FIELD of GLORY

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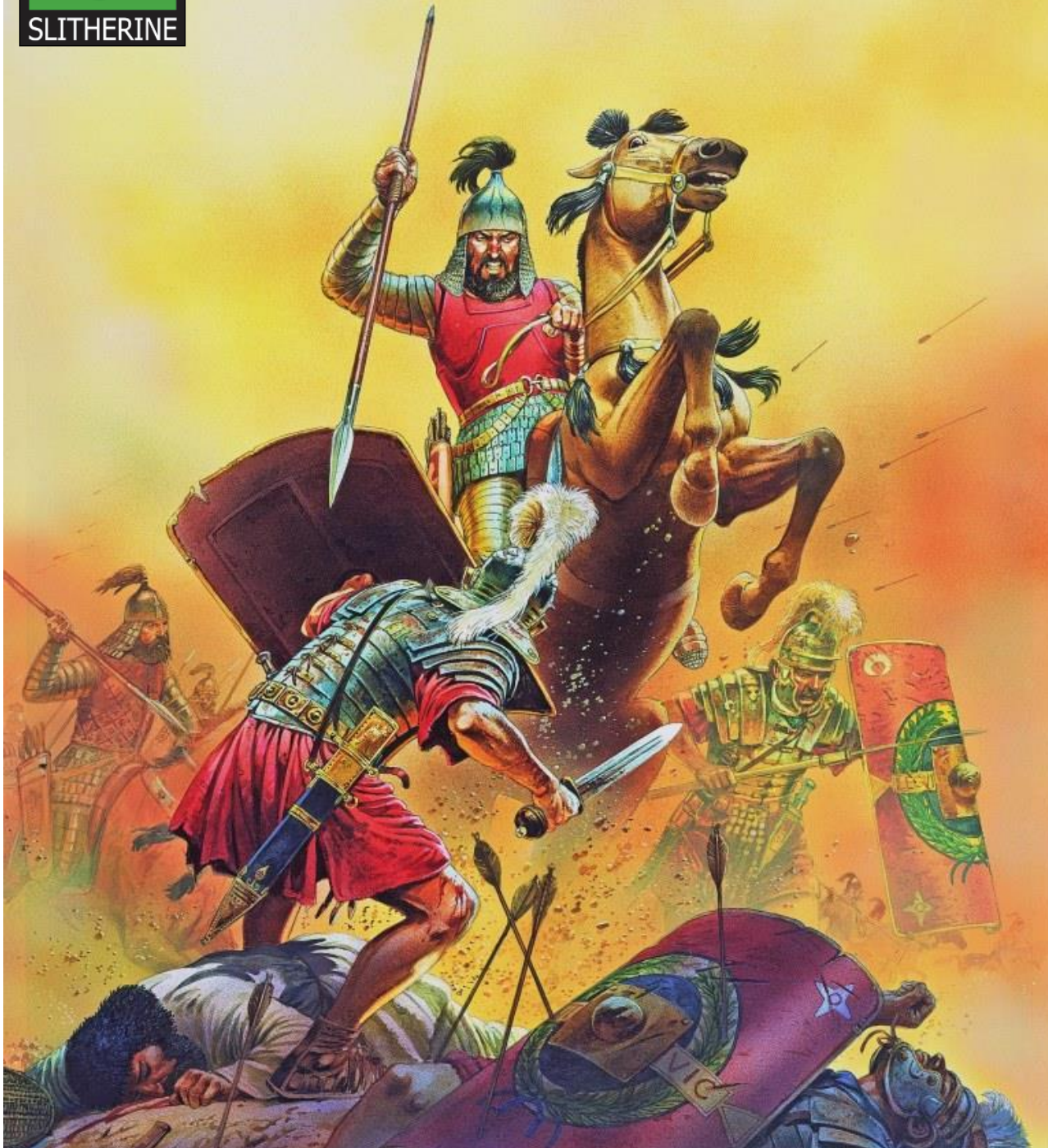
WARGAMING RULES FOR ANCIENT AND MEDIEVAL TABLETOP GAMING – Version3.1

FIELD of GLORY

VERSION 3.1 EDITION

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INTRODUCTION

WHAT IS MINIATURE WARGAMING?

Historical miniature wargaming as a popular hobby can be traced back to 1913 when the famous author H.G. Wells conceived and wrote the first commercial set of wargames rules "Little Wars." In fact, it goes back further still with Kriegspiel in the early 19th century, and the ancient pharaohs were rumoured to have used model figures to plan their military campaigns.

Greek Commander plans his campaign

We've come a long way since then. Today wargaming is an absorbing and fascinating pastime involving elements of tactical skill and chance, where armies of accurately researched and painted figurines march across realistically modelled battlefields to re-fight bygone wars. Have you got it in you to become an Alexander the Great?

Games can range from re-fights of actual historical battles to speculative "what ifs" matching armies against foes that never met. They can be stand-alone games in which a points system is used to ensure that both armies have a fair chance, scenario games with unequal forces such as an attack on a marching army or the defence of a river line, or even complex campaigns in which logistics and strategy are as important as tactical skill.

Ancient/Medieval wargaming covers the widest period of all, from the first organised armies circa 3,000 BC until the rising dominance of gunpowder weapons at the end of the 15th Century AD. The armies are colourful and varied and come equipped with all sorts of weaponry ranging from simple slings to the dreaded war elephants and scythed chariots.

DESIGN PHILOSOPHY

This section explains the rationale behind the different terms used and outlines the design concepts and approach that we have adopted, giving you a flavour of what to expect as you read further.

Each member of the Field of Glory design team has a keen interest in ancient and medieval history, and between us we have amassed over 100 years' of wargaming experience. We have drawn freely from this pool of knowledge to create a game that is fun to play yet still manages to retain a high level of historical realism. We have taken a fresh look at the historical evidence in a number of areas and discarded some traditional wargaming "received wisdom", allowing us to avoid mechanisms that can lead to bizarre and unrealistic events on the tabletop.

In Field of Glory, you take the role of the army commander and his senior generals, giving the rules a top-down style and feel. Historical accounts describe battles as a series of events and phases rather than unremitting action. In Field of Glory, we have tried to reflect this ebb and flow of events rather than get locked into a fixed timeframe.

Armies of this era had a common theme, whatever their organisation at the micro level. Each had a commander-in-chief and a few senior commanders who would take charge of a wing, or the centre, or a sweeping envelopment. Subordinate to these was another layer of commanders who would control the various tactical "formations" which generally consisted of a number of "units" grouped together. In Field of Glory we call these "formations" battle groups.

In *Field of Glory,* you will take command of an army typically consisting of approximately 10-15 battle groups led by the C-in-C and his senior commanders. The game has been designed to ensure that, just as in reality, the commanders (you) are fully occupied from the outset. Your objective is to outmanoeuvre the enemy army and concentrate your forces at the critical points in the battle. If executed well this should destroy the enemy's will to fight and deal a devastating blow to the morale of their commanders (your opponent).

Our companion army list books contain details and organisation of hundreds of accurately researched armies, ensuring that your battles will have a realistic and historical feel. In reality some of the armies would be relatively small, consisting of as few as 5,000 men, whilst others would be enormous. Field of Glory allows you to see what might have been had these forces been equally matched, as each army can be scaled up or down whilst retaining its individual mix and balance of troops to allow "what if" encounters.

We started with a blank sheet of paper and looked at a wide range of possible mechanisms. We considered the more recent experiments involving single stands of troops, as opposed to "units", but in the end decided that the concept was flawed and introduced inherent problems into the game design. Some concepts are entirely new. Others may look familiar at first glance, but interact with the rest of the rules in a completely new way, giving Field of Glory a style all its own.

This 3.1 edition has been produced to further enhance realism and play-balance for a number of key armies and to improve rules mechanics in order to provide a more exciting game.

In Field of Glory our most important objective is to make the game fun to play whilst retaining a strong historical feel. If we achieve this, we have met our goal. So, whether you fancy being Alexander the Great or Ghengis Khan it's up to you, happy gaming and may your dice roll high!

African veterans lead the attack

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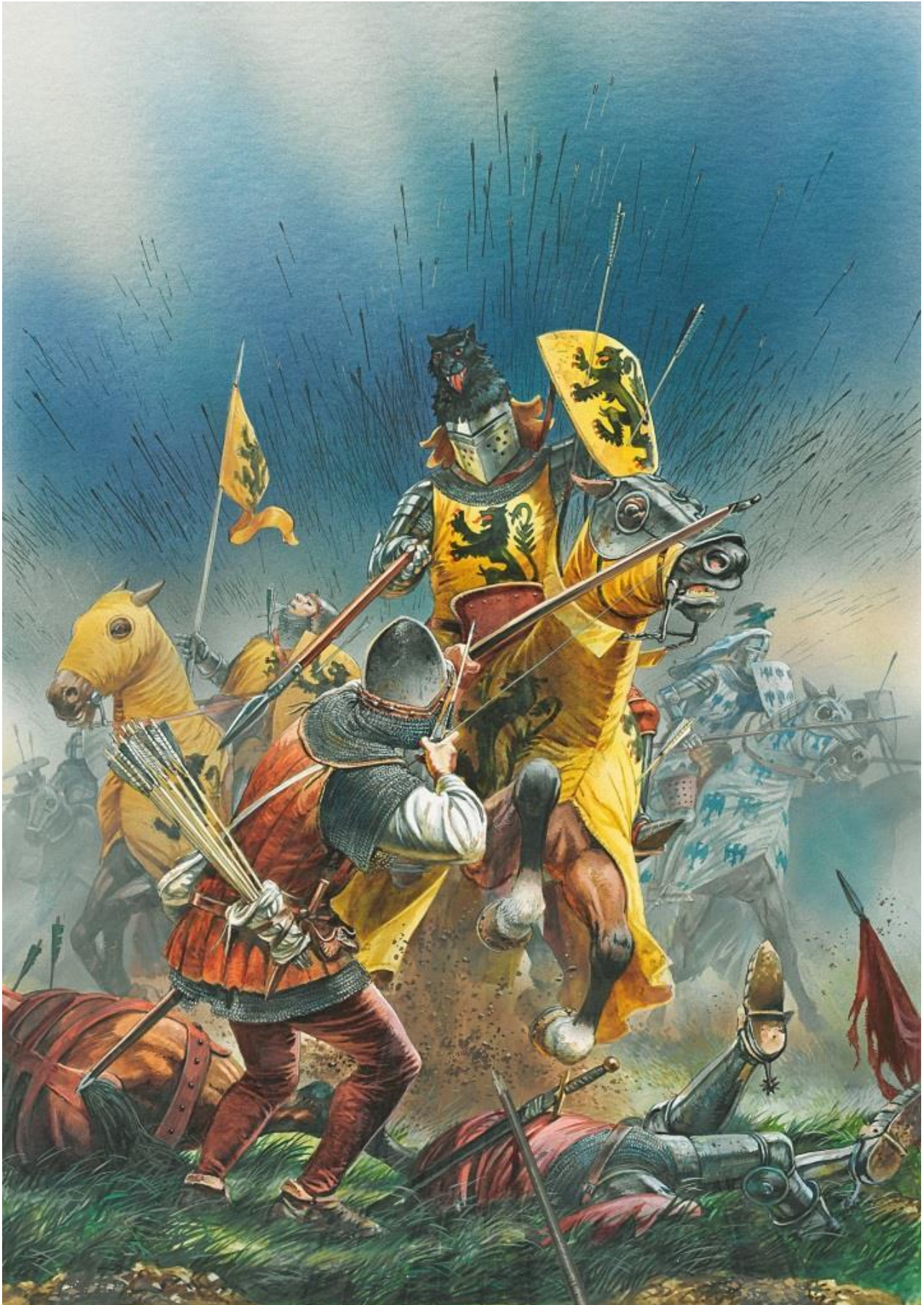
THE BASICS

What you need to play *FIELD OF GLORY*

An opponent. Most commonly games are played with one player on each side, but solo games and games with multiple players are equally feasible.

- A tabletop/board - the game is primarily designed to be played on an area of 180 cm (or 72") x 120 cm (or 48"), but smaller or larger spaces can be used – see *Appendix 5*.
- Two opposing armies of miniature figurines suitably painted and mounted on bases of the same width. The figurines can be of any scale but the most common are 15mm or 25/28mm tall. These can be easily obtained either painted or unpainted from a wide range of suppliers.
- Terrain for your battlefield, such as hills, rivers, marshes and so on. These are all commercially available or can be home made.
- Some dice: Normal cubes numbered 1 to 6 (d6). Ideally each player should have about 10 of one colour and 5 each of two other colours.
- A means of measuring distances: a tape measure or a set of measuring sticks marked off in inches or mm. Again, these are available commercially or can be home made.

When H.G. Wells started wargaming all those years ago he used crudely painted miniatures with piles of books underneath a cloth to represent hills, and pieces of card with hand drawn trees for woods. Nowadays the average wargamer owns several armies, thousands of figures and special terrain items of all shapes and sizes. This collecting aspect of the hobby is part of the fun.

MEASUREMENT

Measurement in Field of Glory is in *movement units*. One movement unit, or MU for short, is normally either 25mm or 1 inch, as agreed by the players or decided by tournament organisers, regardless of figure scale. Alternatively, if using 25/28mm or larger figures on a table larger than 6 x 4 feet, a scale of 1MU = 1.5 inches or 40mm may be preferred.

BASES

A *base* is a rectangle on which model figurines are mounted. The number and type of figurines gives a visual representation of the troops involved. A number of bases as specified in our companion army list books make a *battle group.* Effectively these are the playing pieces in Field of Glory.

All the figurines used in Field of Glory are mounted on bases of the same width. When using 15mm or smaller scale figures, a base is 40mm wide, for 25/28mm figures it is 60mm wide. The depth of bases and the number of figures mounted on each base are listed in *Appendix 1*.

A Chinese Army prepares for battle

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TROOPS

Field of Glory features a wide range of different troop types. These reflect the huge variety that existed in armies of the period. Bases of different troop types are represented in a number of ways. Fast moving, lightly-equipped troops will usually have fewer figurines on a base than slow moving, heavily armed warriors.

The photographs below show several different types of troops. These are defined by five parameters: **troop type**, **armour**, **quality**/skill, manoeuvre **training** and combat **capabilities**. It is this mix of parameters that allows Field of Glory to accurately portray the wide variety of troop types that existed in the ancient and medieval world.

Gauls and Numidians clash with Roman Cavalry and Hastati

BATTLE TROOPS AND SKIRMISHERS

All troops are divided into two basic categories:

- Skirmishers - can be: *light horse, Light Camelry* or *light foot*
- Battletroops: - all troops except for *light horse, light camelry* and *light foot*

TROOP TYPE

Troop **types** are divided into two basic categories, and then several sub-categories, according to how they moved and fought on the battlefield. Different troop types are based in different ways. The two main categories are foot and mounted, and they are sub-divided as follows (see **Appendix 1** for further information).

