

Flintloque Reference

January 19, 2016

Initiative	
Value	Modifier
	D10
-1	Section is >1/2 militia.
+1	Section is >1/2 elite, guerilla or light.
+1	If section lost last turn.
re-roll	Lost last turn & spend CP.

Bog-Orc Their sct. ldr. gets SHOOT+5%, 1 band further and DISC+1. **Dark Elf** If win melee, IMPACT+1. **Dogman** +1 init if sect >1/4 dogmen. **Dwarf** 1xPG, load special shot for IMPACT+2. **Elf** +5%/shoot (Included). Gain 1 sh-mv band. **Garg./Todoroni** @Db.March; ignore lin. obst. & area terrain. **Ghoul** Feeds on melee victims if D10+DISC<8; no ACTIVATE when feeding. Feeding <10cm => DISC-1. **Goblin** Heavy wound means only -15% shooting not -20% **Golem** +1 STEADY when shot at. **Orc / Half-Orc** No shaken for 1st wound. **Othari** Swim quiet water as open ground. **Rat** Enemy take MEL-1. (incl as MEL+1 on sheets). **Trollka** 1xPG, Thunderclap, D10>=6, opp<10cm prone. **Trollkin** Harden skin. Stationary but steady+1. **Vampire** 1xPG, may hiss see DL p81. No CMD points. **Werewolf** 1xPG, all howl. Enemy steady-1 for turn **Wraith** Action;switch to/from ghost. Immune while ghosted; contact SHAKES mortals.

Activate If Hit	
Figure	Opponent
D10	D10
+Figure DISC rating.	+Command Points.
+1 If fig's section won init this turn.	+1 If fig's section lost init this turn.
+2 If section leader in 15cm.	+hits on figure.
+1 If friendly flg in LOS.	+1 If enemy flg in LOS.
+2 If friendly music in 25cm.	+2 If enemy music in 25cm.

- Decide Initiative. (Spend CPs to re-roll).
 - Decl musicians playing; **MUSIC** tokens.
 - Hand out Steady modifiers for Guerrillas.
 - Accumulate **DREAD** for Undead.
 - Undead **TRANSMOGRIFY** if no Liche.
- Activate for fire / movement / melee, 2 figs per player in desc INIT order.
 - Leader may ACT&CP, "Rally Troops". Remove D5 shaken <15cm. +1 if ldr exp > all shaken figs exp. Remove in incr exp order.
 - Active figure may get "Direct Order" for 1 CP and get DISC+1, MELEE+1, ACC+5%.
 - "Group Activation". Requires CP. 4 figs <15cm from leader activate. Leader may be 5th. If all "light", get 3 actions.
 - CP => retaining init, act 2 more figs

- Moving:**
 - Heavily wounded means a column shift.
 - Musicians playing can only slow march.
 - Figs in contact: only slow march or melee.
- Shooting:**
 - Elves can Double March and shoot.
 - Leader <15cm, shift right column.
 - Hvy wnd figures -20% (-15% for goblins).
 - Undead get dread for kills.
- Fighting Melee:**
 - Melee fighting requires an ACTION.
 - Ldr won INIT; may CP =>special move.
 - Undead winner gains DREAD next turn.
 - Losers gain a shaken, even if unhurt.

- Activate for aimed fire at +20% (Not undead/militia/guerrilla or at some ghouls). All figs per player in desc INIT order.
 - UNACT'V'D UNLOADED figs with Cowardly officer may fire on D10>7.
 - Leader <15cm, shift right column.
- Activate for reloads. (except hit/activated/contacted figures).
- Artillery Phase
 - Rockets fly by D10 roll. Explode if;
 - <eng.dist of target & roll base to-hit.
 - Hit building/terrain.
 - Figs <10cm from path, -1 steady this&next turn.
 - Badly fused charges expl on even D10 roll.
 - Correctly fused charges expl on sched.
 - 6cm blast radius, S10 hit.

- Maintenance.
 - Spend CP to remove D5 hits, levelly as "Officer's Fortune"
 - Remove tokens: ACT'd, **CHOKO**, **MUSIC**.
 - Remove FEEDING tokens on a D10>3.
 - Turn hits into WOUNDS, HWND, and SHAKEN (not for wnd 1 for orc)
 - Check **BRAIN FREEZE** for undead figs.
 - SHAKEN** for:
 - Figure whose leader killed.
 - Section passes 1/2 strength
 - Militia/Civilian/Guerrilla with 15cm of death.
 - If spent CP, CP recover: D10+Ldr's DISC -CPs >6 => regain CP.

