

THE BARONS' WAR QUICK REFERENCE SHEET

ROUND STARTS

ROLL INITIATIVE	ROLL D10 MINUS RETINUE COMMANDERS MORAL DICE. HIGHEST VALUE WINS	USE COMMANDS TO A MAX 2 ADDITIONAL D10S. USED HIGHEST VALUE (P22)	
ALTERNATE ACTIONS, REACTIONS AND PASSES MAX 3 PASSES IN A ROW PER PLAYER 3 CONSECUTIVE PASSES ENDS ACTION PHASE COMMANDER MY ISSUE UP TO 2 COMMAND ACTIONS. MAX 1 PER GROUP	COMPULSORY ACTIONS	BROKEN PASS MORALE TAKE ACTION ADD WEARY ELSE RUN SHOCKED PASS MORALE TAKE ACTION ADD WEARY ELSE NOTHING	
	NEW ACTIONS	RALLY ACTIONS ONCE PER GROUP ACTION CAN USE COMMAND ORDER PSYCHOLOGY TEST MORALE BEFORE ACTION	
	ACTIONS	MOVE GROUP MOVE OR RUN	REACTIONS
		COMBAT CHARGE INTO MELEE OR RANGED ATTACK	
		DEFEND (P32) 2+ DEFENCE ROLLS REGAIN 1 MORALE POINT	
		ABILITY USE SPECIAL ABILITY	
		COMMAND ISSUE ORDERS, GROUP MUST PASS MORALE TEST	
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	COMBAT CHARGE INTO MELEE OR RANGED ATTACK	CHARGERS AUTO HIT, RANGED NORMAL, DEFENCE NORMAL, NO SHIELD ROLL NO MORALE CHECKS IN COMBAT (P26) ATTACKERS +2 TO ATTACK DICE DEFENCE NORMAL, NO SHIELD ROLL NO MORALE CHECKS IN COMBAT (P26) RALLY TESTS MADE ON GROUP'S MODIFIED MORALE. CANNOT NOT USE COMMANDER'S MORALE REIGN IN, FEAR, HATRED AND BERSERK (P44,46-47)	
	DEFEND 2+ DEFENCE ROLLS	CANNOT NOT USE COMMANDER'S MORALE	
ABILITY USE SPECIAL ABILITY			
COMMAND ISSUE ORDERS, GROUP MUST PASS MORALE TEST			
CHANGES TO MORAL IN ACTION PHASE	EACH CASUALTY CAUSED +1 TO GROUP PER WARRIOR REMOVED EACH GROUP REMOVED +1 TO RETINUE COMMANDER		
HOUSE KEEPING PHASE	CHECK VICTORY CONDITIONS TO SEE IF GAME IS WON REMOVE ALL TOKENS FROM GROUPS IN CONTROL LEAVE ALL TOKENS ON OUT-OF-CONTROL GROUPS ADJUST MORAL DICE, MORAL CHECK FOR WEARY GROUPS REMOVE WEARY TOKENS		
CHANGES TO MORALE DICE IN HOUSEKEEPING PHASE	NORMAL GROUPS REDUCE MORAL DICE BY 1 BROKEN GROUPS REDUCE MORAL DICE BY 1 WEARY GROUPS MUST PASS MORAL TO REDUCE MORAL DICE BY 1 SHOCKED GROUPS NO CHANGE TO MORAL DICE ENSURE 1" GAP BETWEEN ALL GROUPS ON TABLE		