- o Foot - can be: heavy foot, medium foot, light foot, mob, battle wagons, light artillery or heavy artillery
- Mounted - can be: knights, cataphracts, light horse, cavalry, camelry, cataphract camelry, light camelry, elephants, heavy chariots, light chariots or scythed chariots

ARMOUR

Some troops benefit from wearing armour or carrying shields. For some, other factors such as their mounts or vehicles make these less relevant. There are four levels of **armour** used in Field of Glory. These are, in order of decreasing protection:

- heavily armoured
- armoured
- protected
- unprotected

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All troop types have one of these armour qualifiers, except for the following:
Battle Wagons, Elephants, Artillery of all types and Chariots of all types.

Roman cavalry face an impossible task.

In the photograph above, the Roman cavalry are described as 'cavalry, armoured'. The Carthaginian elephants are simply 'elephants.

QUALITY

Some troops were better fighters because of their morale, training and/or weapon skills. Field of Glory has four categories of troop quality:

elite, *superior*, *average* and *poor*

Only exceptional troops with the highest morale are classified as elite. Some of history's finest armies may have contained a high proportion of superior combatants, whilst others may have consisted of average or even poorer quality troops. Generally, an army of poorer quality troops will be more brittle than a superior force, but in Field of Glory costs less points per base to compensate (see our companion army list books) and will therefore be much larger.

TRAINING

Troops used to obeying orders and who practiced moving together in formation are classified as *drilled*. All others are *undrilled*.
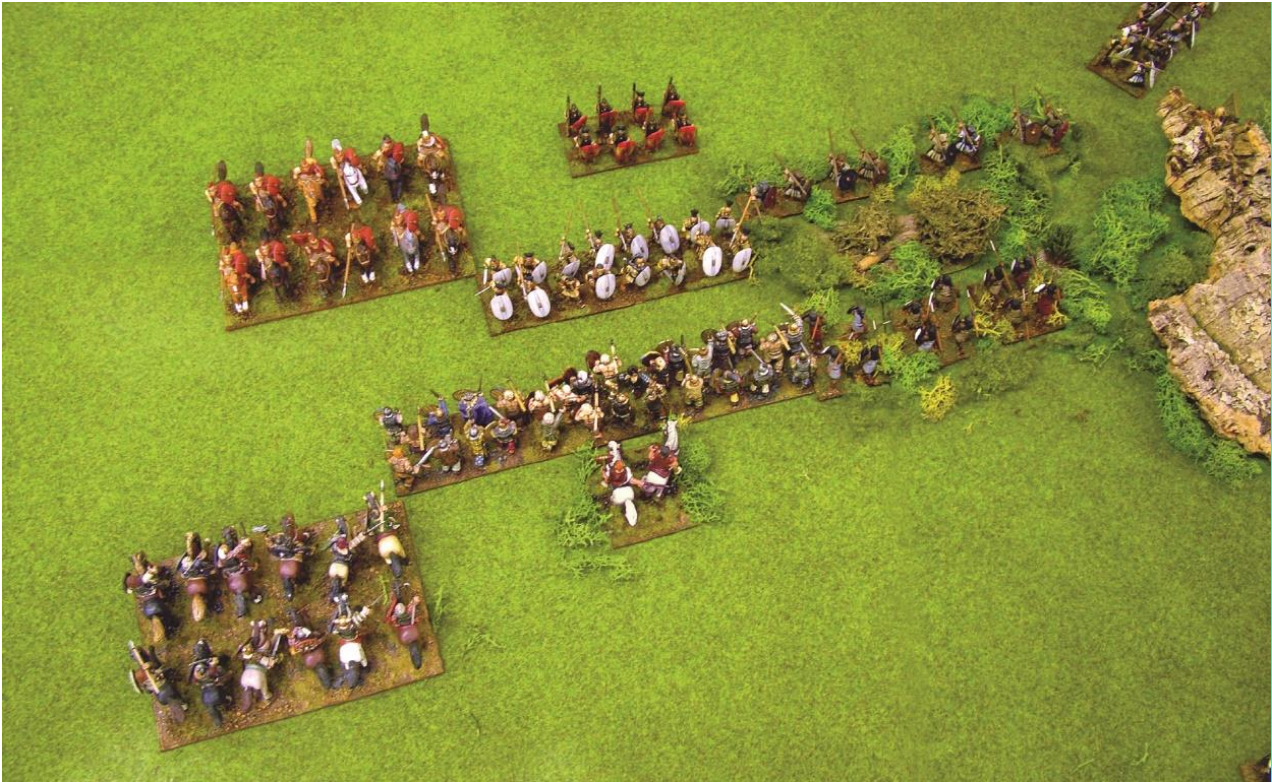
The drilled Legionaries clash with Hannibal's Gauls

The close formation Roman foot in the photograph above are legionaries, these are described as 'heavy foot, armoured, superior, drilled'. The Gallic Warriors in the Carthaginian army are classified as 'medium foot, protected, average, undrilled'. They are each treated differently in the rules.

CAPABILITIES

The weapons and tactical abilities that influence combat effectiveness are called *capabilities.* The names of some capabilities are well known terms, others less so and have been created to give memorable names to particular behaviour or weapons training. In Field of Glory, it is not enough to simply possess a weapon to be regarded as capable: troops are only classified as having a capability if use of such a weapon and fighting technique was a major part of their tactical methods or doctrine. For example, Ghilman cavalry often carried a lance but their main fighting method was as mounted archers with sword or mace, and it is therefore only these latter capabilities that we recognise.

The capabilities: *longbow, crossbow, bow, bow*, firearm, javelins, sling, swordsmen, skilled swordsmen, offensive spearmen, defensive spearmen, pikemen, impact foot, heavy weapon, pole-arms, lancers, light spear, light artillery* and *heavy artillery*.

IN SUMMARY

The five qualifiers: **type**, **armour**, **quality, training** and **capabilities** are used together to describe a base of figurines. Although initially this appears a little complicated you will soon get used to it and our companion army list books describe the troop types in detail. Additionally, a little knowledge of history helps e.g. the motivation of a group of charging elephants is not a big issue (*average*). Also, they are unlikely to be trying to keep in step (*undrilled*). Contrast this with well-disciplined ranks of armoured Roman infantry (*heavy foot, armoured, superior, drilled*). They are equipped with the pilum which is thrown at short range (*impact foot*), before closing to fight with shield and gladius (*skilled swordsmen*).

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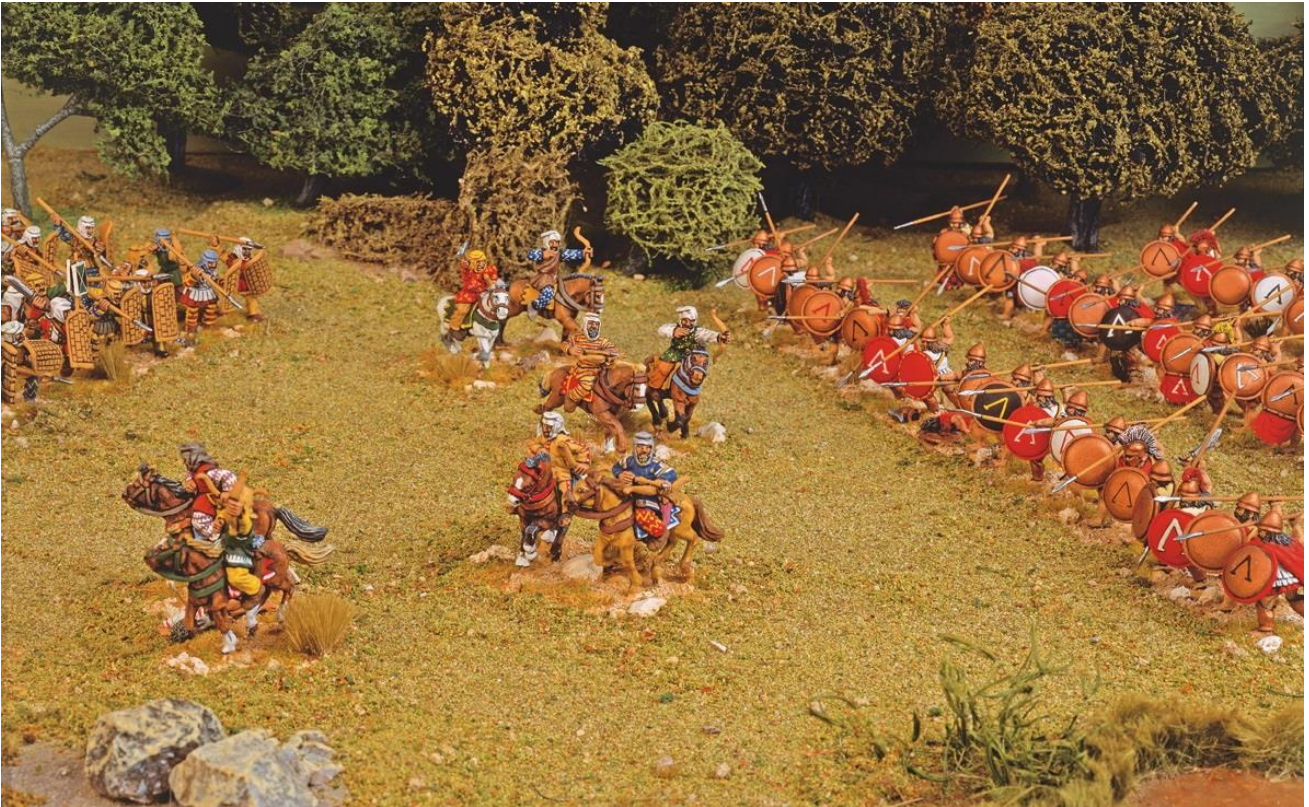
Spartan hoplites stand firm against Persian horse archers

FUNCTIONAL CATEGORIES

The troop types noted above are easily grouped into the following categories to describe the function they performed on the battlefield. These terms are used throughout the rules to avoid the need for repetition:

Skirmishers:

- battle groups entirely of light foot
- light horse or light camelry

Battle troops (non-skirmishers):

- any troops other than light foot or light horse
- mixed battle groups of heavy or medium foot with supporting light foot

Shock troops:

- any mounted with *lancers* capability, except for the following:
    - any Battle group of light horse
    - any Battle group armed with both Lance and Bow*
    - any Battle group which, at the start of the battle, has half its bases armed with Lance and half armed with either Bow or Crossbow
- heavy chariots
- scythed chariots
- foot with *impact foot* capability
- foot with *offensive spearmen* capability
- foot with *pikemen* capability

CAMPS

Each army has a *supply camp*. If an enemy battle group charges into an unfortified supply camp, the camp is immediately sacked and lost.

A fortified supply camp is assumed to be defended by camp guards, who must be defeated by foot battle troops or elephants before the camp can be sacked.
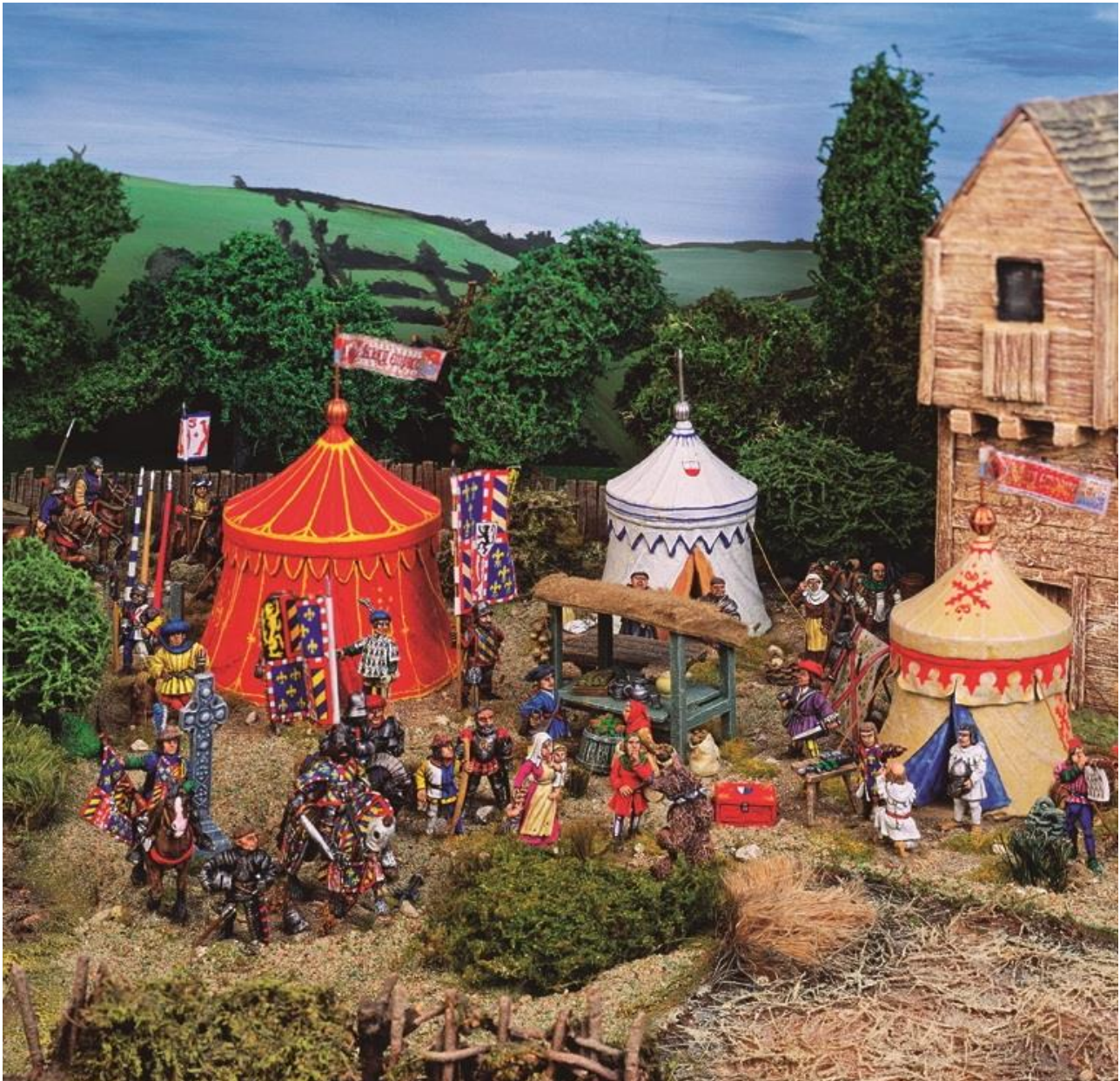
The field headquarters of the Duke of Burgundy

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BATTLE GROUPS

Now that you understand bases and troop types, we will explain how these are grouped together into battle groups.

