; ignore terrain 2. Ldr <30cm or disc&steady-1 3. Good Shot (2pt)
<b>1</b>					Bayonet		
Status / Type <b>Exp/Reg</b>	28 X	21 >	14	7	Displin -1	Melee 4	
Primary Firelock <b>Elf Musket</b>	80/4	60/3	30/2	-/-	Accur 0%	Steady 3	
31p L. Todoroni	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 2		

Number / Name	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon		1. At double; ignore terrain 2. Ldr <30cm or disc&steady-1 3. Good Shot (2pt)
<b>2</b>					Bayonet		
Status / Type <b>Exp/Reg</b>	28 X	21 >	14	7	Displin -1	Melee 4	
Primary Firelock <b>Elf Musket</b>	80/4	60/3	30/2	-/-	Accur 0%	Steady 3	
31p L. Todoroni	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 2		

Number / Name	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon		1. At double; ignore terrain 2. Ldr <30cm or disc&steady-1 3. Good Shot (2pt)
<b>3</b>					Bayonet		
Status / Type <b>Avg/Reg</b>	28 X	21 >	14	7	Displin -2	Melee 3	
Primary Firelock <b>Elf Musket</b>	75/4	55/3	25/2	-/-	Accur 0%	Steady 2	
25p L. Todoroni	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 2		

Number / Name	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon		1. At double; ignore terrain 2. Ldr <30cm or disc&steady-1 3. Nerves of Steel (3pt); Once a turn D10>6 ignores shaken test
<b>4</b>					Bayonet		
Status / Type <b>Avg/Reg</b>	28 X	21 >	14	7	Displin -2	Melee 3	
Primary Firelock <b>Elf Musket</b>	70/4	50/3	20/2	-/-	Accur 0%	Steady 2	
26p L. Todoroni	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 2		

Number / Name	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon		1. At double; ignore terrain 2. Ldr <30cm or disc&steady-1 3. Nerves of Steel (3pt); Once a turn D10>6 ignores shaken test
<b>5</b>					Bayonet		
Status / Type <b>Raw/Reg</b>	28 X	21 >	14	7	Displin -3	Melee 2	
Primary Firelock <b>Elf Musket</b>	60/4	40/3	10/2	-/-	Accur 0%	Steady 1	
21p L. Todoroni	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 2		

Number / Name	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon		1. At double; ignore terrain 2. Ldr <30cm or disc&steady-1
<b>6</b>					Bayonet		
Status / Type <b>Raw/Reg</b>	28 X	21 >	14	7	Displin -3	Melee 2	
Primary Firelock <b>Elf Musket</b>	60/4	40/3	10/2	-/-	Accur 0%	Steady 1	
18p L. Todoroni	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 2		

Number / Name	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon		1. At double; ignore terrain 2. Ldr <30cm or disc&steady-1 3. Good Shot (2pt)
<b>7</b>					Bayonet		
Status / Type <b>Raw/Reg</b>	28 X	21 >	14	7	Displin -3	Melee 2	
Primary Firelock <b>Elf Musket</b>	65/4	45/3	15/2	-/-	Accur 0%	Steady 1	
20p L. Todoroni	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 2		

SECTION RECORD NOTES: 3 actions when coordinated if all elite  
296 points

## FLINTLOQUE SECTION ROSTER

PLAYERS NAME:

*Todoroni Militia*

SECTION NAME:

*16x L. Todoroni*

FANTASY RACE:

Number / Name	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon		1. At double;ignore terrain 2. Ldr <15cm or disc-1 3. No aim fire bonus
<i>Officer</i>					<i>Sword</i>		
Status / Type	28	21	14	7	Displin -2	Melee 1	
<i>Avg/Militia</i>	X	>					
Primary Firelock	60/4	20/2	-/-	-/-	Accur 0%	Steady 1	
<i>Pistol</i>							
<i>22p L. Todoroni</i>	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 2		

Number / Name	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon		1. At double;ignore terrain 2. Ldr <15cm or disc-1 3. No aim fire bonus 4. Has Instrument; Melee-1 in par
<i>Singer</i>					<i>Sword</i>		
Status / Type	28	21	14	7	Displin -2	Melee 1	
<i>Avg/Militia</i>							
Primary Firelock	-/-	-/-	-/-	-/-	Accur 0%	Steady 1	
<i>-</i>							
<i>24p L. Todoroni</i>	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 2		

Number / Name	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon		1. At double;ignore terrain 2. Ldr <15cm or disc-1 3. No aim fire bonus 4. Has Flag for -1 melee wpn.
<i>Ensign</i>					<i>Sword</i>		
Status / Type	28	21	14	7	Displin -2	Melee 1	
<i>Avg/Militia</i>							
Primary Firelock	-/-	-/-	-/-	-/-	Accur 0%	Steady 1	
<i>-</i>							
<i>24p L. Todoroni</i>	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 2		

Number / Name	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon		1. At double;ignore terrain 2. Ldr <15cm or disc-1 3. No aim fire bonus
<i>4</i>					<i>Bayonet</i>		
Status / Type	28	21	14	7	Displin -2	Melee 2	
<i>Avg/Militia</i>	X	>					
Primary Firelock	65/4	50/3	20/2	-/-	Accur 0%	Steady 1	
<i>Musket</i>							
<i>19p L. Todoroni</i>	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 2		

Number / Name	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon		1. At double;ignore terrain 2. Ldr <15cm or disc-1 3. No aim fire bonus
<i>5</i>					<i>Bayonet</i>		
Status / Type	28	21	14	7	Displin -2	Melee 2	
<i>Avg/Militia</i>	X	>					
Primary Firelock	65/4	50/3	20/2	-/-	Accur 0%	Steady 1	
<i>Musket</i>							
<i>19p L. Todoroni</i>	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 2		

Number / Name	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon		1. At double;ignore terrain 2. Ldr <15cm or disc-1 3. No aim fire bonus
<i>6</i>					<i>Bayonet</i>		
Status / Type	28	21	14	7	Displin -3	Melee 1	
<i>Raw/Militia</i>	X	>					
Primary Firelock	55/4	40/3	10/2	-/-	Accur 0%	Steady 0	
<i>Musket</i>							
<i>14p L. Todoroni</i>	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 2		

Number / Name	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon		1. At double;ignore terrain 2. Ldr <15cm or disc-1 3. No aim fire bonus
<i>7</i>					<i>Bayonet</i>		
Status / Type	28	21	14	7	Displin -3	Melee 1	
<i>Raw/Militia</i>	X	>					
Primary Firelock	55/4	40/3	10/2	-/-	Accur 0%	Steady 0	
<i>Musket</i>							
<i>14p L. Todoroni</i>	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 2		

Number / Name	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon		1. At double;ignore terrain 2. Ldr <15cm or disc-1 3. No aim fire bonus
<i>8</i>					<i>Bayonet</i>		
Status / Type	28	21	14	7	Displin -3	Melee 1	
<i>Raw/Militia</i>	X	>					
Primary Firelock	55/4	40/3	10/2	-/-	Accur 0%	Steady 0	
<i>Musket</i>							
<i>14p L. Todoroni</i>	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 2		

Number / Name	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon		1. At double;ignore terrain 2. Ldr <15cm or disc-1 3. No aim fire bonus
<i>9</i>					<i>Bayonet</i>		
Status / Type	28	21	14	7	Displin -3	Melee 1	
<i>Raw/Militia</i>	X	>					
Primary Firelock	55/4	40/3	10/2	-/-	Accur 0%	Steady 0	
<i>Musket</i>							
<i>14p L. Todoroni</i>	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 2		

Number / Name	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon		1. At double;ignore terrain 2. Ldr <15cm or disc-1 3. No aim fire bonus
<i>10</i>					<i>Bayonet</i>		
Status / Type	28	21	14	7	Displin -3	Melee 1	
<i>Raw/Militia</i>	X	>					
Primary Firelock	55/4	40/3	10/2	-/-	Accur 0%	Steady 0	
<i>Musket</i>							
<i>14p L. Todoroni</i>	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 2		

SECTION RECORD NOTES:

282 points

### FLINTLOQUE SECTION ROSTER

PLAYERS NAME:

SECTION NAME:

FANTASY RACE:

Number / Name	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon <i>Bayonet</i>		1. At double;ignore terrain 2. Ldr <15cm or disc-1 3. No aim fire bonus
11					Displin -2	Melee 2	
Status / Type <i>Avg/Militia</i>	28 X	21 >	14	7			
Primary Firelock <i>Musket</i>	65/4	50/3	20/2	-/-	Accur 0%	Steady 1	
19p L. Todoroni	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 2		

Number / Name	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon <i>Bayonet</i>		1. At double;ignore terrain 2. Ldr <15cm or disc-1 3. No aim fire bonus
12					Displin -2	Melee 2	
Status / Type <i>Avg/Militia</i>	28 X	21 >	14	7			
Primary Firelock <i>Musket</i>	65/4	50/3	20/2	-/-	Accur 0%	Steady 1	
19p L. Todoroni	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 2		

Number / Name	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon <i>Bayonet</i>		1. At double;ignore terrain 2. Ldr <15cm or disc-1 3. No aim fire bonus
13					Displin -3	Melee 1	
Status / Type <i>Raw/Militia</i>	28 X	21 >	14	7			
Primary Firelock <i>Musket</i>	55/4	40/3	10/2	-/-	Accur 0%	Steady 0	
14p L. Todoroni	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 2		

