

### 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	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	
<i>Major General Wheeling-Turn</i>					Exq. Qual.	Displin 3	Melee 8
Status / Type <i>Vet/Reg Cmd</i>	24 X	18 >	12	6		Accur 0%	Steady 5
Primary Firelock <i>Orc Art.Pistol</i>	60/5	30/3	-/-	-/-		Wounds 3	
<i>77p Orc</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 Q/staff	1. No shaken on 1st wnd.	
<i>Col. Augustus O'Toole</i>					Exq. Qual.	Displin 4	Melee 7
Status / Type <i>Vet/Reg Cmd, Elite</i>	24	18	12	6		Accur 0%	Steady 6
Primary Firelock -	-/-	-/-	-/-	-/-		Wounds 3	
<i>50p Orc</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 Sword	1. Long Reload (2)	
<i>Sharke</i>						Displin 3	Melee 7
Status / Type <i>Vet/Light, Elite</i>	28 X	20 >	12	6		Accur 0%	Steady 6
Primary Firelock <i>Bakur Rifle</i>	90/6	75/4	50/3	30/2		Wounds 3	
<i>70p Half-Orc</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 Sword	1. Long Reload(2) 2. Spread(2cm)	
<i>Harpy</i>						Displin 3	Melee 6
Status / Type <i>Exp/Light, Elite</i>	21 X	16 >	10	6		Accur 0%	Steady 5
Primary Firelock <i>Volley Gun</i>	90/6	65/4	25/3	-/-		Wounds 3	
<i>70p Bog-Orc</i>	0-10cm	10-30cm	30-45cm	45-60cm			

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)	
<i>Arris</i>						Displin 2	Melee 5
Status / Type <i>Avg/Light, Elite</i>	24 X	18 >	12	6		Accur 0%	Steady 4
Primary Firelock <i>Bakur Rifle</i>	85/6	70/4	45/3	25/2		Wounds 3	
<i>44p Orc</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 Bayonet	1. No shaken on 1st wnd. 2. Long Reload (2)	
<i>Battunz</i>						Displin 2	Melee 5
Status / Type <i>Avg/Light, Elite</i>	24 X	18 >	12	6		Accur 0%	Steady 4
Primary Firelock <i>Bakur Rifle</i>	80/6	65/4	40/3	20/2		Wounds 3	
<i>42p Orc</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 Bayonet	1. No shaken on 1st wnd. 2. Long Reload (2)	
<i>Darkly</i>						Displin 2	Melee 5
Status / Type <i>Avg/Light, Elite</i>	24 X	18 >	12	6		Accur 0%	Steady 4
Primary Firelock <i>Bakur Rifle</i>	80/6	65/4	40/3	20/2		Wounds 3	
<i>42p Orc</i>	0-15cm	16-45cm	46-60cm	61-75cm			

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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:

*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> <i>Exq. Qual.</i>	
Status / Type <i>Raw/Reg Cmd</i>	32 >	24 >	16	8	Displin 1	Melee 4
Primary Firelock <i>Elf Pistol</i>	60/4	30/3	-/-	-/-	Accur 0%	Steady 2
27p 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	
Lt. Col. <i>Daniel la Roo</i>					<i>Sword</i> <i>Exq. Qual.</i>	
Status / Type <i>Vet/Reg Cmd, Elite</i>	28 X	20 >	12	6	Displin 3	Melee 10
Primary Firelock <i>Elf Pistol</i>	75/4	45/3	-/-	-/-	Accur 0%	Steady 6
61p 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	
Sgt. Delon <i>Imp. des Dragons (M)</i>					<i>Sword</i>	
Status / Type <i>Vet/Elite</i>	42 >	38 >	26	14	Displin 5	Melee 7
Primary Firelock <i>Elf Carbine</i>	80/4	50/3	-/-	-/-	Accur 0%	Steady 6
64p Elf	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 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 <i>Vet/Elite</i>	32 >	24 >	16	8	Displin 5	Melee 6
Primary Firelock <i>Elf Carbine</i>	80/4	50/3	-/-	-/-	Accur 0%	Steady 6
47p Elf	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 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 <i>Exp/Light, Elite</i>	32 >	24 >	16	8	Displin 4	Melee 5
Primary Firelock <i>Elf Musket</i>	80/4	60/3	30/2	-/-	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	
Pvt. <i>J.P. Gautier</i>					<i>Bayonet</i>	
Status / Type <i>Exp/Light, Elite</i>	32 >	24 >	16	8	Displin 4	Melee 5
Primary Firelock <i>Elf Musket</i>	80/4	60/3	30/2	-/-	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	
Pvt. <i>De Place</i>					<i>Bayonet</i>	
Status / Type <i>Avg/Light, Elite</i>	32 >	24 >	16	8	Displin 3	Melee 4
Primary Firelock <i>Elf Musket</i>	75/4	55/3	25/2	-/-	Accur 0%	Steady 4
32p 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	
Pvt. <i>Mange-tout</i>					<i>Bayonet</i>	
Status / Type <i>Raw/Light, Elite</i>	32 >	24 >	16	8	Displin 2	Melee 3
Primary Firelock <i>Elf Musket</i>	65/4	45/3	15/2	-/-	Accur 0%	Steady 3
26p Elf	0-15cm	16-45cm	46-60cm	61-75cm	Wounds 2	

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