

FREQUENTLY ASKED QUESTIONS

Q. Do all Warriors in a group have to have the same equipment?

A. Yes, all Warriors in a group must share the same equipment. The best way to create a group is to equip one Warrior and then multiply the points cost by the number of Warriors you desire in the group.

Q. Does the previous question apply to command groups?

A. If a Commander is added to a group to form a Command Group, the Commander may be equipped differently. When resolving combat with a Command Group it is recommended to use different coloured dice to represent the Commanders attack and defence, if they are involved in the combat. This is because they usually have different stats and equipment.

Q. When forming a Command Group, do I need to add additional miniatures to represent Bannermen, Musicians or Priests?

A. No. When you pay the points for a Bannerman, Musician or Priest you are upgrading one of the existing warriors in the command group. Use a suitable model to represent which of your Warriors has been upgraded as when this model is removed from play the command group will lose its ability. The model's stats are unchanged by the upgrade and it fights as normal.

Q. How do I add abilities to my groups?

A. Add the ability to a single warrior in the same way you would for equipment. If the ability is being applied to a group the cost also needs to be paid for each member of the group. You can only assign a number of abilities equal to that group's Action stat.

If you are adding additional group abilities to a command group, the commander and his command group *must* share the same group abilities.

Q. Some warriors already have abilities listed on their profile. Does this mean I cannot add additional abilities from the ability table?

A. Any innate abilities a warrior has do not count when calculating how many additional abilities they may be given.

Q. Do my Commander's abilities affect the whole Command Group?

A. Unless specified in the abilities text, no. A Commander's abilities do not affect the whole command group. They apply only to the Commander's dice when resolving combat (as mentioned before, we recommend using different coloured dice for the Commander).

Q. Do Warriors abilities affect a Commander in a Command Group?

A. No, Warriors innate abilities do not carry over to the Commander and only affect the rolls taken by the Warriors.

Q. If a Command Group becomes shocked before it has used up all its actions, can I use the remaining actions to try and rally?

A. No, you must wait until the next Compulsory Action phase in order to try and rally. The remaining actions are lost and cannot be spent on the Command Group or to issue orders.

Q. Can a group be Shocked and Broken at the same time?

A. A group can not be both Broken and Shocked at the same time. Usually, if you have to take a Morale Check a group will become Broken if they fail the test. The group will become Shocked instead of Broken if the action that triggered the Morale Check qualifies it, which is outlined on p.25.

Shocked supersedes Broken simply as the result that triggers the check is 'shocking' - '25% casualties from a particular type of weapon' or 'they lose a total of 50% or more of their current Warriors as casualties during a single Combat Action'.

Q. What happens when a group mounted on Warhorses over charge and would end their move off the table?

A. Any group leaving the table edge is removed from play as a casualty. They are considered out of the battle. Warriors removed in this way do not count towards your opponents victory points

Q. If a group is within range of two Command Groups with Inspire, does the effect stack?

A. No, Abilities with the same name do not stack with each other.

Q. Does Martial Respect only affect other Sergeants?

A. No, Martial Respect affects any friendly group within range.

Q. When a group mounted on Warhorses over charge, can I choose the direction of travel?

A. No, the group must over charge following the same direction as the original charge.

Q. If a group of Bowmen decide to charge an enemy group, what attack value should I use? Short or long range value?

A. If the weapon a Warrior is initially equipped with has a modifier, that modifier is included in their Profile. These modifiers are shared as part of the equipment table on page 74 where it shows a bow is +1

attack modifier at long range and a crossbow is -1 attack modifier at short range. You ignore these modifiers as we presume a secondary hand weapon of some sort is used in melee combat instead providing no modifier, therefore, you use short range for bowmen and long range for crossbowmen.

Q. Why do equipment modifiers vary across different warrior profiles?

A. Equipment modifiers differ across warrior profiles because they take into account modifiers already applied by currently equipped weapons and armour. When choosing from the options list on a warrior profile you are replacing the already equipped item. The calculations have been done for you, there is no need to work anything out.

Q. If the unit I put in defence has an action left and gets charged, can I use this remaining action to pick a reaction such as counterattack or brace?

A. Yes, however, the moment you declare a different action (before combat is initiated) it replaces the defence action.

Q. The parry rule for the sword adds 1 dice to defend. 1 dice for the group or for each warrior?

A. The parry rule adds 1 extra Defence Dice for the whole group **NOT** 1 dice for each Warrior.

Q. In the event that combat results in a draw and both groups are pushed back, do they both take a morale test?

A. As it explains on p.25 in the Broken section, you can only become Broken if you **lose a Combat Action**. In the result of a draw both sides are just pushed back with casualties recorded using a Morale Dice.