Number / Name	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon <i>Bayonet</i>		1. At double;ignore terrain 2. Ldr <15cm or disc-1 3. No aim fire bonus
14					Displin -3	Melee 1	
Status / Type <i>Raw/Militia</i>	28 X	21 >	14	7			
Primary Firelock <i>Musket</i>	55/4	40/3	10/2	-/-	Accur 0%	Steady 0	
14p L. Todoroni	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 2		

Number / Name	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon <i>Bayonet</i>		1. At double;ignore terrain 2. Ldr <15cm or disc-1 3. No aim fire bonus
15					Displin -2	Melee 2	
Status / Type <i>Avg/Militia</i>	28 X	21 >	14	7			
Primary Firelock <i>Musket</i>	65/4	50/3	20/2	-/-	Accur 0%	Steady 1	
19p L. Todoroni	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 2		

Number / Name	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon <i>Bayonet</i>		1. At double;ignore terrain 2. Ldr <15cm or disc-1 3. No aim fire bonus
16					Displin -2	Melee 2	
Status / Type <i>Avg/Militia</i>	28 X	21 >	14	7			
Primary Firelock <i>Musket</i>	65/4	50/3	20/2	-/-	Accur 0%	Steady 1	
19p L. Todoroni	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 2		

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SECTION RECORD NOTES:





### FLINTLOQUE SECTION ROSTER

PLAYERS NAME: *The Trees of the Dark Wood* SECTION NAME: *5x Golem, 1x Elf* FANTASY RACE:

Number / Name	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon Weapon's Butt
<i>Witch</i>					
Status / Type <i>Exp/Reg Cmd</i>	32 >	24 >	16	8	Displin 3 Melee 2
Primary Firelock -	-/-	-/-	-/-	-/-	Accur 0% Steady 4
<i>28p Elf</i>	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 2

Number / Name	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon Unarmed
<i>Tree1</i>					
Status / Type <i>Exp/Reg</i>	22	16	9	5	Displin 1 Melee 3
Primary Firelock -	-/-	-/-	-/-	-/-	Accur n/a Steady 4
<i>57p Golem</i>	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 10

1. No black powder weapons  
2. Never SHAKEN.  
3. STEADY+1 when shot at.  
4. Ldr <30cm or disc&steady-1

Number / Name	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon Unarmed
<i>Tree2</i>					
Status / Type <i>Exp/Reg</i>	22	16	9	5	Displin 1 Melee 3
Primary Firelock -	-/-	-/-	-/-	-/-	Accur n/a Steady 4
<i>57p Golem</i>	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 10

1. No black powder weapons  
2. Never SHAKEN.  
3. STEADY+1 when shot at.  
4. Ldr <30cm or disc&steady-1

Number / Name	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon Unarmed
<i>Tree3</i>					
Status / Type <i>Exp/Reg</i>	22	16	9	5	Displin 1 Melee 3
Primary Firelock -	-/-	-/-	-/-	-/-	Accur n/a Steady 4
<i>57p Golem</i>	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 10

1. No black powder weapons  
2. Never SHAKEN.  
3. STEADY+1 when shot at.  
4. Ldr <30cm or disc&steady-1

Number / Name	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon Unarmed
<i>Tree4</i>					
Status / Type <i>Exp/Reg</i>	22	16	9	5	Displin 1 Melee 3
Primary Firelock -	-/-	-/-	-/-	-/-	Accur n/a Steady 4
<i>57p Golem</i>	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 10

1. No black powder weapons  
2. Never SHAKEN.  
3. STEADY+1 when shot at.  
4. Ldr <30cm or disc&steady-1

Number / Name	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon Unarmed
<i>Tree5</i>					
Status / Type <i>Exp/Reg</i>	22	16	9	5	Displin 1 Melee 3
Primary Firelock -	-/-	-/-	-/-	-/-	Accur n/a Steady 4
<i>57p Golem</i>	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 10

1. No black powder weapons  
2. Never SHAKEN.  
3. STEADY+1 when shot at.  
4. Ldr <30cm or disc&steady-1

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SECTION RECORD NOTES:

*313 points*

### FLINTLOQUE SECTION ROSTER

PLAYERS NAME:

SECTION NAME:

FANTASY RACE:

*1x trolka, 2x Trolkin*

Number / Name	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon Weapon's Butt	1. Long Reload (2) 2. Expert shot; shoot+10% 3. Camouflage;-10% when being targetting 4. also Dwarf mkl1 Blunderbuss 10r65/6 30r35/4				
<i>Bayng</i>										
Status / Type <i>Exp/Light, Elite</i>	26 X	20 >	16	8	<table border="1"> <tr> <td>Displin</td> <td>Melee</td> </tr> <tr> <td>2</td> <td>2</td> </tr> </table>		Displin	Melee	2	2
Displin	Melee									
2	2									
Primary Firelock <i>Dwarf Jager Rifle</i>	90/5	75/4	50/3	30/2	<table border="1"> <tr> <td>Accur</td> <td>Steady</td> </tr> <tr> <td>n/a</td> <td>4</td> </tr> </table>	Accur	Steady	n/a	4	
Accur	Steady									
n/a	4									
<i>40p Trolkin</i>	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 2					

Number / Name	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon Lance	1. Long Reload (2) 2. Lance: Melee +3 for first turn then -2 3. Has Flag for -1 melee wpn. 4. Camouflage;-10% when being targetting				
<i>Oafson</i>										
Status / Type <i>Exp/Light, Elite</i>	26 X	20 >	16	8	<table border="1"> <tr> <td>Displin</td> <td>Melee</td> </tr> <tr> <td>2</td> <td>2</td> </tr> </table>		Displin	Melee	2	2
Displin	Melee									
2	2									
Primary Firelock <i>Dwarf Jager Rifle</i>	80/5	65/4	40/3	20/2	<table border="1"> <tr> <td>Accur</td> <td>Steady</td> </tr> <tr> <td>n/a</td> <td>4</td> </tr> </table>	Accur	Steady	n/a	4	
Accur	Steady									
n/a	4									
<i>49p Trolkin</i>	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 2					

Number / Name	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon Axe	1. Ldr <30cm or disc&steady-1 2. Inspiring;Trolka<30cm DISC+1 3. Scary;Mortal enemy<40cm STDY-1				
<i>General Bjornborg</i>										
Status / Type <i>Vet/Reg</i>	26	20	16	8	<table border="1"> <tr> <td>Displin</td> <td>Melee</td> </tr> <tr> <td>2</td> <td>5</td> </tr> </table>		Displin	Melee	2	5
Displin	Melee									
2	5									
Primary Firelock -	-/-	-/-	-/-	-/-	<table border="1"> <tr> <td>Accur</td> <td>Steady</td> </tr> <tr> <td>n/a</td> <td>4</td> </tr> </table>	Accur	Steady	n/a	4	
Accur	Steady									
n/a	4									
<i>37p trolka</i>	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 2					

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



### FLINTLOQUE SECTION ROSTER

PLAYERS NAME:

SECTION NAME:

FANTASY RACE:

1x Liche, 6x Vampyre

Number / Name	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon		1. no command points 2. Ldr <30cm or disc&steady-1
Graf von Orlock					Unarmed		
Status / Type	38	28	20	12	Displin 6	Melee 6	
Primary Firelock	-/-	-/-	-/-	-/-	Accur n/a	Steady 7	
145p Vampyre	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 8		

Number / Name	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon		1. no command points 2. Ldr <30cm or disc&steady-1
Razputrovitch Arch Ghoul					Unarmed		
Status / Type	38	28	20	12	Displin 6	Melee 6	
Primary Firelock	-/-	-/-	-/-	-/-	Accur n/a	Steady 7	
94p Vampyre	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 8		

Number / Name	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon		1. no command points 2. Ldr <30cm or disc&steady-1 3. Initate melee=>counts as 3 extra attackers 4. Lose melee=>retreat 15cm 5. 3 dread=>re-roll a steady
Margrave Ivan Wintermore					Sword		
Status / Type	38	28	20	12	Displin 6	Melee 8	
Primary Firelock	-/-	-/-	-/-	-/-	Accur n/a	Steady 7	
112p Vampyre	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 8		

Number / Name	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon		1. no command points 2. Ldr <30cm or disc&steady-1 3. Riding skeleton horse 4. Initate melee=>counts as 3 extra attackers 5. Lose melee=>retreat 15cm 6. 3 dread=>re-roll a steady
Margrave (M) Ivan Wintermore					Sword		
Status / Type	42	36	28	14	Displin 6	Melee 8	
Primary Firelock	-/-	-/-	-/-	-/-	Accur n/a	Steady 7	
112p Vampyre	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 8		

Number / Name	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon		1. no command points 2. No coord action 3. INTERRUPT FIRE 4. +1 melee if retain init 5. captivate male<15cm they are ACT'd & do nothing
Lamia Wintermore					Knife		
Status / Type	38	28	20	12	Displin 4	Melee 5	
Primary Firelock	-/-	-/-	-/-	-/-	Accur n/a	Steady 5	
98p Vampyre	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 8		

Number / Name	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon		1. no command points 2. No coord action 3. INTERRUPT FIRE 4. +1 melee if retain init 5. Zombie horse (+1 melee) 6. captivate male<15cm they are ACT'd & do nothing
Lamia Wintermore (M)					Knife		
Status / Type	42	36	28	14	Displin 4	Melee 6	
Primary Firelock	-/-	-/-	-/-	-/-	Accur n/a	Steady 5	
98p Vampyre	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 8		

Number / Name	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon		1. no shooting 2. collect dread 3. immune to FREEZE 4. never SHAKEN
Madame Boniface					Axe		
Status / Type	22	16	9	5	Displin 3	Melee 5	
Primary Firelock	-/-	-/-	-/-	-/-	Accur n/a	Steady 5	
40p Liche	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 5		

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SECTION RECORD NOTES: 3 actions when coordinated if all elite  
699 points Irregular forces accumulate -steady modifiers.

