

BAR Quick Reference Sheet

Turn Sequence

1. Place Charge Markers	5. Shooting
2. Determine Who Has Initiative	6. Close Combat
3. Reveal Charges	7. Extended Movement
4. Movement	Next Turn

Movement Rates

Troop Type	Movement	Charge Bonus	Troop Type	Movement	Charge Bonus
Close Order Inf	5 inches	+1 D10	Crews	7 inches	none
Regular Order Inf	6 inches	+1 D10	Scythed Chariot	10 inches	1 D10
Loose Order Inf	7 inches	+1 D10	Regular Chariot	12 inches	1 D10
Close Order Cav	10 inches	+1 D10	Light Chariot	14 inches	2 D10
Regular Order Cav	12 inches	+1 D10	Elephants	6 inches	X2
Loose Order Cav	14 inches	+2 D10			

Bonus Movement For Charging

Roll one D10 for all infantry, close order cavalry and regular order cavalry, and roll two D10 for loose order cavalry. (Divide the dice roll by two for any unit in heat with barding or higher). Add this to the base movement rate for the unit. This is the maximum range of the charge and any subsequent follow-up.

Charge Response Table

Counter-Charge	Units that are targets of charges or who are revealed as targets can choose to follow the counter-charge rules in response to the threat.
Stand and Defend	A unit that is being charged can choose to stand and receive the charge. To do this you must make a modified morale check. If your troops are drilled or trained, you can make a formation change in the face of the charge if you choose. A formation change can include expanding your frontage, forming into close order or forming a shield wall. Units defending can fire at the charges as allowed in the rules. Follow the fire and flee rules. If you choose this option you are +1 on your morale check.
Fire and Flee	The choice to fire and flee requires an unmodified morale roll and the following: <ul style="list-style-type: none"> Charging infantry must be five or more inches away Charging cavalry must be 10 or more inches away. <p>All fire by fleeing units is considered long range. After firing at the charging unit, the fleeing unit makes one full move directly away from the chargers, based on the rout or flee rules. If the fleeing unit is caught, it is destroyed. Skirmishers can choose this option without needing to check morale</p>
Break and Run	You can choose to intentionally break a unit and run from a charge at the rate of one full move plus the standard dice roll for charging infantry or cavalry. If the unit is drilled or trained, it can recover from a voluntary rout during Extended Movement and return to its previous status of good morale with no checks required. If the unit is any other training level it is treated as a standard rout. If the unit is caught it is destroyed. This is the only option other than "Fire and Flee" for skirmishers charged by formed troops.
Stand and Shoot	This option is very similar to stand and defend. You must make the same modified morale check. If you pass, you can fire on the chargers at close range with no negative modifiers for movement. You cannot change formation, or form a shield wall. On contact, you can fight as normal with your primary hand-to-hand weapon.

Moving Over Terrain and Obstacles

Open Terrain	There is no cost to moving across open terrain. Open terrain is an area that is generally clear of obstructions or challenging terrain.
Light Terrain	Crossing light terrain is -1" for infantry -2" for cavalry. There is no penalty for loose order infantry. Light terrain represents an area of brush, rocks, low hills, or plowed fields. The penalty is paid for each turn the troops are moving through the terrain.
Medium Terrain	Crossing medium terrain is -2" for close and regular order infantry -1" for loose order infantry and -4" for cavalry. Medium terrain disorders all but loose order troops as long as they are in the terrain. War machines, chariots, and elephants are at half movement through this terrain. Medium terrain represents woods, medium hills rising more than 2", shallow swamps, terrain with a broken surface, tree stumps, planted crops, low walls, and hedges.
Heavy Terrain	Crossing heavy terrain is at half speed for all troop types but loose order. Loose Order Troops lose ¼ of their movement. All ordered troops are disordered when passing through. War machines and elephants are at ¼ movement in this terrain. This terrain represents dense woods, steep hills higher than 4", gullies, fields of felled trees, and heavy swamps.
Rivers and Streams	All troop types are -4" to their movement to cross a stream. If it takes more than one turn to cross, the penalty applies each turn it takes to cross the water. You can only cross a river at bridges or fords. If you cross at a ford, treat it as moving through medium terrain. Crossing bridges must be done in columns no wider than the bridge.
Towns and Buildings	Moving through towns and villages is done in the same manner as bridges. There is no penalty, but your column cannot be wider than the streets of the town. If you are defending or attacking a town, use the town fighting rules. Only infantry can move into buildings. Troops in buildings are always disordered. You can place roads in and out of towns as appropriate.
Terrain Elevations	Terrain elevations are measured in 1" vertical increments.