Q. What happens if a whole Group is not able to run off the table edge at the same time?

A. p.26 says "Any Broken Group that reaches the player's table edge is immediately removed from the table." the group is removed as a single entity even if only one warrior leaves the table.

Q. The Charge Distance roll provides the possibility of an extra or one less Attack dice, but this isn't rolled if the distance the attacker had to charge was less than their move distance. Should I roll a dice even if I am within my movement range?

A. The extra dice mentioned on p.37 in '5d Strength of the Charge (melee only)' is to indicate momentum gained by running the extra distance indicated, by using a d6, above a group's normal movement rate - the 6 resulting in an extra dice to indicate increased momentum in the run and a 1 indicating the extra burst of energy has tired them out.

Q. Some ranged weapons allow movement and shooting, is this all one action or do I need two separate actions to do this?

A. If a weapon specifies you can move and shoot (Sling for example) it is all one action, initiated as a Combat Action. It is assumed that the group's movement is reduced to shoot their weapons.

Q. Command Groups often include Warriors with different stats, how do I know which stats to use in any given situation?

A. When making an attack the easiest way to manage the different attack values and/or weapons is to roll different coloured dice. Use one colour for your commander and another for the rest of the command group. This makes it clear what abilities and what stats are used by each type of warrior.

When defending, use the defence stat for the warriors as they will be removed as casualties first. If there are more hits rolled than remaining warriors and your Commander is at risk of being killed, roll the defence dice individually until all the remaining warriors have been removed and then switch to the commanders defence stat. If you include your commander's defence dice as part of the Defence Roll and it is unsuccessful, your Commander becomes a casualty and is removed as they failed to defend.

Q. When I form a Command Group what happens with the Commander's action stat and the warriors action stat?

A. The Command group adopts the Commander's action stat. They must use at least one action each round to activate themselves, the remainder can be spent on acting further or issuing orders to other groups in command range.

Q. Ranged Warriors seem powerful, why is this?

A. Ranged warriors are very strong when not using the recommended amount of terrain on your table. If the required amount of line of sight blocking terrain is used it becomes difficult for a Group of ranged warriors to be able to consistently draw line of sight. During playtesting we tried weaker versions of the ranged weapons but they felt ineffective and unsatisfying when they did manage to draw line of sight.

It is also worthwhile remembering that the scale of the engagements are very small and a group of 3-5 warriors getting shot by 3-5 other warriors would be very devastating. At the end of the day if you are standing out in the open as a target for a group of archers in this size engagement you deserve everything you get.

We have a handy in depth look at ranged weapons here

<https://www.warhost.online/downloads/barons-war-ranged-attacks.pdf>

Q. On page 117, it says that to be higher than the target gives you +1 attack dice. But page 42, it says that you gain +1 to the result of your attack. Which page is the right rule?

A. Page 117 is correct. Higher Ground grants one extra Attack dice when making an Attack Action.

Q. Can I take Abilities from the Main rule book in a Welsh Retinue?

A. Yes, A Barons War Welsh Retinue can take any ability from the main rule book. A Conquest Welsh Retinue can take any non faction specific ability from the Conquest Book.

Q. If 6 archers can see 3 members of a group of 6 enemy troops, the other 3 being completely hidden behind a building, and happen to roll 6 successful attacks, none of which are defended, are all 6 of the defenders dead?

A. Yes, visible warriors are removed first, once all visible targets are removed any remaining casualties are taken from warriors out of line of sight.

Q.If, I have a unit which takes 6 wounds, 3 of which are '0' . I roll my defence dice and roll 3 successes but none of which are '0'. How many figures are removed as casualties? 3 or 6?

A. Successful Defence dice must be assigned to the '0's' even if they are not a '0'. In this example the three successful defence rolls would be assigned to the three '0's' but would not prevent the casualty as they are not '0', so 6 casualties would be caused.

Q. If a warrior has to reroll a '0' (due to the 'Frightening' ability for example) and the second roll is unsuccessful, does that still count as a success but not a '0'?

A. No, the second result is the result that must be used when a reroll is made. In this example it would be unsuccessful.