### FLINTLOQUE SECTION ROSTER

PLAYERS NAME:  
*The Egyptian Undead*

SECTION NAME:  
*12x Zombie, 1x Liche, 1x Vampire*

FANTASY RACE:

Number / Name	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon		1. no command points
<i>Torturer</i>					<i>Sword</i>		
Status / Type	38	28	20	12	Displin 4	Melee 6	
Primary Firelock	-/-	-/-	-/-	-/-	Accur n/a	Steady 5	
75p Vampire	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 8		

Number / Name	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon		1. no shooting 2. collect dread 3. immune to FREEZE 4. never SHAKEN
<i>Necromancer</i>					<i>Sword</i>		
Status / Type	22	16	9	5	Displin 3	Melee 5	
Primary Firelock	-/-	-/-	-/-	-/-	Accur n/a	Steady 5	
40p Liche	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 5		

Number / Name	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon		1. FREEZE if >60cm from liche 2. Never SHAKEN. 3. No AIMED fire 4. Doubles always MISFIRE 5. May shoot x2/turn w/out critias 6. Never requires reload 7. Practiced with Longbow.
<i>Archer1</i>					<i>Knife</i>		
Status / Type	22 X	16 >	9	5	Displin 0	Melee -2	
Primary Firelock	70/4	55/3	25/2	-/-	Accur n/a	Steady 4	
16p Zombie	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 2		

Number / Name	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon		1. FREEZE if >60cm from liche 2. Never SHAKEN. 3. No AIMED fire 4. Doubles always MISFIRE 5. May shoot x2/turn w/out critias 6. Never requires reload 7. Practiced with Longbow.
<i>Archer2</i>					<i>Knife</i>		
Status / Type	22 X	16 >	9	5	Displin 0	Melee -2	
Primary Firelock	70/4	55/3	25/2	-/-	Accur n/a	Steady 4	
16p Zombie	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 2		

Number / Name	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon		1. FREEZE if >60cm from liche 2. Never SHAKEN. 3. No AIMED fire 4. Doubles always MISFIRE 5. May shoot x2/turn w/out critias 6. Never requires reload 7. Practiced with Longbow.
<i>Archer3</i>					<i>Knife</i>		
Status / Type	22 X	16 >	9	5	Displin 0	Melee -2	
Primary Firelock	70/4	55/3	25/2	-/-	Accur n/a	Steady 4	
16p Zombie	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 2		

Number / Name	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon		1. FREEZE if >60cm from liche 2. Never SHAKEN. 3. No AIMED fire 4. Doubles always MISFIRE 5. May shoot x2/turn w/out critias 6. Never requires reload 7. Practiced with Longbow.
<i>Archer4</i>					<i>Knife</i>		
Status / Type	22 X	16 >	9	5	Displin 0	Melee -2	
Primary Firelock	70/4	55/3	25/2	-/-	Accur n/a	Steady 4	
16p Zombie	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 2		

Number / Name	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon		1. FREEZE if >60cm from liche 2. Never SHAKEN. 3. No AIMED fire 4. Doubles always MISFIRE
<i>Warrior1</i>					<i>Sword</i>		
Status / Type	22	16	9	5	Displin 0	Melee 0	
Primary Firelock	-/-	-/-	-/-	-/-	Accur n/a	Steady 4	
13p Zombie	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 2		

Number / Name	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon		1. FREEZE if >60cm from liche 2. Never SHAKEN. 3. No AIMED fire 4. Doubles always MISFIRE
<i>Warrior2</i>					<i>Sword</i>		
Status / Type	22	16	9	5	Displin 0	Melee 0	
Primary Firelock	-/-	-/-	-/-	-/-	Accur n/a	Steady 4	
13p Zombie	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 2		

Number / Name	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon		1. FREEZE if >60cm from liche 2. Never SHAKEN. 3. No AIMED fire 4. Doubles always MISFIRE
<i>Warrior3</i>					<i>Sword</i>		
Status / Type	22	16	9	5	Displin 0	Melee 0	
Primary Firelock	-/-	-/-	-/-	-/-	Accur n/a	Steady 4	
13p Zombie	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 2		

Number / Name	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon		1. FREEZE if >60cm from liche 2. Never SHAKEN. 3. No AIMED fire 4. Doubles always MISFIRE
<i>Warrior4</i>					<i>Sword</i>		
Status / Type	22	16	9	5	Displin 0	Melee 0	
Primary Firelock	-/-	-/-	-/-	-/-	Accur n/a	Steady 4	
13p Zombie	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 2		

SECTION RECORD NOTES:

279 points

# FLINTLOQUE SECTION ROSTER

PLAYERS NAME:

SECTION NAME:

FANTASY RACE:

Number / Name <i>Warrior5</i>	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon <i>Spear</i>	1. FREEZE if >60cm from liche 2. Never SHAKEN. 3. No AIMED fire 4. Doubles always MISFIRE	
Status / Type <i>Skeleton/Undead</i>	22	16	9	5	Displin 0		Melee 1
Primary Firelock -	-/-	-/-	-/-	-/-	Accur n/a		Steady 4
12p Zombie	0-15cm	16-45cm	46-60cm	61-75cm	Wounds		2

Number / Name <i>Warrior6</i>	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon <i>Spear</i>	1. FREEZE if >60cm from liche 2. Never SHAKEN. 3. No AIMED fire 4. Doubles always MISFIRE	
Status / Type <i>Skeleton/Undead</i>	22	16	9	5	Displin 0		Melee 1
Primary Firelock -	-/-	-/-	-/-	-/-	Accur n/a		Steady 4
12p Zombie	0-15cm	16-45cm	46-60cm	61-75cm	Wounds		2

Number / Name <i>Warrior7</i>	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon <i>Spear</i>	1. FREEZE if >60cm from liche 2. Never SHAKEN. 3. No AIMED fire 4. Doubles always MISFIRE	
Status / Type <i>Skeleton/Undead</i>	22	16	9	5	Displin 0		Melee 1
Primary Firelock -	-/-	-/-	-/-	-/-	Accur n/a		Steady 4
12p Zombie	0-15cm	16-45cm	46-60cm	61-75cm	Wounds		2

Number / Name <i>Warrior8</i>	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon <i>Spear</i>	1. FREEZE if >60cm from liche 2. Never SHAKEN. 3. No AIMED fire 4. Doubles always MISFIRE	
Status / Type <i>Skeleton/Undead</i>	22	16	9	5	Displin 0		Melee 1
Primary Firelock -	-/-	-/-	-/-	-/-	Accur n/a		Steady 4
12p Zombie	0-15cm	16-45cm	46-60cm	61-75cm	Wounds		2

SECTION RECORD NOTES:



### FLINTLOQUE SECTION ROSTER

PLAYERS NAME: *Artemyev's Medium Gun* SECTION NAME: FANTASY RACE: *(various)*

Number / Name <i>Capt. Artemyev</i>	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon <i>Sword</i>	1. Never SHAKEN. 2. No AIMED fire 3. Doubles always MISFIRE 4. operate artillery 5. use grenades 6. no longarms
Status / Type <i>Savant/Undead, Gunner</i>	20	15	10	5	Displin 0 Melee -1	
Primary Firelock -	-/-	-/-	-/-	-/-	Accur n/a Steady 4	
27p Savant	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 6	

Number / Name <i>Rammer</i>	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon <i>Improvised</i>	1. Never SHAKEN. 2. No AIMED fire 3. Doubles always MISFIRE 4. operate artillery 5. use grenades 6. no longarms
Status / Type <i>Savant/Undead, Gunner</i>	20	15	10	5	Displin 0 Melee -3	
Primary Firelock -	-/-	-/-	-/-	-/-	Accur n/a Steady 4	
24p Savant	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 6	

Number / Name <i>Ball</i>	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon <i>Small Improvised</i>	1. Never SHAKEN. 2. No AIMED fire 3. Doubles always MISFIRE 4. operate artillery 5. use grenades 6. no longarms
Status / Type <i>Savant/Undead, Gunner</i>	20	15	10	5	Displin 0 Melee -4	
Primary Firelock -	-/-	-/-	-/-	-/-	Accur n/a Steady 4	
22p Savant	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 6	

Number / Name <i>Sword</i>	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon <i>Sword</i>	1. Never SHAKEN. 2. No AIMED fire 3. Doubles always MISFIRE 4. operate artillery 5. use grenades 6. no longarms
Status / Type <i>Savant/Undead, Gunner</i>	20	15	10	5	Displin 0 Melee -1	
Primary Firelock -	-/-	-/-	-/-	-/-	Accur n/a Steady 4	
27p Savant	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 6	

Number / Name <i>Dithering</i>	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon <i>Unarmed</i>	1. Never SHAKEN. 2. No AIMED fire 3. Doubles always MISFIRE 4. operate artillery 5. use grenades 6. no longarms
Status / Type <i>Savant/Undead, Gunner</i>	20	15	10	5	Displin 0 Melee -2	
Primary Firelock -	-/-	-/-	-/-	-/-	Accur n/a Steady 4	
22p Savant	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 6	

