

ON BLOODY GROUND

Campaign

On Bloody Ground – Campaign has been created as a way to introduce yourself to the On Bloody Ground Mass Combat rules, without the need to have a large number of figures. The initial games can be completed in around an hour or less, and are a quick, fun and easy way to learn the rules, whilst steadily making progress in building and painting an army, as both points and options increase after each game.

BUILDING AN ARMY

To start the campaign, each player chooses an army and makes a list with a maximum of 500 army points.

Your army must always be led by The General.

Each army must follow all normal limitations within their specific list, except that unit restrictions are initially increased to 30% (Unit Restrictions: Page 26 of the Rulebook).

THE GAMING TABLE

On Bloody Ground – Campaign games are initially played on a 4' x 4' table. Once armies reach 1000 points or more, increase your table size to the standard 6' x 4'.

CAMPAIGN RULES

Until each player reaches 1000 army points, the following campaign rules will apply:

- Special objectives are not used
- Battlefield bystanders are not used
- During deployment, each player must place at least one piece of terrain before being able to pass
- Units do not suffer casualties when failing push back leadership tests
- Units are not required to take a panic test when a friendly formed unit is routed or destroyed

THE CAMPAIGN

After each game has been completed and a winner and loser has been declared, each player must roll once on their corresponding table to either gain an advantage or disadvantage for the next game.

Each advantage or disadvantage is only applied once, and must be used, where possible, during the next game.

If a game should end in a draw, neither player gains either advantage or disadvantage.

The Winners Table

Roll 2D6 and take note of the advantage from the table:

| Dice Roll | Advantage Table |
|-----------|---|
| 2 | Roll on the loser table |
| 3 | May re-roll one failed order once |
| 4 | +1 leadership on first push back test |
| 5 | May re-roll first failed order intercept |
| 6 | +1 to the dice roll on round 1 initiative roll |
| 7 | +1" to a single units manoeuvre rate when deploying |
| 8 | Re-roll first failed superior armour roll |
| 9 | Re-roll first failed break test |
| 10 | +1 attack on the first attack The General makes |
| 11 | Re-roll first failed charge |
| 12 | First order dice used is returned on D6 roll of 6+ |

The Losers Table

Roll 2D6 and take note of the disadvantage from the table:

| Dice Roll | Disadvantage Table |
|-----------|---|
| 2 | Your opponent may move a single piece of terrain up to 6" after all terrain is deployed |
| 3 | Must re-roll first successful order |
| 4 | -1 leadership on first push back test |
| 5 | -1 to the dice on first order |
| 6 | -1 to the dice roll on round 1 initiative roll |
| 7 | -1" to a single units manoeuvre rate when deploying |
| 8 | Re-roll first successful superior armour roll |
| 9 | Re-roll first successful break test |
| 10 | -1 attack on the first attack The General makes |
| 11 | Re-roll first successful charge roll |
| 12 | Roll on the winner table |

INCREASING THE ARMY SIZE

After each game, players gain an extra 125 army points, which can be used in any way, within the restrictions of their army list.

Armies can be completely changed after each battle, but must always contain The General.

Once players reach 1000 army points, unit restrictions are reduced to 25%.

Once players reach 1500 army points, unit restrictions are reduced to 20%.

Once players reach 2000 army points, unit restrictions are returned to the standard 15%.

PAINTING PROGRESSION

Painting can be time consuming and sometimes daunting, especially when you're looking at 2000 points of troops for a mass combat game! If you use your campaign games as a way to slowly paint your miniatures as you gain army points after each battle, the process is far less daunting and instead can become incredibly rewarding. If you are able to follow this method, by the time you and your opponent have reached 2000 army points in your campaign, you will have played 12 games, whilst figuring out how you like to play your chosen faction and what commanders and units work well for you, and hopefully by the end of it, you'll also have a fully painted army!

BRAGGING RIGHTS

Wargaming is a social hobby, where the fun of each game we play, whether we win, lose or draw, should be the most important thing we achieve. However, adding bragging rights can also be a way to build the light hearted competitive nature of the hobby in a positive way, so if you're inclined, feel free to use the following optional rules for your campaign.

After each battle, players gain victory points based on the outcome as per the 'Winning a Battle' section of the rulebook (Page 59), with 'Victory or Defeat' worked out as set out below.

- Minor Victory: A difference of up to 10%
- Standard Victory: A difference below 25%
- Crushing Victory: A difference over 25%

The winner is then awarded campaign points according to how decisively they won the battle.

- 1 point for a minor victory
- 2 points for a standard victory
- 3 points for a crushing victory

Keep track of each players score throughout your campaign.

As always, we hope you enjoy playing your games of On Bloody Ground, and hope that this supplement to the main rules gives you and your gaming friends even more reason to play and enjoy our wonderful hobby!