

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