

# ON BLOODY GROUND

## NOTES ON GAMEPLAY

Thank you for buying, taking the time to read and hopefully playing lots of games of On Bloody Ground!

Before you get started, there are a few things that we think will be good to keep in mind, both whilst reading the rulebook and playing each game.

### Command & Command Points

The limitations imposed on each army will generally mean that there are never quite as many commanders as you might like and certainly never enough command points to spread across the whole army. This forces hard choices.

Commanders are no more than individuals when it comes to their abilities both when attacking in combat and the ease with which they can be killed. It might seem unlikely that a commander that is joined to a unit will ever be killed, but honestly, it happens more regularly than you might think!

Commanders do, however, play a large part in how an army works on the battlefield. Positioning is key, as each commander has a restricted range when it comes to influencing the units in your army.

Command points are a limited resource. Use them well. Having the option to re-roll a failed leadership test can be crucial, but wasting points early in a game can be fatal.

### Orders

Without doubt, orders and the options they give a player, are what make the game so dynamic. The standard parts of any good wargame such as movement, shooting and combat are all there as you would expect, but orders can give a huge tactical boost if used at the right moment. Moving a unit closer to the enemy or into a better position for a charge by using an order will allow out of sequence tactical options that each player needs to look for and be aware of. You have been warned!

### Charges & Combat

A successful charge can be brutal as it will trigger a round of combat that could go back and forth many times before a resolution is reached. We like to think of this as a representation of many things happening on the battlefield at the same time.

Units that are still engaged after the movement and shooting phases have been completed, will fight another round of combat, so just because you survived that initial charge, doesn't mean your unit will make it to the next phase.

### Movement

Movement is fluid to avoid tedious minute measurements, but won't allow units to get into unrealistic positions on the battlefield and charge or shoot with impunity. Remember, what *you* can do, your opponent can also do. Racing cavalry up a flank and destroying a vulnerable enemy unit is just as likely to leave them isolated and open to a charge, so try not to get carried away with what might seem a free reign, as it can be your undoing.

### Shooting

Shooting is never going to win a battle. That's how it's intended to be, so don't expect your 6 point skirmishing bowmen to do more than they might have in real warfare, because it won't happen.

### Feedback

Firstly and always most important to us is that we hope you have fun playing On Bloody Ground.

Any feedback is a massive help to the development of the game and the army lists contained within each period rulebook, so we welcome it.

There will be no fame or fortune for any of us in this, but what we hope to end up with is a number of rulebooks that contain all the rules and army lists to give a fun and challenging wargame, which will also inspire each of us to deploy our toys to a tabletop as often as possible.

With that in mind, please feel free to contact us about any aspect of this game, or any of the other products that we manufacture.