A typical army has ten to fifteen battle groups. Each battle group consists of from two to twelve bases of figurines, usually of the same troop type. The arrangement of the bases in a battle group can change, but they always move together as a group. The bases cannot be separated, except where this is specifically allowed by the rules. Even in these cases, the separation is temporary. Bases cannot switch from one battle group to another during the game.

Each battle group is assumed to comprise several individual units/warbands/tribal contingents under the command of a junior commander, who is not represented in the game.

All of the bases of a battle group must be of the same quality and training. Except where the list specifies mixed battle groups, they must also be of the same armour class. Where an army list permits a choice of quality, training or armour class, this allows individual battle groups to differ from each other. It does not permit variety within a battle group.

Each battle group must initially have an **even number of bases**. The only exceptions to this rule are as follows:

- Where an army list specifies battle groups consisting of 2/3 of one type and 1/3 of another. In this circumstance it can have 9 bases, but only if this falls within the battle group size range specified by the list.
- Where an army list specifies that a battle group of elephants, heavy chariots, scythed chariots or knights can have 3 bases

The army's *supply camp* is not a battle group.

BATTLE GROUP FORMATIONS

In general, troops must be in a **rectangular formation** with all bases facing in the same direction, in edge and corner contact with each other. Only the rear rank of a battle group is allowed to have less bases. So, for example, a battle group of 8 bases could be deployed 1 wide and 8 deep, 2 wide and 4 deep, 3 wide with only 2 bases in the third rank, 4 wide and 2 deep and so on.

There are five exceptions to this general case:

1) Columns - a battle group that is one base wide is a column of march and must be "kinked" at points where it has wheeled (e.g., to follow a road) until the whole column has passed that point. Kinked columns cannot intercept, evade or declare charges, but are not exempt from charging without orders (see the Impact Phase section).

Exception - The following battle groups never count as columns:
   o Battle groups of cavalry, cataphracts or heavy foot which started the game with 2 bases.
   o Battle groups of battle wagons.

2) A battle group that is, or has been, fighting enemy in two directions will have bases facing in different directions until it reforms.

3) A compulsory move specified by the rules can temporarily force a battle group out of formation until it reforms.

4) Troops can be stepped forward or back when expanding in combat to match an enemy overlap.

5) Some battle groups can form Orb formation, which results in bases facing outwards.
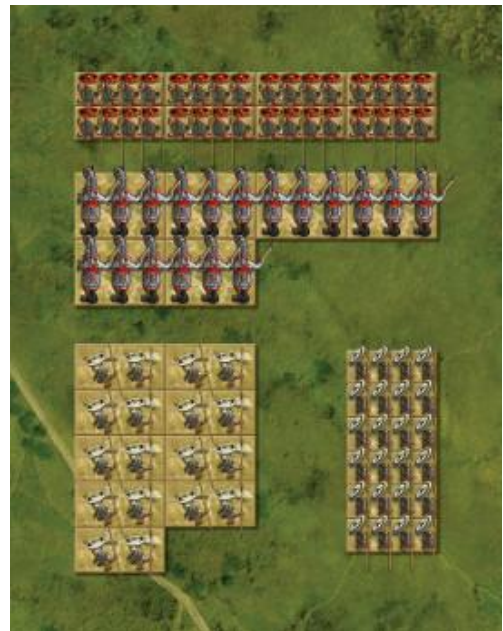
Some examples of permitted formations

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BATTLE GROUP QUALITY – QUALITY RE-ROLLS

The effect of the quality difference of troop types is determined by re-rolling dice. Where a section of the rules states '**quality re-rolls apply'** the following rules are used:

- **Elite** battle groups may re-roll 1's and 2's
- **Superior** battle groups may re-roll 1's
- **Poor** battle groups MUST re-roll 6's

Where a section of the rules states "clo**se combat re-rolls apply**" use the following:
- Troops who are **at least** 2 quality levels BETTER than their opponent may re-roll 1's and 2's
- Troops who are 1 quality level BETTER than their opponent may re-roll 1's
  For example:
    o Elite troops can re-roll 1's against superior opponents and 1's and 2's against average or poor opponents
    o Superior troops can re-roll 1's against average opponents and 1's and 2's against poor opponents
    o Average battle groups can re-roll 1's against poor opponents.

Note that:
- Poor troops never have to re-roll 6's in combat.
- No troops may roll more than 1's and 2's.

A commander fighting in the front rank of a battle group in close combat temporarily upgrades the quality of the battle group he is with. This allows the close combat 'to hit' dice (but not any other dice rolls) of that battle group to be one re-roll level higher.
Note that Elite troops would then re-roll 1's against other Elite troops and 1's and 2's against all others. Superiors would re-roll 1's and 2's against average or poor, etc.
The following exceptions apply:
- Commanders cannot affect the re-rolls of light foot, scythed chariots or artillery.
- Only commanders depicted on elephants (and so specified in the special instructions to their army list) can affect the re-rolls of elephants.
- Commanders depicted on elephants cannot affect the re-rolls of other mounted troops.

Some battlegroups can gain a temporary upgrade in quality during the impact phase only. These are:
- STEADY Foot Battle groups in a formation *3 ranks deep* which has all bases of average undrilled impact foot. (see **Glossary of Terms**)
- STEADY mounted Battle groups (other than light horse) in a formation *2 ranks deep* which has all bases average and at least partially armed with lance or light spear and has no base with a shooting capability, (see **Glossary of Terms**)

Note that these battlegroups are only upgraded as superior when resolving hits during the impact phase. **They may not be further upgraded by a commander**, nor may they re-roll 1's for any post-combat cohesion tests.
For any re-roll of 1's, and 2's the re-rolled dice is never taken as less than the original roll. This is rare but possible, e.g., an elite battle group rolling two 2's for a score of four gets two re-rolls. If these come up say 6 and 1, the score is counted as eight, 6 and 2. The re-rolled 2 cannot go down to a 1.

Carthaginian battle groups

BATTLE GROUP COHESION LEVELS

All battle groups begin the game in good order, we refer to this as *steady* (see *Glossary*). As they suffer battle damage their current willingness and effectiveness in battle is reduced, resulting in changes to their *cohesion level*. These changes can occur gradually or suddenly and represent a mixture of morale effects and loss of formation.

There are four levels of cohesion.
- *Steady*: the battle group is in good order and ready to fight
- *Disrupted*: reduced in effectiveness, but still in the fight (DISR)
- *Fragmented*: in a critical state, unable to fight effectively (FRAG)
- *Broken*: no longer able to fight, fleeing, or about to flee

Cohesion states can be indicated by positioning the bases of a battle group as a visual reminder, or you may prefer to use counters. These alternative methods are shown below. In all cases when a battle group is broken, its bases are turned around and it will then flee at the time specified in the turn sequence.
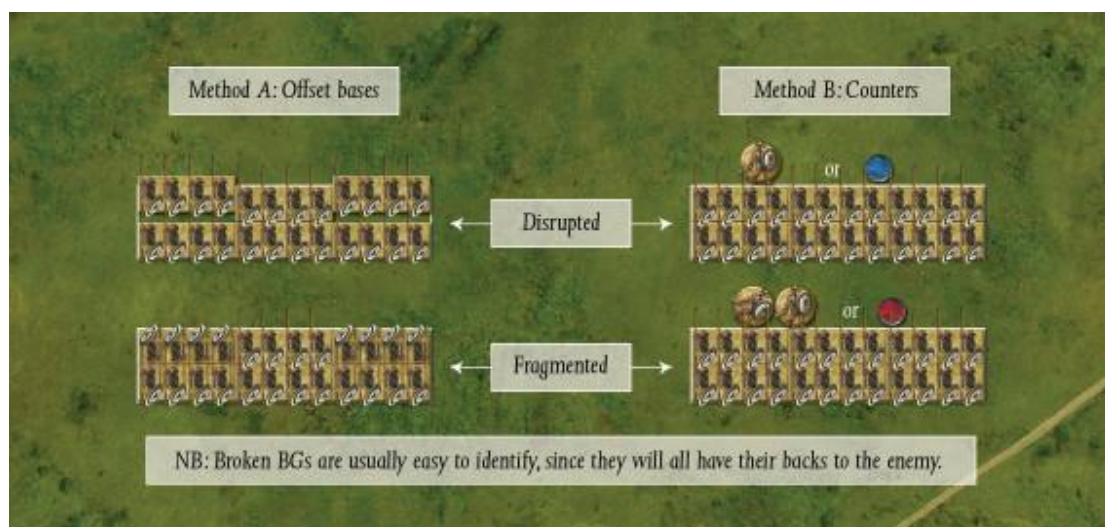
Showing cohesion levels using base placement or counters

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BATTLE GROUP DISORDER

Bases of a battle group positioned in certain types of **terrain** can be disordered, making them function less effectively, especially if they are of a type that depends on keeping formation to be fully effective. E.g., a phalanx of pikemen relies on keeping close order and is therefore badly affected by anything other than good terrain, whilst foot skirmishers never suffer such problems as their loose formation permits them to operate effectively in almost any type of terrain.

Terrain can also affect the movement distances of battle groups. The **General Movement Rules** section fully details how and where battle groups are affected in this way.

Individual bases that are in more than one type of terrain are affected by the terrain that reduces their movement most or causes them the most disorder. Only bases that are at least partially in the terrain are affected, e.g., if a battle group has 8 bases of Macedonian pikemen, 4 fully in good going and 4 in a wood, only the 4 in the wood are affected by terrain. This will cause disorder and reduce movement, consequently reducing the movement of the entire battle group. Good order recovers automatically when a base leaves the terrain that caused the disorder.

In the adjacent diagram, the Roman battle group is partly in rough going. The left-hand file has both bases disordered. The next file has one base in good order and one disordered. The rest of the bases of battle group are in good order. For movement purposes the entire battle group is disordered and movement is reduced. If it has to take any tests the battle group is considered to be disordered.

Only bases marked 'A' are in the rough terrain and suffer from disorder.
All bases marked 'B' suffer no penalty.
The whole BG counts as disordered when taking a Complex Move Test.
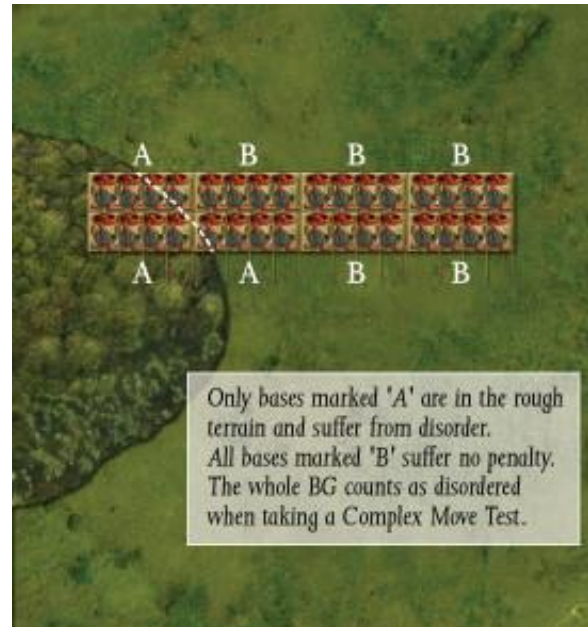
A battle group straddling disordering terrain

Skirmishers battle through the rough terrain
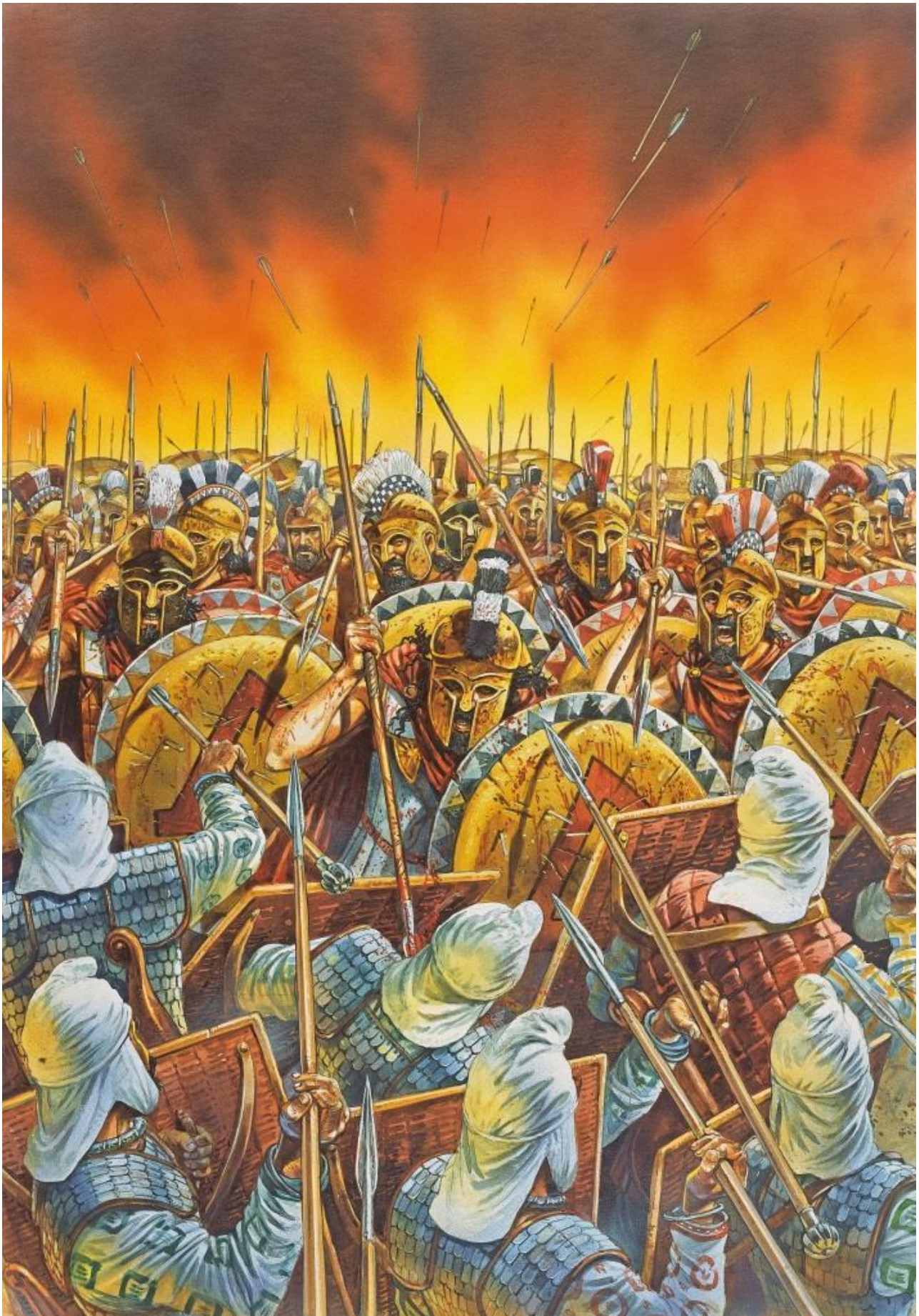
COMMAND AND CONTROL

COMMANDERS

In this chapter you will learn how to control and manage your battle groups on the battlefield.

