

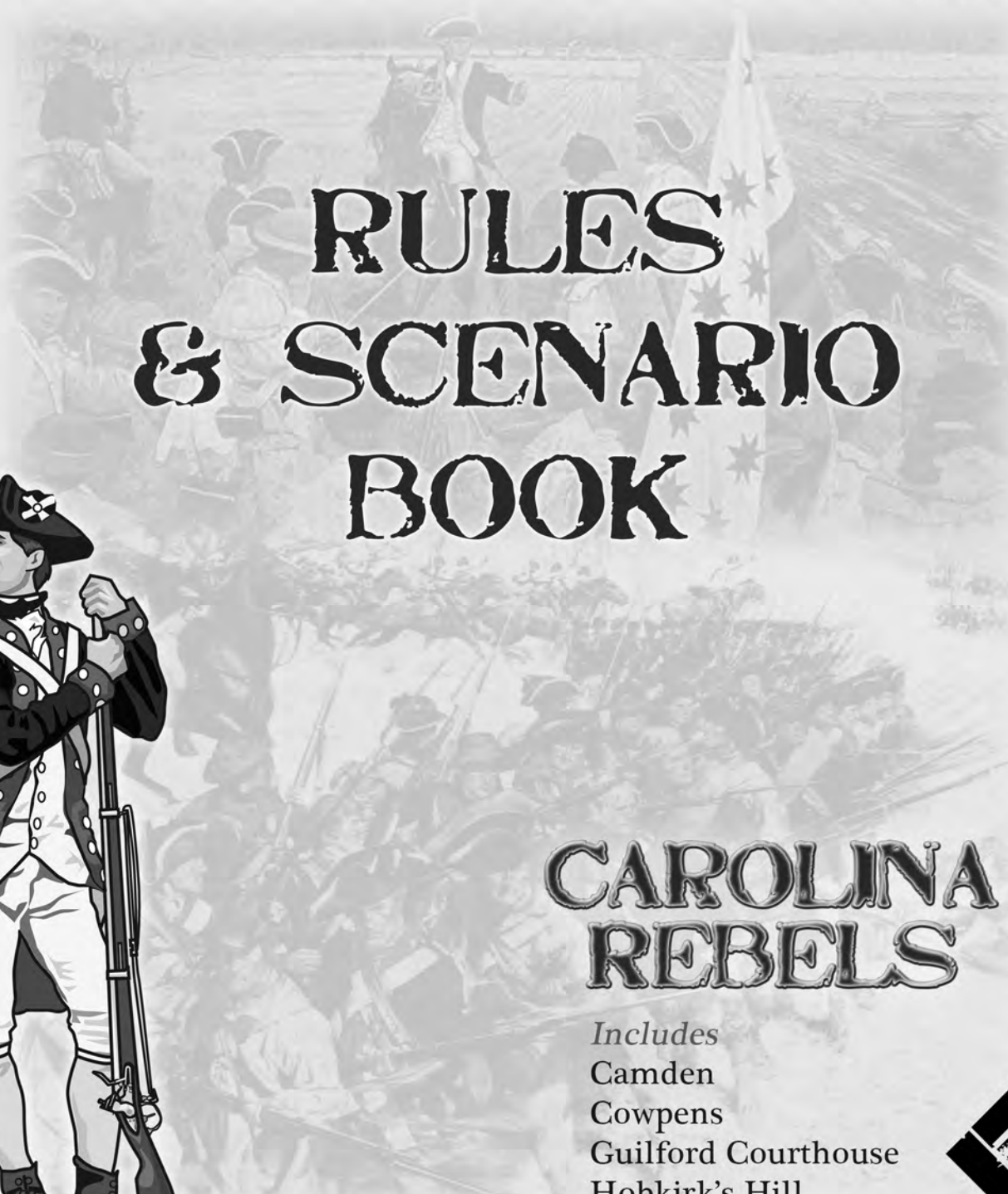
a Richard H. Berg Game Design



FLINT'LOCK

BLACK POWDER ★ COLD STEEL

Volume 1



RULES & SCENARIO BOOK



CAROLINA REBELS

Includes
Camden
Cowpens
Guilford Courthouse
Hobkirk's Hill

The battles that decided the fate of a revolution



ENL PUBLISHING

FLINTLOCK

Black Powder, Cold Steel

Volume I: CAROLINA REBELS

The Battles of Camden, Cowpens, Guilford Courthouse and Hobkirk's Hill

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(1.0) INTRODUCTION

FLINTLOCK is a game covering tactical warfare in the 18th century. It focuses on the effects of formations, the era's use of linear warfare, how units fight, plus commanding small forces in an era where almost all combat was close.

Volume I: Carolina Rebels, covers four of the battles that took place in South and North Carolina during the British Southern Campaign: General Cornwallis' effort to strike at the

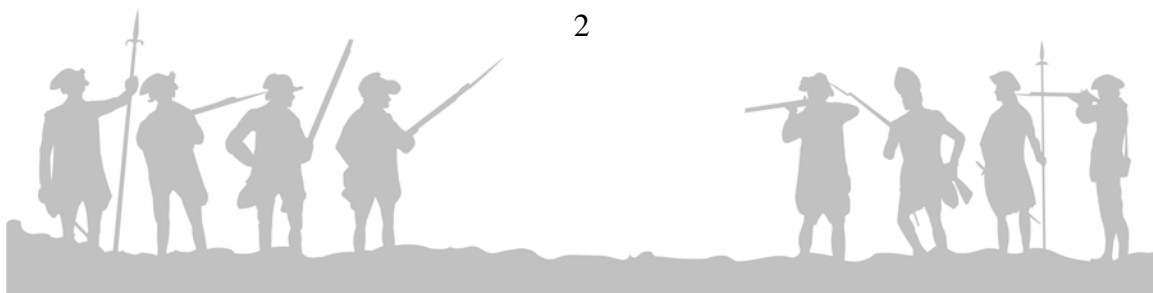
Colonies' underbelly, and General Nathanael Greene's attempts to thwart that effort.

(2.0) THE COMPONENTS

Component List

One 34" x 22" Back-printed Game Map
 One 22" x 17" Back-printed Game Map
 Two Counter Sheets – 560 Counters
 One Rules & Scenario Book
 One Set of Player-aid Cards
 Two Six-sided Dice

(2.1) THE MAPS



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Each of the four battles has its own map, and each is covered with a grid of hexagons (hexes) used to regulate movement and combat. The terrain types are shown in the legend on each map; Terrain Effects Tables for each battle are on the Player-aid Cards.

(2.2) COUNTERS

Flintlock has three types of counters: combat units, Leaders, and status markers (see unit key above).

Regular Infantry				
Light Infantry/Rifles (can form Skirmishers)				
Militia	Skirmishers	Cavalry	Artillery (fire)	Artillery (move)

(2.21) The three types of combat units are: Infantry, Cavalry, and Artillery.

(2.22) Infantry/Militia

Infantry/Militia (and Cavalry) units have a Morale Rating—measuring their training, reliability, *esprit de corps*, etc.—and a Movement Allowance, which is more an indicator of their maneuverability as opposed to how fast they can move. A combat unit's reverse side is its Reduced side, as the Virginians demonstrate below (see 11.54). All Infantry counters—with

minor exceptions (see 6.7)—show the unit in Open Line Formation.

- A unit's weapon is represented by a letter: M for musket; R for rifle.
- A unit's Morale Rating is on the bottom left; its Movement Allowance is on the bottom right.

An Infantry unit in Skirmish Formation has its own counter.

Historical Note: *Most Infantry (regulars, state troops, et al.) are armed with muskets and bayonet. Some American militia—usually those raised in rural/backwoods counties—and specialized companies (e.g., Campbell's Riflemen at Guilford) are armed with rifles (and no bayonets). The militia that did have muskets, even if they were fitted for bayonets, rarely, if ever, used them; they didn't have the training to do so.*

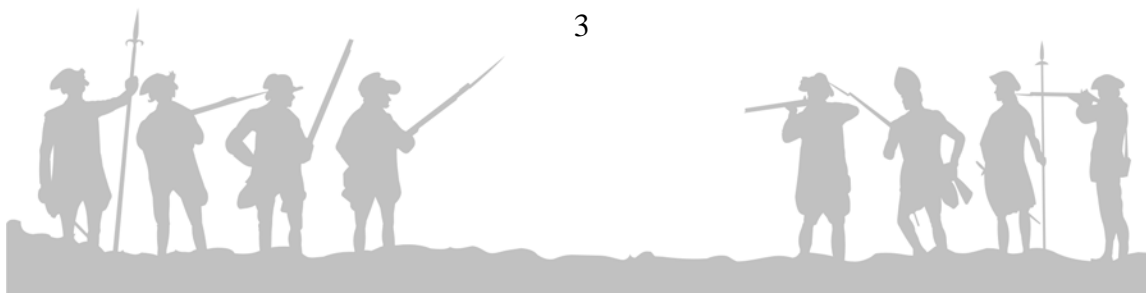
(2.23) Disordered Infantry suffer penalties when engaged in Fire and Shock attacks.

(2.24) Artillery units are either in fire mode (they can fire but not move) or in move mode; their Movement Allowance is on the bottom-right of their move side.

(2.25) Cavalry (Dragoons) units, like Infantry units, have a Morale Rating (bottom left) and a Movement Allowance (bottom right); however, Cavalry units cannot perform Fire attacks. They can only perform Shock attacks and Charges.

- British Dragoons carried carbines, but more often used pistols and (mainly) swords.
- Continental (regular) Dragoons relied almost entirely on sword and pistol.

