Morale (23)

More D6		Fewer D6	
Casualties (max 4)	1	Better unit (max 2)	1
Hostile faces (max 4)	1	Hill present	2
Levy present (max 1)	1	**Each 4, 5, 6 = fail**	
No General	1		

Re-roll if morale General present.
Then remove casualties.

Morale outcomes (fails) (23)

1
Hesitation?
All units "Out of Order".
Ward can still move, fight, shoot and pull in.

2
Stand
All units "Out of Order".
No movement or fight this turn.
Ward can still shoot and pull in.

3
Rout?
1. Owner 2D6 with reroll = removed foot half bases
2. Ward falls back (no shooting)
3. All units "Out of Order".
4. All guns lost.
5. Ward can still pull in.

Movement (28)

Advance forward, backwards 1 Zone, without an assault. Roll to move sideways or leave scenery,"11 Rule".

Assault a touching Zone any direction. Roll to assault sideways or from scenery.

Stay no movement.

Swap = whole movement.
Ward pair front / back may swap positions.
No "Out of Order" imposed.

Leaving scenery or moving sideways the "11 Rule"

3D6 need 11
4D6 if previous attempt failed
4D6 if no enemy on any face

Success = assault / change Zone. No new "Out of Order".

Failure = No assault, no movement, all "Out of Order".

BLOODY BARONS PLAYSHEET BACK

Better units

= Winning fight
= Frontage 3.5+
= Household

Unreliable general

2 - 4 No fight
5 - 8 Normal fight
9 - 12 opponent out of order

The fight D6   Each 5, 6 = hit. Re-rolls. (30)

Foot Ward	**+3**
Unit 3 - 4 base frontage (max 3)	**+3**
Unit 1 – 2.5 base frontage (max 3)	**+2**
Rear support (more than 4 bases)	**+2**
General has assaulter/ target attribute	**+2**
Opponent has more "better" units (max 2)	**-1**
General absent from the Ward	**-1**
Levy units (max 3)	**-1**
Wood, hedge, stream, ditch, hill, building in target square	**-2**
Pause and reveal D6 total to opponent	
General leading from the front	**+1 or 2**

Minimum 5D6 per Ward. 5th hit on General.

Saves (shoot - fight) (31)

Hits allocated by owner
1 or 2 per unit.
Generals on the 5th hit.
Excess applied by opponent.
+ adjustments for risking general.

General (attached)	2, 3, 4, 5, 6 (3,4,5,6)
Household	3, 4, 5, 6
Retinue	4, 5, 6
Levy	5, 6
Gun	3, 4, 5, 6
Hand gunners	Remove 1 per hit on general

Fight result   Draw = defender win

Fight result judged on **hits** not casualties.	Winner = inflicts 2 more hits.
Apply hits to both sides and roll saves.	Assaulter and target both "Out of Order".
All "winning fight markers" removed. Re-applied to winners.	Winner removes all casualty markers.
Winner rolls to restore order.	Assaulter loser remains in current Zone.
Target loser = fall back.	Assaulter winner moves complete Ward into assaulted Zone.

Shooting (27)

Priority = front and rear touching, then others.

Unit frontage 3 or more = 2D6. Else 1D6.

5, 6 = hit   Re-rolls allowed.
Ward low on arrows = hits on 6 only.

Intense shooting front and rear touching,
(not if low on arrows or sideways).
Ward "Hiding in Scenery" auto "Low on Arrows".

4, 5, 6 = hit   Re-rolls allowed.
Arrows running low on 1, 2, 3.
5, 6 to recover, lost if leaving the table.

Each **casualty 5, 6** = unit "Out of Order".

Pulling units in   (25)

Each Zone can pull in one unit.
This unit will be put "Out of Order".

Arrivals   4, 5, 6 = unit arrives. (38)

D6 amount = number of foot units +
Generals off. Any share allowed.

Out of order (15)
(causes)

Front rank of 1.5 or 2 bases.
Having completed a fight.
Caused by shooting.
Result of morale.
Failure of the "11 rule".

4, 5, 6 = re-ordered

BLOODY BARONS PLAY SHEET

FRONT

Turn sequence (22)

#	
1	General's actions. Attach, un-attach=free 1D6 for all general's to move, 1 = fail for all generals. 2, 3, 4, 5, 6 success.
2	Morale.
3	Cavalry phase.
4	**Pulling units in.**
5	Active player shoots.
6	Active player moves Wards.
7	Do fights.
8	**Both players.** Remove low on arrows (5, 6).
9	**Both players.** Restore order (4, 5, 6).
10	Restore Ward 3, 4, 5, 6 per unit. Create a new General if required.
11	**Both players** gun loading 3D6. 5, 6 turn 1 face.
12	Arrivals. 4, 5, 6 per unit.
13	Battle clock D6. Re-roll OK.

Generals   3 Generals (12)

General attached	Unit up one quality. Frontage up by one base width.
Actions	Attach or detach. Move independently using 1D6. 2, 3, 4, 5, 6 needed, fails on 1. Stay with the Ward and move with Ward.

5th hit in fighting and or shooting.

Dead General is replaced by 2 casualties.

Dead General = all units in Ward roll.
6 = unit moved to reserves lose ½ base.

Replace General rolls 1D6 per attribute.
Replace General placed in reinforcements.

Cavalry (24)

D6 to arrive in any scenery type. No re-roll.
All cavalry arrive together in a reserve Zone.
A General may join the cavalry, not if attached.

Move and assault charge forward only.
Cannot charge through / into non-cavalry scenery.
Not hindered by over stacking or own units.

Shooting target shooting only.

Fight target may fall back, 4 hits, "Out of Order",
roll 1D6 per target unit 5, 6 destroyed.
Cavalry cannot claim rear support.

After the fight losing units roll 1D6 per unit 5, 6
destroyed.
Apply "Winning the Fight " marker.
Foot "Out of Order".
Cavalry moved to reserves, lose half a base, re-
move casualties, retain winning fight markers, auto
reorder.
General returns to his Ward.

Artillery   (37)

Arc = forward only.   **Range** = no limit.

Movement = Light guns only. 1 Zone in each turn. Not
part of a Ward.
Only into linear, meadow, open or gentle hills.
Only into facing Zones not sideways, no dice roll.

Shooting = heavy **4D6** / light **2D6** both may re-roll.
6 = casualty no saves.
D6 higher chooses units 2 per etc.
Turn gun 1 face.

Re-load = 3D6. In all turns.
Each 5, 6 = turn 1 face. Light guns re-roll.

Hits on guns only if there are no foot in Zone = if save
fails gun removed, no casualty marker.

35. Hand gunners

Shooting 1D6 per base. 6 = kill half base.
Re-roll all or none.
Remove hand gunner base each time general is **hit**.