With the exception of *commanders,* all bases must be part of a battle group. Commanders are represented by individual bases and can move independently or with a battle group they have temporarily joined.

Each army must have a *commander-in-chief* and 1 to 3 *subordinate* or *ally commanders*.

Hannibal

A **commander** is an individual of high rank, responsible for influencing one or more battle groups. A base representing a commander must be easily distinguishable from other bases in the army. All commanders have a *command range*: i.e., the distance within which they can influence battle groups. There are three levels of commander and those available are set out in the companion army list books:

- *Inspired commander* (IC), command range 12 MU:
  Julius Caesar, Ghengis Khan, Timur, Hannibal, Pyrrhus and Alexander the Great would all fit this category.
- *Field Commander* (FC), command range 8 MU:
  A competent commander, able to command an army, or a reliable subordinate.
- *Troop commander* (TC), command range 4 MU:
  A junior officer able to command a small part of the army or a very weak commander of a large army, such as Darius.

A commander can only be with one battle group at a time. When that battle group is in close combat, he can elect either to fight in the front rank or to encourage the battle group from the rear. Unless he is fighting in the front rank in close combat, he can influence other battle groups that are in his command range and not in close combat.

If a commander is with a battle group, his base must be placed in edge to edge and corner to corner contact with a base of this one battle group. If operating independently his base must not be touching any battle group.

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LINE OF COMMAND

Commanders can only affect battle groups for which they are **in line of command**.

The C-in-C and subordinate commanders are in line of command for all battle groups in the main army, but not for any in allied contingents.

Some armies can have one or more **allied contingents**. Ally commanders are only in line of command for battle groups of their own contingent.

BATTLE LINES

A **battle line** is a collection of battle groups with each in at least partial edge to edge contact with another and all facing in the same direction. It can be formed at deployment or during the game by moving battle groups into such a position. In order to operate as a battle line it must have a commander in line of command with it. He must be with one of its battle groups, and his *command range* must reach every battle group in the battle line.

Greek cavalry line up for a charge

The following restrictions apply:
- A Troop Commander cannot command a battle line of more than 2 battle groups.
- A Field Commander cannot command a battle line of more than 4 battle groups.
- An Inspired Commander cannot command a battle line of more than 6 battle groups.
- Severely disordered, fragmented or broken troops cannot be part of a battle line.
- Scythed chariots can never be part of a battle line.
- Foot and mounted troops cannot be mixed in the same battle line except:
  - Light foot can be in a battle line with mounted troops.
  - Elephants can be in battle line with foot troops.
- Battle groups that are part of an allied contingent can only form a battle line with other battle groups of the same allied contingent.

The principal advantage of a battle line is that it allows multiple battle groups to perform certain actions together as if each had a commander with it.

Battle Lines

EXAMPLE ARMIES

Now that you understand how an army operates it is time to look at some typical armies. The following are example armies loosely based on the opposing forces at the Battle of Trebia (218 BC). We will use these armies and troop types to guide you through the remainder of the rules. At Trebia a Carthaginian army under Hannibal defeated a Roman army led by Sempronius Longus.

Roman Army under Sempronius	
C-in-C: Sempronius Longus	Field Commander
Sub-Commander: Gaius Fulvius	Troop Commander
Sub-Commander: Lucius Lucretius	Troop Commander
4 x Cavalry	Cavalry, Light Spear, Swordsmen, Armoured, Undrilled, Average
4 x Cavalry	Cavalry, Light Spear, Swordsmen, Armoured, Undrilled, Average
4 x Hastati & Principes	Heavy Foot, Impact Foot, Skilled Swordsmen, Armoured, Drilled, Superior
4 x Hastati & Principes	Heavy Foot, Impact Foot, Skilled Swordsmen, Armoured, Drilled, Superior
2 x Triarii	Heavy Foot, Offensive Spearmen, Armoured, Drilled, Elite
4 x Velites	Light foot, Javelin, Light Spear, Protected, Drilled, Average
4 x Hastati & Principes	Heavy Foot, Impact Foot, Skilled Swordsmen, Armoured, Drilled, Superior
4 x Hastati & Principes	Heavy Foot, Impact Foot, Skilled Swordsmen, Armoured, Drilled, Superior
2 x Triarii	Heavy Foot, Offensive Spearmen, Armoured, Drilled, Elite
4 x Velites	Light foot, Javelin, Light Spear, Protected, Drilled, Average
8 x Italian allied infantry	Medium Foot, Light Spear, Swordsmen, Protected, Drilled, Average
Fortified Camp	

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The Roman army stands ready

Carthaginian Army under Hannibal	
C-in-C: Hannibal	Inspired Commander
Sub-Commander: Hasdrubal	Troop Commander
Sub-Commander: Mago	Troop Commander
4 x Gallic Cavalry	Cavalry, Light Spear, Swordsmen, Armoured, Undrilled, Superior
4 x Spanish Cavalry	Cavalry, Light Spear, Swordsmen, Protected, Undrilled, Superior
4 x Numidian Cavalry	Light horse, Javelin, Light Spear, Unprotected, Undrilled, Average
4 x Numidian Cavalry	Light horse, Javelin, Light Spear, Unprotected, Undrilled, Average
6 x African Spearmen	Heavy Foot, Offensive Spearmen, Protected, Drilled, Average
6 x African Spearmen	Heavy Foot, Offensive Spearmen, Protected, Drilled, Average
8 x Gallic Foot	Medium Foot, Impact Foot, Swordsmen, Protected, Undrilled, Average
6 x Spanish scutarii	Medium Foot, Impact Foot, Swordsmen, Protected, Drilled, Average
2 x Elephants	Elephants, Undrilled, Average
6 x Numidian Foot	Light foot, Javelins, Light Spear, Unprotected, Undrilled, Average
4 x Balearic Slingers	Light foot, Sling, Unprotected, Undrilled, Superior
Fortified Camp	

Here is another pair of example armies based loosely on the opposing forces at the Battle of Crécy (1346 AD). At this battle an English army under King Edward III defeated a French army under King Philippe VI.

French Army under King Philippe	
C-in-C: King Philippe VI	Troop Commander
Sub-Commander: Charles, Comte d'Alençon	Troop Commander
Sub-Commander: Rudolph, Duc de Lorraine	Troop Commander
4 x Men-at-arms	Knights, Lancers, Swordsmen, Heavily Armoured, Undrilled, Superior
4 x Men-at-arms	Knights, Lancers, Swordsmen, Heavily Armoured, Undrilled, Superior
4 x Men-at-arms	Knights, Lancers, Swordsmen, Heavily Armoured, Undrilled, Superior
4 x Men-at-arms	Knights, Lancers, Swordsmen, Heavily Armoured, Undrilled, Superior
8 x Genoese Crossbowmen	Medium Foot, Crossbow, Protected, Drilled, Average
6 x French Crossbowmen	Medium Foot, Crossbow, Protected, Undrilled, Average
6 x French Crossbowmen	Medium Foot, Crossbow, Protected, Undrilled, Average
12 x Peasants	Mob, Unprotected, Undrilled, Poor
Unfortified Camp	

Emglish Army under King Edward III	
C-in-C: King Edward III	Field Commander
Sub-Commander: Edward, The Black Prince	Troop Commander
Sub-Commander: William de Bohun, Earl of Northampton	Troop Commander
4 x Dismounted men-at-arms	Heavy Foot, Heavy Weapon, Heavily Armoured, Drilled, Superior
4 x Dismounted men-at-arms	Heavy Foot, Heavy Weapon, Heavily Armoured, Drilled, Superior
4 x Dismounted men-at-arms	Heavy Foot, Heavy Weapon, Heavily Armoured, Drilled, Superior
8 x Longbowmen	Medium Foot, Longbow, Swordsmen, Protected, Drilled, Average
8 x Longbowmen	Medium Foot, Longbow, Swordsmen, Protected, Drilled, Average
6 x Longbowmen	Medium Foot, Longbow, Swordsmen, Protected, Drilled, Average
8 x Welsh spearmen	Medium Foot, Offensive Spearmen, Unprotected, Undrilled, Average
2 x Guns	Light Artillery, Undrilled, Average
12 x Prepared ditches and pits	Field Fortifications
Unfortified Camp	

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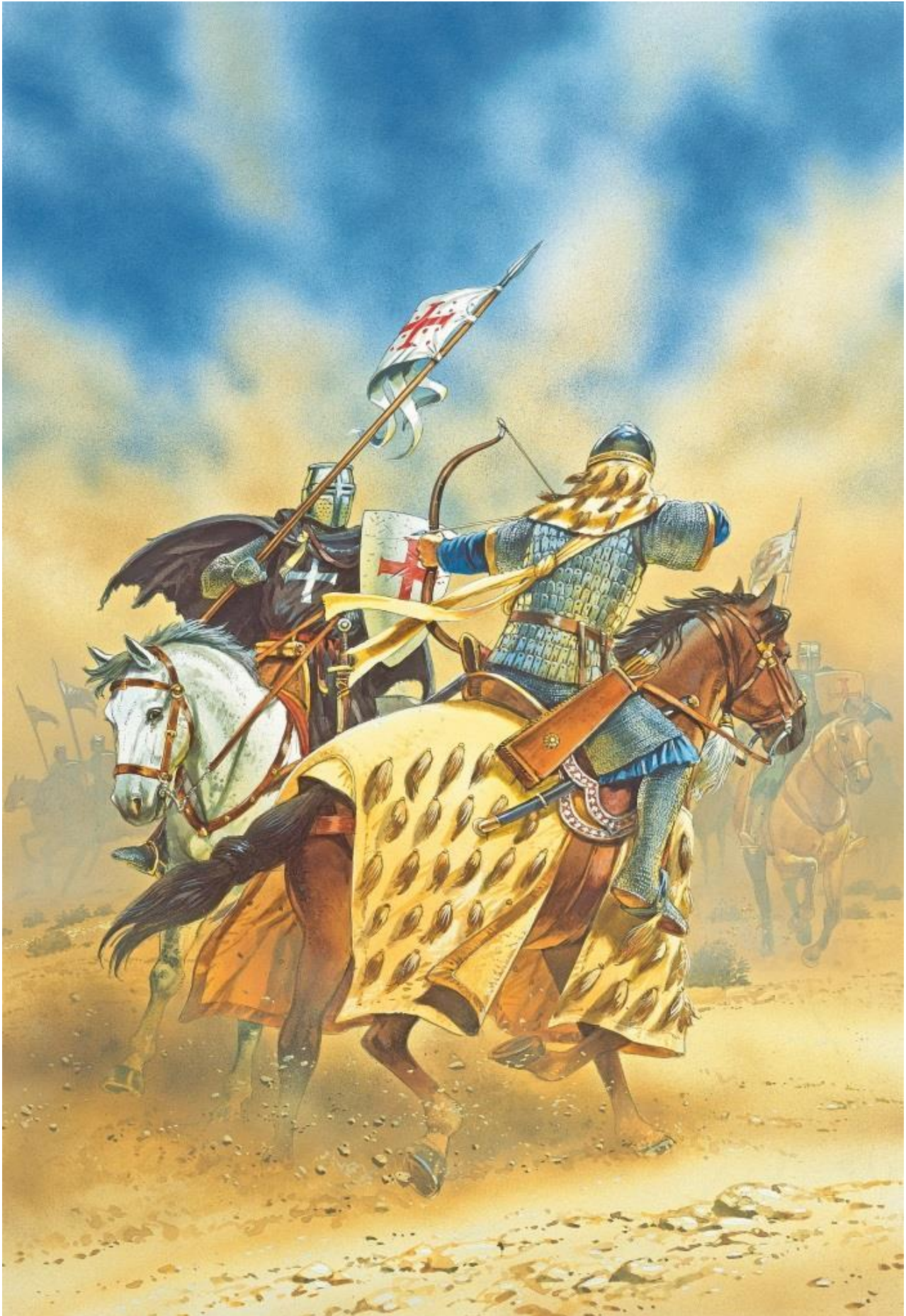
PLAYING THE GAME

SETTING UP A GAME

The first task is to position the terrain on the battlefield and then deploy the armies. You can do this in a number of ways depending on the type of game to be played. If you are re-fighting an historical battle or campaign, it is likely that you will have researched the terrain and battlefield deployments. This will therefore dictate your layout. However, if this information is not available or you simply want an 'equal points' battle you can follow the system described in **Appendix 4** at the back of this book.

A game in progress: Trojans defend Troy

PLAYING THE GAME

The game is played over a number of turns with players alternating who is 'active' in each successive turn until the scenario is complete, one army routs or time runs out. We consider that three hours should be sufficient time for two players of average experience to complete a game. During his turn the active player can declare charges and manoeuvre his troops. His opponent can make only those response moves permitted by the rules. Both players' troops can shoot and fight, and both players can move their commanders in the final phase of the turn. The following turn the active player is changed and the process is repeated till the game ends.

The game ends either when time runs out or at the end of the current phase if one army (or both) has suffered an **army rout**. An army rout occurs when an army's attrition points, calculated as per the table below, is equal to or greater than the **break point** of the army. It is possible for both armies to break at the same time.

The break point of the army is the sum of:
- The number of battle groups of *Battle Troops* in the army at the start of the game plus:
- Half the number of battle groups of *Skirmishers* in the army.
- Do not count Scythed chariots or Supply Camps.
- The Break Point of the army calculated as above is then rounded UP to the nearest whole number. (i.e., a Break Point of 12.5 becomes 13).

ATTRITION POINTS	
Each battle group of *Battle Troops* currently BROKEN, routed or evaded off table or destroyed	2
Each battle group of *Skirmishers* currently BROKEN, routed or evaded off table or destroyed	1
Each battle group straggling off table	1
Each on-table battle group currently FRAGMENTED	1
Camp sacked by enemy	2

Note that scythed chariot battle groups do not count for attrition, neither in the original count of battle groups nor when calculating attrition points. Their loss is expected.

Note also that battle groups only count as straggling off table if their outflanking march has arrived but they failed their straggling test. No attrition points are accrued for an outflanking march that has not yet arrived.