Design Note: *The Cavalry in the game, other than mounted militia, is always mounted. This may not be how they **always** operated, but it is how they fought in the battles herein. Most Colonial militia Cavalry were mounted, but they tended to use their horses only for*

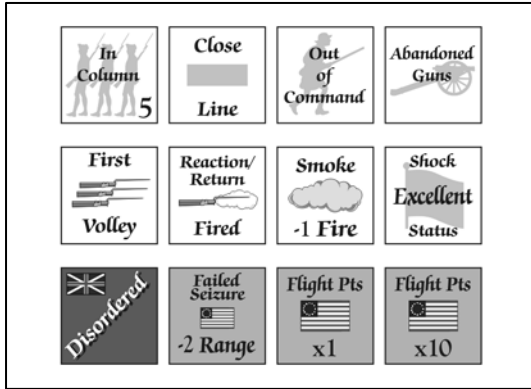


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transportation—and easy getaways. For more on Cavalry see 13.0

(2.26) All status markers (see below) are explained in the rules, as their need/use occurs.



(2.3) PLAYER-AID CARDS

The Player-aid Cards contain Terrain Effects Tables for each scenario/battle; tables for Shock and Fire Combat Resolution, Formation Effects on Combat; Unit Morale Checks; Shock Status and Cohesion Tracks (for each scenario/battle), for use with 12.24; and a Flight Track and Scenario Flight Level Table.

(2.4) THE DIE

The game uses two six-sided die, and rolling 1d6 resolves combat and most other factors. 1d6 = one six-sided die.

(2.5) DEFINITIONS AND ABBREVIATIONS

These are things that you need to know:

Cohesion: A Command's ability to stand up to Shock.

Command: All units under one Leader. Each Infantry and Cavalry unit in the game belongs to a Command, identified by the colored flag on their, and the Leader of the Command's, counter (see 4.2).

Continuity: The mechanic used to determine which player takes the next Activation.

Disordered: A combat status indicating the unit is in some disarray

DR, DRM: Abbreviations for Die Roll and Die Roll Modifier, the latter being a positive or negative number used to adjust the DR.

Free Activation: An Activation that does not require a DR.

FRT: Fire Results Table

Reduced: The unit has taken enough casualties to reduce its combat effectiveness.

Shock Factor (SF): Points added to determine a Command's Shock Strength.

Shock Factor Total (SFT): The total of a Command's SFs; its Shock Strength.

Zone of Control (ZOC): the hexes to the front of a unit into which that unit exerts its influence. Some units do not exert a ZOC.

(2.6) THE SCALE

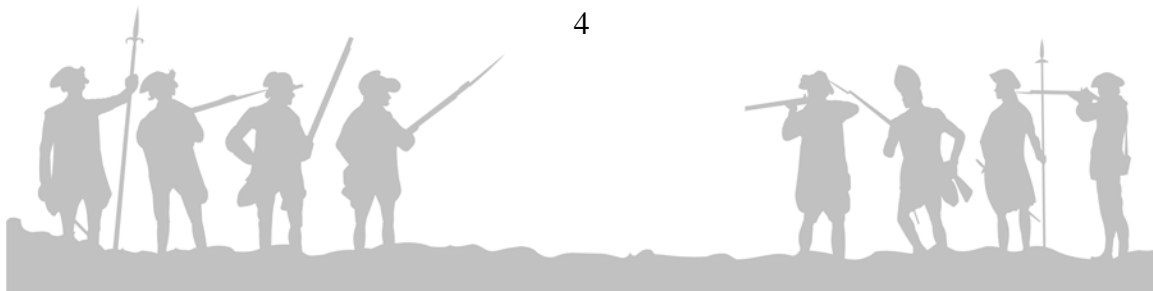
The map scale is about 40–50 yards per hex. Each combat unit equals about 50 men per counter. Each Artillery counter represents one gun. There is no time scale.

(3.0) SEQUENCE OF PLAY

Flintlock has no game turns. When the game starts it keeps going until one player wins. To do this, the system uses a Continuation Activation mechanic (see 5.0).

When activated, a player's units can undertake whatever actions are allowed by that unit's Formation and In Command status. When he has finished undertaking those actions, he removes Smoke markers from units that have not fired as per 11.46.

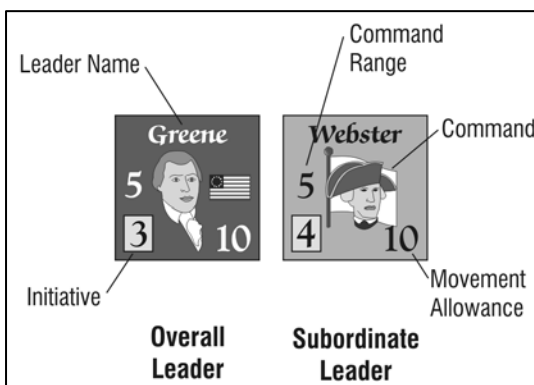
Play continues in this manner until one player exceeds his Flight Level (see 14.0), which means his opponent has won.



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(4.0) LEADERS AND COMMANDS



(4.1) OVERALL LEADERS

Each army has an Overall Leader (OL). The Overall Leader (see Greene above) has three ratings:

- His **Initiative Rating** (bottom left) determines his success at Continuity and Seizure.
- His **Command Range** (middle left) represents the maximum number of hexes distant a Subordinate (and his Commands) can be from his Overall Leader and still be activated in a given Activation (see 4.4).
- His **Movement Allowance** is the bottom-right number.

(4.2) SUBORDINATE LEADERS

Subordinate Leaders (SLs) are Leaders in charge of individual (or groups of) Commands (denoted by color-coordinated Flags). Each SL (see Webster above) has three ratings similar in name to those of the OL, but somewhat different:

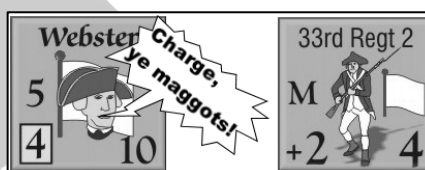
- His **Initiative Rating** (bottom left) determines his success at Activating his Command when he is not within Command Range of his OL and changing the Formations of his units (see 6.6).
- His **Command Range** (middle left) indicates the maximum number of hexes distant a unit under his Command can be and still be In Command (see 4.4).

- His **Movement Allowance** is the bottom-right number.

The **Cohesion Rating** for his Command in each battle/scenario is listed in that scenario (see 12.24).

Every combat unit in the game belongs to a Command noted by a colored flag corresponding to that of its Leader.

Example: At Guilford Courthouse, Col. James Webster leads the British left wing, which consists of Commands of the 23rd Regiment and the 33rd Regiment.



(4.3) COMMAND ACTIVATION

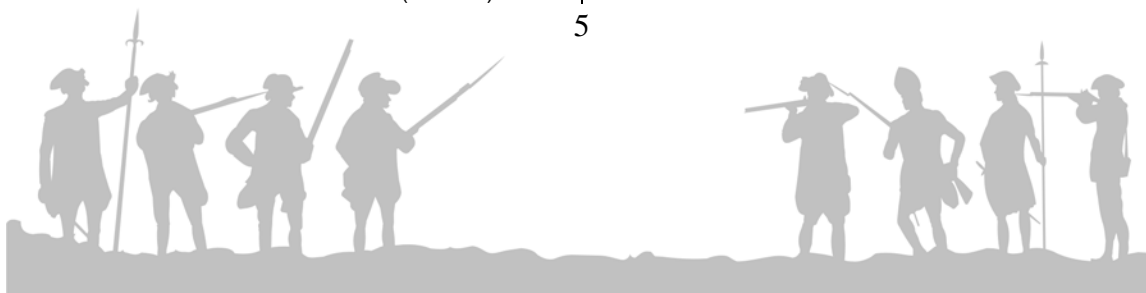
Play Note: *The crux of the Activation system falls upon the Overall Leader and his ability to get DRs for Continuation or Seizure (see 5.2).*

(4.31) When an army's Overall Leader is active (see 5.0) he can activate any and all Subordinate Leaders that are within his Command Range. All of that OL's units that are in his Command Range are In Command; all units outside his Command Range, and thus not In Command, have limited movement/combat capabilities.

Example: At Camden, at the start of a British Activation, Rawdon and Leslie are within Cornwallis's Command Range. Both, therefore, are activated, and all of their units that are within their range are thus fully active.

(4.32) Subordinate Leaders that are not within their OL's Command Range can either choose to be considered Out of Command (see 5.4) or attempt to activate fully on their own. To do so, the player rolls 1d6 and compares it to the SL's Initiative Rating:

- If the DR is \leq his Initiative Rating, all of his units that are in his Command Range are fully active (see 5.3).



- If the DR is > his Initiative Rating, his units—whether In or Out of Command—are inactive.

Example: At Camden, using the example above, Webster and Tarleton are not within Cornwallis's Command Range. The British player then decides to roll to activate Webster but, in doing so, rolls a 6, which is > his Initiative Rating; thus Webster's units are inactive and cannot do anything. Tarleton opts for partial Activation (see 5.4) by not undertaking a DR.

Play Note: *These choices often depend on what is happening on the battlefield and what is needed or wanted.*

(4.4) IN COMMAND STATUS

In Command status is based, initially, on a unit's Leader's Command Range, which is traced in hexes, not Movement Points, from a Leader to his units. It cannot be traced through an enemy unit/ZOC (see 9.0) or impassable terrain. To be In Command, a combat unit of a given Command must be within the Command Range of its Leader (SL) who is himself in range of the OL. In addition:

- Any unit in Column or Close Line Formation that is adjacent to an In Command unit in that same Command is also In Command, in a chain-effect manner.
- Any unit that is in Open Line Formation that is within two (2) hexes of an In Command unit in that same Command is also In Command, in a chain-like effect.
- Skirmishers are In Command regardless of where they are.

Command status is determined at the start of an Activation and stays with the unit throughout that Activation. For what activated units can do, see below.

(4.5) LEADER MOVEMENT

Leaders can move any time they are activated.

