

# 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.

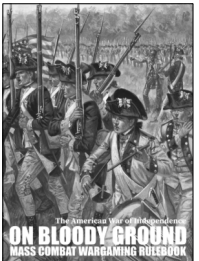
### ORDERS

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

Terrain Keywords
<b>Cover:</b> -1 to hit for shooting attacks.
<b>Dangerous:</b> D3 +1 wounds for all formed units when marching or charging.
<b>Difficult:</b> No charge bonus when attacking.
<b>Disruptive:</b> No rank bonus for formed units.
<b>Elevated:</b> 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.
<b>Hindering:</b> Formed or skirmishing cavalry may not march or charge through.
<b>Impassable:</b> No movement through.
<b>Obstacle:</b> Formed infantry or cavalry may not march through.
<b>Open Ground:</b> No modifiers or effects.
<b>Rough:</b> -1 movement for all formed units.
<b>Solid:</b> No movement or line of sight through.

# ON BLOODY GROUND CHARTS

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Hit Modifiers - Shooting				Parry Saves				Orders			
<b>Condition</b>		<b>Modifier</b>		Bayonet and Swords		4, 5 or 6+		Charge 5+			
Moved during the turn		-1		<b>Rank Bonuses in Combat</b>				Combat 4+			
Blocked line of sight		-1		<b>Unit</b>		<b>Max Modifier</b>		Disengage 5+			
Obscured line of sight		-1		Formed Infantry		3		Evade 5+			
<b>Wound Modifiers - Shooting</b>				Formed Cavalry/ Light Infantry		2		Hold Fast 5+			
<b>Condition</b>		<b>Modifier</b>		Light Cavalry		1		Hold the line 4+			
Target at (over half) long range		-1		<b>Momentum in Combat</b>				Last Stand 6+			
Field Artillery using round shot suffer no wound modifiers				<b>Unit</b>		<b>Momentum</b>		Manoeuvre 4+			
Artillery using case is not affected by smoke & shot				Winning a round of combat		1		March 5+			
Marksmen are not affected by smoke & shot				Attacking in the flank		1		Redirect 4+			
<b>Hit Modifiers - Combat</b>				Attacking in the rear		2		Shoot 4+			
<b>Shield type</b>		<b>Modifier to hit</b>		<b>Charge Rates</b>				Supporting Attacks 4+			
Attacking in the flank		+1		Cavalry Charge Rate		Manoeuvre rate +2D6"					
Attacking in the rear		+2		Infantry Charge Rate		Manoeuvre rate +1D6"					
<b>Movement Rates</b>				<b>Black Powder Weapon Ranges</b>							
Formed Infantry		4"	Skirmishing Infantry		5"	Pistols				8"	Muskets
Formed Cavalry		6"	Skirmishing Cavalry		7"	Carbines		12"	Rifled Muskets		30"
Commander on foot		10"	Mounted Commander		14"	Light Artillery Round		24"	Field Artillery Round		48"
Field Artillery		4"	Light Artillery		5"	Light Artillery Case		6"	Field Artillery Round		12"