TURNS AND PHASES

A turn is divided into five phases. These are played strictly in the following order:

1. **The Impact Phase:** The impact phase covers charges and any combats resulting from these. The active player can initiate charges intended to result in close combat. The opposing player can respond with evades or interception charges where permitted. Impact combat is then resolved. Historically a ferocious charge by certain troop types could break the enemy on contact or cause serious disruption or worse. Troops with the *lancers* or *impact foot* capability should do well here.
2. **The Manoeuvre Phase:** The active player moves any of his troops that did **not** move in the impact phase. Troops who are *undrilled* will often find it harder to change direction or formation than *drilled* troops.
3. **The Shooting Phase:** Both sides **must** shoot with any troops able to shoot at enemy bases in this phase.
4. **The Melee Phase:** All troops still in close combat now fight again. Melee combat is separate and distinctly different from impact combat. This allows us to accurately model historical differences in troop behaviour. Some troops depended on sweeping all before them in a ferocious charge whilst others were more steadfast in the push and grind of hand-to-hand combat that we model in melee. Armour and capabilities such as *swordsmen* are now important.
5. **The Joint Action Phase:** Occurs at the end of each player's turn, but does not 'belong' to either player. In this phase both players can move their commanders. This is an important feature of Field of Glory. Players need to make effective use of their commanders, by positioning them carefully to influence troops in the coming turn or by joining any battle group needing assistance e.g., to bolster its cohesion or rally it from rout. If the game is being played to a time limit, the last turn ends just before the Joint Action Phase, so there is no opportunity to bolster or rally troops in that turn.

The sequence must be played in strict order. The full and detailed sequence of play is shown in **Appendix 10** at the back of the book.

GENERAL MOVEMENT RULES

This chapter covers all of the movement rules that are not phase specific. Note that some move types are unavailable to certain troop types and others are not available in all the phases. The restrictions are detailed in the relevant sections.

- A permitted move of any battle group or commander can be taken back and redone, but only if its initial position was marked or can be unambiguously referenced. Otherwise, the move is over.
- A battle group or commander's move is over if the player moves another battle group or commander, or makes a dice roll for another battle group.
- Movement is made by an individual battle group, by multiple battle groups moving together as a battle line, or by commander's bases moving independently.

MOVE DISTANCES AND DISORDER

The following table cross references troop type with terrain to show the effect on order and maximum move distances in MUs. For movement purposes, a **terrain** type is assigned one of four difficulty levels: **open, uneven, rough** or **difficult**. The effect of terrain types is covered in **Appendix 2**.

MOVEMENT RATES				
Troop type	Open	Uneven	Rough	Difficult
Light foot	5	5	5	4
Medium Foot	4	4	4	3
Heavy Foot	3 or 4*	3	2	2
Light Horse, Light Camelry and Commanders	7	7	5	3
Cavalry, Camelry and Armoured Knights	5	4	3	1
Heavily Armoured Knights, Cataphracts and Cataphract camels	4	3	2	1
Elephants	4	4	3	2
Light Chariots	5	4	2	1
Heavy and Scythed Chariots	4	2	1	N/A
Battle Wagons	3	2	1	N/A
Light Artillery	2	1	1	N/A
Heavy Artillery	1**	1**	1**	N/A

KEY	
NO EFFECT	No effect
DISORDER	• Does not count as STEADY • -1 on CMTs. • Lose 1 dice per 3 for shooting & close combat • No Cohesion Test penalty
SEVERE DISORDER	• Does not count as STEADY • -2 on CMTs. • Lose 1 dice per 2 for shooting & close combat • -1 on Cohesion Tests

Notes:
- * Heavy infantry may move up to 4MU in Open terrain if no part of their move passes within 5 MU of enemy battle troops or a fortified camp - or within 3MU of enemy skirmishers or an unfortified camp.
- ** Heavy artillery cannot move normally, but can wheel up to 1MU forwards or backwards. One corner must remain stationary throughout the move.
- The lower move distances for moving in terrain apply **to the whole move** if any part of any base of the battle group is in distance-reducing terrain at any stage of its move. As a result, sometimes battle groups can reach the edge of a piece of terrain but not enter it. e.g., if cavalry have moved at least 3 MU in the open and meet rough terrain, they have already moved their maximum rough terrain distance, so cannot enter it. Battlegroups with mixed troop-types have the move distance of the slower type.
- Battle lines have the move distance of their slowest battle group.
- Battle groups moving through more than one type of terrain are limited to the shortest move distance shown for any of those terrain types. Battle groups with mixed troop types use the shortest move distance that would apply to any base in the battle group, even if that base is clear of the terrain. e.g., heavy foot backed by a rank of light foot move at 2 MU in rough terrain, even if only the rear rank of light foot is in the rough terrain.
- Camelry, cataphract camelry and light camelry are treated as cavalry, cataphracts and Light Horse respectively for all "Simple and Complex Moves" and all terrain movement distances and effects, except that camelry and light camelry treat 'Soft Sand' as open terrain.

SIMPLE AND COMPLEX MOVES

Moves fall into three categories, simple, complex or impossible. The table below cross references move types against troop types and shows the category of move. A move must be from a single section of the table (e.g. *charges*, *advances* or *expansions*). Moves by lone commanders are always simple.

A complex move requires a test to be passed before it can be made. All types of moves can be constrained by other restrictions, described later in this chapter, or by limitations imposed in specific phases.

- o   Battle lines are limited to the '***Advances***' section of the table.
- o   Scythed chariots are limited to the '***Charges***' and '***Advances***' sections of the table.
- o   Artillery and battle wagons (or a battle line including either of these) must pass a CMT to carry out any move, whether simple or complex.
- o   **Pikemen** are a special case and use a different column than other drilled troops:
  - o   They always use the same column as "other undrilled with a commander" to determine which move(s) they may make.
  - o   Being led by a commander makes no difference other than to increase their chance of passing a Complex Move Test.
  - o   They pass a Complex Move Test on a 7+, the same as any other drilled troops.

SIMPLE & COMPLEX MOVES			TROOP TYPE				
Simple	Complex	Impossible		Battle troops			
Type of move	Move to be made		Skirmishers	Drilled other than pikemen	Undrilled Cavalry or Light Chariots	All Pikemen & Other Undrilled with a commander*	Other Undrilled without a commander
Charges	Charge straight ahead or with a single wheel at the beginning		Simple	Simple	Simple	Simple	Simple
Advances	A forward move of the full available move distance straight ahead		Simple	Simple	Simple	Simple	Simple
	A forward move of less than full distance and/or with a single wheel, with no enemy close**		Simple	Simple	Simple	Simple	Simple
	A forward move of less than full distance and/or with a single wheel, close to enemy**		Simple	Simple	Simple	Simple	Complex
Double Wheels	A forward move including 2 wheels		Simple	Simple	Simple	Simple	Complex
Expansions	Expand frontage by 1 or 2 bases while stationary		Simple	Simple	Complex	Complex	Complex
	Expand frontage by 1 or 2 bases followed by a SIMPLE *advance.* Maximum move distance is reduced by 2 MU.		Simple	Complex	Impossible	Impossible	Impossible
Contractions	Contract frontage by 1 or 2 bases with a SIMPLE *advance* of at least 3 MUs before or after		Simple	Simple	Simple	Complex	Complex
	Contract frontage by 1 or 2 bases while stationary or with *advance* of less than 3 MUs before or after		Simple	Complex	Complex	Impossible	Impossible
Turns	Turn 90 or 180 deg while stationary		Simple	Simple	Simple	Simple	Complex
	Turn 90 deg with a SIMPLE *advance* before or after. Maximum move distance is reduced by 2 MU.		Simple	Complex	Complex	Impossible	Impossible
	Turn 180 deg with a SIMPLE *advance* before or after.		Simple	Impossible	Impossible	Impossible	Impossible
	Turn 180 deg, move maximum of 2 MUs in a SIMPLE *advance* and turn back again.		Complex	***Complex /Impossible	***Complex /Impossible	Impossible	Impossible

* For the move to count as with a commander, there must be a commander with the battle group or battle line. He must be in line of command and within command range of all of the battle groups included in the move. He must start the phase with one of the battle groups and remain with it for the whole phase.

** The move counts as "with no enemy close" if the starting position and the entire move is more than 3 MUs from enemy skirmishers (or unfortified enemy camp) and more than 5 MUs from any other enemy (or fortified enemy camp). Enemy commanders are ignored).

*** Complex for battle troops capable of evading: i.e., cavalry, camelry or light chariots not armed with a lance and which are formed up entirely **1 base deep**. Impossible for other formations or types.

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ADVANCES

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An *advance* is a move from the '*Advances*' section of the table. Some moves from other sections are permitted to include an *advance*.

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THE COMPLEX MOVE TEST (CMT)

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The following procedure must be followed if a complex move test is required:

COMPLEX MOVE TEST	
Roll two dice, apply quality re-rolls, and add the scores. Apply the following modifiers.	
+1 if a commander in *line of command* is in *command range*	
+1 if this same commander is with the battle group or battle line testing	
+1 if this same commander is an inspired commander	
-1 if any of the bases are DISRUPTED or DISORDERED	Count the worst of these two, but never both.
-2 if any of the bases are FRAGMENTED or SEVERELY DISORDERED	
Minimum score to pass	**7 if drilled or skirmishers**
	8 if other undrilled

Points to note on the CMT

- If a battle group or battle line fails its CMT it can make a simple move.
- Once the dice have been rolled, that battle group or battle line must make its move, if any, before others are moved or tested. It is **not** permitted to arrange to conditionally make or change a move depending on the result of a subsequent battle group's test.
- Only one commander can influence the test.
- To be able to influence a CMT a commander must be with the testers from the start of the phase to count as with them, or in command range at the time of testing to count as in command range.
- If a commander is with a battle group or battle line when it takes a CMT, he must remain with the same battle group for the rest of the phase.
- A mixed battle group or battle line tests using the worst applicable column in the Simple and Complex Move table.
- Quality re-rolls apply to the CMT. When testing a battle line its quality is that of its lowest quality battle group.

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WHEELING

Wheeling is a change of direction by rotating around one front corner of the battle group or battle line. One corner of the front edge remains in the same position. For ease of measuring, the distance moved during the wheel is taken as the straight line from the starting position to the ending position of the moving front corner.

A move cannot include more than two wheels, except by a column moving along a road. A move by a column entirely along a road is always simple, no matter how many wheels are involved. If wheeling a battle line, no battle group can exceed the full move distance of the slowest battle group in the battle line. No wheel or double wheel can exceed a total of 90 degrees in total (unless by a column moving along a road). When wheeling as part of a normal move, measure the furthest distance moved during each wheel separately from any distance moved in a straight line and add together for total distance moved.
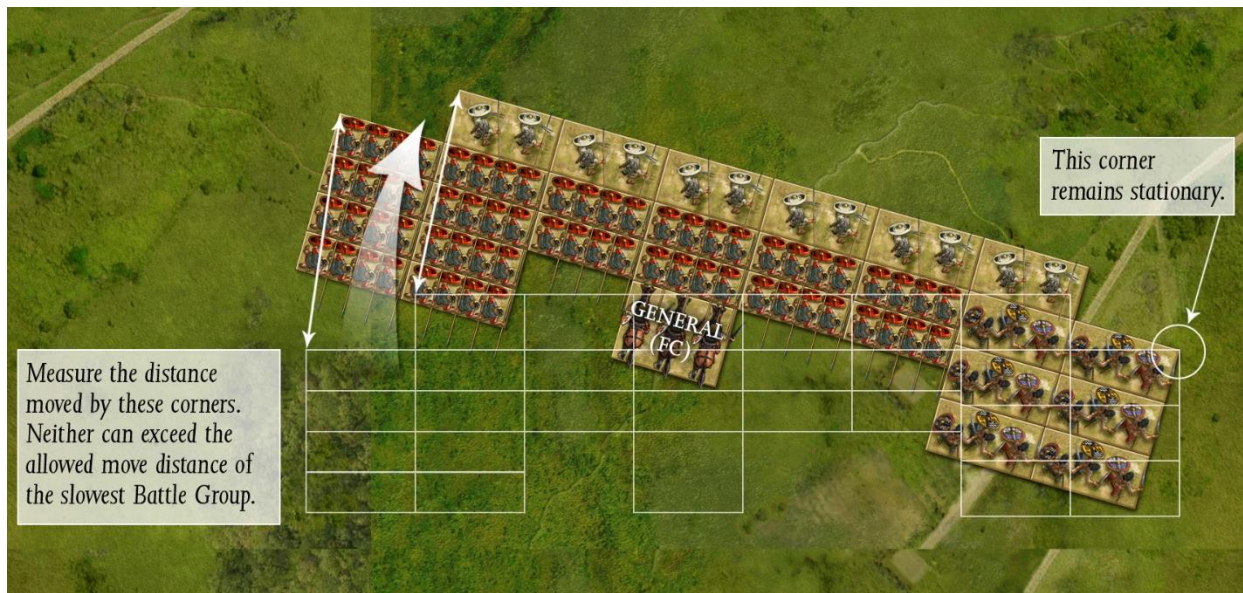
Wheeling

TURNING 90 DEGREES

See the diagram below. The old side edge of the battle group becomes the new front edge. The old front edge becomes the new side edge. The corner in between does not move. The new front edge must consist of the minimum number of bases so that the width of the turned group is at least as wide as it was deep before turning. For example, in 15mm scale, if the old formation was 45mm deep, the new formation will be two bases - 80mm - wide. (If the battle group does not contain sufficient bases to match the required new frontage as above, it cannot turn if it is battle wagons, otherwise it forms a single rank.) Other bases are

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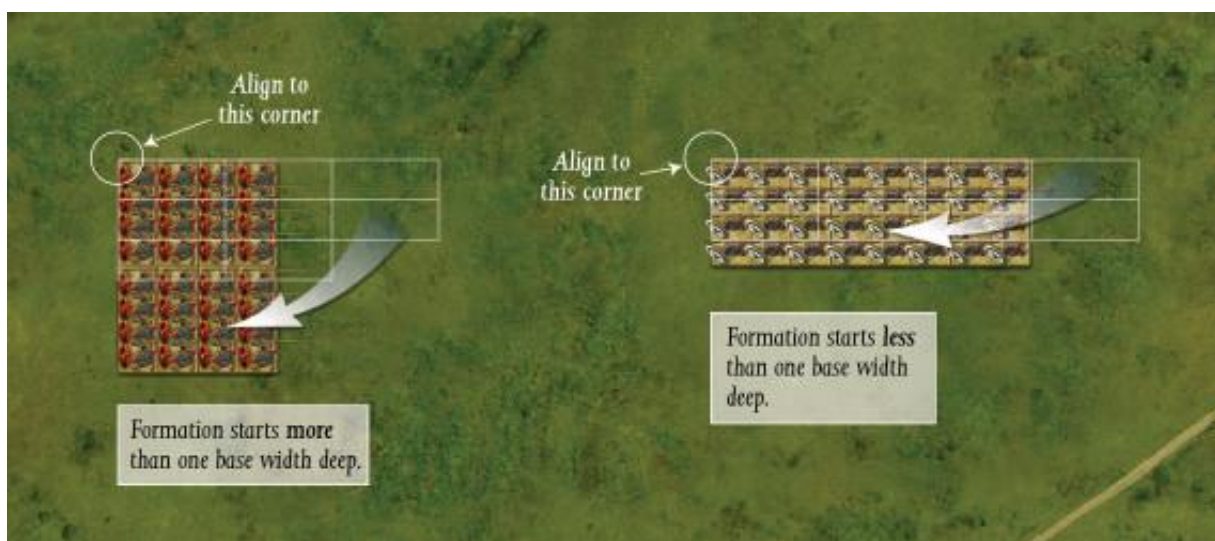
repositioned behind to make the new formation legal. If the above is not possible due to obstructing troops or impassable terrain, the turn cannot be made (but see below).