(4.6) LEADER CASUALTIES

Play Note: *See 11.57 for how/when this occurs.*

(4.61) When a Leader is killed flip his counter over to his Replacement Leader (RL) side and place the counter with the nearest combat unit that had been in his Command.

(4.62) Replacement Leaders cannot be killed.

(4.63) If an enemy combat unit moves adjacent to a non-RL that is alone in a hex, the Leader is immediately placed with the nearest combat unit in his Command, and the enemy unit continues moving as if the Leader hadn't been there. If there are no units left in his command permanently remove the leader and do not place a RL.

(4.64) Leaders that are alone in a hex cannot be the target of a Fire attack.

(5.0) ACTIVATION AND CONTINUITY

(5.1) ACTIVATION

When a Command is activated all units can undertake the actions allowed by their Formation and In Command status. A player can always pass instead of activating any units. If a player passes, his opponent gets a Free Activation.

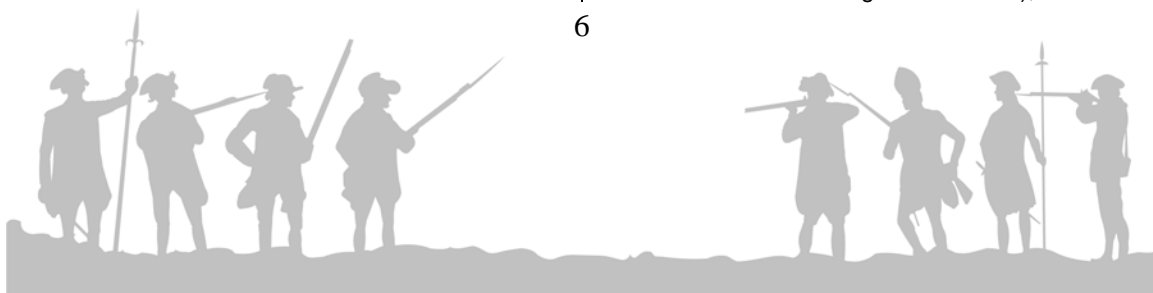
(5.2) CONTINUITY

(5.21) After a player has undertaken actions, he can attempt to continue. He notes his Leader's Initiative Rating and rolls 1d6.

- If the adjusted DR is \leq the Initiative Rating, the player goes again.
- If the adjusted DR is > the Initiative Rating, or if the opponent has Seized Continuity (see below), play passes to his opponent, whose OL can now activate his units as per 4.3.

If a player has already successfully rolled for Continuity (conducted **two** consecutive Activations), he adds one (+1) to the DR for each time he was successful after the first.

Example: The British player has been successful in two consecutive Continuity DRs (he's conducted three straight Activations); thus when



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he tries a third time he adds two (+2) to his next DR.

1. If the adjusted DR is \leq the Initiative Rating, the player goes again.

2. If the adjusted DR is $>$ the Initiative Rating, or if the opponent has Seized Continuity (see below), play passes to his opponent, whose OL can now activate his units as per 4.3.

There is no limit to the number of consecutive Activations; a player can attempt Continuity as many times as he wants until he fails or Continuity is Seized.

(5.22) Seizing Continuity: If a player is about to perform a Continuity DR, his opponent can attempt to Seize Continuity before the former rolls. To do so, the opposing player announces the Seizure attempt, rolls 1d6 and consults his Overall Leader's Initiative Rating.

- If the DR is \leq the Seizing OL's Initiative Rating, he can now activate his units.
- If the DR is $>$ the Seizing OL's Initiative Rating, no Seizure occurs, but that OL's Command Range is reduced by two (-2) for his next Activation (only). This effect is cumulative for that Activation, and markers are used to indicate it.

Example: Cowpens; the British player has finished his Activation and wants to continue, but before he checks for Continuity, the Continental player announces his attempt to Seize Continuity. For his DR he rolls a 6, which is higher than Morgan's Initiative Rating of 4. Thus the British activate (with a Free Activation) and Morgan's Command Range is reduced from 7 to 5 (for his next Activation only).

(5.3) FULL ACTIVATION

Each Command's units must finish their actions before any units from another Command can perform theirs.

Units that are In Command when activated are fully active and can:

- **Change Formation** (see 6.0): The unit cannot do anything else (see 6.6). **Note:** Remember to use the appropriate counter for that Formation.

- **Move** (see 7.0): They cannot Fire.
- **Fire** (see 11.0): Units in Column or units that have moved cannot Fire.
- **Shock** (see 12.0): Units must start their Activation adjacent to enemy units in order to undertake a Shock attack against them (exception: Cavalry Charges). Units that Shock cannot Fire or move, but the results of the Shock attack may call for them to advance or fall back.
- **Rally** (see 11.52): Units can recover from being Disordered.

(5.4) PARTIAL ACTIVATION

(5.41) Partial Activation is a status applied to units . . .

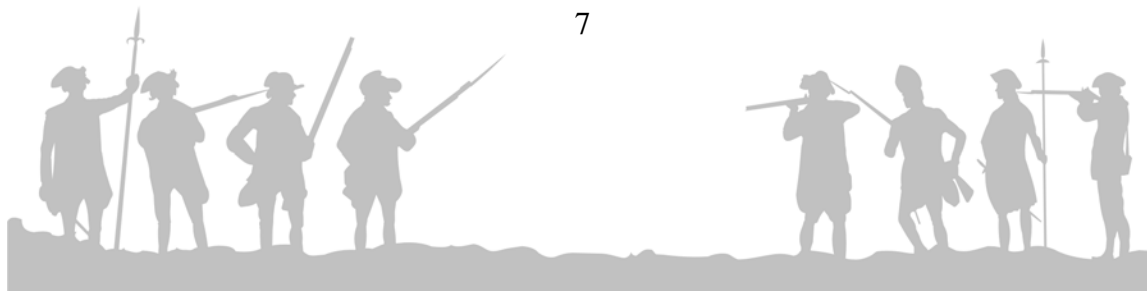
- of a Leader who has not been activated by his OL and has not attempted to self-activate by DR (4.32);
- that are Out of Command—not within Command Range of a SL who has been activated by his OL.
- (5.42) Partially active units . . .
- cannot change their Formation, even if the Command does.
- can move, but cannot move adjacent to an enemy unit.
- if they are Infantry units in an enemy ZOC, cannot leave that ZOC; and they cannot Shock either.
- cannot Fire when their Command is activated. They can, however, use Reaction Fire.
- cannot be Rallied.

Play Note: *The only thing they can do is move, usually to try to get into Command Range for the next Activation.*

(5.5) INACTIVE UNITS

Inactive units are those in a Command whose Leader has failed a self-activation DR as per 4.32. Inactive units cannot do anything; they cannot even Rally.

(5.6) ARTILLERY AND COMMAND



Artillery belongs to no specific Command. A gun is activated if it's within range of an activated Leader. When activated, Artillery can either Fire or move. The player must place the Artillery unit on the side corresponding to what he wants it to do. Artillery units may only move or fire once in a side's activation.

(5.7) ORDER OF ACTIONS

Each Command activates separately. Commands can never combine actions.

(6.0) FORMATIONS

(6.1) USING FORMATIONS

(6.11) Infantry units operate in one of four Formations: Column, Close (Line), Open (Line), or Skirmish. Each Infantry unit counter is in Open Line Formation on one side and Reduced status on the other; and some units have Skirmish (SK) counters.

(6.12) Infantry on their Line side are considered to be in Open Formation. Use a Close Line marker to indicate Formations in Close Line.

(6.13) A unit's Formation is initially determined at the game's start. It can be changed to any other Formation by having the Leader use that Command's **entire** Activation to do so. The unit cannot do anything else that Activation. Formation changes affect only those units in their Leader's range. Units outside that range cannot change Formation. For more on changing Formations, see 6.6.

(6.14) All units in a given Command, except for Out of Command units and Skirmishers, must be in the same Formation. Out of Command (in a different Formation) or SK units that rejoin their Command during an Activation assume the Command's Formation at the end of the Activation.

(6.15) The Formation of a unit affects its ability to move and Fire and/or Shock attack, as well as defining its abilities to sustain itself against same. Cavalry units do not use Formations (at least not in this game). These effects are discussed below and listed on the Effects of Formations Table.

(6.2) COLUMN FORMATION

Column Formation is designed to move units quickly from one place to another; however, an In Column unit cannot Fire or Shock attack. If an In Column unit is Shock attacked, it changes to Open Line Formation at the conclusion of the attack.

Units using Column Formation have a Movement Allowance of 5 (not the usual 4 when in Line).

To indicate a unit is In Column, place an In Column marker with that unit's Leader (if In Command), or atop the individual unit if Out of Command.

(6.21) Effects of being In Column:

Shock Attack: N/A

Shock Defense: -2 penalty to its Shock Factor Total (SFT, see 12.51)

Fire: N/A

Fire Defense: -1 to the Fire DR if being fired at frontally or from the rear
+2 to the Fire DR if being fired at from a flank

Play and Historical Note: *Column was rarely used as a Combat Formation; that usage would arise a generation later in the Napoleonic Era. In this game it is included for the rare instances units want to increase their movement capability.*

(6.3) OPEN (LINE) FORMATION

Open Formation emphasizes Fire as a tactic. Open units have an easier time moving. Each Infantry counter (except for the German mercenary non-Jaeger units) represents that unit in Open Line Formation, the most used Formation (by far) in the war.