Number / Name <i>Pack</i>	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon <i>Small Improvised</i>	1. Never SHAKEN. 2. No AIMED fire 3. Doubles always MISFIRE 4. operate artillery 5. use grenades 6. no longarms
Status / Type <i>Savant/Undead, Gunner</i>	20	15	10	5	Displin 0 Melee -4	
Primary Firelock -	-/-	-/-	-/-	-/-	Accur n/a Steady 4	
22p Savant	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 6	

Number / Name <i>Gun</i>	Range	0-15	16-38	39-75	76-100	101-120	121-145
Status / Type <i>Medium/</i>	Roundshotte	75/18	60/12	40/8	20/5	-	-
	Caseshotte	80/10	55/5	-	-	-	-
85pts							

Number / Name <i>Wolf1</i>	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon <i>Claws Teeth</i>	
Status / Type <i>Avg/-</i>	44	36	22	14	Displin 0 Melee 5	
Primary Firelock -	-/-	-/-	-/-	-/-	Accur n/a Steady 2	
18p Wolf	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 1	

Number / Name <i>Wolf2</i>	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon <i>Claws Teeth</i>	
Status / Type <i>Avg/-</i>	44	36	22	14	Displin 0 Melee 5	
Primary Firelock -	-/-	-/-	-/-	-/-	Accur n/a Steady 2	
18p Wolf	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 1	

Number / Name <i>Wolf3</i>	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon <i>Claws Teeth</i>	
Status / Type <i>Avg/-</i>	44	36	22	14	Displin 0 Melee 5	
Primary Firelock -	-/-	-/-	-/-	-/-	Accur n/a Steady 2	
18p Wolf	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 1	

SECTION RECORD NOTES:

301 points

## FLINTLOQUE SECTION ROSTER

PLAYERS NAME:

SECTION NAME:

FANTASY RACE:

Number / Name <i>Wolf4</i>	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon <i>Claws Teeth</i>				
Status / Type <i>Avg/-</i>	<i>44</i>	<i>36</i>	<i>22</i>	<i>14</i>	<table border="1"> <tr> <td>Displin <i>0</i></td> <td>Melee <i>5</i></td> </tr> <tr> <td>Accur <i>n/a</i></td> <td>Steady <i>2</i></td> </tr> </table>	Displin <i>0</i>	Melee <i>5</i>	Accur <i>n/a</i>	Steady <i>2</i>
Displin <i>0</i>	Melee <i>5</i>								
Accur <i>n/a</i>	Steady <i>2</i>								
Primary Firelock <i>-</i>	<i>-/-</i>	<i>-/-</i>	<i>-/-</i>	<i>-/-</i>	Wounds <i>1</i>				
<i>18p Wolf</i>	<i>0-15cm</i>	<i>16-45cm</i>	<i>46-60cm</i>	<i>61-75cm</i>					

SECTION RECORD NOTES:



## FLINTLOQUE SECTION ROSTER

PLAYERS NAME:

Vulfenstein's Licantzrop Jagers

SECTION NAME:

7x Small Werewolf, 1x Wolf

FANTASY RACE:

Number / Name	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon		1. Tapload (3pt); shoot unloaded -1 impact and -5% acc 2. Good Shot (2pt) 3. Alpha. 1pg remove D5 shaken OR shake enemy wolf<20cm
Erik von Vulfenstein					Sword		
Status / Type	32	24	16	8	Displin 3	Melee 6	
Vet/Light, Elite	X	>					
Primary Firelock	80/4	65/3	35/2	-/-	Accur n/a	Steady 6	
Musket							
28p Small Werewolf	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 2		

Number / Name	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon		1. Has Flag for -1 melee wpn.
Ensign					Sword		
Status / Type	32	24	16	8	Displin 3	Melee 6	
Vet/Light, Elite							
Primary Firelock	-/-	-/-	-/-	-/-	Accur n/a	Steady 6	
-							
48p Small Werewolf	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 2		

Number / Name	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon		1. Tapload (3pt); shoot unloaded -1 impact and -5% acc 2. Alpha. 1pg remove D5 shaken OR shake enemy wolf<20cm
Sgt					Bayonet		
Status / Type	32	24	16	8	Displin 3	Melee 7	
Vet/Light, Elite	X	>					
Primary Firelock	75/4	60/3	30/2	-/-	Accur n/a	Steady 6	
Musket							
51p Small Werewolf	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 2		

Number / Name	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon		1. Tapload (3pt); shoot unloaded -1 impact and -5% acc
2					Bayonet		
Status / Type	32	24	16	8	Displin 2	Melee 6	
Exp/Light, Elite	X	>					
Primary Firelock	70/4	55/3	25/2	-/-	Accur n/a	Steady 5	
Musket							
40p Small Werewolf	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 2		

Number / Name	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon		1. Tapload (3pt); shoot unloaded -1 impact and -5% acc
3					Bayonet		
Status / Type	32	24	16	8	Displin 2	Melee 6	
Exp/Light, Elite	X	>					
Primary Firelock	70/4	55/3	25/2	-/-	Accur n/a	Steady 5	
Musket							
40p Small Werewolf	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 2		

Number / Name	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon	
4					Bayonet	
Status / Type	32	24	16	8	Displin 1	Melee 5
Avg/Light, Elite	X	>				
Primary Firelock	65/4	50/3	20/2	-/-	Accur n/a	Steady 4
Musket						
28p Small Werewolf	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 2	

Number / Name	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon	
5					Bayonet	
Status / Type	32	24	16	8	Displin 1	Melee 5
Avg/Light, Elite	X	>				
Primary Firelock	65/4	50/3	20/2	-/-	Accur n/a	Steady 4
Musket						
28p Small Werewolf	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 2	

Number / Name	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon	
Wolf					Claws Teeth	
Status / Type	44	36	22	14	Displin 0	Melee 5
Avg/-						
Primary Firelock	-/-	-/-	-/-	-/-	Accur n/a	Steady 2
-						
18p Wolf	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 1	

SECTION RECORD NOTES: 3 actions when coordinated if all light  
311 points 3 actions when coordinated if all elite



### FLINTLOQUE SECTION ROSTER

PLAYERS NAME: *Lamia's Undead Household Hussars* SECTION NAME: *1x Liche, 1x Vampire, 5x Savant* FANTASY RACE:

Number / Name	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon <i>Knife</i> Exq. Qual.	<ol style="list-style-type: none"> <li>no command points</li> <li>No coord action</li> <li>INTERRUPT FIRE</li> <li>+1 melee if retain init</li> <li>captivate male&lt;15cm they are ACT'd &amp; do nothing</li> </ol>
<i>Lamia Wintermore</i>					Displin 4	
Status / Type <i>Exp/Guerrilla</i>	38	28	20	12	Melee 7	
Primary Firelock -	-/-	-/-	-/-	-/-	Accur n/a	
Steady 5					Wounds 8	
<i>98p Vampire</i>	0-15cm	16-45cm	46-60cm	61-75cm		

Number / Name	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon <i>Axe</i>	<ol style="list-style-type: none"> <li>no shooting</li> <li>collect dread</li> <li>immune to FREEZE</li> <li>never SHAKEN</li> </ol>
<i>Madame Boniface</i>					Displin 3	
Status / Type <i>Liche/Undead</i>	22	16	9	5	Melee 5	
Primary Firelock -	-/-	-/-	-/-	-/-	Accur n/a	
Steady 5					Wounds 5	
<i>40p Liche</i>	0-15cm	16-45cm	46-60cm	61-75cm		

Number / Name	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon <i>Bayonet</i>	<ol style="list-style-type: none"> <li>Never SHAKEN.</li> <li>No AIMED fire</li> <li>Doubles always MISFIRE</li> <li>-10% shoot if mnt'd&amp;moved</li> <li>No longarms.</li> <li>Tapload (3pt); shoot unloaded -1 impact and -5% acc</li> <li>Rem'bd Skill;Tap Load (2pts)</li> </ol>
<i>LH1</i>					Displin 0	
Status / Type <i>Savant/Undead, Cav, Dismounted</i>	20 X	15 >	10	5	Melee 1	
Primary Firelock <i>Carbine</i>	50/4	20/3	-/-	-/-	Accur n/a	
Steady 4					Wounds 6	
<i>31p Savant</i>	0-15cm	16-45cm	46-60cm	61-75cm		

Number / Name	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon <i>Bayonet</i>	<ol style="list-style-type: none"> <li>Never SHAKEN.</li> <li>No AIMED fire</li> <li>Doubles always MISFIRE</li> <li>-10% shoot if mnt'd&amp;moved</li> <li>No longarms.</li> <li>Tapload (3pt); shoot unloaded -1 impact and -5% acc</li> <li>Rem'bd Skill;Tap Load (2pts)</li> </ol>
<i>LH2</i>					Displin 0	
Status / Type <i>Savant/Undead, Cav, Dismounted</i>	20 X	15 >	10	5	Melee 1	
Primary Firelock <i>Carbine</i>	50/4	20/3	-/-	-/-	Accur n/a	
Steady 4					Wounds 6	
<i>31p Savant</i>	0-15cm	16-45cm	46-60cm	61-75cm		

Number / Name	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon <i>Bayonet</i>	<ol style="list-style-type: none"> <li>Never SHAKEN.</li> <li>No AIMED fire</li> <li>Doubles always MISFIRE</li> <li>-10% shoot if mnt'd&amp;moved</li> <li>No longarms.</li> <li>Tapload (3pt); shoot unloaded -1 impact and -5% acc</li> <li>Rem'bd Skill;Tap Load (2pts)</li> </ol>
<i>LH3</i>					Displin 0	
Status / Type <i>Savant/Undead, Cav, Dismounted</i>	20 X	15 >	10	5	Melee 1	
Primary Firelock <i>Carbine</i>	50/4	20/3	-/-	-/-	Accur n/a	
Steady 4					Wounds 6	
<i>31p Savant</i>	0-15cm	16-45cm	46-60cm	61-75cm		