When a mixed battle group turns, its new front edge must, if possible, consist of the same base types as the old front edge. Bases are simply relocated to achieve this.

TURNING 180 DEGREES

The battle group ends in a block of the same width and depth as before, facing in the opposite direction, with its new front edge on the line of its old rear edge. The bases comprising the old front rank become the new front rank, and so forth.

TURNS BLOCKED BY ENEMY

It may occur that a turn is physically blocked by the presence of enemy troops. In reality, of course, troops were not on rigid bases, and would still be able to turn even if space was limited.

Consequently, when a battle group that is neither evading nor routing wishes to make a 90 or 180 degree turn at the start of its move:
- If any enemy troops physically block the turn, they are shifted out of the way sufficiently to make room, provided that they are not currently in contact with the turning battle group or any of its friendly battle groups. Further enemy battle groups blocking the shift are in turn shifted to make room, subject to the same proviso.
- Friends of the turning battle group are not shifted.
- The player whose troops are being shifted chooses the direction of shift, but cannot choose a direction that will prevent the shift if it is possible in another direction, nor one which requires a shift of over 1 MU that is more than twice the shortest possible distance.
- The shifted troops are shifted just enough that they are not in contact with the turning battle group after it has turned.
- Each battle group that itself blocks the turn can be shifted in a different direction. Any battle groups friendly to the battle group being shifted and blocking its shift are shifted in the same direction.
- Battle groups do not change facing when they shift.
- If it is impossible to complete all shifts because these are blocked by friends who cannot be shifted, enemy, impassable terrain or a camp, or because any bases would cross the table edge, then the attempted turn is cancelled.

SHIFTING

An *advance* can include a 'free' sideways shift in the following circumstances only. The extra distance is not measured:
- Up to one base width sideways if all bases move the full distance straight forward (excluding the shift) and there are no enemy skirmishers or unfortified camp within 3 MUs and no other enemy within 5 MUs at any point in the move. This includes the enemy camp but not an enemy commander's base.
- Up to half a base width sideways:
  o If this is necessary to avoid "clipping" terrain, the table edge or friendly troops, and at least one front corner of the battle group moves at least 1 MU (excluding the shift). The shift cannot be greater than is necessary to avoid the obstacle.
  o By non-routing troops if this is necessary to avoid crossing the table edge. The shift cannot be greater than is necessary.
  o To move into an *overlap position* against an enemy battle group that is already in close combat to its front.

Shifts are not permitted when *charging,* nor in *second moves*, nor with double wheels, expansions, contractions or turns.

Evading and routing troops ignore the above rules and have their own special rules as to when and how much they can shift (see the *Impact Phase* section).
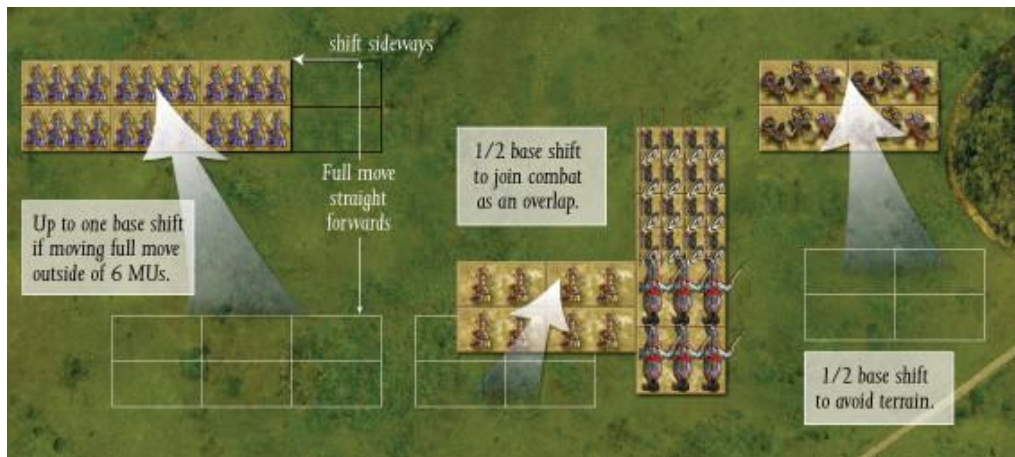
Shifting

EXPANSIONS

Expansion by a battle group that is not in close combat is carried out as follows: Increase the width of the front rank by adding one or two bases taken from other ranks. If two bases are expanded, they can either be added to the same side, or one to each side. Then move bases not in the front rank to make the formation legal.
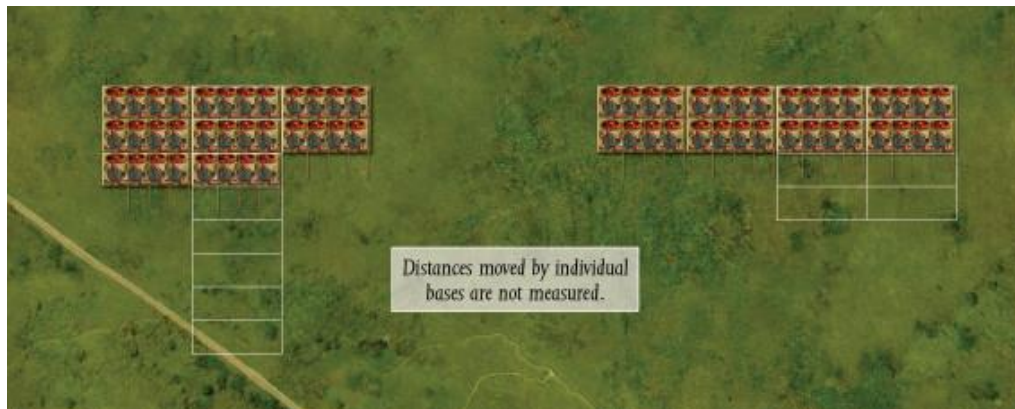
Expansions

CONTRACTIONS

Contraction by a battle group that is not in close combat is carried out as follows: Remove one or two bases from the same or opposite ends of the front rank and place them in any other rank. Move bases not in the front rank to make the formation legal. To qualify as having advanced at least 3MUs when contracting, both front corners of the final formation must have moved at least 3MUs.

Contractions

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VARIABLE MOVES

In some situations, move distances are not fixed. If the rules state that a variable move must be made, roll one dice and consult the table below to determine any change to the distance to be moved. This is generally the case when making *evades and charges* against evaders or *routs* and *pursuits*, and will sometimes result in the troops being caught or outdistancing the enemy.

Variable Movement Distance (VMD)	
Roll 1d6	
1	-2 MUs
2	-1 MU
3 or 4	Normal distance
5	+1 MU
6	+2 MUs
Quality re-rolls do not apply	

MOVING THROUGH FRIENDLY TROOPS

In certain circumstances your battle groups can move voluntarily through other friendly troops, but at other times this may happen involuntarily and may cause deterioration in the cohesion of the battle group being passed through.

INTERPENETRATIONS

Interpenetrations are situations where you can choose to move through friendly troops and where there is no penalty for doing so. No interpenetrations are permitted when charging.

Light Horse can pass through light foot in any diretcion.

The light foot can exceed their normal move distance to pass through the heavy foot because they have sufficient move to reach them. If they do so, however, they cannot shoot this turn and must (unless evading or routing) pass though in the same (or opposite) direction to that faced by the heavy foot.

5 MUs

Foot can pass through artillery.

Interpenetrations

The following interpenetrations of friendly troops are permitted:

- Commanders can pass through and be passed through by any troops in any direction.
- Light foot can pass through any troops in any direction.
- Cavalry, Camelry, light horse, Light Camelry, light chariots and elephants can pass through light foot in any direction.
- Foot can pass through artillery perpendicularly from back to front or front to back only.
- Routers (after their initial rout move) can pass through **drilled** friends provided that the first part of the friendly battle group contacted is its front edge or a front corner.
- Some armies are allowed special interpenetrations for troops who were historically capable of this. Where this is permitted it is shown in the companion army list books. Such interpenetrations must be perpendicular from back to front or front to back only.
- If a battle group does not have sufficient move distance to pass fully through another battle group it can nevertheless pass completely through if there is room beyond and any of the following apply (otherwise it cannot pass through at all):
  - It starts its move in front edge contact with the front or rear edge of the battle group being interpenetrated, passes through by moving straight forwards and either:
    - It has sufficient move for its front edge to reach the far side of the battle group being passed through.
    - The battle group being passed through is only 1 base deep.
  - It is light foot with sufficient move to reach any part of the battle group being interpenetrated. Unless evading or routing, it must pass through in the same or opposite direction to that faced by the battle group being passed through. It cannot then shoot this turn.
  - It is other evading or routing troops and has sufficient move for all of its rear rank bases that will pass through to reach the battle group being interpenetrated. [Note that this only applies to permitted interpenetrations – burst-throughs are dealt with as below.]
- No battle group can pass through a battle group that already passed through it this phase.
- (With the exception of Light Foot) no battle group can make any turns, expansions or contractions before or after passing through another battle group this phase.

BURSTING THROUGH FRIENDS

In various circumstances battle groups may be forced to burst through other battle groups that they cannot normally interpenetrate. This is not voluntary and causes difficulties.

A battle group burst through by **friendly shock troops** drops one cohesion level:
- Move the shock troops their full move. Then, if necessary, shift back the entire battle group being passed through so that they are behind the shock troops.
- Any other friends behind are shifted back to make room.
- If it is impossible (due to enemy troops, impassable terrain or the table edge) to shift friends back sufficiently to make room, the shock troops do not move at all and drop 1 level of cohesion.

A battle group burst through by **friendly evaders or routers** drops one cohesion level:
- Move the evading or routing battle group to the full extent of its move. If its move does not completely clear all friends, it is placed beyond any battle group(s) it even partially enters if there is room for it beyond. It may not burst through any battlegroup that it could not reach within its (variable) move distance.
- A battle group making an evade move or an initial rout move but which cannot complete its move as above will move as far as possible and halt.
- A battle group which cannot complete its route move during the Joint Action Phase is destroyed and removed from the table.

A battle group burst through by more than one friendly battle group in the same phase only drops one cohesion level.

> 3 Battle Groups of cataphract lancers have advanced protected by light foot. The enemy advance to within 4 MUs and force them to take a Complex Move Test at the beginning of the next IMPACT phase. Battle Groups 'A' and 'C' pass, but 'B' fails and must charge the enemy, bursting through their own light foot.
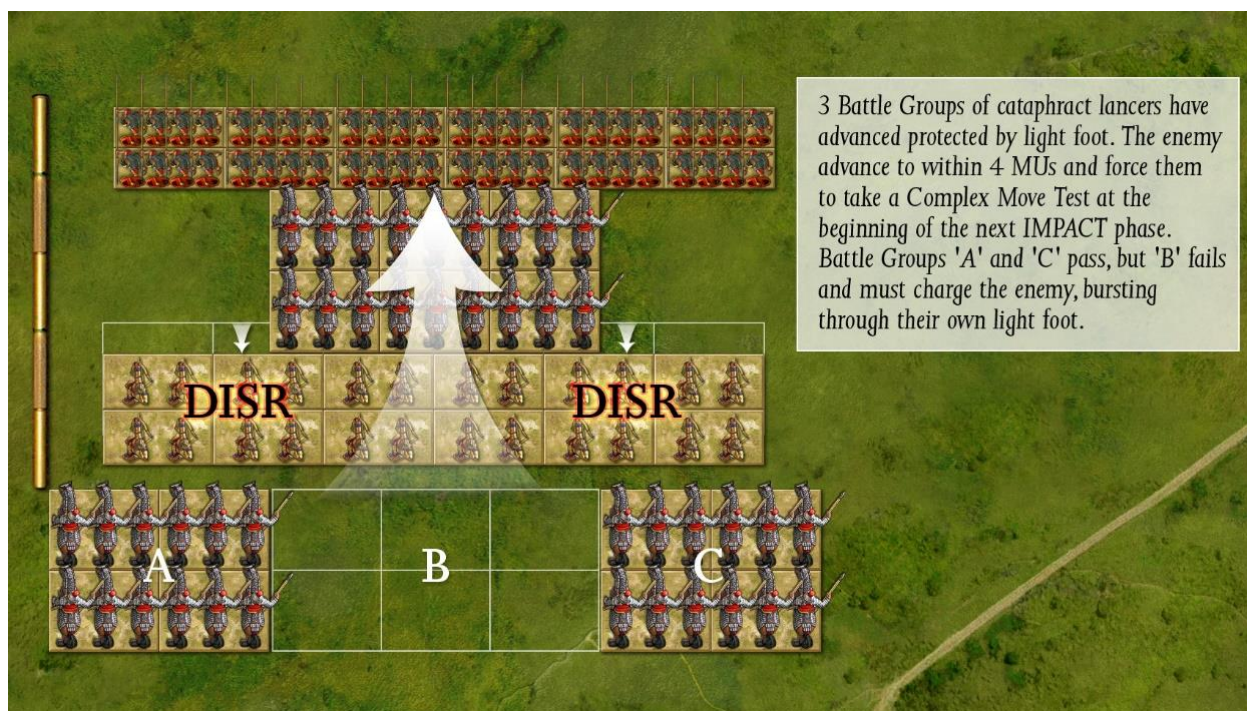
Shock troops who this time burst through

MOVEMENT OF COMMANDERS

- A commander who is with a battle group at the start of a phase can move with the battle group as it moves. A commander not with a battle group, or who wishes to leave a battle group (and is not fighting in the front rank in close combat), can move in the manoeuvre phase of his own side's turn and **again** in every joint action phase.
- Commanders, however depicted, have the move distance of light horse when not with a battle group.
- Commanders can move in any direction without any CMTs and without having to wheel or turn the base to face the direction of movement.
- Commanders' bases represent only the commander and a few aides. They do not obstruct the movement of other troops. Commanders can interpenetrate any friendly troops in any direction and vice versa.
- A Commanders base may not be moved to a position where it is even partially overlapping another base, and is displaced by a minimum amount by other friendly bases that end their move overlapping it.
- When a commander joins a battle-group:
  - o His base must be placed in edge to edge and corner to corner contact with a base of the battle group. If his base is in any other position he is considered to be operating independently.
  - o A commander who is already with a battle group can be moved at any time the minimum necessary to a new such position **if this is necessary** to avoid obstructions or make way for friendly or enemy troops. (This is not permitted if he is fighting in the front rank - see below). If there is no room left for him to be repositioned, a marker must be placed on top of one of the bases of the battle group to represent his position. For measurement purposes he is assumed to occupy the entire base that contains the marker.
  - o He can only be with one battle group at a time. If possible, he must be placed in a position that makes it clear which battle group he is with. If not, the player must declare which battle group he is with.
  - o He can only leave the battle group, or voluntarily move to a different position in contact with it, during the manoeuvre or joint action phases. If he moves with the battle group, he must remain in exactly the same position relative to it, unless its formation changes. In that case he moves the minimum necessary to a new permitted position.
- If a commander is declared to be fighting in the front rank his base is placed anywhere in the front rank (player's choice) to show that he is fighting, or a marker should be placed at the rear of the file in which he is fighting. The base(s) he displaces is (are) placed behind him, but still count as fighting as if in their original position. Once declared as fighting in the front rank, the commander cannot leave the front rank of that battle group until it is no longer in close combat and no longer in contact with enemy routers.