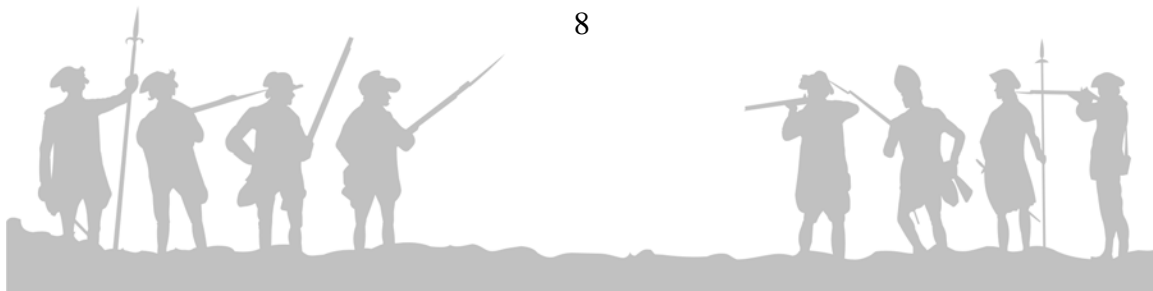
(6.31) Effects of being in Open:

Shock Attack: None

Shock Defense: None

Fire: None

Fire Defense: -1 to the Fire DR if being fired at frontally or from the rear



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-2 to the Fire DR if being fired at from a flank

Play and Historical Note: *By this time in the war, Open Line was the order of the day. However, Close Line was still used—most of the art depicting the battles shows units in Close Line, for whatever that's worth . . . probably not much. The main advantage, in game terms, is that you can stack units in Close Formation, giving you a Fire benefit in terms of numbers of men firing (see 6.7).*

(6.4) CLOSE (LINE) FORMATION

Close Formation is best used when you want to Shock attack or resist Shock. While it doesn't affect Fire ability, it does make the unit more susceptible to enemy Fire, as the tightly packed men are easier to hit. Units in Close have more difficulty moving in anything but Clear terrain.

To indicate a unit is using Close Line Formation, place a Close Line marker with that unit's Leader (if In Command), or atop the individual unit if Out of Command.

(6.41) Effects of being in Close:

Shock Attack: +1 to its SFT (see 12.51)
Shock Defense: +2 to its SFT
Fire: None
Fire Defense: +1 to the Fire DR if being fired at frontally or from the rear
 -1 to the Fire DR if being fired at from a flank

Stacking: Two units in Close Formation can stack in the same hex (see 10.0 and 6.64).

(6.5) SKIRMISH FORMATION

(6.51) Skirmish (SK) Formation is used to delay the approach of enemy units. Skirmisher units have reduced combat capabilities: they cannot Shock attack, they defend poorly against same, and retire easily when threatened by it. When they Fire, they have a reduced effectiveness; however, they are not good targets for enemy Fire.



(6.52) Individual units from a given Command can use SK Formation without other units using that Formation. Only units that have corresponding SK units in the counter-mix can use SK Formation, unless otherwise prohibited by scenario rules. **Example:** Colonial militia (tan-colored) units have no SK counterparts; thus they cannot use SK.

Play Note: *Some Commands only allow for one unit at a time to be in SK Formation. For example, there are four units in Lynch's Virginia Rifles, but only one can be in SK Formation.*

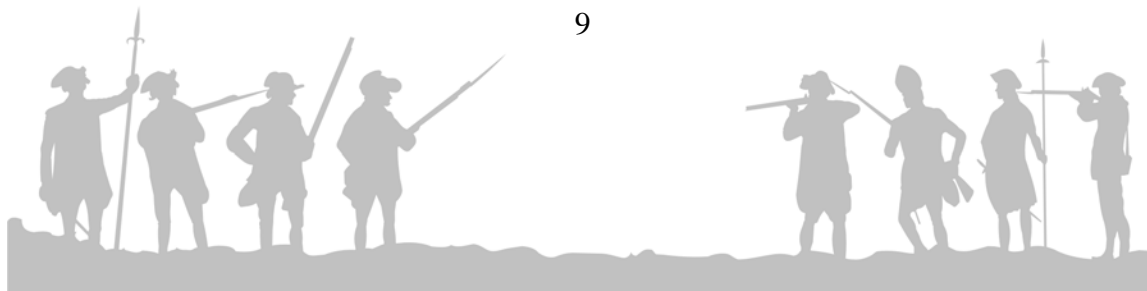
(6.53) To enter SK Formation, the original/base unit must break down in to two SK units. To change from SK back to any other Formation, those two units must be stacked together, and they cannot be Disordered (see 10.0). Units in SK that wish to reform in to Open **do not** have to pass a Morale-modified DR (see 6.62 below)

(6.54) Effects of being in Skirmish:

Shock Attack: N/A
Shock Defense: SK units do not add to Size (see 12.52); they are not considered for this adjustment to SFT. A Line defending in SK Formation subtracts three (-3) from its SFT, but it can retreat before Shock, as per 6.55.
Fire: -2 to their fire DR; they cannot use First Volley Fire (see 11.34)
Fire Defense: -2 to the Fire DR

(6.55) Non-Activated Infantry in SK Formation that are about to be Shock attacked by enemy Infantry can retreat before Shock is resolved. To retreat they must move two (2) hexes away (this does not cost any MP) without moving closer to the enemy or entering an enemy ZOC during the retreat; but they can change Facing. They can do this even if Disordered. After retreating, the unit must undergo a Morale Check, using its Morale Rating. See the Morale Check Table for results; a second Disordered result is ignored.

Play and Historical Note: *Only a limited number of units have corresponding SK counters.*



Skirmishing was a tactical approach rarely used by the British and, on the American side, mostly by Light Infantry and Riflemen (usually from the backwoods counties) used to firing singly.

(6.6) CHANGING FORMATION

(6.61) A Leader can change a fully activated unit's Formation as long as no unit in that Command is Disordered. Units in any other Activation status cannot do so. This does **not** apply to units from that Command going in to SK Formation, as per 6.52.

(6.62) To change Formation, the player states he is doing so, but then for each unit changing its Formation he rolls 1d6, adjusting that DR by the unit's Morale Rating.

- If the adjusted DR is ≤ 3 that unit is now Disordered.
- If the adjusted DR is ≥ 4 there is no deleterious effect. In both instances the unit successfully executes the formation change.

(6.63) Stacked units in Close Line that change to Open Line must immediately—as part of the Formation Change—unstack. Move the top unit to any adjacent hex—not adjacent to an enemy unit—into which it could normally move. In addition, that unit must add one (+1) to its Disorder DR (see 6.62).

(6.7) HISTORICAL FORMATION USE

Once a battle started units rarely changed Formations. We have allowed them to do so—with difficulty—in order to add to the fun of the game, giving players more decisions to consider. Moreover, certain troop types used certain Formations (see below). You may use these restrictions if you wish.

- **British Regulars:** They utilized Open Formation in all cases. The only other Formation might be more of a general order in Heavy Woods (which we represent by using Column) to avoid the disruption caused by the terrain.
- **British Light Infantry/Jaegers:** These units did alter from Open Line to Skirmish Formation.

- **German Regulars:** Three-rank, Close Formation; they changed only to a general-order Formation for the Woods.
- **American Militia:** Could be Open or Close, but they were almost always defending so the need to change didn't occur too often—if ever.
- **American Regulars:** Same as the British, Open Formation.
- **American Light Infantry/Riflemen:** Same as the British Light Infantry.

(7.0) MOVEMENT

(7.1) GENERAL RULES ON MOVEMENT

(7.11) On the lower-right corner of each counter is that unit's Movement Allowance, which represents the maximum number of Movement Points (MPs) a unit can expend in one Activation. The costs to enter the various types of hexes and cross certain types of hexsides are listed on the Terrain Effects Table. Units **cannot** move off the map, they would fall off the table.

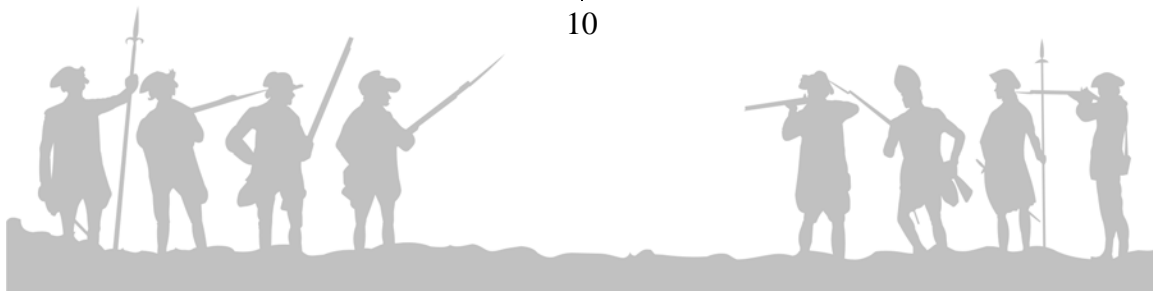
(7.12) Units move from one contiguous hex to another. Units usually cannot move into a hex occupied by another combat unit, enemy or friendly—see the exception for passing through Artillery (see 10.0) and Shock (see 12.0)—and they have to stop when they enter an enemy ZOC. If a unit does not have the MPs to enter a hex it cannot do so.

(7.13) Units move when activated. Units that start outside their SL's Command Range can move, but they cannot move adjacent to an enemy unit.

(7.14) **Important:** When activated, units that move cannot Fire, and *vice versa*.

(7.15) What is and is not movement? Actions that do not require the expenditure of MPs (see table)—e.g., Retreat, Changing Facing, Charge, etc.—are not considered movement in game terms.

Play Note: *This is important in determining whether or not a unit can change Facing when it moves—voluntary movement vs. retreat, for example.*



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(7.2) TERRAIN DISORDER

(7.21) Infantry moving through Heavy Woods (see Terrain Effects Table) in Close Formation are automatically Disordered at the completion of their movement. An additional Disordered result from similar movement has no effect.

(7.22) Infantry units in Column, Open or SK Formation are not Disordered when moving through Heavy Woods.

(8.0) FACING

Facing refers to how a unit is placed within a hex.