Number / Name	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon <i>Spear</i>	<ol style="list-style-type: none"> <li>Never SHAKEN.</li> <li>No AIMED fire</li> <li>Doubles always MISFIRE</li> <li>-10% shoot if mnt'd&amp;moved</li> <li>No longarms.</li> <li>Once per turn on D10&gt;8 negate melee blow</li> <li>Rem'bd Skill; Dodge (2pts)</li> </ol>
<i>LH4</i>					Displin 0	
Status / Type <i>Savant/Undead, Cav, Dismounted</i>	20	15	10	5	Melee 1	
Primary Firelock -	-/-	-/-	-/-	-/-	Accur n/a	
Steady 4					Wounds 6	
<i>32p Savant</i>	0-15cm	16-45cm	46-60cm	61-75cm		

Number / Name	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon <i>Spear</i>	<ol style="list-style-type: none"> <li>Never SHAKEN.</li> <li>No AIMED fire</li> <li>Doubles always MISFIRE</li> <li>-10% shoot if mnt'd&amp;moved</li> <li>No longarms.</li> <li>Once per turn on D10&gt;8 negate melee blow</li> <li>Rem'bd Skill; Dodge (2pts)</li> </ol>
<i>LH5</i>					Displin 0	
Status / Type <i>Savant/Undead, Cav, Dismounted</i>	20	15	10	5	Melee 1	
Primary Firelock -	-/-	-/-	-/-	-/-	Accur n/a	
Steady 4					Wounds 6	
<i>32p Savant</i>	0-15cm	16-45cm	46-60cm	61-75cm		

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SECTION RECORD NOTES: *Irregular forces accumulate -steady modifiers.*  
295 points

## FLINTLOQUE SECTION ROSTER

PLAYERS NAME: SECTION NAME: FANTASY RACE:  
*Undead Marines from St. Petersburg 12x Zombie, 1x Liche, 1x Vampire*

Number / Name	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon	1. no command points
<i>Major.</i>					<i>Sword</i>	
Status / Type	38	28	20	12	Displin 5 Melee 7	
Vet/Reg Cmd						
Primary Firelock	-/-	-/-	-/-	-/-	Accur n/a Steady 6	
<i>90p Vampire</i>	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 8	

Number / Name	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon	1. no shooting 2. collect dread 3. immune to FREEZE 4. never SHAKEN
<i>Ship's Capt.</i>					<i>Sword</i>	
Status / Type	22	16	9	5	Displin 3 Melee 5	
Vet/Reg Cmd						
Primary Firelock	-/-	-/-	-/-	-/-	Accur n/a Steady 5	
<i>40p Liche</i>	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 5	

Number / Name	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon	1. FREEZE if >30cm from liche 2. Never SHAKEN. 3. No AIMED fire 4. Doubles always MISFIRE
<i>1</i>					<i>Axe</i>	
Status / Type	20	15	10	5	Displin 0 Melee 2	
Vet/Reg Cmd						
Primary Firelock	-/-	-/-	-/-	-/-	Accur n/a Steady 3	
<i>21p Zombie</i>	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 5	

Number / Name	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon	1. FREEZE if >30cm from liche 2. Never SHAKEN. 3. No AIMED fire 4. Doubles always MISFIRE
<i>2</i>					<i>Axe</i>	
Status / Type	20	15	10	5	Displin 0 Melee 2	
Vet/Reg Cmd						
Primary Firelock	-/-	-/-	-/-	-/-	Accur n/a Steady 3	
<i>21p Zombie</i>	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 5	

Number / Name	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon	1. FREEZE if >45cm from liche 2. Never SHAKEN. 3. No AIMED fire 4. Doubles always MISFIRE
<i>3</i>					<i>Axe</i>	
Status / Type	20	15	10	5	Displin 0 Melee 1	
Vet/Reg Cmd						
Primary Firelock	-/-	-/-	-/-	-/-	Accur n/a Steady 4	
<i>17p Zombie</i>	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 4	

Number / Name	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon	1. FREEZE if >45cm from liche 2. Never SHAKEN. 3. No AIMED fire 4. Doubles always MISFIRE
<i>4</i>					<i>Axe</i>	
Status / Type	20	15	10	5	Displin 0 Melee 1	
Vet/Reg Cmd						
Primary Firelock	-/-	-/-	-/-	-/-	Accur n/a Steady 4	
<i>17p Zombie</i>	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 4	

Number / Name	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon	1. FREEZE if >55cm from liche 2. Never SHAKEN. 3. No AIMED fire 4. Doubles always MISFIRE
<i>5</i>					<i>Axe</i>	
Status / Type	16	10	8	4	Displin 0 Melee -1	
Vet/Reg Cmd						
Primary Firelock	-/-	-/-	-/-	-/-	Accur n/a Steady 5	
<i>14p Zombie</i>	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	1. FREEZE if >55cm from liche 2. Never SHAKEN. 3. No AIMED fire 4. Doubles always MISFIRE
<i>6</i>					<i>Axe</i>	
Status / Type	16	10	8	4	Displin 0 Melee -1	
Vet/Reg Cmd						
Primary Firelock	-/-	-/-	-/-	-/-	Accur n/a Steady 5	
<i>14p Zombie</i>	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	1. FREEZE if >60cm from liche 2. Never SHAKEN. 3. No AIMED fire 4. Doubles always MISFIRE
<i>7</i>					<i>Axe</i>	
Status / Type	22	16	9	5	Displin 0 Melee 0	
Vet/Reg Cmd						
Primary Firelock	-/-	-/-	-/-	-/-	Accur n/a Steady 4	
<i>13p Zombie</i>	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 2	

Number / Name	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon	1. FREEZE if >60cm from liche 2. Never SHAKEN. 3. No AIMED fire 4. Doubles always MISFIRE
<i>8</i>					<i>Axe</i>	
Status / Type	22	16	9	5	Displin 0 Melee 0	
Vet/Reg Cmd						
Primary Firelock	-/-	-/-	-/-	-/-	Accur n/a Steady 4	
<i>13p Zombie</i>	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 2	

SECTION RECORD NOTES:

316 points

## FLINTLOQUE SECTION ROSTER

PLAYERS NAME:

SECTION NAME:

FANTASY RACE:

Number / Name 9	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon <i>Bayonet</i>		1. FREEZE if >55cm from liche 2. Never SHAKEN. 3. No AIMED fire 4. Doubles always MISFIRE
Status / Type <i>Rotten/Undead</i>	16 X	10 >	8	4	Displin 0	Melee 0	
Primary Firelock <i>Musket</i>	55/4	40/3	10/2	-/-	Accur n/a	Steady 5	
14p Zombie	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 3		

Number / Name 10	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon <i>Bayonet</i>		1. FREEZE if >55cm from liche 2. Never SHAKEN. 3. No AIMED fire 4. Doubles always MISFIRE
Status / Type <i>Rotten/Undead</i>	16 X	10 >	8	4	Displin 0	Melee 0	
Primary Firelock <i>Musket</i>	55/4	40/3	10/2	-/-	Accur n/a	Steady 5	
14p Zombie	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 3		

Number / Name 11	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon <i>Bayonet</i>		1. FREEZE if >55cm from liche 2. Never SHAKEN. 3. No AIMED fire 4. Doubles always MISFIRE
Status / Type <i>Rotten/Undead</i>	16 X	10 >	8	4	Displin 0	Melee 0	
Primary Firelock <i>Musket</i>	55/4	40/3	10/2	-/-	Accur n/a	Steady 5	
14p Zombie	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 3		

Number / Name 12	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon <i>Bayonet</i>		1. FREEZE if >55cm from liche 2. Never SHAKEN. 3. No AIMED fire 4. Doubles always MISFIRE
Status / Type <i>Rotten/Undead</i>	16 X	10 >	8	4	Displin 0	Melee 0	
Primary Firelock <i>Musket</i>	55/4	40/3	10/2	-/-	Accur n/a	Steady 5	
14p Zombie	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 3		

SECTION RECORD NOTES:



## FLINTLOQUE SECTION ROSTER

PLAYERS NAME:

*The Moscow Guard*

SECTION NAME:

*10x Zombie, 1x Liche, 1x Vampire*

FANTASY RACE:

Number / Name	1	2	3	4	Melee Weapon		1. no command points 2. Ldr <30cm or disc&steady-1 3. Good Shot (2pt) 4. Pistol Duellist +10% close 5. 2nd Pistol
	Double	Quick	Slow	Half	Sword		
Status / Type	38	28	20	12			
<i>Branslav Kurpatov</i> <i>Count of Basmanny</i>	X	>			4	6	
Exp/Reg	X	>					
Primary Firelock	80/4	30/2	-/-	-/-	Accur	Steady	
<i>Pistol</i>					n/a	5	
<i>86p Vampire</i>	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 8		

Number / Name	1	2	3	4	Melee Weapon		1. no shooting 2. collect dread 3. immune to FREEZE 4. never SHAKEN
	Double	Quick	Slow	Half	Sword		
Status / Type	22	16	9	5			
<i>The Dread Baron</i> <i>Grigoriy Moryakov</i>					3	5	
<i>Liche/Undead</i>							
Primary Firelock	-/-	-/-	-/-	-/-	Accur	Steady	
-					n/a	5	
<i>40p Liche</i>	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 5		