Q: At close range the Bodkin rule is more effective against troops wearing mail, than troops without armour? What's the theory behind that, as surely it goes through bare skin as it does chainmail?

A: It is to represent its effectiveness against mail, rendering it no better than leather or no armour.

The thought behind how it currently works is we wanted the crossbow to be pretty devastating against mail-clad warriors at short range. And the bodkin rule provides this.

Q: The Bokin rule is definitely devastating at close range against mail, but I think it should apply to

leather/padded and unarmoured troops too?

A: The idea is for it to work as an equaliser against mail-wearing troops, not to be devastating against all warriors. The none bodkin crossbow bolt is pretty devastating against them.

Q. Do I make a shield roll for warriors that would be removed due to the Bodkin rule?

A. No, each dice for a shield roll is only rolled against each failed Defense dice.

Q. Will Scarlet has the 'Open up' ability, this is usually a group ability. How does this work with only one member of a group?

A. The defence bonus is ignored for Will Scarlets attack only. Once combat has been resolved the target group's defence token is removed.

Q. Maid Marian's ability "Friends of the Forest", friendly groups within 6" get +1 defence as if in soft cover. Would this stack if the group is already in soft cover to count as +2?

A. "Where applicable Abilities stack and can be used together." TBW p.78.

Q. If I had, for example, Maid Marian as my commander and attached her to a

group of bowmen, could I give that group the "Master Fletcher" ability?

A. Yes, but she would not receive the ability, just the warriors in the group.

"They must be fielded as their profile indicates, warts and all and you may not give them any extra abilities." TBW p.88.

Q. Can any Warrior with the Commander ability issue orders?

A. Only the nominated Retinue Commander may issue orders to other Groups in your Retinue. If another Commander becomes your Retinue Commander due to death of the original, they can now issue orders.

Q. What happens with the extra actions from Command Groups that aren't the Retinue Commander?

A. These actions may be spent on the Command Group as normal, only the Retinue commander can use additional actions to issue orders.

Q. On page 78, it is unclear how many abilities I can take in my retinue. Is the number of commanders +3 the total amount of abilities allowed or the amount of groups that can receive abilities?

A. The number commanders in your retinue +3 is the total number of additional abilities you may include in your retinue. For example a Retinue with 2 commanders can have a total of 5 additional abilities.

Q. How are the extra wounds for bills calculated? Does a successful defence roll against a '0' stop one wound or two?

A. The extra wounds are counted after all dice rolls have taken place. If an attack roll of '0' is stopped by a defence roll of '0' then no wounds are scored. Any un-defended '0' rolls will score two wounds.

OH WORTHY MAN OF ENGLISH BLOOD FAQ AND ERRATA

Q. Thomas, Count of Perche's only weapon option is Horseman's Pick. The effect of this is mounted only, what does he use when on foot?

A. The effect of Horseman's Pick has been amended below.

The effect ***Horseman's Pick*** applies to both mounted and foot targets and can be used if the bearer is either mounted or on foot.

1. For **Outlawed Noble** the points cost for **Leather/Padded** armour should be -1.

2. For **Petty Criminals** a **Sling** should cost **+1 point** instead of 'Equipped'.

3. **Ambush** effect should read '**Deployed after all other groups. May be deployed anywhere on the table must be 6" away from an enemy unless out of LOS, if out of LOS may be a minimum of 3" away.**'.

DEATH & TAXES FAQ AND ERRATA

1. **Pg 3, Pg 24** and **Pg 36** the Retinue points value for **The Soul of Wimentum** should be 750 points.

6. The number of **Flemish Mercenaries** gained in **Spring The Trap** is two.

2. For **Outlaw Bowmen** should be as follows,

Veteran - 6+/5+

Regular - 7+/6+

Irregular - 8+/7+

Green - 9+/8+

3. **Pg 85** Should read as follows,
An Example Hex Map
This map has been created for a campaign to be played by **four** players. 72 tiles were used. **Three** players could also use the same map...

