

Flint & Steel

Miniature Wargame Rules

for the American Revolution and the Age of Reason

Rules Revisions as of 27 September 2011

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Page 5 of Main Rules, IV. FORMATIONS, C. Changing Formation, 1. Voluntary Changes, g) Free Entry to General (clarification): A unit cannot perform free entry to general if it is already in general formation.

Page 5 of Main Rules, IV. FORMATIONS, C. Changing Formation, 4. Restrictions (add the following section):

- f) Artillery and Enemy ZOC An artillery unit may not unlimber in an enemy ZOC. An artillery unit may, however, limber in an enemy ZOC.

Page 7 of Main Rules, V. FACING, E. Exceptions, 1. About Face (add to end of section): Within a single movement phase, a unit must cease movement after performing an about face facing change for the second time.

Page 9 of Main Rules, VII. MOVEMENT, C. Restrictions and Exceptions, 3. Sidestepping (add to end of section): A unit cannot sidestep into an enemy ZOC if not previously in that same unit's ZOC.

Page 9 of Main Rules, VII. MOVEMENT, C. Restrictions and Exceptions (add the following section):

11. Artillery Restrictions

a) Limited Unlimbered Movement An unlimbered artillery unit of mobility class C through J is restricted as to the total distance it can be from where it unlimbered. This total distance cannot exceed a number of inches equal to its unlimbered BMA (regardless of terrain costs). Calculate this distance from the center of mass of its base when it unlimbered to the edge of its base in its current location. To move farther away, the artillery unit must first enter limbered formation. For purposes of this rule, a unit starting a battle unlimbered is assumed to have unlimbered in its start location.

b) Unlimbered Movement and Terrain An artillery unit may not move unlimbered in, into, or across the following terrain: earthworks, ford, up slope, down slope, stream, swamp, or woods.

c) Enemy ZOC An artillery unit may not perform unlimbered movement in or into an enemy ZOC. As an exception to this restriction, an artillery unit may perform unlimbered movement in an enemy ZOC in order to exit *all* enemy ZOCs in that same movement phase.

Page 13 of Main Rules, IX. GUNNERY, F. Clearance, 1. Procedure (clarification): If a unit is within the clearance but *outside* the firing artillery unit's front sector, the friendly unit *does* undergo friendly fire.

Page 15 of Main Rules, X. CHARGING, F. Exceptions, 10. Non-Charging Cavalry (add to the end of that section): Furthermore, after the first round of melee within a single melee phase, a charging cavalry unit is considered non-charging for all subsequent rounds of that phase. Under the Melee Modifiers Chart, the cavalry unit's modifier therefore changes from 3.0 to 2.0.

Page 15 of Main Rules, X. CHARGING, E. Restrictions (add the following sections):

8. Indians Indians cannot charge an unrouted/unpanicked unit in non-difficult terrain.

9. Charging Larger Unit A unit may not charge an unrouted/unpanicked enemy unit(s) if the resulting figure ratio would be less than 50% (.5).

10. Charging in Skirmish A unit in skirmish cannot charge an unrouted/unpanicked unit in column, line, hedgehog, or general.

11. Facing and Formation Change A unit may not perform a facing change in the same phase it charges.

Page 16 of Main Rules, X. CHARGING, I. Leaders, 1. Morale Effect (clarification): The leader must remain within 1 inch of the accompanied unit at the end of that movement phase.

Page 17 of Main Rules, XI. MELEE, B. Procedure (clarification): Do not apply the leader's charisma to a unit when determining its fully modified morale.

Page 18 of Main Rules, XI. MELEE, D. Leaders Effects (addition): As an exception, a leader cannot increase the melee percentage by more than double. For example, if the melee percentage is 12% and the leader has a charisma of 3, he adds only 12 (instead of 15) to the melee percentage.

Page 18 of Main Rules, XI. MELEE, E. Results of Melee (add to the end of that section) After all melee is resolved, any cavalry unit in good order that participated in a melee battle in that half-turn becomes disrupted.

Page 18 of Main Rules, XI. MELEE, E. Results of Melee (addition): When performing a check for melee retrograde, the owning player may voluntarily modify the die roll by adding any positive whole number. This number must be announced before rolling the die.