Number / Name	1	2	3	4	Melee Weapon		1. FREEZE if >30cm from liche 2. Never SHAKEN. 3. No AIMED fire 4. Doubles always MISFIRE
	Double	Quick	Slow	Half	Bayonet		
Status / Type	20	15	10	5			
<i>MG1</i>	X	>			0	3	
<i>Fresh/Undead</i>							
Primary Firelock	70/4	55/3	25/2	-/-	Accur	Steady	
<i>Musket</i>					n/a	3	
<i>21p Zombie</i>	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 5		

Number / Name	1	2	3	4	Melee Weapon		1. FREEZE if >30cm from liche 2. Never SHAKEN. 3. No AIMED fire 4. Doubles always MISFIRE
	Double	Quick	Slow	Half	Weapon's Butt		
Status / Type	20	15	10	5			
<i>MG2</i>	X	>			0	0	
<i>Fresh/Undead</i>							
Primary Firelock	70/4	55/3	25/2	-/-	Accur	Steady	
<i>Musket</i>					n/a	3	
<i>21p Zombie</i>	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 5		

Number / Name	1	2	3	4	Melee Weapon		1. FREEZE if >30cm from liche 2. Never SHAKEN. 3. No AIMED fire 4. Doubles always MISFIRE
	Double	Quick	Slow	Half	Weapon's Butt		
Status / Type	20	15	10	5			
<i>MG3</i>	X	>			0	0	
<i>Fresh/Undead</i>							
Primary Firelock	70/4	55/3	25/2	-/-	Accur	Steady	
<i>Musket</i>					n/a	3	
<i>21p Zombie</i>	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 5		

Number / Name	1	2	3	4	Melee Weapon		1. FREEZE if >30cm from liche 2. Never SHAKEN. 3. No AIMED fire 4. Doubles always MISFIRE
	Double	Quick	Slow	Half	Weapon's Butt		
Status / Type	20	15	10	5			
<i>MG4</i>	X	>			0	0	
<i>Fresh/Undead</i>							
Primary Firelock	70/4	55/3	25/2	-/-	Accur	Steady	
<i>Musket</i>					n/a	3	
<i>21p Zombie</i>	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 5		

Number / Name	1	2	3	4	Melee Weapon		1. FREEZE if >45cm from liche 2. Never SHAKEN. 3. No AIMED fire 4. Doubles always MISFIRE
	Double	Quick	Slow	Half	Bayonet		
Status / Type	20	15	10	5			
<i>MG5</i> <i>(greatcoat)</i>	X	>			0	2	
<i>Decayed/Undead</i>							
Primary Firelock	65/4	50/3	20/2	-/-	Accur	Steady	
<i>Musket</i>					n/a	4	
<i>17p Zombie</i>	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 4		

Number / Name	1	2	3	4	Melee Weapon		1. FREEZE if >45cm from liche 2. Never SHAKEN. 3. No AIMED fire 4. Doubles always MISFIRE
	Double	Quick	Slow	Half	Bayonet		
Status / Type	20	15	10	5			
<i>MG6</i> <i>(greatcoat)</i>	X	>			0	2	
<i>Decayed/Undead</i>							
Primary Firelock	65/4	50/3	20/2	-/-	Accur	Steady	
<i>Musket</i>					n/a	4	
<i>17p Zombie</i>	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 4		

Number / Name	1	2	3	4	Melee Weapon		1. FREEZE if >55cm from liche 2. Never SHAKEN. 3. No AIMED fire 4. Doubles always MISFIRE
	Double	Quick	Slow	Half	Weapon's Butt		
Status / Type	16	10	8	4			
<i>MG7</i> <i>(greatcoat)</i>	X	>			0	-3	
<i>Rotten/Undead</i>							
Primary Firelock	55/4	40/3	10/2	-/-	Accur	Steady	
<i>Musket</i>					n/a	5	
<i>14p Zombie</i>	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 3		

Number / Name	1	2	3	4	Melee Weapon		1. FREEZE if >55cm from liche 2. Never SHAKEN. 3. No AIMED fire 4. Doubles always MISFIRE
	Double	Quick	Slow	Half	Weapon's Butt		
Status / Type	16	10	8	4			
<i>MG8</i> <i>(greatcoat)</i>	X	>			0	-3	
<i>Rotten/Undead</i>							
Primary Firelock	55/4	40/3	10/2	-/-	Accur	Steady	
<i>Musket</i>					n/a	5	
<i>14p Zombie</i>	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 3		

SECTION RECORD NOTES:

300 points

*The Moscow Guard are the elite of the Star Wraith's army, wearing gold shako cords as a distinction and commanded by nobles from the Moscow regions.*

## FLINTLOQUE SECTION ROSTER

PLAYERS NAME:

SECTION NAME:

FANTASY RACE:

Number / Name MG9 (greatcoat)	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon Weapon's Butt	1. FREEZE if >55cm from liche 2. Never SHAKEN. 3. No AIMED fire 4. Doubles always MISFIRE		
Status / Type <i>Rotten/Undead</i>	16 <del>X</del>	10 >	8	4	<table border="1" style="width: 100%; border-collapse: collapse; font-size: x-small;"> <tr> <td style="width: 50%;">Displin 0</td> <td style="width: 50%;">Melee -3</td> </tr> </table>		Displin 0	Melee -3
Displin 0	Melee -3							
Primary Firelock <i>Musket</i>	55/4	40/3	10/2	-/-	<table border="1" style="width: 100%; border-collapse: collapse; font-size: x-small;"> <tr> <td style="width: 50%;">Accur n/a</td> <td style="width: 50%;">Steady 5</td> </tr> </table>		Accur n/a	Steady 5
Accur n/a	Steady 5							
14p Zombie	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 3			

Number / Name MG10 (greatcoat)	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon Weapon's Butt	1. FREEZE if >55cm from liche 2. Never SHAKEN. 3. No AIMED fire 4. Doubles always MISFIRE		
Status / Type <i>Rotten/Undead</i>	16 <del>X</del>	10 >	8	4	<table border="1" style="width: 100%; border-collapse: collapse; font-size: x-small;"> <tr> <td style="width: 50%;">Displin 0</td> <td style="width: 50%;">Melee -3</td> </tr> </table>		Displin 0	Melee -3
Displin 0	Melee -3							
Primary Firelock <i>Musket</i>	55/4	40/3	10/2	-/-	<table border="1" style="width: 100%; border-collapse: collapse; font-size: x-small;"> <tr> <td style="width: 50%;">Accur n/a</td> <td style="width: 50%;">Steady 5</td> </tr> </table>		Accur n/a	Steady 5
Accur n/a	Steady 5							
14p Zombie	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 3			

SECTION RECORD NOTES:



## FLINTLOQUE SECTION ROSTER

PLAYERS NAME:

*The Undead*

SECTION NAME:

*12x Zombie, 1x Liche, 1x Vampire*

FANTASY RACE:

Number / Name	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon	1. no command points
<i>Dracsul</i>					<i>Sword</i>	
Status / Type	38	28	20	12	Displin 4	Melee 6
<i>Exp/Reg Cmd</i>						
Primary Firelock	-/-	-/-	-/-	-/-	Accur n/a	Steady 5
<i>75p Vampire</i>	0-15cm	16-45cm	46-60cm	61-75cm	Wounds	8

Number / Name	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon	1. no shooting 2. collect dread 3. immune to FREEZE 4. never SHAKEN
<i>Stalinov</i>					<i>Sword</i>	
Status / Type	22	16	9	5	Displin 3	Melee 5
<i>Liche/Undead</i>						
Primary Firelock	-/-	-/-	-/-	-/-	Accur n/a	Steady 5
<i>40p Liche</i>	0-15cm	16-45cm	46-60cm	61-75cm	Wounds	5

Number / Name	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon	1. FREEZE if >45cm from liche 2. Never SHAKEN. 3. No AIMED fire 4. Doubles always MISFIRE
<i>Sgt. Vurr Gogth</i>					<i>Axe</i>	
Status / Type	20	15	10	5	Displin 0	Melee 1
<i>Decayed/Undead</i>						
Primary Firelock	-/-	-/-	-/-	-/-	Accur n/a	Steady 4
<i>17p Zombie</i>	0-15cm	16-45cm	46-60cm	61-75cm	Wounds	4

Number / Name	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon	1. FREEZE if >45cm from liche 2. Never SHAKEN. 3. No AIMED fire 4. Doubles always MISFIRE
<i>Cpl. Keth Stughh</i>					<i>Bayonet</i>	
Status / Type	20 X	15 >	10	5	Displin 0	Melee 2
<i>Decayed/Undead</i>						
Primary Firelock	65/4	50/3	20/2	-/-	Accur n/a	Steady 4
<i>Musket</i>						
<i>17p Zombie</i>	0-15cm	16-45cm	46-60cm	61-75cm	Wounds	4

Number / Name	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon	1. FREEZE if >30cm from liche 2. Never SHAKEN. 3. No AIMED fire 4. Doubles always MISFIRE
<i>Pot. Izeekh</i>					<i>Bayonet</i>	
Status / Type	20 X	15 >	10	5	Displin 0	Melee 3
<i>Fresh/Undead</i>						
Primary Firelock	70/4	55/3	25/2	-/-	Accur n/a	Steady 3
<i>Musket</i>						
<i>21p Zombie</i>	0-15cm	16-45cm	46-60cm	61-75cm	Wounds	5