- Units in Line Formation must be faced so that the top of the unit faces one of the hex's vertices, not one of its sides. The two hexes to each side of the vertex the unit is Facing are frontal; the two at the other end are rear; the two on the sides are flank.
- In Column and SK units face a hex side instead of a vertex.
- In Column units have one frontal hex, four flank hexes, and one rear hex.
- Skirmishers have three frontal hexes and three rear hexes.

Facing does **not** matter when determining movement direction except when undertaking Shock/Charge (see 12.0). During movement, activated units can change Facing as often as they want to, at no cost in terms of MPs. Once a unit stops moving it must be faced in a specific direction, though. Activated units that are going to Fire **cannot** change Facing.

Facing determines a unit's Zone of Control (ZOC), at whom units can Fire, and in what direction Cavalry can Charge; as well as certain combat-related effects for defensive units.

Exception: Units that begin their Activation in an enemy ZOC, and stay in their hex, can only change Facing one vertex (see Withdrawal below).

(9.0) ZONES OF CONTROL (ZOC)

(9.1) ZOC BASICS

All combat units, except for Artillery and units in Column, exert a ZOC into their frontal hexes.

When an activated unit enters an enemy ZOC it must stop moving; but it can still change Facing (one vertex).

(9.2) WITHDRAWAL

At the start of a unit's Activation, it can leave an enemy unit's ZOC at no extra cost in terms of MPs.

To leave an enemy ZOC, activated (In Command) Infantry (but not SKs) must use Withdrawal. Withdrawal is movement one hex directly to a unit's rear without a change of Facing. Units cannot Withdraw into another enemy unit's ZOC. When Withdrawal is finished (there is no enemy advance), the unit must undergo a Morale Check (see the Morale Check Table for results). Only In Command units can use Withdrawal.

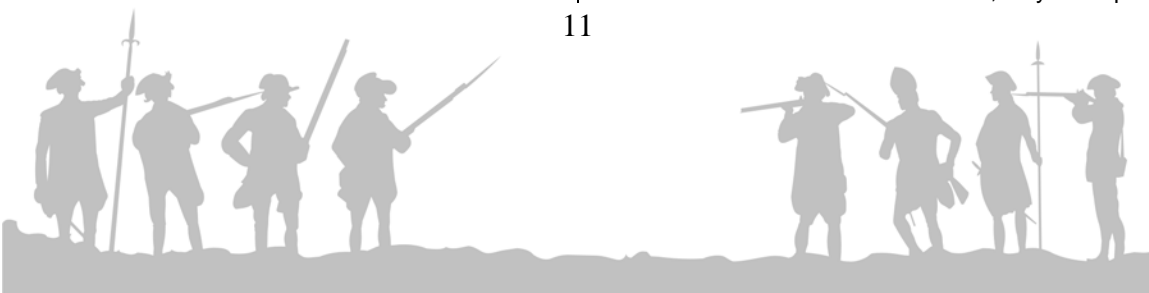
Cavalry and SKs, whether In Command or not, can leave any enemy Infantry ZOC, but cannot move into another enemy ZOC until after they have moved into a non-controlled hex (in that Activation).

(10.0) STACKING

Combat units cannot stack (be together in the same hex) at any time—even during movement—except as part of Shock.

Exceptions:

- One Infantry or Cavalry unit can stack with, and move through, any Artillery unit(s).
- Up to four Artillery units can stack in the same hex (but no other units may stack with them).
- Two Infantry units from the same Command can stack if both units are in Close Formation. They must have the same Facing, and both can Fire—separately. If fired on, they both take any negative result.
- Two SK units from the same base unit can be stacked. However, only the top



unit can Fire; and, if fired upon, the stack is treated as in Open Formation. In determining Strength Ratio for Shock, if necessary, the stack counts as one unit.

- Leaders can stack with any unit.

Stacked units in Close Formation that wish to change to Open must first unstack (as part of movement, 6.63).

(11.0) FIRE

Infantry in Line/SK and Artillery units have the ability to Fire, although that ability has some restrictions for certain units. Cavalry units and In Column Infantry cannot Fire.

Play Note: Fire is combat that applies to individual units, as opposed to Shock (see 12.0).

(11.1) TYPES OF FIRE

(11.11) Units that are In Command can Fire at any time during their Activation. All units can also fire at certain times during an opponent's Activation. Three possible types of Fire—Phasing, Return, and Reaction—are available, depending on the unit type and situation.

Design Note: Yes, Cavalry carries carbines, pistols, etc.; however, in this game, their ability to use these is included as part of their Shock value.

(11.12) **Phasing Fire:** When a unit's Command is activated—and that unit is In Command—it can Fire once.

(11.13) **Reaction Fire:** Reaction Fire is available only to non-active units. The two types of Reaction Fire are:

- **Reaction to Fire (Return Fire):** After being fired at by an enemy unit, if the latter is within range (see Fire/Range DRM Table). Reaction/Return Fire occurs **after** all units in the attacker's Line have completed their Phasing Fire. Smoke (see 11.4) is placed on the attacking Leader (or Out of Command unit) **before** the Return Fire occurs, and thus affects it.



- **Reaction to Movement:** A unit can use Reaction Fire the instant an enemy unit enters its ZOC/frontal hexes, using the rules as written . . . but if it does so on such movement its Fire incurs a -1 DRM.

Play Note: There is no Reaction Fire to a Shock attack. Any such Reaction Fire should be undertaken when the enemy moves adjacent.

(11.14) Non-active units can use any type of Reaction Fire only once per enemy Activation.

Play Note: A unit that Return Fires cannot, in the same enemy Activation, use Reaction to Movement Fire. Reaction/Return Fire markers are used to indicate which units have already fired as such.

(11.15) Cavalry can avoid enemy Fire attacks using Reaction Retreat (see 13.1).

(11.2) LINE OF SIGHT (LOS)

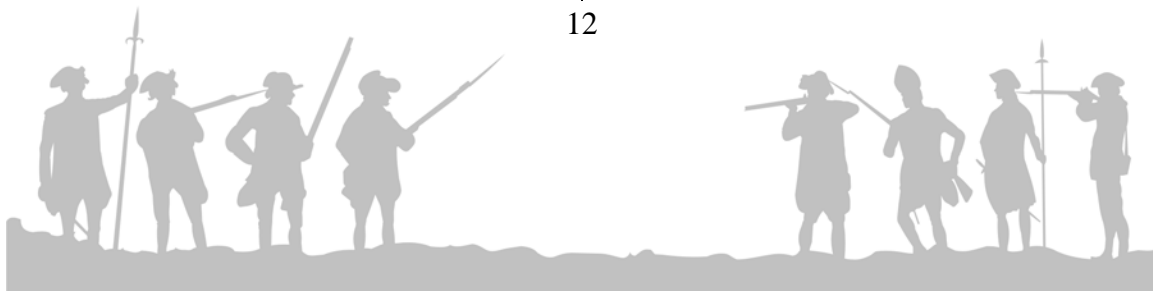
Units firing at a target two or more hexes distant can fire only at targets to which they can trace a Line of Sight (LOS); i.e., they must be able to see it. LOS is traced from the center of the firing hex, through the front of the unit to the center of the target hex.

Certain terrain blocks LOS. If LOS is blocked, Fire is not possible. Blocking terrain can always be Fired into—but never through. Therefore, you can always Fire through frontal hexsides into an adjacent hex. The following terrain may block LOS, depending on their location:

- Woods are treated as being one-half a level higher than the hex they are in.
- Infantry and Cavalry units (not Artillery) are treated as being one-half a level higher than the hex they are in.

Elevation:

- If both the firing and target hexes are on the same (or different) level, LOS is blocked by any intervening terrain of an elevation higher than both units.
- If the target hex is lower than the firing hex and the intervening terrain is on the same elevation as the firing hex, LOS is



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blocked if intervening terrain is closer to the target hex than to the firing hex. (Halfway is not considered to be closer.)

- If the target hex is higher than the firing hex and the intervening terrain is on the same elevation as the target hex, LOS is blocked if intervening terrain is closer to the firing hex than the target.

Intervening units block LOS for Fire at ranges of one to eight (1–8) hexes as if it were elevation. Given no intervening, blocking terrain, combat units block LOS for Artillery firing at a range of nine (9) or more hexes only if such units are within three (3) hexes of the target (and, of course, in the line of fire).

LOS that runs along a hex side of blocking terrain is blocked.

(11.3) RESOLVING FIRE

(11.31) Each unit Fires individually (even Artillery stacked together!), and can only Fire at one target/unit (within range and LOS) at a time. Enemy units can be fired upon more than once during an Activation.

(11.32) To Fire, roll 1d6, adjust that DR by any of the effects listed in 11.33, and consult the Fire Results Table (FRT) to get the result (results defined in 11.5).

(11.33) Adjustments to Fire Resolution:

The following DRMs adjust Infantry Fire:

- **Disorder:** Disordered units incur a –1 DRM when they Fire
- **Reduced:** Reduced units incur a –1 DRM when they Fire (as noted on that side of the counter: M -1 or R -1)
- **First Volley:** See 11.34
- **Formation:** See the Formation Effects Table
- **Range:** The maximum range for each weapon and the effect of firing at a given range (as a DRM) is on the Fire/Range DRM Table.
- **Smoke:** Each Smoke marker applicable to either the firing and/or the target unit causes a –1 DRM, to a maximum of –2 (see 11.4).

- **Target Cavalry:** +1 when firing at Cavalry
- **Terrain:** See the Terrain Effects Table for any DRM from applicable terrain.

(11.34) **First Volley:** A unit's most effective Fire was its first time doing so in the battle (everyone firing at the same time, etc.). To reflect this, all SLs start play with a First Volley marker (placed on the Cohesion/Shock Status Table for each scenario/battle). Only In Command units can use First Volley.

