

ON BLOODY GROUND PHASES

Simple to understand and brutally fun mass combat wargames rules designed primarily for use with individually based 28mm miniatures.

THE GAME TURN

THE INITIATIVE

At the start of the first Game Turn, both players roll a D6. The winner will choose who has the initiative. At the start of each new Game Turn after the first, any player may declare they will attempt to change the initiative.

THE PLAYERS TURN

Start of Turn

Keywords and special rules may need to be resolved.

1. Charges

Declare charges and reactions. Complete one charge at a time.
A successful charge will trigger an immediate round of combat.

2. Movement

All Commanders and Units are able to move during the Movement phase.

3. Shooting

Declare all targets for shooting attacks, and complete each attack.

4. Combat

Enemy units that are in base contact must fight a round of combat.

ORDERS

May be used at any point during the four phases of a players own turn.

Terrain Keywords
Cover: -1 to hit for shooting attacks.
Dangerous: D3 +1 wounds for all formed units when marching or charging.
Difficult: No charge bonus when attacking.
Disruptive: No rank bonus for formed units.
Elevated: A unit on elevated terrain may be able to see and be seen when determining line of sight. -1 momentum modifier when charging onto elevated terrain, during the initial combat. +1 momentum modifier when charging from elevated terrain, during the initial combat.
Hindering: Formed or skirmishing cavalry may not march or charge through.
Impassable: No movement through.
Obstacle: Formed infantry or cavalry may not march through.
Open Ground: No modifiers or effects.
Rough: -1 movement for all formed units.
Solid: No movement or line of sight through.

ON BLOODY GROUND CHARTS

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Hit Modifiers - Shooting		Armour Saves		Orders	
Condition	Modifier				
Moved during the turn	-1	Padded Armour	6+	Charge	5+
Blocked line of sight	-1	Light Armour	5+	Combat	4+
Obscured line of sight	-1	Medium Armour	4+	Disengage	5+
Using massed archery	-1	Large Shield	+1 save modifier	Evade	5+
Target has shield or large shield	-1	Rank Bonuses in Combat		Hold Fast	5+
Wound Modifiers - Shooting		Unit	Max Modifier	Hold the line	4+
Condition	Modifier	Formed Infantry	3	Last Stand	6+
Target at long range	-1	Formed Cavalry	2	Manoeuvre	4+
Hit Modifiers - Combat		Light Infantry	2	March	5+
Shield type	Modifier to hit	Light Cavalry	1	Redirect	4+
Target has buckler	-1 in combat only.	Momentum in Combat		Shoot	4+
Target has shield or large shield	-1	Unit	Momentum	Supporting Attacks	4+
Attacking in the flank	+1	Winning a round of combat	1		
Attacking in the rear	+2	Attacking in the flank	1		
Movement Rates		Attacking in the rear	2		
Formed Infantry	4"	Skirmishing Infantry	5"	Charge Rates	
Formed Cavalry	6"	Skirmishing Cavalry	7"	Cavalry Charge Rate	Manoeuvre rate +2D6"
Commander on foot	10"	Mounted Commander	14"	Infantry Charge Rate	Manoeuvre rate +1D6"