

Game setup sequence (5)

Activity	
1	Build the army to 40 points.
2	Choose 2 differing scenery pieces for each player. Add building or wood, gentle hill + boggy marsh.
3	Roll for general's attributes (6 = success).
4	Carry out 32-point piggy chase.
5	First 4 pieces in corners, then anywhere. Defender starts, then take turns, play nicely.
6	Attacker. Scenery D6 = 3, 4, 5, 6 = move.
7	Defender. Scenery 3D6 = 3, 4, 5, 6 = move.
8	Note down Zone that will move forward or none.
9	Defender deploys first. In reserve Zone. Min 1 unit per Zone. Guns are not units.
10	Attacker deploys second. In reserve Zone. Min 1 unit per Zone. Guns are not units.
11	Carry out defender losses. 1 st hits per Zone, 2 nd units off table (maximum 3).
12	Advance Zone. Fill in the empty Zone.
13	Deploy units into any empty deployment Zone created by above.
14	Apply scenario 26D6 and apply scenario generator results.
15	Defender has first turn.

General's attributes(12)	C-in-C (11D6)		Sub gen 1 (7D6)		Sub gen 2 (7D6)	
	D6	Y/N	D6	Y/N	D6	Y/N
Assaulter		Y		Y		Y
Target		Y		Y		Y
Unreliable		Y		Y		Y
Morale		Y		Y		Y
Re-roll all 25D6 or none (6 = yes)						

General's attribute

Assault	+2D6 when assaulting.
Target	+2D6 when target.
Unreliable	Before fight roll 2D6. Bad news = 2, 3, 4. If assaulting = will not assault. If target = will fall back. 5, 6, 7, 8 = normal. Good news = 9, 10, 11, 12. Opponent Ward put "Out of Order".
Morale	Allows re-roll of morale test D6.

Defender losses (18)

Defender piggy chase score	0 - 7 Level 1	8 - 21 Level 2	22 - 26 Level 3	27 - 31 Level 4
Hits per Zone	7	6	5	4
Remove a unit 2D6 (max 3)	7, 8	8, 9	9, 10	10, 11, 12

Units	Household cavalry	Retinue cavalry	Household foot	Retinue foot	Levy foot	Guns

Scenery (11)

Total 7 pieces. 3 compulsory. +2 per player.	
1 Boggy marsh	Must have
1 Wood or building	
1 Gentle hill	
Each player chooses 2 differing items, from below	
Gentle or rough hill	
Hedge or ditch	
Stream	

Piggy chase (13)

First to 32

Level	Score
Level 1	0 - 7
Level 2	8 - 21
Level 3	22 - 26
Level 4	27 - 31

Zone forward(18)

1 left	2	3	4 right	none
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Scenario (19)

26D6 (2 - 10 per item), 5s and 6s with reroll.

A	Ambition
B	Battle craft
C	Chance
D	Deviousness

Cavalry points (6s)

11	10	9	8	7	6	5	4	3	2	1
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BLOODY BARONS BATTLE SHEET

Battle clock
32
31
30
29
28
27
26
25
24
23
22
21
20
19
18
17
16
15
14
13
12
11
10
9
8
7
6
5
4
3
2
1
0 End