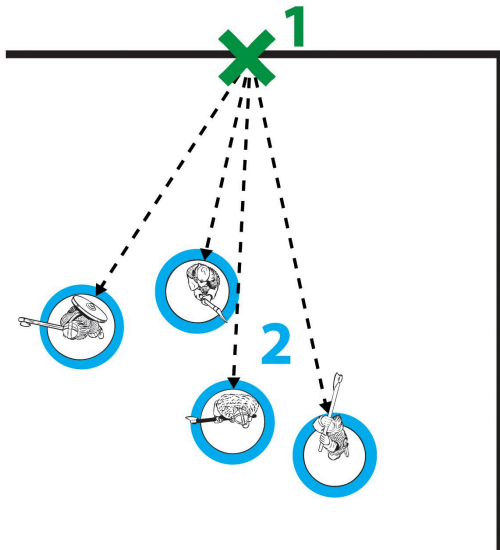
4. Any Scenario that Requires **Villager** groups (**The Dawn Raid Pg26, Spring the Trap Pg 29, A Spilled Pint Pg 34, The Soul of Wimentun Pg 36, The Final Battle Pg38**) should use the **Levy** profile included in the Baron's War Rule Book (Pg 60)

5. **Walter de Gray Pg 16, Priest of Wimentun Pg 19, Blacksmith Pg 20, Eustace the Monk Pg 62, Fulk Fitz Warin Pg 64** Small shield entry should be **Points +2, Modifier (blank), Effect '+9 Shield roll'**.

Conquest FAQ

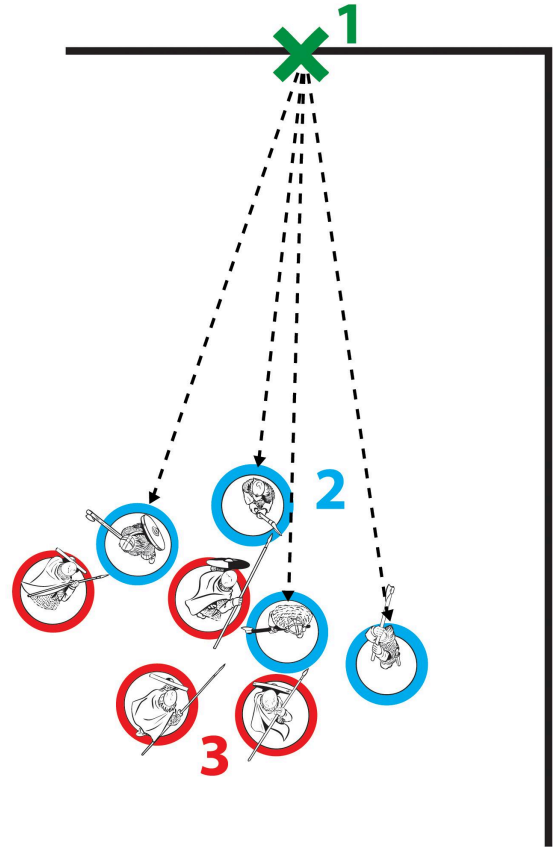
Q. When using 'Surprise Raid' does a group move onto the table and then make an action and can I charge an enemy when entering play with 'Surprise Raid'?

A. When using 'Surprise Raid' you select a point of entry on the desired table edge and then any action is taken with the specified point as the point of origin of each warrior in the group.



1) declare point of entry and declare action, in this example move.

2) move each miniature in the group onto the table with the point of entry as the starting point for the move action and keeping within regular movement and coherency rules.



1) Declare point of entry and declare action, in the example charge.

2) Roll charge distance and then, if successful, move each miniature onto the table and into combat using the point of entry as the starting point for each miniature, following the regular rules for a charge move. If unsuccessful, follow the normal rules for a failed charge using the point of entry as the starting point for each miniature.

OUTREMER FAQ AND ERRATA

1. Page 59, use the profile included below.

2. Swordsman ability replaces Live by the Sword, the effect is the same only the name has changed.

3. Headhunter ability is from Conquest Supplement and should read

'Can charge an enemy Command Group even if it is not the closest enemy without making a Morale Check. Gains +2" to their charge range if charging an enemy Command Group.'

It is a Group ability and has a cost of 1 point.

4. Page 40, 43, 56, 60 Horse should cost -2 points.

5. All Barded Warhorse costs should be,

Cost per Warrior: +13

Modifier: +1 Attack dice per warrior, -1 Defence

Effect: -1 Movement, requires 2 damage to cause a casualty when rider is mounted on War Horse. When charging subject to over charge.

6. Page 45, Leather/padded should give -1 Defence.

7. Page 49, Leather/padded should give -1 Defence.

MILITARY ORDER KNIGHT

In the thirteenth century the brother-knights of the Military Orders became the backbone of the crusader states' armies. With the territories of the kingdom of Jerusalem heavily reduced, it became increasingly difficult for even the great magnates of Outremer to pay for building and garrisoning the castles which protected the kingdom. As a result the Templars and Hospitallers (and, to a much lesser extent, the Teutonic order), with their income from western Europe, came to become the castellans of the kingdom.