- The first time a unit Fires it gains a +1 DRM.
- After First Volley has been used, remove the First Volley marker to indicate his units have used/lost this benefit.
- Skirmishers cannot use First Volley.

Play Note: *If one unit in a Command Fires (Phasing or Reaction) before (but not with) the other units in the same Command, the other, non-firing units also lose their First Volley capability.*

(11.4) SMOKE

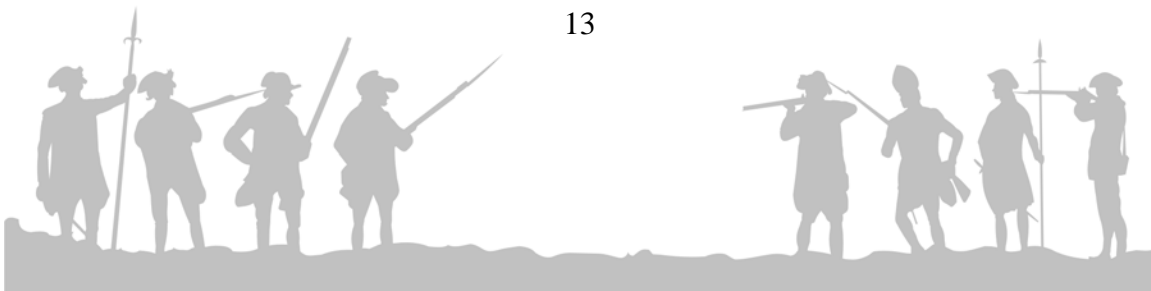
One of the ubiquitously negative effects of combat was Smoke from the black-powder muskets and rifles. Smoke often made it difficult to see and thus Fire effectively.

(11.41) If any In Command Infantry unit Fires and there is no Smoke marker within two hexes of that company, place a Smoke marker with the unit's Leader at the end of the unit's Activation.

(11.42) If any Out of Command Infantry unit fires and there is no Smoke marker within two hexes of that unit, place a Smoke marker with the unit at the end of the company's Activation. If that unit is forced to retreat or otherwise move away, remove the Smoke marker.

(11.43) Smoke affects all In Command units of a Leader who has a Smoke marker and any individual Out of Command units so marked.

(11.44) Smoke has the following cumulative effects:



- Target unit has Smoke: -1 DRM to Fire.
- Firing unit has Smoke: -1 DRM to Fire.

Play Note: A unit with Smoke firing at an enemy unit with Smoke incurs a -2 DRM.

(11.45) Smoke does not block Line of Sight.

(11.46) At the end of an Activation, Smoke markers are removed from a Leader and any Out of Command companies (or SKs) that have not Fired—actively or defensively—during that Activation.

Play Note: As long as one unit in a Command Fires, the Smoke remains (on their Leader).

(11.47) Artillery Fire does not produce Smoke.

Play Note: Placement of Smoke markers should be done judiciously, without duplicating, overlap, etc. This mechanic carries with it an unfortunate level of counter clutter.

(11.5) FIRE COMBAT RESULTS

(11.51) **Disorder:** When a unit is Disordered, place a Disordered marker atop the unit.

The effects of being Disordered are:

- Disordered Infantry can Fire when activated and as Reaction/Return Fire. They cannot use Reaction to Movement Fire.
- -1 DRM when Firing
- When defending against Shock, a Disordered unit in that Command's Line reduces its Command's Shock Factor Total by one (-1)
- Disordered Artillery cannot Fire or move.
- Disordered Cavalry cannot attempt a Shock attack; however if Cavalry is Disordered by Fire during a Charge (see 13.2), it can Shock attack (normally, not a Charge) in that Disordered status.
- A second Disordered result to any already-Disordered unit has no additional effect.

(11.52) **Rally:** Disordered units that are In Command can cure their Disordered status by

spending their entire Activation doing nothing. If they are not adjacent to an enemy unit, and they do nothing, remove the Disordered counter; they are Rallied.

(11.53) Artillery can be Disordered by enemy Fire, if they fail a Morale Check called for on the FRT. Disordered Artillery units can neither Fire nor move.

(11.54) **Reduced:** When a unit takes a Reduced result, flip the unit to its Reduced side. If a unit that is already Reduced suffers an additional Reduced result it is, instead, Disordered (in addition to being Reduced). Reduced results (per se) never eliminate a unit. Once Reduced, units remain in that status. They cannot Rally out of Reduced status.

Important Play Note: Reduced results that do not have any effect here, as above, do have an effect when applying them to Cohesion (see 12.24).

(11.55) **Morale Checks.** A unit undergoing a Morale Check rolls 1d6, adjusts that DR by the unit's Morale Rating, and consults the Unit Morale Check Table. The only possible negative result is Disorder.

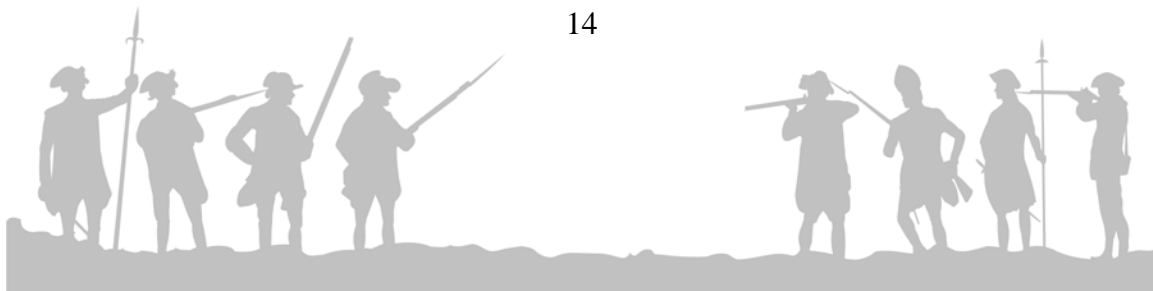
(11.56) **Abandoned.** This result, from Fire, applies only to Artillery (see 12.8).

(11.57) **Leader Casualties.** If a Leader is stacked with a combat unit that suffers a Disordered result from Fire, roll 2d6, adding them:

- If the DR is a 2 or a 12, the Leader is killed (or so wounded that he is *hors de combat*). Flip his counter over to his Replacement side (see 4.6).
- If the DR is 3-11, nothing happens.

(12.0) SHOCK

Historical Note: Shock—hand-to-hand bayonet charges—were not that common. Most close combat was done with Fire at a range of 30 – 40 yards. The major effect of engaging in a Shock attack was to have the defender's Line fall back or flee the field en masse. The hand-to-hand combat that did occur invariably led to total



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disorder for all units involved (if they survived the combat).

Play Note: Shock resolution in *Flintlock* is unusual for this type of game. Shock is not resolved by one unit against another, but by one Line against another Line.

(12.1) WHO CAN SHOCK ATTACK

(12.11) Shock is an action undertaken by **all** units of a Command as a single Line (see 12.12 for which units are considered **all**). Individual units do not Shock attack unless that single unit is considered to be that Command's Line.

(12.12) Only those units in a Command Line that have an enemy unit or units in their frontal hexes can engage in Shock. All units in an activated Command Line that **start** their Activation adjacent to enemy units as per 12.13 are considered part of—and **must** participate in—that Shock attack. Other non-adjacent units neither participate in the Shock attack nor can they move or Fire.

(12.13) Units in a Command that is activated for Shock **cannot** move, fire, or rally.

(12.14) **Important:** Colonial militia—any tan-colored unit that is identified with the word *Militia* or the letters *Mil*, as well as a red morale rating or a specific militia icon on the counter—cannot participate in a Shock attack. Any Command Line that has Colonial militia **cannot** Shock attack. They do defend against it, though.

Historical Note: Colonial militia had neither the training, discipline, or desire to participate in Shock attacks.

(12.15) The Command Line premise also applies to units that are the target of, and defending against, a Shock attack (see 12.54).

(12.2) COMMAND SHOCK STATUS AND COHESION

(12.21) Command Shock Status represents how good all the units in that Command—treated as one—are at resolving Shock. Shock Status is

affected by the number of Cohesion Hits (see 12.26) a SL has received during the battle.

(12.22) Command Shock Status is one of four types, and each Status type affects the Command's Shock Factor Total, or SFT (see 12.51). Changes in Shock Status depend on a unit's Cohesion (see 12.24).

- Excellent: +2 to SFT; -1 to defender's Pre-Shock Reaction
- Good: No effect to SFT; no effect on defender's Pre-Shock Reaction
- Fair: -2 to SFT; +1 to any defender's Pre-Shock Reaction
- Poor: -4 to SFT; +2 to any defender's Pre-Shock Reaction

(12.23) A Command's Shock Status at the start of any given scenario/battle is listed in that scenario. It is indicated by placing the appropriate Shock Status marker next to the Leader's name on that scenario/battle's Cohesion/Shock Status Table.

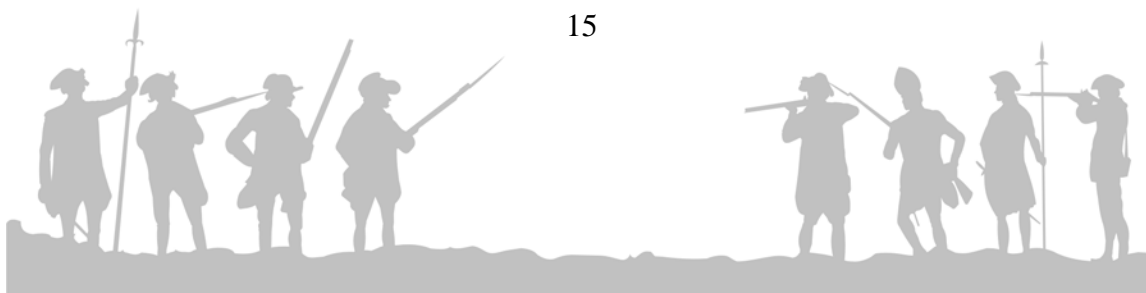
(12.24) **Cohesion:** Each Command has a Cohesion Rating provided in the scenario and on each SL's Cohesion counter.