Number / Name	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon	1. FREEZE if >30cm from liche 2. Never SHAKEN. 3. No AIMED fire 4. Doubles always MISFIRE
<i>Pot. Ubastht</i>					<i>Bayonet</i>	
Status / Type	20 X	15 >	10	5	Displin 0	Melee 3
<i>Fresh/Undead</i>						
Primary Firelock	70/4	55/3	25/2	-/-	Accur n/a	Steady 3
<i>Musket</i>						
<i>21p Zombie</i>	0-15cm	16-45cm	46-60cm	61-75cm	Wounds	5

Number / Name	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon	1. FREEZE if >55cm from liche 2. Never SHAKEN. 3. No AIMED fire 4. Doubles always MISFIRE
<i>Badich</i>					<i>Bayonet</i>	
Status / Type	16 X	10 >	8	4	Displin 0	Melee 0
<i>Rotten/Undead</i>						
Primary Firelock	55/4	40/3	10/2	-/-	Accur n/a	Steady 5
<i>Musket</i>						
<i>14p Zombie</i>	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	1. FREEZE if >60cm from liche 2. Never SHAKEN. 3. No AIMED fire 4. Doubles always MISFIRE
<i>Putrich</i>					<i>Weapon's Butt</i>	
Status / Type	22 X	16 >	9	5	Displin 0	Melee -2
<i>Skeleton/Undead</i>						
Primary Firelock	50/5	20/3	-/-	-/-	Accur n/a	Steady 4
<i>Dwarf Musket mkl</i>						
<i>12p Zombie</i>	0-15cm	16-45cm	46-60cm	61-75cm	Wounds	2

Number / Name	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon	1. FREEZE if >60cm from liche 2. Never SHAKEN. 3. No AIMED fire 4. Doubles always MISFIRE
<i>Andropov</i>					<i>Halberd</i>	
Status / Type	22	16	9	5	Displin 0	Melee 1
<i>Skeleton/Undead</i>						
Primary Firelock	-/-	-/-	-/-	-/-	Accur n/a	Steady 4
<i>12p Zombie</i>	0-15cm	16-45cm	46-60cm	61-75cm	Wounds	2

Number / Name	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon	1. FREEZE if >60cm from liche 2. Never SHAKEN. 3. No AIMED fire 4. Doubles always MISFIRE
<i>Karpov</i>					<i>Halberd</i>	
Status / Type	22	16	9	5	Displin 0	Melee 1
<i>Skeleton/Undead</i>						
Primary Firelock	-/-	-/-	-/-	-/-	Accur n/a	Steady 4
<i>12p Zombie</i>	0-15cm	16-45cm	46-60cm	61-75cm	Wounds	2

SECTION RECORD NOTES:

325 points

## FLINTLOQUE SECTION ROSTER

PLAYERS NAME:

SECTION NAME:

FANTASY RACE:

Number / Name	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon <i>Bayonet</i>		1. FREEZE if >30cm from liche 2. Never SHAKEN. 3. No AIMED fire 4. Doubles always MISFIRE
Z1 <i>Fresh/Undead</i>	20 X	15 >	10	5	Displin 0	Melee 3	
Primary Firelock <i>Musket</i>	70/4	55/3	25/2	-/-	Accur n/a	Steady 3	
21p Zombie	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 5		

Number / Name	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon <i>Bayonet</i>		1. FREEZE if >30cm from liche 2. Never SHAKEN. 3. No AIMED fire 4. Doubles always MISFIRE
Z2 <i>Fresh/Undead</i>	20 X	15 >	10	5	Displin 0	Melee 3	
Primary Firelock <i>Musket</i>	70/4	55/3	25/2	-/-	Accur n/a	Steady 3	
21p Zombie	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 5		

Number / Name	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon <i>Bayonet</i>		1. FREEZE if >30cm from liche 2. Never SHAKEN. 3. No AIMED fire 4. Doubles always MISFIRE
Z3 <i>Fresh/Undead</i>	20 X	15 >	10	5	Displin 0	Melee 3	
Primary Firelock <i>Musket</i>	70/4	55/3	25/2	-/-	Accur n/a	Steady 3	
21p Zombie	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 5		

Number / Name	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon <i>Bayonet</i>		1. FREEZE if >30cm from liche 2. Never SHAKEN. 3. No AIMED fire 4. Doubles always MISFIRE
Z4 <i>Fresh/Undead</i>	20 X	15 >	10	5	Displin 0	Melee 3	
Primary Firelock <i>Musket</i>	70/4	55/3	25/2	-/-	Accur n/a	Steady 3	
21p Zombie	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 5		

SECTION RECORD NOTES:



## FLINTLOQUE SECTION ROSTER

PLAYERS NAME:

*Sharke's Victory - The Elves*

SECTION NAME:

*1x Half-Orc, 7x Elf*

FANTASY RACE:

Number / Name	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon		
Major <i>Michel D'Kless</i>					<i>Sword</i>		
Status / Type	32	24	16	8	Displin 1	Melee 4	
Primary Firelock	60/4	30/3	-/-	-/-	Accur 0%	Steady 2	
<i>Elf Pistol</i>							
Wounds	0-15cm	16-45cm	46-60cm	61-75cm	2		

Number / Name	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon		
Lt. Col. <i>Daniel la Roo</i>					<i>Sword</i>		
Status / Type	28 X	20 >	12	6	Displin 3	Melee 10	
Primary Firelock	75/4	45/3	-/-	-/-	Accur 0%	Steady 6	
<i>Elf Pistol</i>							
Wounds	0-15cm	16-45cm	46-60cm	61-75cm	3		

Number / Name	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon		
Sgt. Delon <i>Imp. des Dragons (M)</i>					<i>Sword</i>		
Status / Type	42 >	38 >	26	14	Displin 5	Melee 7	
Primary Firelock	80/4	50/3	-/-	-/-	Accur 0%	Steady 6	
<i>Elf Carbine</i>							
Wounds	0-15cm	16-45cm	46-60cm	61-75cm	2		

1. Heavy horse (+1 melee)  
2. Armour: -1 melee over obs  
+1 Steady for melee/small-cal

Number / Name	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon		
Sgt. Delon <i>Imp. des Dragons</i>					<i>Sword</i>		
Status / Type	32 >	24 >	16	8	Displin 5	Melee 6	
Primary Firelock	80/4	50/3	-/-	-/-	Accur 0%	Steady 6	
<i>Elf Carbine</i>							
Wounds	0-15cm	16-45cm	46-60cm	61-75cm	2		

1. Armour: -1 melee over obs  
+1 Steady for melee/small-cal

Number / Name	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon		
Cpl. <i>Andre Mouchon</i>					<i>Bayonet</i>		
Status / Type	32 >	24 >	16	8	Displin 4	Melee 5	
Primary Firelock	80/4	60/3	30/2	-/-	Accur 0%	Steady 5	
<i>Elf Musket</i>							
Wounds	0-15cm	16-45cm	46-60cm	61-75cm	2		

Number / Name	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon		
Pvt. <i>J.P. Gautier</i>					<i>Bayonet</i>		
Status / Type	32 >	24 >	16	8	Displin 4	Melee 5	
Primary Firelock	80/4	60/3	30/2	-/-	Accur 0%	Steady 5	
<i>Elf Musket</i>							
Wounds	0-15cm	16-45cm	46-60cm	61-75cm	2		

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

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

SECTION RECORD NOTES: 3 actions when coordinated if all light  
337 points 3 actions when coordinated if all elite



### FLINTLOQUE SECTION ROSTER

PLAYERS NAME: *Sharke's Victory - The Orcs* SECTION NAME: *1x Half-Orc, 5x Orc, 1x Bog-Orc* FANTASY RACE:

Number / Name	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon Sword Exq. Qual.	1. No shaken on 1st wnd. 2. Never Shaken. 3. Allied w/LOS; MORALE+2 4. Section has +2 initiative 5. Saves any chr (once each) on last wnd on D10<4
Major General Wheeling-Turn						
Status / Type Vet/Reg Cmd	24 X	18 >	12	6	Displin 3 Melee 8	
Primary Firelock Orc Art.Pistol	60/5	30/3	-/-	-/-	Accur 0% Steady 5	
77p 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 Q/staff Exq. Qual.	1. No shaken on 1st wnd.
Col. Augustus O'Toole						
Status / Type Vet/Reg Cmd, Elite	24	18	12	6	Displin 4 Melee 7	
Primary Firelock -	-/-	-/-	-/-	-/-	Accur 0% Steady 6	
50p 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 Sword	1. Long Reload (2)
Sharke						
Status / Type Vet/Light, Elite	28 X	20 >	12	6	Displin 3 Melee 7	
Primary Firelock Bakur Rifle	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 Sword	1. Long Reload(2) 2. Spread(2cm)
Harpy						
Status / Type Exp/Light, Elite	21 X	16 >	10	6	Displin 3 Melee 6	
Primary Firelock Volley Gun	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 Bayonet	1. No shaken on 1st wnd. 2. Long Reload (2) 3. Good Shot (2pt)
Arris						
Status / Type Avg/Light, Elite	24 X	18 >	12	6	Displin 2 Melee 5	
Primary Firelock Bakur Rifle	85/6	70/4	45/3	25/2	Accur 0% Steady 4	
44p 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 Bayonet	1. No shaken on 1st wnd. 2. Long Reload (2)
Battunz						
Status / Type Avg/Light, Elite	24 X	18 >	12	6	Displin 2 Melee 5	
Primary Firelock Bakur Rifle	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 Bayonet	1. No shaken on 1st wnd. 2. Long Reload (2)
Darkly						
Status / Type Avg/Light, Elite	24 X	18 >	12	6	Displin 2 Melee 5	
Primary Firelock Bakur Rifle	80/6	65/4	40/3	20/2	Accur 0% Steady 4	
42p 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  
395 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:

