

## Alternative fight system for Bloody Barons.

THIS DOES NOT REPLACE THE EXISTING BB RULE SET.  
THE BB RULESET IS NOT BEING REPLACED.  
THIS IS SOME IDEAS TO TRY OUT AS AN ALTERNATIVE.  
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**Date**  
**17th October 2009**

# Bloody Barons

## Saving Rolls when fighting

General/ Captain/ bodyguard	<b>2,3,4,5,6</b>
Household Fighting troops	<b>3,4,5,6</b>
Retinue fighting troops Household Shooters	<b>4,5,6</b>
Levy fighting troops Retinue archers Artillery gun/crew	<b>5,6</b>
Levy Archers	<b>6</b>

## Spear Effect

Count in 1st turn of fight only  
Not counted by a unit if charged from flank/rear.  
Do not count if disordered.  
Count all front rank bases.  
Count 1/2 second rank bases (rounded up in units favour)  
Roll D6 per base

**Spear V Foot**    **4,5,6= -1 D6 from enemy**

**Spear V Cav**    **3,4,5,6=-1D6 from enemy**

## Cavalry Fights

Cavalry fighting any will withdraw after 2 turns of fighting if they draw or lose 2nd turn and survive morale.  
Cav unit falls back D6+2 inches. Both units become disordered. Cav lose 1 base.

## Other Amendments

- Generals move 2D6 inches. General can motivate any unit not already motivated.
- All units receive residual 1 AP after modifiers or failed motivation.
- Motivation distance per complete 3"
- Scenery 4 pieces each
- Foot can only attack cav within 2" at turn start. Cav can stand but are disordered and do not count 1st round +1. If cav retire (D6+3) foot roll D6 per own base. 5,6=hit on cav. Foot halt at contact point or 1 base over.
- Enemy count as in template/cover if their leading edge is in cover. Thus a unit that gets its front edge in to cover is in the cover even if the rear edge is out. If it then turns around the leading edge would now make the unit in the open.

## The Fight

- Every unit has a min of 2D6 after all D6 summed up.
- Every 5,6= HIT
- All hits on front rank
- Whole front rank dead = loser (even if some casualties caused before fight)
- Winner is the unit that inflicts most casualties. This is based upon initial two units fighting not support units.
- Else draw

<b>+1</b>	Per Base in unit (all ranks)
<b>+3</b>	1st Round of fighting in the game OR won last round of fighting
<b>+1</b>	Each mounted base V enemy foot in open (includes low hill) Max 5. Applies only once per game-1st turn of fighting.
<b>+2</b>	Each own unit (not fighting) within 6" Max 2
<b>-1</b>	Each mounted base fighting enemy in woods, buildings, rough hill or behind linear Max 5
<b>-2</b>	Enemy unit holding edge of wood/building/linear or on rough hill
<b>-2</b>	Disordered
<b>-2</b>	No support rank (min 2 bases)
<b>-2</b>	1 or 2 base frontage
<b>-3</b>	Unit below half strength
<b>-1</b>	Per pair (or part thereof) shooting bases
<b>+1</b>	Captain in front rank
<b>+2</b>	General quality 0 or 1 in front rank (max 1)
<b>+1</b>	Generals of quality 2 or worse in front rank (max 1)
<b>-2</b>	Fighting 2 units or attacked from flank or rear this turn
<b>+1</b>	Own unit has levy unit fighting in support
<b>+2</b>	Own unit has retinue unit fighting in support
<b>+4</b>	Own unit has household unit fighting in support
<b>No modifier type situations.</b>	
<b>2D6</b>	General on his own
<b>4 D6</b>	Gen with bodyguard
<b>1 D6</b>	Each artillery gun

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Unchanged Morale : Moving: Scenery: Campaign :Shooting

## Notes

### The Fight

- The turning player can decide what order to carry out the fights. This will allow him to move up supports or similar before that particular fight is carried out.
- All units are disordered after a fight. The disorder marker is placed after any fight morale tests are carried out.
- **Infantry v infantry** fights continue until one unit routs.
- **Cavalry v cav/inf** fights must end after 2 turns.
- Cavalry are only allowed the +1 per base once per game. This will be the first turn of fighting they engage in.

### Hills

The first unit on a **hill** always counts the hill to its advantage.

### Support units.

Usually one unit fights one unit. A single unit is allowed to have a friend or second unit join in to help. The first unit in contact is still the unit upon which the fight factors are based. The second unit just helps out with an increase in factors and a decrease for the opponent.

The second unit that joins in a fight in order to help a unit that is already fighting it is subsumed into the existing fight and causes the opponent to lose 2 fighting points for fighting two units and adds 1,2,3 to its friend unit depending on troop quality (levy, retinue, household).

A support unit can join in at any of the four faces of the enemy unit. The support unit can even join in at the back of the friend unit.

The two initial units in a fight may have up to ONE support unit each. If a support unit is itself attacked then it will break off to fight this new fight.

If a support unit's friend routs from a fight the support unit will fall back 1" and become disordered. If the support unit was to the rear of the friend unit then it will count 4 in morale for the rout instead of 2.

If opponent in fight routs, retires or is destroyed fight winners can advance 1 base depth **if** desired.

### Generals

Generals move 2D6 per turn.

Dead generals of quality 2,3 or 4 place 2 casualty markers if killed.

Dead generals of quality 0 or 1 place 3 casualty markers if killed.

### Restore disorder

4,5,6 for all quality types.

### Artillery

- Each artillery gun fights as a single base in a fight. If it is killed the base is removed.
- Artillery receive automatic motivation.
- Artillery retains the +3 AP for first shot of game.