On the below counter, Newmarsh is the SL, 2 is his Cohesion Rating, and the O signifies that it is his Cohesion Rating at Cowpens (C = Camden; O = Cowpens; G = Guilford Courthouse; H = Hobkirk's Hill). Newmarsh was only at Cowpens.

Cohesion Ratings represent the number of Reduced or Eliminated results (see 11.54) incurred by any/all units in that Command, for whatever reason (as a result of Fire or Shock), which, if exceeded, drops that Command's Shock Status to the next lower level (from Excellent to Good to Fair to Poor; Poor is the lowest it can go). To keep track of each Command's Cohesion, move their Cohesion counter along the Cohesion Track (for that battle), and adjust Shock Status as needed. After changing Shock Status, return the Cohesion counter to zero (0); the Command starts anew at each level.



Example: At Cowpens, Newmarsh begins the battle with a Shock Status of Good and a



Cohesion Rating of 2. After each Reduced or Eliminated result a unit in his Command incurs, his Cohesion counter is advanced on the Cohesion Track; after 2 hits, his Shock Status drops from Good to Fair and his Cohesion counter goes back to zero (0).

Play Note: *Keep in mind that a Reduced result affects a unit in two ways. First, its status as per 11.54 is changed; second, it counts as a hit on its Command's Cohesion Hit Track.*

Example: During Guilford Courthouse, the 1st NC Militia unit 'a' suffers a Reduced result from British fire. The 1st NC Militia 'a' is flipped to its Reduced side and Eaton's Command incurs one (1) Cohesion Hit on its track.

(12.3) SHOCK SEQUENCE

Shock Sequence resolution is undertaken one step at a time.

1. **Resolve** defender's Pre-Shock Reaction.
2. **Determine** each Line's SFT (see 12.52).
3. **Resolve** the Attack.

(12.4) DEFENDER PRE-SHOCK REACTION

(12.41) When a Command Line is going to be the target of Shock, it reacts to the immediate threat before the attack takes place. The defender determines what will happen by undergoing a Pre-Shock Reaction DR. Roll 1d6, adjust the DR by any of the modifiers in 12.42, and consult Defender Pre-Shock Reaction Table.

(12.42) The following DRMs apply to Pre-Shock checks:

- The target Command Line's Shock Status (see 12.22).
- +2 if target is Colonial militia
- +1 if target is being Charged (see 13.2) by Cavalry.

(12.43) Possible results of Pre-Shock Reaction:

- **Counterattack** (see 12.63)
- **Stand and Defend:** Proceed with Shock Resolution
- **Stand and Defend; Shock Status Drops One Level:** Reduce the Command's Shock Status by one level (from Good to Fair, for example),

returning its Cohesion counter to zero (0), then proceed with Shock Resolution

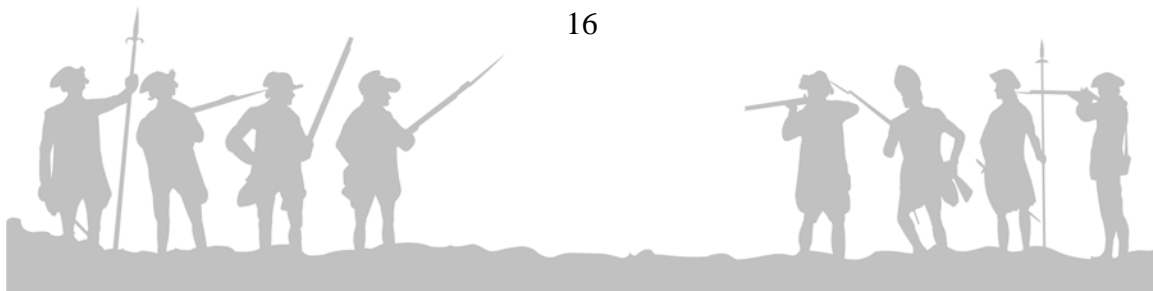
- **Fall Back:** All units in the defending Command's Line retreat one hex; Reduce the Command's Shock Status by one level, and return its Cohesion counter to zero (0). The attacker must advance his Line into the vacated hex directly in front of each unit in his Line. There is no further action (Shock or Fire). If units Fall Back into hexes occupied by other friendly units not involved in the Shock attack, those friendly units must also Fall Back one hex, and they are Disordered.
- **Collapse:** All units of the defender's Command involved in the Shock attack flee; they are removed from play and considered eliminated, and counted as Flight Points (see 14.0). The attacker must advance his Line into the vacated hex directly in front of each unit in his Line. There is no further action (Shock or Fire).

Play Note: *If three (3) units Shock attack two (2) units, and Pre-Shock Reaction or Shock Resolution (see 12.5) calls for the attacking player to advance his units into the defender's hexes, only two of the attacker's units advance; the third remains in its original hex. The two units with the highest Morale advance; if tied the player decides.*

(12.44) Cavalry (see 13.1) and Skirmishers (see 6.55) can always choose to Reaction Retreat before Shock.

(12.45) **Colonial Militia and Pre-Shock Flight:** The American player, instead of undergoing a Pre-Shock Reaction Check for a Command Line of militia about to be Shock attacked, can flee as long as it **is not** surrounded by enemy units/ZOC. Units that flee are removed from the game and cannot return; but the American player does not suffer any Flight Points.

Design and Historical Note: *Most, if not all, Colonial militia units were not trained to handle Shock combat. Many didn't even have bayonets. Therefore, they were subject to dire results when Shock attacked. When threatened with such*



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immediate harm, most militia often took the Path of Discretion over Valor: they ran to their horses (most militia rode to battle) and took off.

(12.5) SHOCK RESOLUTION

Play Note: *No Fire occurs during Shock.*

(12.51) Shock is resolved by having each player total his Shock Factors (see 12.52). These SFs provide each player with his Shock Factor Total (SFT), or Shock Strength, that, when compared to the other player's, provides a Shock Superiority, which is what is used to determine results.

Play Note: *Shock is not resolved by a DR. A DR is used as one of the Shock Factors to represent the uncertainty and chaos inherent in any such undertaking.*

(12.52) **Shock Factors (SFs).** The following are the factors (numbers) used by each player to provide his SFT, and thus his Shock Strength:

1. Size Advantage
2. Position Advantage
3. Terrain
4. Shock Status
5. Cavalry (vs. Infantry)
6. Effects of Formations
7. Unit Status
8. Chaos DR

1. **Size Advantage:** The player with the most units involved in the Shock attack receives the differential between each player's total number of units as one of his SFs.

Example: The British are attacking with eight units; the Americans are defending with six. The British earn two (2) SFs, the Americans none.

Play Note: *Units in SK are not considered when totaling units for Size Advantage. Three (3) units in SK have a total of zero (0).*

Design Note: *This effect takes in to account (without writing a confusing rule) 'holes' in the Line.*

2. **Position Advantage (Attacker only):**

- If any Shock/Charge attacking unit is attacking through a defender's flank, the attacker gets two (2) SFs for each such unit.
- If any Shock/Charge attacking unit is attacking through a defender's rear, the attacker gets one (1) SF for each such unit.
- If any Shock/Charge attacking unit is attacking through any combination of a defender's front + flank, front + rear, flank + rear, the attacker gets three (3) SFs for each such unit.

Design and Historical Note: *It is a lot worse being attacked from one's flank than from one's rear. It is easier to turn around than it is to change the direction of an entire Line.*

3. **Terrain:** See the Terrain Effects Table for each scenario.

4. **Shock Status:** A Command's Shock Status provides a possible increase or decrease in its Shock Strength (see 12.22).

5. **Cavalry:** Each Cavalry unit involved in Shock gets +1 SF if . . .

- Being attacked solely by Infantry, or
- Attacking only Infantry.

See the rules for a Cavalry Charge (13.0).

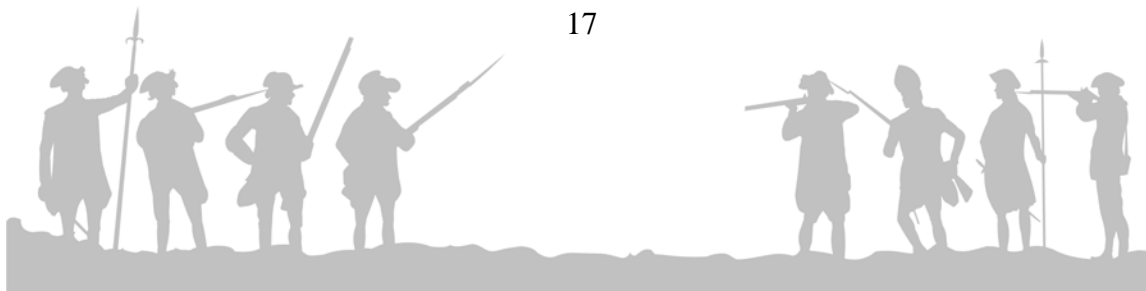
Play Note: *Foot and mounted units cannot attack the same individual unit (target) in the same Activation, even though they, theoretically, can attack the same enemy Line.*

6. **Formation:** A unit's Formation affects the attacker's and defender's SFT; see the Effects of Formations Table.

7. **Unit Status:** A player subtracts one (-1) from his SFT for each unit that is Disordered or Reduced. A Reduced/Disordered unit incurs a -2 penalty.

8. **Chaos DR:** Each player rolls 1d6, adding that result to his SFT.

All of the above are cumulative.



(12.53) Players now compare their Shock Factor Totals (SFTs), or Shock Strength. The player with the highest Shock Strength is **Shock Superior**, and he checks the Shock/Charge Resolution Table using the attacker or defender's section, depending on who he is. Depending on the actual Superiority number, that table will provide the result.