Local Villagers

SECTION NAME:

10x Dark Elf

FANTASY RACE:

Number / Name	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon		1. +1 impact in melee. 2. Ldr <15cm or disc-1 3. no rifles/grenades/arty 4. Bad Sight (-5pt)
Mayor Florencio					Club		
Status / Type Avg/Civilian	30 X	22 >	14	7	Displin -3	Melee -2	
Primary Firelock Pistol	55/4	15/2	-/-	-/-	Accur 0%	Steady 0	
17p Dark Elf	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 2		

Number / Name	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon		1. +1 impact in melee. 2. Tapload (3pt); shoot unloaded -1 impact and -5% acc 3. Good Shot (2pt) 4. Good Loadr(3pt); ign. misfires 5. Natural Leader; section takes no chk for sec ldr death 6. Backup pistol (+4pts)
Constable Herberto Augusto (Col. ret)					Sword		
Status / Type Vet/Light, Elite	30 X	22 >	14	7	Displin 2	Melee 4	
Primary Firelock Dark Elf Musketoon	80/4	55/3	25/2	-/-	Accur 0%	Steady 5	
69p Dark Elf	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 2		

Number / Name	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon		1. +1 impact in melee. 2. Ldr <15cm or disc-1 3. no rifles/grenades/arty 4. Long Reload (2) if kneeling 5. Good Shot (2pt) 6. deploy: any cover >15cm/enemy 7. Interrupt Shoot at ACT'd figure
Poacher					Knife		
Status / Type Vet/Civilian	30 X	22 >	14	7	Displin -1	Melee 0	
Primary Firelock Crossbow	85/5	65/3	35/2	-/-	Accur 0%	Steady 2	
39p Dark Elf	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 2		

Number / Name	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon		1. +1 impact in melee. 2. Ldr <15cm or disc-1 3. no rifles/grenades/arty 4. May shoot x2/turn w/out critias 5. Never requires reload 6. Practiced with Longbow. 7. Good Shot (2pt)
Bowman					Knife		
Status / Type Vet/Civilian	30 X	22 >	14	7	Displin -1	Melee 0	
Primary Firelock Long Bow	90/4	75/3	45/2	-/-	Accur 0%	Steady 2	
38p Dark Elf	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 2		

Number / Name	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon		1. +1 impact in melee. 2. Ldr <15cm or disc-1 3. no rifles/grenades/arty 4. Knuckles: win melee => IMP+1
Woodcutter					Sword Axe		
Status / Type Avg/Civilian	30	22	14	7	Displin -3	Melee 2	
Primary Firelock -	-/-	-/-	-/-	-/-	Accur 0%	Steady 0	
30p Dark Elf	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 2		

Number / Name	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon		1. +1 impact in melee. 2. Ldr <15cm or disc-1 3. no rifles/grenades/arty
Pleacher					Spontoon		
Status / Type Avg/Civilian	30	22	14	7	Displin -3	Melee 1	
Primary Firelock -	-/-	-/-	-/-	-/-	Accur 0%	Steady 0	
21p Dark Elf	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 2		

Number / Name	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon		1. +1 impact in melee. 2. Ldr <15cm or disc-1 3. no rifles/grenades/arty 4. armed with broom
Cleaner					Improvised		
Status / Type Raw/Civilian	30	22	14	7	Displin -4	Melee -3	
Primary Firelock -	-/-	-/-	-/-	-/-	Accur 0%	Steady -1	
15p Dark Elf	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 2		

Number / Name	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon		1. +1 impact in melee. 2. Ldr <15cm or disc-1 3. no rifles/grenades/arty
Handmaid					Knife		
Status / Type Raw/Civilian	30	22	14	7	Displin -4	Melee -3	
Primary Firelock -	-/-	-/-	-/-	-/-	Accur 0%	Steady -1	
13p Dark Elf	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 2		

Number / Name	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon		1. +1 impact in melee. 2. Ldr <15cm or disc-1 3. no rifles/grenades/arty
Mistress					Knife		
Status / Type Raw/Civilian	30	22	14	7	Displin -4	Melee -3	
Primary Firelock -	-/-	-/-	-/-	-/-	Accur 0%	Steady -1	
13p Dark Elf	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 2		

Number / Name	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon		1. +1 impact in melee. 2. Ldr <15cm or disc-1 3. no rifles/grenades/arty 4. Has Faith; MUST Pray 5. friendly with LOS get +1 DISC
Chaplain					Unarmed		
Status / Type Raw/Civilian	30	22	14	7	Displin -4	Melee -2	
Primary Firelock -	-/-	-/-	-/-	-/-	Accur 0%	Steady -1	
48p Dark Elf	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 2		

SECTION RECORD NOTES: 3 actions when coordinated if all light  
303 points 3 actions when coordinated if all elite

## FLINTLOQUE SECTION ROSTER

PLAYERS NAME:

*The Wraith Musketeers*

SECTION NAME:

*8x Wraith*

FANTASY RACE:

Number / Name	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon		1. <i>May become incorporeal.</i> 2. <i>Ldr &lt;30cm or disc&amp;steady-1</i> 3. <i>2nd Pistol</i>
<i>Captain Raghnaill</i>					<i>Pistol Butt</i>		
Status / Type <i>Vet/Reg</i>	32 X	24 >	16	8	Displin 5	Melee 2	
Primary Firelock <i>Pistol</i>	70/4	30/2	-/-	-/-	Accur n/a	Steady 6	
<i>45p Wraith</i>	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 2		

Number / Name	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon		1. <i>May become incorporeal.</i> 2. <i>Ldr &lt;30cm or disc&amp;steady-1</i> 3. <i>2nd Pistol</i>
<i>Sgt. Coitir</i>					<i>Pistol Butt</i>		
Status / Type <i>Vet/Reg</i>	32 X	24 >	16	8	Displin 5	Melee 2	
Primary Firelock <i>Pistol</i>	70/4	30/2	-/-	-/-	Accur n/a	Steady 6	
<i>45p Wraith</i>	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 2		

Number / Name	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon		1. <i>May become incorporeal.</i> 2. <i>Ldr &lt;30cm or disc&amp;steady-1</i> 3. <i>Has Flag for -1 melee wpn.</i>
<i>Ensign Airt</i>					<i>Improvised</i>		
Status / Type <i>Exp/Reg</i>	32 X	24 >	16	8	Displin 4	Melee 2	
Primary Firelock <i>Pistol</i>	65/4	25/2	-/-	-/-	Accur n/a	Steady 5	
<i>43p Wraith</i>	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 2		

Number / Name	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon		1. <i>May become incorporeal.</i> 2. <i>Ldr &lt;30cm or disc&amp;steady-1</i> 3. <i>Singing Attack(13pt). In AIM FIRE may targ opp&lt;25cm D10&lt;6 SHAKES them -1 melee while singing</i>
<i>Banshee Ailleann Briain</i>					<i>Sword Unarmed</i>		
Status / Type <i>Exp/Reg</i>	32	24	16	8	Displin 4	Melee 4	
Primary Firelock -	-/-	-/-	-/-	-/-	Accur n/a	Steady 5	
<i>51p Wraith</i>	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 2		

Number / Name	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon		1. <i>May become incorporeal.</i> 2. <i>Ldr &lt;30cm or disc&amp;steady-1</i>
<i>W1</i>					<i>Bayonet</i>		
Status / Type <i>Avg/Reg</i>	32 X	24 >	16	8	Displin 3	Melee 4	
Primary Firelock <i>Musket</i>	65/4	50/3	20/2	-/-	Accur n/a	Steady 4	
<i>29p Wraith</i>	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 2		

Number / Name	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon		1. <i>May become incorporeal.</i> 2. <i>Ldr &lt;30cm or disc&amp;steady-1</i>
<i>W2</i>					<i>Bayonet</i>		
Status / Type <i>Avg/Reg</i>	32 X	24 >	16	8	Displin 3	Melee 4	
Primary Firelock <i>Musket</i>	65/4	50/3	20/2	-/-	Accur n/a	Steady 4	
<i>29p Wraith</i>	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 2		

Number / Name	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon		1. <i>May become incorporeal.</i> 2. <i>Ldr &lt;30cm or disc&amp;steady-1</i>
<i>W3</i>					<i>Bayonet</i>		
Status / Type <i>Avg/Reg</i>	32 X	24 >	16	8	Displin 3	Melee 4	
Primary Firelock <i>Musket</i>	65/4	50/3	20/2	-/-	Accur n/a	Steady 4	
<i>29p Wraith</i>	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 2		

Number / Name	1 Double March	2 Quick March	3 Slow March	4 Half Step	Melee Weapon		1. <i>May become incorporeal.</i> 2. <i>Ldr &lt;30cm or disc&amp;steady-1</i>
<i>W4</i>					<i>Bayonet</i>		
Status / Type <i>Avg/Reg</i>	32 X	24 >	16	8	Displin 3	Melee 4	
Primary Firelock <i>Musket</i>	65/4	50/3	20/2	-/-	Accur n/a	Steady 4	
<i>29p Wraith</i>	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 2		

SECTION RECORD NOTES:

*300 points*