ROUND ENDS

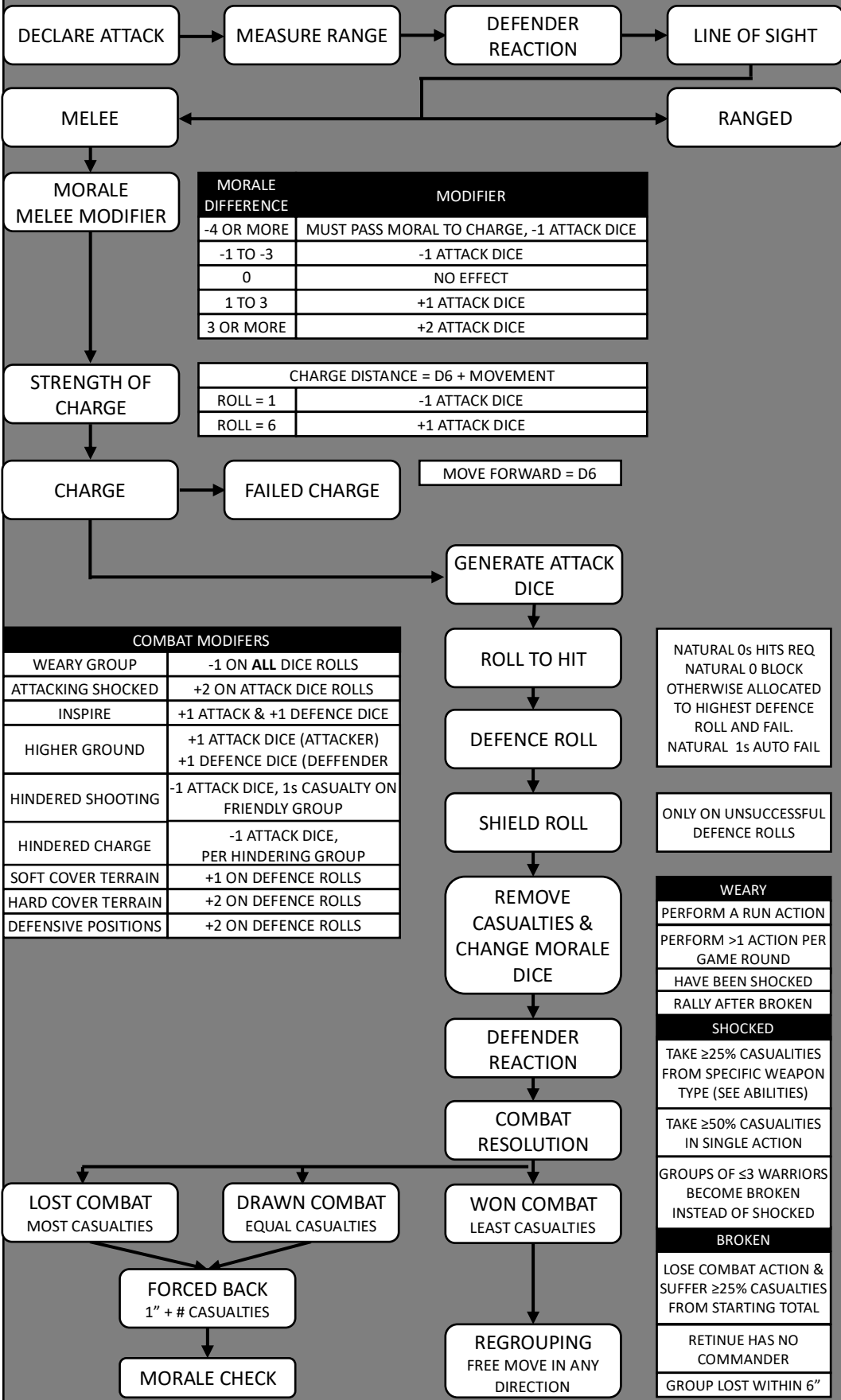
MOVEMENT RULES

MOVE = BASE MOVEMENT RUN = 2 X MOVEMENT 1 RUN GROUP/ ROUND	GROUPS CANNOT MOVE OR RUN THROUGH OTHER GROUPS
	WARRIORS BLOCK ALL MOVEMENT EXCEPT WITHIN THEIR OWN GROUP
	GROUPS MUST NOT COME WITHIN 1" OTHER GROUPS
	GROUPS CANNOT VOLUNTARILY LEAVE THE BATTLEFIELD

GENERAL PRINCIPLES & RULE CONVENTIONS

1. MEASURE ANYTIME 2. 1 WARRIOR = 1 DICE 3. NO GROUP FACING 4. MEASURE LOS BETWEEN CLOSEST WARRIORS 5. LOS IS FROM BASE CENTRE TO BASE CENTRE	6. ATTACK CLOSEST VISIBLE GROUP ELSE USE ABILITY OR PASS MORALE TEST 7. ALL GROUPS 1" SPACING 8. NATURAL 0s PASS, 1s FAIL 9. ROUND UP FRACTIONS 10. CAN'T AGREE DICE OFF	
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COMBAT PROCESS



MORALE DIFFERENCE	MODIFIER
-4 OR MORE	MUST PASS MORAL TO CHARGE, -1 ATTACK DICE
-1 TO -3	-1 ATTACK DICE
0	NO EFFECT
1 TO 3	+1 ATTACK DICE
3 OR MORE	+2 ATTACK DICE

CHARGE DISTANCE = D6 + MOVEMENT	
ROLL = 1	-1 ATTACK DICE
ROLL = 6	+1 ATTACK DICE

COMBAT MODIFIERS	
WEARY GROUP	-1 ON ALL DICE ROLLS
ATTACKING SHOCKED	+2 ON ATTACK DICE ROLLS
INSPIRE	+1 ATTACK & +1 DEFENCE DICE
HIGHER GROUND	+1 ATTACK DICE (ATTACKER) +1 DEFENCE DICE (DEFENDER)
HINDERED SHOOTING	-1 ATTACK DICE, 1s CASUALTY ON FRIENDLY GROUP
HINDERED CHARGE	-1 ATTACK DICE, PER HINDERING GROUP
SOFT COVER TERRAIN	+1 ON DEFENCE ROLLS
HARD COVER TERRAIN	+2 ON DEFENCE ROLLS
DEFENSIVE POSITIONS	+2 ON DEFENCE ROLLS

NATURAL 0s HITS REQ
NATURAL 0 BLOCK
OTHERWISE ALLOCATED
TO HIGHEST DEFENCE
ROLL AND FAIL.
NATURAL 1s AUTO FAIL

ONLY ON UNSUCCESSFUL
DEFENCE ROLLS

WEARY
PERFORM A RUN ACTION
PERFORM >1 ACTION PER
GAME ROUND
HAVE BEEN SHOCKED
RALLY AFTER BROKEN

SHOCKED
TAKE ≥25% CASUALTIES
FROM SPECIFIC WEAPON
TYPE (SEE ABILITIES)
TAKE ≥50% CASUALTIES
IN SINGLE ACTION
GROUPS OF ≤3 WARRIORS
BECOME BROKEN
INSTEAD OF SHOCKED

BROKEN
LOSE COMBAT ACTION &
SUFFER ≥25% CASUALTIES
FROM STARTING TOTAL
RETINUE HAS NO
COMMANDER
GROUP LOST WITHIN 6"

WHEN TO TAKE MORALE CHECKS

CUMMULATIVE ≥25% CASUALTIES	PSYCHOLOGY: FEAR, HATRED, BERSERK	IMPROVE MORALE WHEN WEARY
RESPOND TO ORDER ACTION	RALLY WHEN BROKEN	ANOTHER COMMANDER TO TAKE OVER
ACTION SPECIFIC ABILITIES	RALLY WHEN SHOCKED	FRIENDLY GROUP REMOVED WITHIN 6"