MILITARY ORDER KNIGHT							
	➡	✂	🛡	🛡	🛡	POINTS	ABILITIES
VETERAN	4	4+	5+	2+	1	26	Chivalry, Devoted Faith, Swordsman
REGULAR	4	5+	5+	3+	1	23	Chivalry, Devoted Faith, Swordsman

EQUIPMENT				
NAME	COST PER WARRIOR	MODIFIER	EFFECT	REQUIRED EXPERIENCE
SWORD	EQUIPPED		PARRY - Gain an extra defence dice against sword, mace or hand weapon	ALL
MAIL	EQUIPPED		-2 Movement (applied)	ALL

OPTIONS				
NAME	COST PER WARRIOR	MODIFIER	EFFECT	REQUIRED EXPERIENCE
MACE	-1		BLUNT TRAUMA - If the target takes casualties from a mace the target Group Movement is halved for the remainder of the round	ALL
FALCHION	-1		SLASHING - Target suffers -1 to Defence rolls if unarmoured or wearing leather/padded	ALL
SPEAR	-2	+1 Attack	REACH - cannot counter attack against spears unless armed with a spear	ALL
TWO HANDED WEAPON	+1	-1 Attack	SLOW - Will always act second if counter Attacked. Cannot equip shield with this weapon	
LEATHER/PADDED	-1	+1 Defence	+1 Movement	ALL
SMALL SHIELD	+2		9+ Shield roll	ALL
MEDIUM SHIELD	+3		8+ Shield roll	ALL
LARGE SHIELD	+5		7+ Shield roll	ALL

ABILITIES
Must choose an Ability from the Military Order Knight options. Chivalry, Swordsman, Devoted Faith



RULES CHANGES AND CORRECTIONS

Any Rules below marked with (PT) are playtest rules and are subject to change based on feedback.

1. **God Protects** ability for **Militant Monks**. Should be the ability **Faith** found on p.86 of the rulebook.

2. **For the Prince** ability for **Prince Louis**. Should be the ability **For the Lion** found on p.86 of the rulebook.

3. The effect **Horseman's Pick** applies to both mounted and foot targets and can be used if the bearer is either mounted or on foot.

The points cost for **Horseman's Pick** is **-2 points** for all profiles

The modifier for **Horseman's Pick** is **0** for all profiles.

4. Base points cost for a **Foot Sergeant** increased.

Irregular - 16 points
Regular - 19 points
Veteran - 22 points

5. Base points for **Mounted Sergeant** increased.

Irregular - 19 points
Regular - 22 points
Veteran - 25 points

6. Base Points for a **Foot knight** changed for regular entry.

Regular - 21 points.

7. **Improvised Two Handed Weapon** option for **Levy** lowered to **+1 point**.

8. **Damascus Steel** description should read '**Opponents do not receive shield rolls in melee combat**'

9. **Battle Axe (one-handed)** - An Axe is no longer treated as a Hand Weapon and becomes a Battle Axe with its own rules. Cost per warrior: 0pts | Modifier: none | Effect: Target receives -1 to Shield Rolls. Available for all knight types and all sergeant types.

10. Warriors Armed with Crossbows may only make one Ranged Attack Action per round regardless of the number of actions the group has or if they are issued an Order Action. This is to represent the slow nature of Crossbows and the time it takes to reload.

11. Ranged weapons do not receive a bonus for rolling '0' at long range (the defender may defend a '0' at long range with any successful defense dice. Slings and Javelins always count as shooting at long range.

12. *Sling* text should read 'Range 10. Quick Shot - any successful hits may be rolled again as a second attack if the group did not move, therefore stationary'

13. Pg115 line 4 should read 'Woodland Area Terrain is impassable to all types of mounted Warriors and therefore they cannot enter under any circumstances.'

The terrain descriptions covered on p.119-120 are correct and should be the measure. Cavalry can enter any Area Terrain except Woods and Tall Shrubs or any that is totally impassable.

14. Castle Forged, Cruelty, Damascus Steel, Finishing Blow and Frightening abilities only affect **melee** combat and cannot be used when making a ranged attack.