Dread Income (Min. Zero)	
Award	Reason
3	Any undead figs are in play.
2	Undead outnum mortals <2:1
4	Undead outnum mortals >=2:1
1	Per enemy char killed last turn.
2	Per enemy sec.ldr killed last turn.
1	Per melee won last turn.
-1	Each undead lost last turn.
-5	Each liche lost last turn.
4	Sacrifice any one undead char.

Dread Spend (Max. 10 per turn.)	
Cost	Action
1	Unconfuse 1 char.
2	Unfreeze char <15cm from liche.
3	Force melee tie. Target shaken.
3	Restore 1 WND to an undead char.
4	+3 to INIT dice, before/after roll.
10	SHAKE D5+1 enemy figs near liche.
10	All undead +15% shoot for turn.

Shaken Remove Result	
Result	Effect
<1	Figure routs, remove.
1-4	Flee dbl-march; away from enemy, towards home or nearest edge. Remove SHAKEN if >15cm from enemy.
5	Unshaken, no actions.
6-9	Unshaken, fig may not approach enemy.
10+	Unshaken, act as normal.

Remove Shaken/Morale Check D10	
Mod.	Reason
+Figure DISC rating.	+extra MORALE mods.
-1	Per wound
-1	Heavy Wnd
-1	If beyond command range.
-1	Section below Half Strength
+1	leader within 15cm.
+2	If Section Leader.
+1	If Elite.
+1	Friendly Flag in LOS.
+2	Friendly Music within 25cm.
+2	If commanded by heroic officer.
varies	Commanded figure bonuses.

Melee	
Value	Modifier
<i>Race,Exp,Status,Wpn mods. Added on sheets.</i>	
+1	If Mounted.
+2	If opponent SHAKEN .
+1	If opponent in BRAIN FREEZE .
+1	Per Wound on Opponent.
+1	Per Hit on Opponent.
+1	If opponent HEAVILY WOUNDED .
+1	Infantry who initiated.
+3	Cav who initiated.
+2	Opp. initiating over Lin.Obst.
+2	Each extra non-outnum'd friend.
+1	If commanded by aggressive officer.

Shooting	
Value	Modifier
>col	If Quick Marched or faster.
<col	Within 15cm of leader.
-10%	Shooting throu (<5cm) gap.
-20%	Light Cover; Light woods/Fence/Hedge
-30%	Heavy Cover; Heavy Woods/Stone Wall/Building
-20%	Heavily Wounded shooter.
+20%	In aiming phase.

Steady Results	
Result	Effect
<0	Out of Action
0,1	4 Hits
2,3	3 Hits
4,5,6	2 Hits
7,8	1 Hit
9,10 in melee	Push Back 5cm
9,10 in shoot	No effect
>10	No Effect

Steady D10 Roll	
Value	Modifier
	+Figure steady rating.
	-Impact of the attack.
	-Irregular modifier.
-1	If shaken.
-1	If beyond cmd range.
+1	If wearing armour.

Shoot Results	
Result	Effect
>=hit%	Miss
<hit%	Hit
even dbl <hit%	Crit, IMPACT x2
odd dbl	Misfire

Rocketry	
D10	Result
1	Explodes.
2,3	Forward 1 move
4,5	Forward, 45° (3=L, 4=R), forward.
6,7	Forward, 90° (6=L, 7=R), forward.
8	Enemy chooses from above.
9	Reverses course 1 move.
10	Sputters out.

Activate If Hit (>2 Players)	
D10	Modifier
	+Figure DISC rating.
	-Hits on figure.
	-Highest #CP for any opp plr.
+1	If fig's section won init this turn.
-1	If fig's section lost init this turn.
+2	If section leader in 15cm.
+1	If friendly flg in LOS.
-1	If enemy flg in LOS.
+2	If friendly music in 25cm.
-2	If enemy music in 25cm.
<5	May only SLOW MARCH.
5	Only move OR shoot at -10%.
>5	Figure may act.