

# *Flintloque for Beginners*

*by Katie*

## *Intro*

In FL, you take command of a small unit of fantasy world Napoleonic soldiers. They have various stats for how well they can shoot, how fast they move and so on. There are 4 rates of movement and 4 range distances.

The various species — orcs, dogmen, werewolves and so on — all have different fighting skills, toughness (referred to as “Steady”), shooting ability and movement speeds. Each also has a racial characteristic. Dogmen are methodical, the undead aren’t very bright and orcs have thick skins.

Also, Flintloque characters can have special abilities and flaws. Some of them (being cowardly or a good shot) are available to everyone, but each species also gets its own set (for example, specially loud barks for the Dogmen).

## *The Flintloque Era*

FL is sort of based on Napoleonic warfare and this influences the way the game feels. Your figures shouldn’t try and run around blazing away like they’re in a Western — most weapons take a turn of standing still to load, and since FL games are only about 10 turns long, that means you’ll only get 5 shots at most. Aiming takes the whole of a turn as well and *still* the weapons aren’t very accurate — getting closer helps. Hand-to-hand fighting between equals is decisive but very random. Ganging up on figures is effective if you can arrange it.

## *The Flintloque Turn*

Each turn, each unit rolls for “initiative”. This is who gets to go first, second, third, &c. Some units get bonuses to this roll, because they’re better trained or have some special ability.

Your group has a commander, who gets some “command points” representing his ability to shout at people to do things, to call on special abilities and to make decisive interventions.

The turn takes several phases. If figures act during a phase, they can’t act in a later one. Figures can wait for a given phase to act in gain benefits. Generally if a figure gets hit — by gunfire or by being attacked — they can’t act in later phases either.

Some effects — for example, of being wounded — don’t take effect until the end of the turn, to minimise the effects of the initiative ordering. This is why there are both “hits” and “wounds”.

“Shaken” means the figure has to take a morale check; various circumstances cause the figure to gain this but note that if the figure is already shaken, then they do not gain it again. The results of a morale check can be anything from the figure flat-out doing a runner through to heroically shaking off the fear and getting on with things as normal.

## *Moving, Shooting and Fighting*

The first main phase. When their turn comes round a unit normally gets to wake up two figures. There are a couple of exceptions to this — one is for your command figure to order a group (spending a 'command point' to do so). The other is if after doing two your command figure wants to spend a point to 'retain' initiative and do two more.

When a figure is woken up, they get two "actions" to do. (Sometimes more, but usually just two).

Figures can move/shoot/fight in any order. If they move quickly they may not be allowed to shoot or may only shoot at shorter ranges. If they shoot first, their subsequent move must be short enough to allow the shooting.

If a figure contacts an enemy figure, they are in hand-to-hand combat. Fighting is not automatic — it takes an action to hit them. The figure whose action the fighting is happening in gets a bonus.

If the figure starts in melee, it may only either fight or make a short move out of combat.

## *Shooting*

Shooting can only happen if you have a loaded weapon or you have the "taploading" ability — but in the latter case you take a penalty.

Pick a target — the range bands in the figure's profile contain two numbers for their weapon. X/Y means there's an X percent chance of hitting and the impact will be Y.

Cover, weather and the state of the firing figure (being wounded and so on) affect the percentage chance of hitting.

If the figure has moved quickly, they may not be able to shoot at longer ranges. If the figure ran at double march they usually can't shoot at all.

Some shooting penalties (notably the one for moving quickly) are a "column shift". This means, instead of the percent chance of hitting from the range band of your target, you use the percent chance from the next column along (and add weather/cover etc to that). Column shifts are cumulative. If you end up in a column to the right with no numbers (or off the table) you can't hit them. If you end up off the side to the left, use the left-most column number.

You always read the impact value from the "real" range of the target.

Roll under your %age chance to hit them. Roll a double-odd and your weapon misfires. Always a miss, and your gun is unloaded. Even-doubles are critical hits. Double the impact.

Then the target figure gets to see how much it hurt. They roll a D10, add their "steady" value (how tough they are) and subtract the impact of the weapon.

Less than zero and they're immediately dead. 10+ and they're fine. In between they take a number of hits. They don't count as wounds yet (so they don't affect shooting or fighting) but they do affect waking the figure up. hits are converted to wounds at the end of the turn — it's part of trying to simulate simultaneous movement.

## *Fighting*

Fighting uses the same "impact" roll (with the addition of an extra result of shoving your target away from you). Before that, though, there's deciding who actually hit who.

This is a dice-off. Both figures roll. If either is outnumbered, their opponent gets a benefit. They both add their "melee" fighting value (which includes how good their weapon is) and various other modifiers (for wounds, hits and so on). If you're using the pre-printed character sheets, the melee value has weapons and skill values already added in.

The winner hits the loser for an impact of the difference in the rolls — the loser makes a D10+steady roll — the result is usually a number of "hits". They take a SHAKEN token regardless of whether they are hit or not. These cause morale checks next time the figure is activated.

Note that the accumulation of hits (which will become wounds later) means it's possible for a figure to be going-to-die but still able to do things. This is a deliberately different result from an impact rule which kills them right away; again, it's part of simulating simultaneous activity.

## *Aimed Shooting*

The second phase is aimed shooting. Figures which didn't do anything in an earlier phase, aren't in contact with an enemy and aren't "hit" now get to shoot at people with a bonus because they spent the time aiming. You get a +20% to the hitting chance.

Some figures may be fast at loading their guns and be able to shoot (normally — without the bonus) in this round if they didn't do anything earlier and can make a dice roll.

## *Reloading*

The third main phase is reloading. Figures which didn't do anything in the previous phases and have an empty weapon can load it. Some figures (notably riflemen) need several of these phases to completely reload their weapon. We use multiple "unloaded" tokens to mark this and they can remove one per reloading phase.

## *Turn Hits into Wounds*

Finally there's a maintenance phase. In this phase, commanders can try and rally their troops to shake off hits. Then hits are converted to wounds. Figures which exceed half their wounds are in a bad way. Their move distances are shifted a column over, they take a modifier to shooting and fighting. Any figure which gains wounds this turn gains a SHAKEN marker (except for Orcs which ignore it for their first wound). Figures whose wounds are gone are killed.

The various tables with modifiers for the rolls are at;

<https://www.fysh.org/~katie/wargames/downloads/flintloque3/3ed-tables.pdf>

The official basic rules are at;

<https://www.fysh.org/~katie/wargames/downloads/flintloque3/fl3-rules.pdf>

Some roster sheets;

<https://www.fysh.org/~katie/wargames/downloads/flintloque3/ed1-boxset-rosters.pdf>