- If a battle group's move would take it into contact or within shooting range of an enemy commander who is not with a battle group, he must immediately move (in any phase or turn) to join the nearest friendly battle group, if there is one within his normal move distance. If not, he does not move and is immediately lost. It is not necessary for the enemy to declare a charge on him, nor to halt their move at the point of contact.

MOVING FROM AN OVERLAP POSITION

A battle group which fought in melee in a previous turn as an *overlap* only, can choose to charge a different enemy or evade in the impact phase, move normally in the manoeuvre phase, or continue to fight against its existing opponents in the next melee phase.

TROOPS LEAVING THE TABLE

- If any part of any base of a battle group leaves the table, that battle group is removed from play and cannot return during the game. It counts as 1 attrition point lost if light foot or light horse, 2 attrition points if any other troops.
- Except by evading, battle groups cannot voluntarily leave the table except in campaign games or in scenario games where this is allowed by the scenario.
- A charging or pursuing battle group whose move would take any part of it off the table edge instead halts its move at the table edge.
- In situations where battle groups are shifted to make room for others, they cannot be shifted if this would take any part of any base off the table.
- If a commander is routing or evading with a battle group that leaves the table, he is removed from play for the remainder of the game. It is not necessary to take a cohesion test for battle groups seeing this.
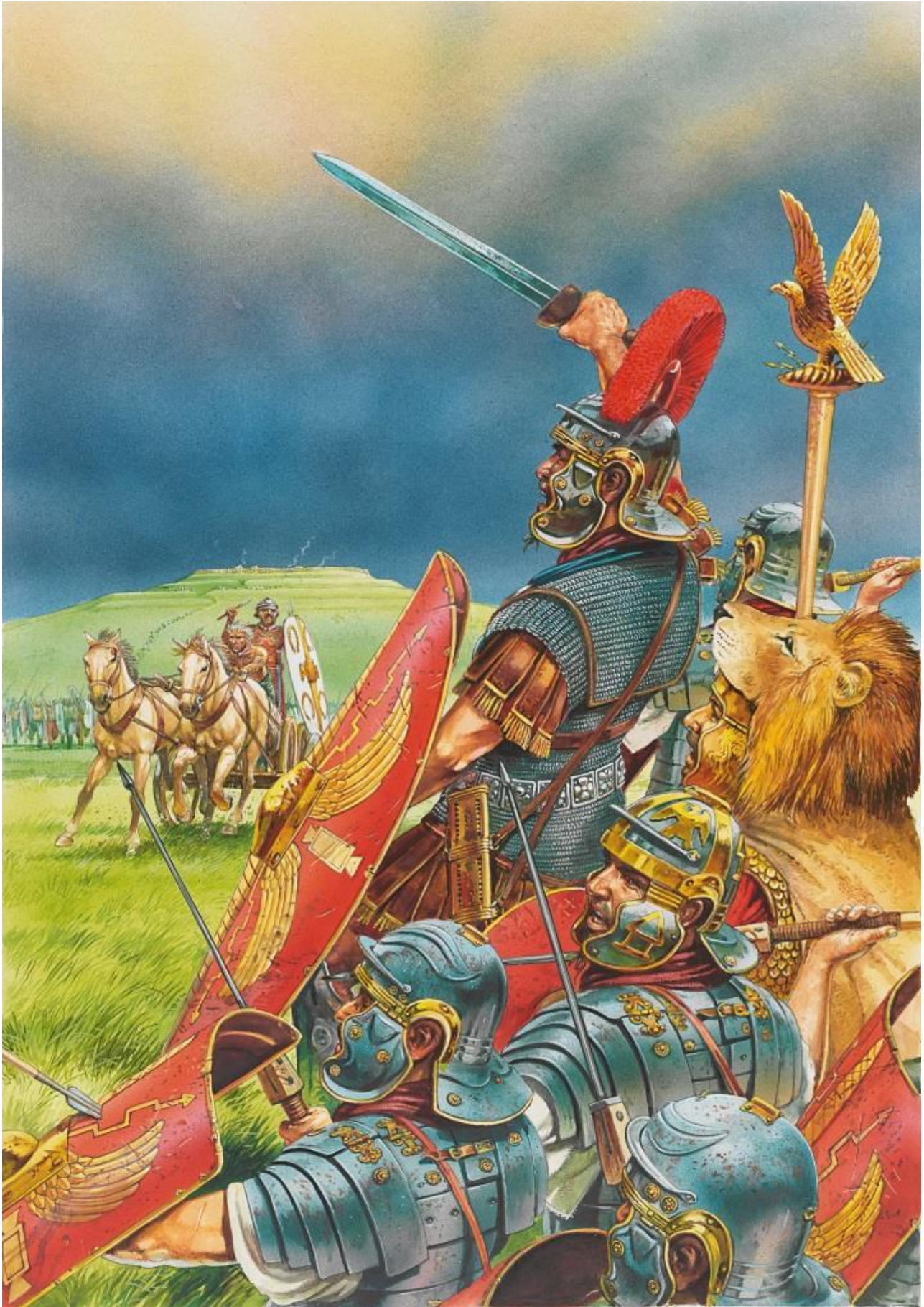
IMPACT PHASE

The impact phase is divided into four stages:
- Declaring charges. (In addition, some troops may charge without orders).
- Troops responding to charges by intercepting or evading the chargers.
- Moving the chargers into contact.
- Resolving combats for battle groups that have come into contact.

All activity in the impact phase is resolved by battle groups. Battle lines are not used in the impact phase at all. We start by showing a straightforward sequence of events showing what happens in a charge when there is no special reaction possible by the opponent. We then consider battle groups that are unable or unwilling to charge or that make an involuntary charge. Finally, we consider what happens when troops intercept or evade the chargers.

DECLARATION OF CHARGES

The active player declares which of his battle groups are to charge and by convention places a dice behind each to note this. To be allowed to declare a charge, there must be a visible enemy base that can be 'legally' contacted by the charging battle group within its normal move distance through the terrain to be crossed. A battle group can declare charges on as many enemy battle groups as can be 'legally' contacted within this move distance. A fragmented battle group may not declare a charge.

When the charge declaration stage is over, no charge declarations can be rescinded, nor additional voluntary charges declared.

Any enemy battle group in the path of a charge counts as being charged if it can be 'legally' contacted, even if it was not one of the originally declared targets of the charge. This applies even if it can only be contacted by bases stepping forward (see below). It does not apply if, due to intervening friends, it could not be contacted even by stepping forward bases – unless the situation changes, as follows: If a battle group is revealed and can now be contacted due to friends evading or breaking and routing, it becomes a target of the charge and will therefore take any required tests once the evade or rout move has occurred.

If a CMT is required to make a charge against certain troops, it must be taken if required for any of the battle groups that can be 'legally' contacted in the chosen direction of charge, including by stepping forward bases. It need not and cannot be taken for those that can only be contacted if another battle group evades or routs.

A charge (or interception) may not be declared if it would even partially pass through another battlegroup or a supply camp.

LEGAL CHARGE CONTACT

A battle group makes a 'legal' charge contact if at least one of its bases contacts an enemy base either:
a) with its front edge, or
b) with its front corner only against the enemy base's edge.

Other bases of the charging battle group may contact the enemy in other ways (e.g., only corner to corner), but will not be eligible to fight in the impact phase combat.

The King of France and his nobles thunder towards the enemy.

CHARGING WITH YOUR BATTLE GROUPS

A charging battle group moves up to the full extent of its move (plus any variable move distance to attempt to contact evaders) to "legally" contact any part of the target battle group(s).

A charge move can include a single wheel of up to 90 degrees. The following restrictions apply:
- Any wheel must be specified (e.g., by using a measuring stick or tape to indicate the final direction of the charge) before any charge responses are declared. (The exception to this is that the charge direction can later be changed if all the charge targets evade out of the original path of the charge – see *Evade moves* below.)
- The wheel must be made at the start of the charge move. Any straight-ahead movement must be after the wheel is completed.
- Unless required to avoid friends, a wheel cannot be made if it would result in less combat dice being thrown by the charging battle group in the impact phase combat than if it charged straight ahead. (This is determined from the positions prior to interception charges or evades.)
- If charging enemy who could evade, the charging battle group cannot wheel beyond the position at which the enemy would be contacted if they did not evade. Exception: If all targets evade, the charging battle group can wheel one front corner up to 1 MU at the start of its charge move even if this is further than the above rule would permit. This must be specified before evades are announced.

A charge cannot be declared if it would contact only the flank or rear edge of an enemy base which is already in melee to its front, except by a 'legal' flank or rear charge. (See below.) A battle group unable to charge in such a case may be able to move into an overlap position in the manoeuvre phase
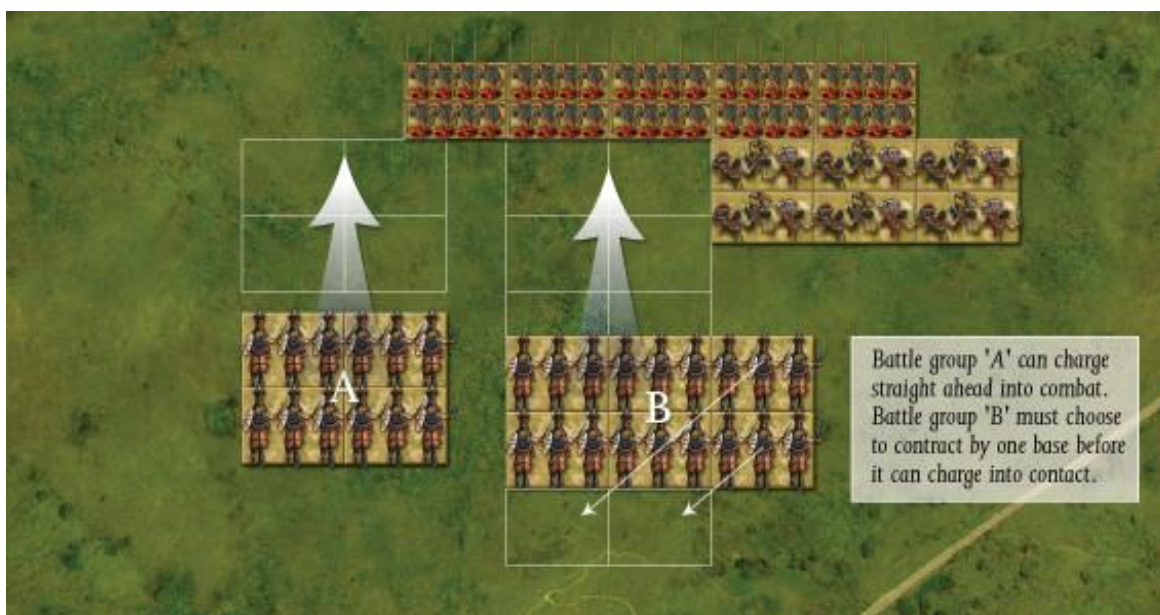
Declaring a charge

FORMATION CHANGES WHEN CHARGING

The only change in formation that is allowed during a charge move is to contract the battle group's frontage by one base **if necessary** to pass friendly troops, the table edge, terrain which is either impassable or which would severely disorder them, or terrain that would reduce their move by enough to stop them contacting the enemy. The frontage is reduced and bases fall back behind those in front at any point of the move. A battle group cannot be contracted to avoid hitting enemy who would otherwise be in the path of its charge. No turns or expansions are permitted. If, owing to this, contact is not possible, the charge cannot be made and is cancelled.

CHARGING TO CONTACT AND STEPPING FORWARDS

To charge, move your battle group forward making any wheels or formation changes allowed, until a 'legal' contact is made. If it is now possible to get more bases into contact with the same or different enemy battle groups you MUST step them forward to make further contacts, unless exempted by the following rules:

To step forward after initial contact, slide any files of your battle group not yet in contact straight forward until the front base makes contact with enemy bases, subject to the following conditions:
- No bases can be stepped forward more than 2MUs from the original line of contact.
- Every stepped forward front-rank base must end in contact with an enemy.
- Every base in a file must step forward the same distance as the front-rank base.
- A battle group cannot separate to form multiple groups of bases. There must be at least corner to corner contact throughout.
- The stepped forward distance is additional to the normal move distance plus any variable move distance already added.
- Skirmishers need not step forward into contact with an enemy battle group of non-skirmishers that they otherwise would not contact.