Example: An attacking British Line has a SFT of 15, the defending Americans have 17. The American's Superiority is +2 as defender, a result of which is that the British attacker incurs two (2) hits on his Cohesion Hit track and adjusts his Shock Status level accordingly.

(12.54) It is possible that more than one Command (and its units) may be involved in defending against a Shock attack. If that is the case, all SFTs are computed normally except that the defender gets to use the higher/better Shock Status of his defending Commands.

Example: At Camden, units from Stevens' Command (Shock Status: Poor) and Armstrong's Command (Shock Status: Fair) are being Shock attacked at the same time by units from Webster's Command. They defend with a Shock Status of Fair.

(12.6) SHOCK COMBAT RESULTS

(12.61) Possible results from Shock Combat:

- **Engaged:** Nothing happens; both lines stay where they are.
- **Add to Command's Cohesion Hit Track:** The player adds his opponents' Superiority to his Cohesion Hit Track, as per 12.24. Thus, if the attacker has Superiority of +2, the defender adds two to his Cohesion Hit Track, and adjusts his Shock Status accordingly.
- **Lose one Shock Status Level:** See 12.24
- **Defender Retreats:** See 12.62
- **Attacker Advances:** The attacker must advance his Line into the vacated hex directly in front of each unit in that Line.
- **Counterattack:** See 12.63.
- **Collapse:** All units of the Command that were involved in that Shock attack flee; remove them from play; they are

considered eliminated. Adjust Flight Points (14.0) accordingly. If the defender Collapses, the attacking must advance his Line into the vacated hexes.

Play Note: *If three (3) units Shock attack two (2) units, and Pre-Shock Reaction or Shock Resolution (see 12.5) calls for the attacking player to advance his units into the defender's hexes, only two of the attacker's units advance; the third remains in its original hex. The two units with the highest Morale advance; if tied the player decides.*

(12.62) A Retreating unit moves one hex away from the unit inflicting the result. It cannot . . .

- Stack with any unit.
- Move into an enemy-occupied hex or an enemy ZOC.
- Change Facing. The Retreated unit must retain the same Facing direction it had before it started its Retreat (see 6.55 for an exception).

A unit's Retreat hex is determined by the unit's player. If it cannot Retreat, it is eliminated.

(12.63) **Counterattack:** When a Counterattack result is obtained, the defender, **if he desires**, can Shock attack his opponent's Line—only the units that just attacked him. The Counterattack is resolved as any other Shock but is considered part of the original attack in terms of when it is resolved.

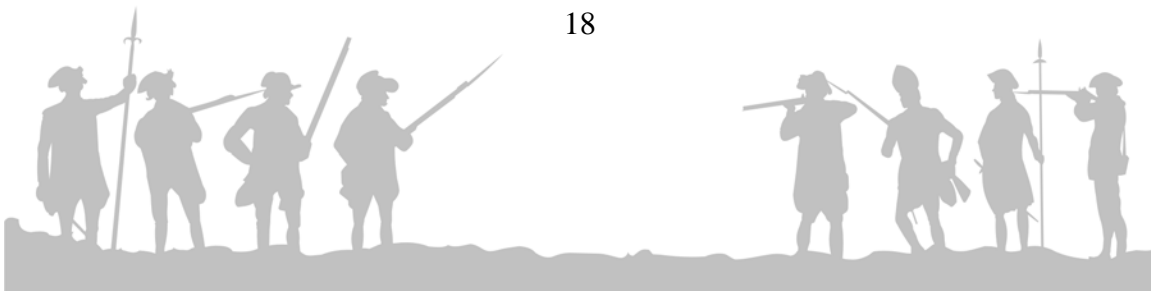
(12.64) Leaders do not suffer casualties from Shock.

(12.7) ARTILLERY AND SHOCK

(12.71) Artillery has no Shock ability, to attack or defend.

(12.72) If an Artillery unit (or units) is the only unit Shocked/Charged it is automatically Captured (see 12.82) without any DR. If a stack containing an Artillery unit and a non-Artillery unit are Shocked/Charged, the Artillery is Captured only if the other unit must vacate the hex.

(12.8) ABANDONED GUNS



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(12.81) Abandoned Artillery (see the FRT) can be Captured by enemy units or Dragged Away by friendly units.

(12.82) If an Abandoned Artillery unit is in a hex entered by an enemy Infantry unit, and that hex is not also occupied by a combat unit friendly to the Artillery, the Artillery unit is Captured if the enemy unit stops, finishing its Activation (no more moving, Fire, or Shock). Remove the Captured gun(s) from the game. Captured guns reduce Flight Point levels (see 14.0).

(12.83) If a friendly Infantry unit enters a hex containing Abandoned Artillery, the Artillery unit is Dragged Away if the Infantry unit stops, finishing its Activation (no more moving, Fire, or Shock). Remove the guns from the game and adjust Flight Points (see 14.0).

(13.0) CAVALRY

Play Note: *Cavalry does not use Formations.*

(13.1) CAVALRY REACTION RETREAT

(13.11) Non-Activated Cavalry that are about to be fired on by Infantry using Phasing Fire or who are designated as targets of a Shock/Charge can Reaction Retreat to either before they are resolved.

Play Note: *Cavalry must decide to stand or withdraw before the enemy unit Fires or Shock/Charges.*

(13.12) To use Reaction Retreat, Cavalry must not be Disordered and must move **two** hexes away (this does not cost any MPs). They cannot move closer to the enemy unit or enter an enemy ZOC during the retreat, but they can change Facing. They are reacting to the threat of Fire, and thus no Smoke marker is placed.

(13.13) After using Reaction Retreat, the unit must undergo a Morale Check, using its Morale Rating. See the Morale Check Table for results.

(13.14) Cavalry cannot Reaction Retreat away from enemy Reaction/Return Fire or Reaction to Movement Fire.

(13.2) CAVALRY SHOCK AND CHARGE

(13.21) A Cavalry unit that Shock attacks an Infantry unit earns one (1) Shock Factor (SF) for the attack; but it does not earn anything when defending.

(13.22) Cavalry earn two (2) SFs by **Charging** Infantry as opposed to a normal Shock attack and its one (1) SF. A Cavalry Charge is resolved in the same manner as a Shock attack, but to Charge, the Cavalry unit(s) must be at least two but not more than four hexes distant from its target. Moreover, the path from the Cavalry to the target must be within LOS and not contain any terrain that costs the Cavalry more than 2 MP if it were moving. Cavalry cannot change Facing during its move to Charge, but it can before it starts (see 11.51).

(13.23) In addition to its affect on Shock Factor, Charging Cavalry makes target Infantry add one (+1) to its Pre-Shock Reaction DR (see 12.4). This applies whether or not the Charging Cavalry was Disordered during the Charge.

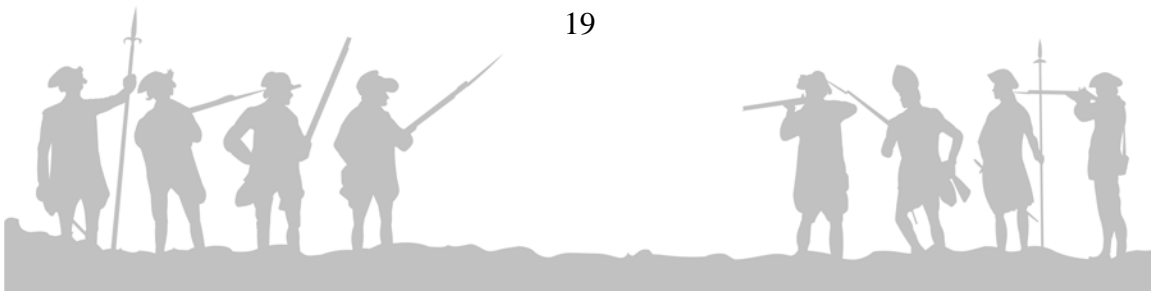
(13.24) Regardless of the result, Charging Cavalry is always Disordered after a Charge; if it was already Disordered as a combat result of the Charge, there is no further penalty.

(13.25) If the result of a Cavalry Charge calls for the attacking and defending units to remain in place, the Cavalry units **do not** return to their original hexes but to hexes adjacent to the defending units.

Play Note: *Obviously, Cavalry involved in Shock takes on a somewhat smaller, less involved form than one involving an Infantry Line against another. The fact that Cavalry is usually in its own Command means they will not be attacking with Infantry. However, the basic premises still apply.*

(14.0) VICTORY

Victory is determined by having each player total his eliminated (lost) units, to get his Flight Points (FPs), and then roll 1d6. If the DR plus Flight Points is greater than (>) that player's Flight Level (given in the specific battle rules) his opponent wins. The Flight DR is made each time after a



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player has undergone a Free (no DR) Activation. For much of the early part of each game this will not be necessary.

The following incur Flight Points:

- Each Line/Column Infantry or Cavalry unit a player loses: 2 FPs
- Each Artillery counter a player's enemy Captures: 1 FP
- Each Skirmisher unit a player loses: 1 FP
- Each enemy Artillery unit a player Captures: -1 FP

Keep track of an army's FPs on the Flight Point Track on the Player-aid Card.

Design Note: *The Flight DR adds uncertainty to an army's breaking point. Though this game dimension will annoy some players, it does add*

uncertainty, tension, and flavor to the contretemps.

CREDITS

Game Design: Richard H. Berg

Producer: Mark H. Walker

Game Development: Jim Werbaneth and Jeff Lewis

Additional Design Input: Dave Nighswonger

Counters: Mike Lemick

Maps: Pascal Da Silva

Editor: Jeff Lewis

Play-testers: Dave Nighswonger, Pete Atack, Mark Ay, Matt Kirschenbaum, Gregg Whisler, Jeff Lewis, Mark Walker.