Page 19 of Main Rules, XI. MELEE, F. Restrictions and Exceptions (add the following section):

12. Stand Overlap A figure not in contact may take part in a melee battle if it is adjacent to a friendly figure in contact from the same unit. For purposes of this rule, "adjacent" is defined as occupying a position immediately to the left or right of the friendly figure in contact. The figure below illustrates figures that are adjacent and not adjacent.

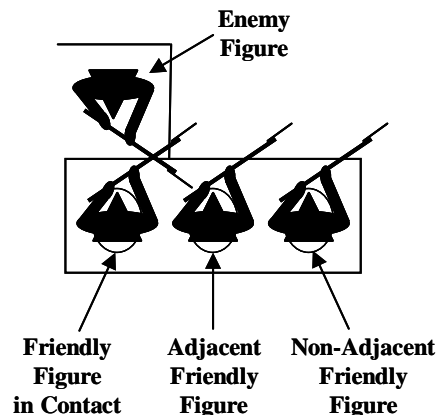


Figure XI-A. Adjacent and Non-Adjacent Figures

It is possible for a unit to be adjacent to 2 friendly figures that are each taking part in different melee battles (see figure below). In such instances, the owning player must choose in which melee battle the figure participates prior to resolving either battle.

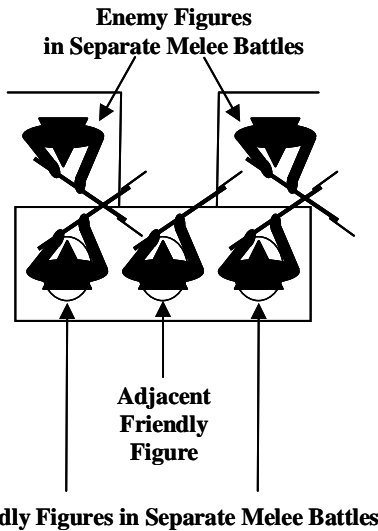


Figure XI-B. Adjacent Figure for Two Melee Battles

Sheet 5 - Melee, Melee Modifiers Chart (addition):

Meleeing Unit Is	Modifier
In Skirmish Formation	.5

Sheet 6 - Morale & Leaders, Morale Check Chart (modification):

Unit receives fire through its rear or flank with hit % \geq 10%
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Page 20 of Main Rules, XII. TERRAIN, 1. Terrain Effects, 7. Musketry and Gunnery (clarification): If opposing units firing at one another are both adjacent to the same wall/fence/earthwork, the fire effect listed at the Terrain Effects Chart applies only to the target figures that were *first* adjacent to that terrain.

Page 25 of Main Rules, XV. CASUALTIES, B. Procedure, 4. Repositioning (add to the end of that section) As an exception, if a unit in general with 5 stands loses a stand, reposition a *single* stand so that it conforms to the stand array for a 4-stand unit in general. In doing so, the unit may not be adjacent to an enemy unit, be in prohibited terrain, or overlap a friendly unit. If this cannot be avoided, do not reposition the stands until the unit can do so without violating these restrictions.

Page 26 of Main Rules, XVI. MORALE, F. Collateral Rout, 1. Procedure (addition): In addition, a unit which rallies from routed to disrupted in a morale phase need not undergo a collateral rout morale check in that same phase.

Page 30 of Main Rules, XVIII. ORDERS, D. Actions (add the following rules sections):

18. Can't Exit ZOC No unit of the brigade may exit *any* enemy unit's ZOC during a friendly movement phase.
19. May Exit ZOC Any unit of the brigade may exit an enemy unit's ZOC during a friendly movement phase.

Sheet 3 - Charges, Charge Check Morale Modifiers Chart (addition):

Situation	Morale Modifier	
	Charging	Charged
Charging/charged ratio is 50% (.5) or less	- 2	- 2
Militia unit charging non-militia unit (except Indians or routed/panicked units)	-2	+0

Sheet 4 - Musketry, Musketry Modifiers Chart (addition):

Situation	Modifier
Firing unit in skirmish	.5