

Playing On Bloody Ground with different bases.

If you like the idea of playing On Bloody Ground, but have armies that are already based for other games systems that differ to our own recommend sizes, fear not, this is not something that should put you off playing, and this document will explain why.

FORMED INFANTRY AND CAVALRY BASING – MOVEMENT TRAYS

The use of movement trays is very important in On Bloody Ground. Formed units never change the movement tray that they are deployed to the table on, and as such, it makes it easy for us to know how many miniatures would fit on a units tray.

For example, a unit of infantry that is 5 miniatures wide and has 5 ranks (25 miniatures) should be placed on a movement tray that is 100mm x 100mm. Some games require multiple infantry miniatures to be on base sizes that would easily fit into these dimensions for example, but would not have 25 actual miniatures, this is fine, as long as the models you are using represent the unit type you are using in the game. Some games however, have much larger multi-based elements. In this case, all that is important is that you put models onto the correct movement tray for the size unit that you wish to represent, and clearly track how many casualties they have taken throughout the game. If, on the other hand, up to this point, you only played skirmish games and only have a small number of individually based models, but you want to try On Bloody Ground, you can place a handful of models on a movement tray to show how large and what type the unit is, and then track casualties in any way that works, without having to remove a model after every wound caused.

SKIRMISH INFANTRY AND CAVALRY BASING

Skirmishing models are much easier to use on different bases to those we recommend. As long as each opposing army has skirmishers on the same style of basing, 25mm individual round for infantry and 30mm for cavalry for example, the rules will work just fine. Spacing and maximum unit sizes may be slightly affected, but this will have no major effect on the outcome of how anything works. The same goes for skirmishing models that are based on multi-bases. Because we do not use movement trays for skirmishing units, as long as the rules for spacing and unit sizes are followed there should be no problems. One example of this may be 2 skirmishing infantry models based on a 40mm x 40mm base (In On Bloody Ground, that would actually represent 4 separate models on 20mm x 20mm bases). If you had two of these different sized elements spaced slightly apart, this would represent 8 wounds, but you would only have 4 actual models on the tabletop. It may be that the basing you currently have your miniatures on does not scale to our recommended basing sizes (2 skirmishing infantry may be on a 50mm x 20mm element for example). If this is the case, as long as you agree on how many models each element represents before you begin the game, it will be much easier to track the wounds left on each element, and when to take off an element if those maximum wounds have been caused.

CASUALTY REMOVAL WITH MULTI-BASING

When removing casualties in On Bloody Ground, we remove 1 miniature for each wound that has been caused. When using units with multi-based miniatures, it is hard to remove 1 casualty from a unit of infantry that has 4 models on a 40mm x 40mm for example. In this case, you should put a dice, or other suitable marker, clearly next to the unit that has taken the casualty. In the case that the unit in the previous example would suffer 3 more wounds later on during the game, you should then remove one of the multi-based elements to show that they have now taken 4 total wounds that the multi-based element represents. This keeps everything tidy, and easy to track.

COMMANDERS AND BASING

Commanders in other games come in a wide variety of shapes and sizes. This is even easier to accommodate though, even if two opposing armies have commanders on different size bases, as all measurements are taken from the closest point of the base they are on.