Modifiers to Shooting

Situation	Modifier	Situation	Modifier
Large Target* or Unbarded Cavalry	+1	Target of a charge or firing in support	-2
Sling vs. Cavalry	+1	Target Moved or Shooter Moved**	-1
Shooting from Elevation	+1	Target Disordered	-1
Long Range Fire	½ effect	Shooting Up Elevation	-1
Vs. Skirmishers	½ effect	Massed Fire	½ hits

*Large targets are war machines, elephants, and so on. Also, all modifiers are cumulative

**This modifier only applies to skirmishers if the target moved.

Note: Add all modifiers before applying the half effect penalties.

Army Posture

Posture	Initiative Bonus
Aggressive	+2
Neutral	Even
Defensive	-2

Close Combat Modifiers

Situation	Modifier
Outnumbers opponent 2 to 1	+1
Attacking flank	+1
Attacking rear	+2
Charging	+1
Attacking unit in Shield Wall or Grounded Shields	-2
Behind soft cover	+1
Behind hard cover	+3
Cavalry wedge	+2
Infantry wedge	+1
*Frenzied or Fanatics	X2 BCR

Situation	Modifier
Warband	+2
Charging uphill	-1
Charging Downhill	+1
Disordered	-2
Cavalry vs. Non-spear infantry	+1
Shock cavalry vs. Infantry	+2
Massed cavalry	+2
Elite general or warlord attached	+2
General/warlord attached	+1
Caesar is watching!	+1

Notes: These modifiers are added to the BCR before other affects take place. All modifiers are cumulative.

Battlestandard Loss Table

Roll	Result
1,2	Routs immediately regardless of current status or morale
3,4	Falls back a half move in good order
5,6	No effect
7,8	Attacks next turn with +1 BCR
9,10	Attacks next turn with 2X BCR

Morale Modifiers

Situation	Modifier
Caesar is watching!	+1
Behind light cover	+1
Behind heavy cover	+2
Won combat this turn	+1
Charging downhill	+1
Elite general/warlord attached	+2
Any other commander attached	+1
Out numbers opponent 2 to 1	+1
Lost combat	Even
Formed	Even
Hero unit	Immune
Army battle standard attached	Immune
Disordered or Routing	-1
Army general killed	-2
Elite Army general killed	-3

Situation	Modifier
Attacked by hidden unit	-2
Attacked in the rear	-3
Attacked in the flank	-2
Routing friendly unit within 12"	-1/each
Lost combat 2 to 1	-2
Unit losses of 50%	-1
Unit losses of 75%	-2
Horses charged by camels	-1
Infantry charged by cavalry*	-1
Infantry or unarmored cavalry charged by heavy shock cavalry*	-2
Infantry or unarmored cavalry charged by super heavy shock cavalry*	-3
For each additional shock unit charging a unit	-1
Charged by elephant*	-2
Lost combat to a warband	-1
Lost combat to fanatics	-2

Note: All modifiers are cumulative, but do not carry over to the next turn unless they directly apply. All units are subject to the **Battle Standard Loss** rules for both army and unit.

* Only one modifier applies to any single morale check. Use the highest modifier.

Base Morale

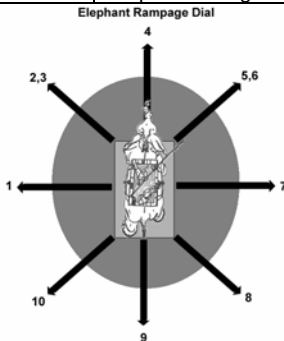
Troop Type	Morale Rating
Special	9
Elite	8
Veteran	7
Regular	6
Trained	5
Levy	4
Peasant	3

Morale Failure Table

Disparity	Result
1-2	Immediately fall back one move facing the enemy. Lose one level of order and 1 figure from the unit. If this causes a rout to a unit already disordered go to the next result (3-4)
3-4	Immediately fall back one charge bonus move facing away from the enemy. Lose one level of order and 2 figures from the unit. If the loss of order leaves you only disordered you will face the enemy after falling back.
5-7	Fall back one charge bonus move plus your base movement facing away from the enemy. Lose two levels of order and 3 figures from the unit.
8+	Unit is immediately lost and is removed from the game.

Elephant Rampage Chart

Roll	Elephant Rampages...
1	Elephant charges 90° left
2,3	Elephant charges 45° left toward Enemy
4	Elephant charges straight ahead
5,6	Elephant charges 45° right toward Enemy
7	Elephant charges 90° right
8	Elephant charges 45° rear right toward Friendly lines
9	Elephant charges directly to the rear toward Friendly lines
10	Elephant charges 45° rear left toward Friendly Lines



Roll 1 D10. Elephant Rampages in indicated direction for 1/2 D10 + regular movement

Indirect Fire Results Chart

Roll	Heavy	Medium	Light
1-2	4 Figures	3 Figures	2 Figures
3-4	3 Figures	2 Figures	2 Figures
5	2 Figures	1 Figure	1 Figure
6-7	1 Figure	1 Figure	0 Figure
8-9	0 Figures	0 Figures	0 Figures
10	Malfunction	Malfunction	Malfunction

*Note: Indirect war machines are -1 on dice roll against loose order or skirmish troops.