15. No Group may perform more than two of the same Actions in each round.

16. Pushed back ability can only be taken by warriors on foot.

EVENT RULES

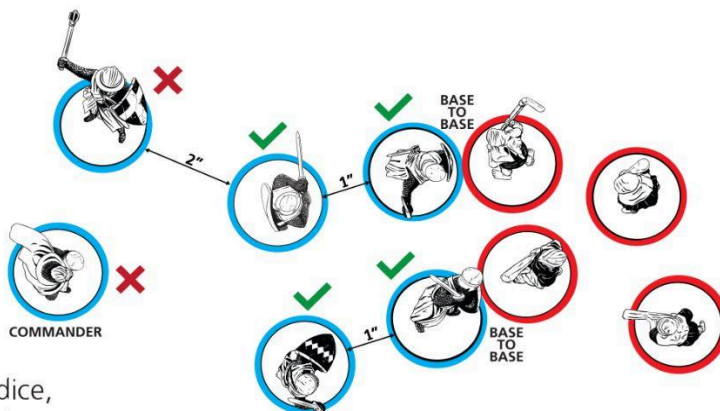
1. No more than 25% of your total retinue points can be spent on groups equipped with bows, crossbows and slings.

2. Knight Commanders (**Lords and Barons**) are not allowed to form a Command Group equipped with ranged weapons.

The following diagrams reference the rules on **p.38 of TBW rulebook** and are first used to determine who is counted as involved in a Melee Combat involving a Command Group:

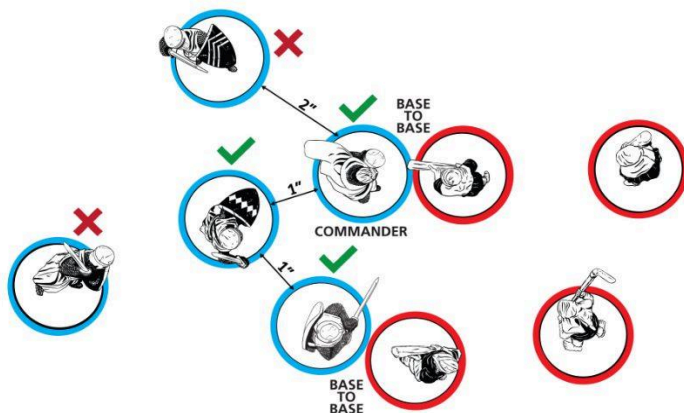
COMMANDER NOT INVOLVED IN MELEE COMBAT

- This diagram shows the Commander is not involved in melee combat.
- They are not in base to base contact with an enemy warrior or within 1" of a warrior from their Command Group who is in base to base Melee Combat with an enemy warrior.



There is no need to roll a separate dice, or a different coloured dice, for their Attack and Defence Rolls.

COMMANDER IN BASE TO BASE CONTACT WITH AN ENEMY

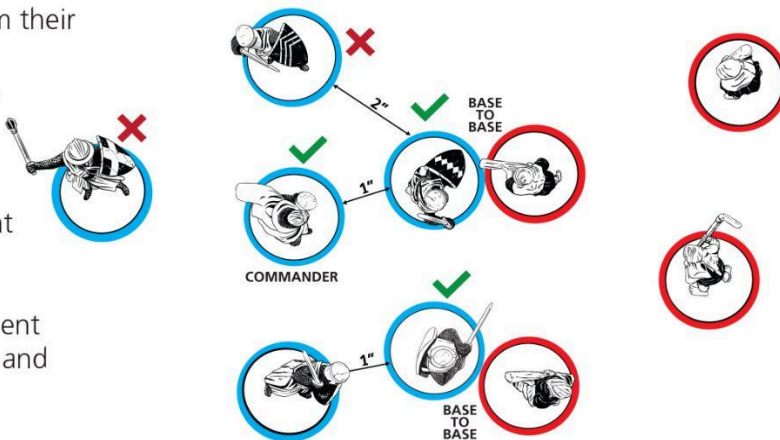


- This diagram shows the Commander is in base to base combat.
- They are involved in the melee if they started their charge with a clear line of sight to an enemy warrior.

Roll a separate dice, or a different coloured dice, for their Attack and Defence Rolls.

COMMANDER WITHIN 1" OF A WARRIOR FROM THEIR GROUP IN CONTACT WITH AN ENEMY

- This diagram shows the Commander is within 1" of a warrior from their Command Group who is in base to base Melee Combat.
- They are engaged in the combat if they started their charge with clear line of sight to an enemy warrior.



Roll a separate dice, or a different coloured dice, for their Attack and Defence Rolls.