Stepping forward therefore results in a battle group having an uneven line.
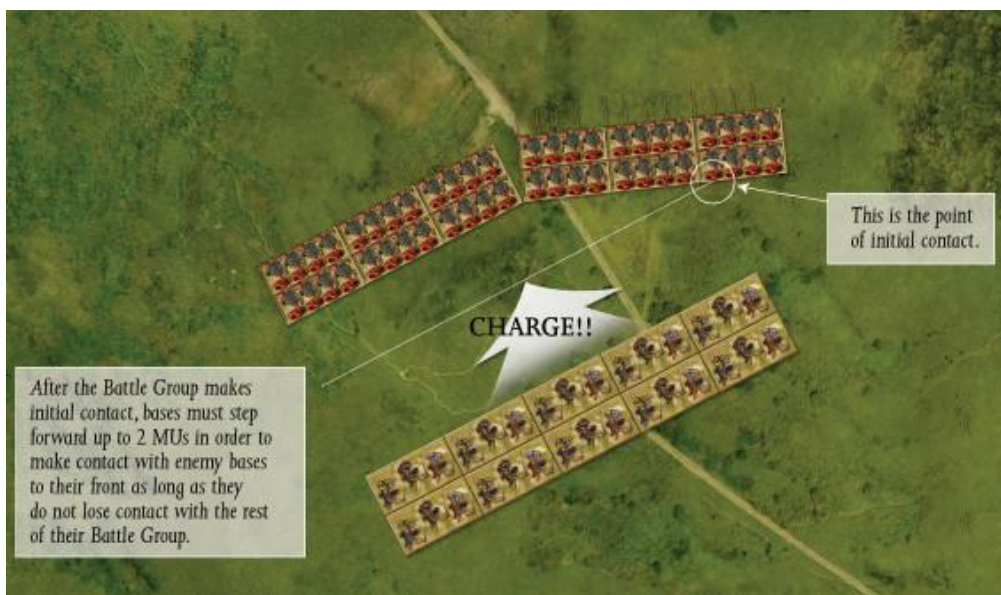
Charging to contact
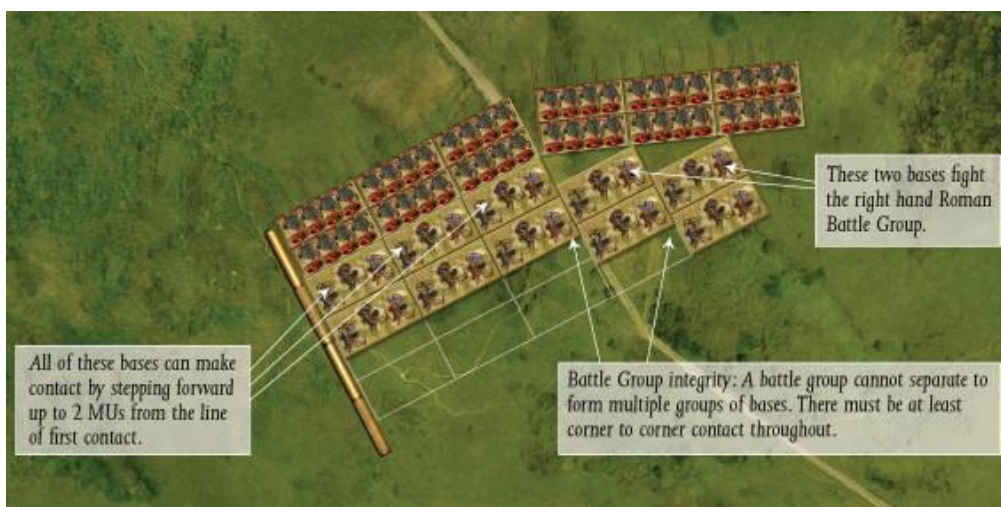
Stepping forwards into combat

CHARGING A FLANK OR REAR

Flank and rear charges can be devastating in effect but are more difficult to engineer. A battle group charged in the flank or rear may suffer an immediate drop in cohesion and always fights at a major disadvantage in the impact phase. The following rules apply to flank and rear charges:

- A battle group can only charge an enemy battle group in the flank or rear if it starts its charge in a position where both of the following apply (see diagram):
  - o The charging battle group starts with no part of any of its bases directly in front of any part of any base of the target battle group.
  - o The charging battle group starts with at least one base entirely behind a straight line extending the front edge of the enemy battle group. If the enemy battle group has some files stepped forward, its front edge is taken as the front edge of the file on the flank charged. If the enemy battle group is facing in more than one direction, it has more than one front edge for this purpose – the above requirement must be satisfied for all of them.
- For a charge to qualify as a flank charge both of the following must apply:
  - o The first part of the enemy battle group contacted must be the side edge or rear corner of one of its bases.
  - o The charge cannot include a wheel unless the charging battle group starts its move with its nearest point at least 1 MU away from the battle group being charged.
- For a charge to qualify as a rear charge, the first part of the enemy battle group contacted must be the rear edge of one of its bases.
- Battle wagons, troops in *Orb* formation and troops attacked across fortifications they are defending (see the *Special Features* section) never count as being charged in flank or rear. Battle wagons and troops in *Orb* formation do not turn if contacted on their side or rear base edge.
- Battle groups which are contacted by a flank or rear charge immediately drop one cohesion level unless they are non-skirmishers contacted by skirmishers. (If contacted in flank or rear by more than one enemy battle group in the same turn, they only drop one level.
- Bases contacted on a side or rear edge, or a rear corner, by an enemy flank or rear charge are immediately turned 90 or 180 degrees to face the chargers, using the normal rules for turning, provided that they are not already in contact with enemy to their front. If all the contacted bases are already in contact with enemy to their front, one of them is turned. If turning creates a gap between the bases that have been turned and the other bases of the battle group, the turned bases are shifted back so as to remain in contact. The flank charging battle group then moves forward to maintain contact even if normal movement distance is exceeded.
- Flank/rear chargers are always on a net **++ *Points of Advantage*** (POA) in the impact phase. Bases fighting against a flank or rear charge in the impact phase always fight on a net **--** POA. No other POAs apply. (This means that flank/rear chargers always need 3s to hit whilst those being charged need 5s.)
- A charge which does not qualify as a flank or rear charge can still contact the flank edge of an enemy base, provided that it was not already in melee to its front. Such a charge does not count as a flank or rear charge, and is treated as a normal charge on the enemy front. In the manoeuvre phase the chargers must, if possible, align with the enemy front. Even if it is not possible to align, troops charged in this way do not suffer a - POA in the subsequent melee phase(s) for "fighting enemy in two directions".

TROOPS WHO CANNOT CHARGE

Battle wagons and artillery cannot move in the impact phase. They cannot charge and cannot intercept. Fragmented battlegroups cannot charge and cannot intercept.

No. This BG has one of its bases partly to the target's front, even though it has a full front rank base behind the line of the target's front.

line extending the front edge

Yes. This BG has at least one of its bases entirely behind the line and no part of any of its bases to the target's front.

Yes. This BG can charge the rear and can wheel to make contact with more bases than it would by going straight ahead.

This will count as a flank charge because the first part of enemy BG contacted will be its rear corner. Because it starts within 1 MU of the target, the flank charge cannot include any wheel.

Troops able to charge from flank or rear

TROOPS WHO MAY CHARGE WITHOUT ORDERS

Shock troops are eager to get stuck in and may charge enemy within reach even if the commander (player) does not wish them to. In certain circumstances, shock troops who have **not** declared a charge need to pass a complex move test (see the *General Movement Rules* section) to avoid charging without orders. More specifically:

- Mounted shock troops must pass a CMT to prevent them from charging any enemy battle group(s) within their normal move distance through the terrain to be crossed.
- Foot shock troops must pass a CMT to prevent them from charging any enemy foot battle group(s) within their normal move distance through the terrain to be crossed.
- Fragmented troops do not test to not charge.

There are, however, exceptions to the above rule. Shock troops will not charge without orders, and are therefore not required to take a CMT to prevent charging, in the following circumstances. (Do **not** take into account possible additional or reduced move distance from any VMD that may be required):

- If their move could end even partly in terrain that would disorder or severely disorder them.
- If they are medium foot starting wholly in uneven, rough or difficult terrain and the move could end even partly in *open terrain*.
- If they are foot defending fortifications or a riverbank.
- If they are foot whose move could contact or be intercepted by mounted.
- If their move could end in contact with enemy elephants, the front of an enemy battle group defending either a riverbank or a fortification other than portable defences.
- If they are fragmented (they cannot charge).

If none of the above exceptions apply, but the battle group could not contact the enemy without passing through friends, even by wheeling and/or dropping back bases:

- They do not test (and will not charge) if the friends are shock troops or already in melee.
- They do not test (and will not charge) if all the enemy in reach are skirmishers.
- Otherwise, the battle group must take a CMT as normal. If it fails, it must burst through the friends. (Note that a player cannot choose to allow his shock troops to burst through in this way, they can only do so if they fail their CMT and charge without orders).

The following additional rules apply to CMTs to avoid charging without orders:
- The CMT is taken by each individual battle group separately, even if it is part of a battle line. A commander cannot therefore be counted as "with" the battle group for the test unless he is actually with the battle group that is testing. **Quality re-rolls do not apply.**
- Mixed battle groups including any shock troops must test as if entirely shock troops.

The lancers must step forward until the front left base makes contact. The other files can step forward up to 2 MUs, so also make contact.

At the start of the impact phase the Lancers must pass a Complex Move Test. If they fail they MUST charge the enemy foot that are in charge reach, bursting through their own non-shock foot if necessary.

DISRUPTED

The foot troops burst through MUST move back to make room for the charge and drop one cohesion level.

Shock troops bursting through

Shock troops charging without orders may only wheel a minimum amount to contact an enemy. They may (and must) also drop back a single base if they can only reach the enemy by doing so.

Shock troops that successfully test to prevent charging without orders can move normally in the manoeuvre phase. They must take another CMT then if they want to make a complex move.

ATTEMPTS TO CHARGE OR RECEIVE A CHARGE WITH SKIRMISHERS

Skirmishers are understandably reluctant to engage in close combat with more heavily equipped troops. As a result:
- A battle group entirely of light foot cannot charge or intercept unbroken non-skirmishers in ***open terrain*** (even in the flank or rear).
- Light horse must pass a CMT to charge unbroken non-skirmishers (unless charging their flank or rear). They cannot intercept non-skirmishers in any circumstances.
- If any of their charge targets evade, skirmishers must halt their charge 1 MU away from enemy to their front whom they would not normally be allowed to charge without a CMT (unless they passed a CMT to charge them prior to charging).
- A battle-group entirely of light foot or light horse must evade a charge by enemy *Battle Troops* unless either of the following applies:
  - It is already in close combat other than only as an overlap.
  - It is entirely in uneven, rough or difficult terrain or defending fortifications or a riverbank. It may always choose to evade.

CHARGING WITH MISSILE-ARMED FOOT TROOPS

Foot armed with long range missile weapons are reluctant to charge, preferring to shoot till the last possible moment. Consequently:
- Non-shock medium foot whose front rank has bow, longbow, crossbow or firearm must pass a CMT to charge or intercept unbroken *Battle Troops* (unless charging their flank or rear).

CHARGING WITH COLUMNS

"Kinked" columns (see **Glossary**) cannot declare charges or intercept, but are not exempt from charging without orders. If a kinked column does charge without orders, all bases must line up with the front base at the earliest opportunity during the charge.

ATTEMPTS TO CHARGE WHEN DISRUPTED OR FRAGMENTED

Troops who are disrupted or fragmented are less keen to charge. As a result:
- DISRUPTED non-shock battle groups must pass a CMT to charge.
- FRAGMENTED battle groups cannot charge.

BEING CHARGED WHILE FRAGMENTED

A fragmented battle group is very vulnerable and is quite likely to turn and flee if charged. As a result:
- FRAGMENTED battle groups being charged in flank or rear by troops that would cause them to drop a cohesion level on contact break immediately without testing or waiting to be contacted. Otherwise, FRAGMENTED battle groups must take a cohesion test if being charged by any troops other than light foot.
- If they BREAK, they cause immediate cohesion tests on friendly battle groups in range, and then make an initial rout move before the chargers are moved.

Where a friendly battle group initially blocks them from being contacted by an enemy charge, they need not take a cohesion test unless the friendly battle group moves to clear the path by evading or routing.

BEING CHARGED WHILE ROUTING

If routing troops of any type are charged, they cannot evade. The chargers are moved into contact with them, but no combat is adjudicated in the impact or melee phase. In the JAP the chargers are treated as normal pursuers, and will inflict base losses if they remain in contact <u>at the end of</u> a pursuit move.

POSSIBLE RESPONSES TO CHARGES

Prior to moving chargers, there are three possible responses by the enemy: receiving the charge, interception charges and evade moves. We cover each in turn.

Receiving the charge

Troops receiving a charge are not moved, and **never** count as "charging" when determining combat factors. However, the combat factors are designed to take account of any appropriate response, e.g., legionaries being charged by Gallic warriors respond by hurling their pila and surging forward to meet the Gauls over the last few metres. We do not depict this minor movement on the tabletop, but the combat factors take account of the full interaction.

Interception Charges

Each battle group has a zone to its front where it can interfere with the charge of an opposing battle group. This mechanism allows you to cover flanks and protect nearby friendly troops. We call this the **Zone of**

Romans prepare to receive a Carthaginian charge

Interception (ZOI):

- The ZOI is 2 MUs for foot and 4 MUs for mounted troops. It extends only directly to the intercepting battle group's front and the entire intercepting battle group must not be in, or pass through, terrain that disorders or severely disorders it. A battle group cannot intercept an enemy battle group if, due to intervening terrain, no part of the enemy battle group is visible to it before either battle group moves.
- If an enemy battle group attempts to charge through the ZOI of a battle group that is not itself a target of any charge this turn, that battle group has the option of making an interception charge on the chargers.
- DISRUPTED non-shock troops must pass a CMT to intercept.
- FRAGMENTED troops cannot intercept.
- Skirmishers cannot intercept non-skirmishers.
- Non-shock missile-armed medium foot (see above) must pass a CMT to intercept non-skirmishers other than by a flank or rear charge.
- A battle group that is itself charged cannot intercept. This applies even if a charge was not declared on it, if it is in the path of a charge and would be contacted (including by bases stepping forward) if no friendly battle group evaded.
- An interception charge must be straight forward (except in the special circumstances specified in the first bullet below) and can be up to the limit of the battle group's ZOI. It cannot include any shifts, changes of formation or pass through another battlegroup or a camp. It must either:
  - Cross the path of the charging enemy battle group, stopping short of contacting it. Interceptors move before chargers and evaders. It must end in a position where they will be contacted by the chargers before they contact the original target, or they will stop at least one charging base contacting its original target.
  - If this would result in the enemy chargers contacting its flank, the intercepting battle group can and must wheel towards them to avoid this, its total move distance including the wheel not exceeding 4 MUs if mounted, 2 MUs if foot. If it cannot avoid being contacted in the flank, the interception is cancelled.
  - Contact the flank or rear of the enemy battle group. This is only permitted if the intercepting battle group started in a position to charge the flank or rear of the enemy battle group as previously described. It cancels the enemy battle group's charge completely and despite the fact that it happens in the enemy's turn, is treated as a normal flank/rear charge. The intercepting battle group steps forward as it would in a normal charge.
- Unless its charge is cancelled as above, the original charging battle group now completes its charge move. This may partly or wholly contact the intercepting battle group, and may or may not contact the original target of the charge at all. Under no circumstances can chargers evade or halt to avoid contacting interceptors.
- An intercepting battle group cannot itself be intercepted.
- Interceptors are treated as charging for the purpose of determining Impact Phase combat POAs (see the *Combat Resolution* section).

The cavalry battle group has a 4MUs Zone of Interception in the open - being mounted - and chooses to intercept.

The cavalry must move directly forward, by up to 4MUs, to interfere with the Roman charge.

The Roman charge could not contact the cavalry even by stepping forward bases. If they could, the cavalry would be deemed a target of the charge and would not be able to intercept.

line of first contact

ZoI

The Roman Principes want to charge the archers.

Galatian mercenary cavalry intercepting a Roman charge towards Seleucid bowmen

The cavalry have moved forward a full 4MUs to try to block the Roman charge.

These charging bases stop at the point of first contact.

The rest of the Romans will now complete their charge move.
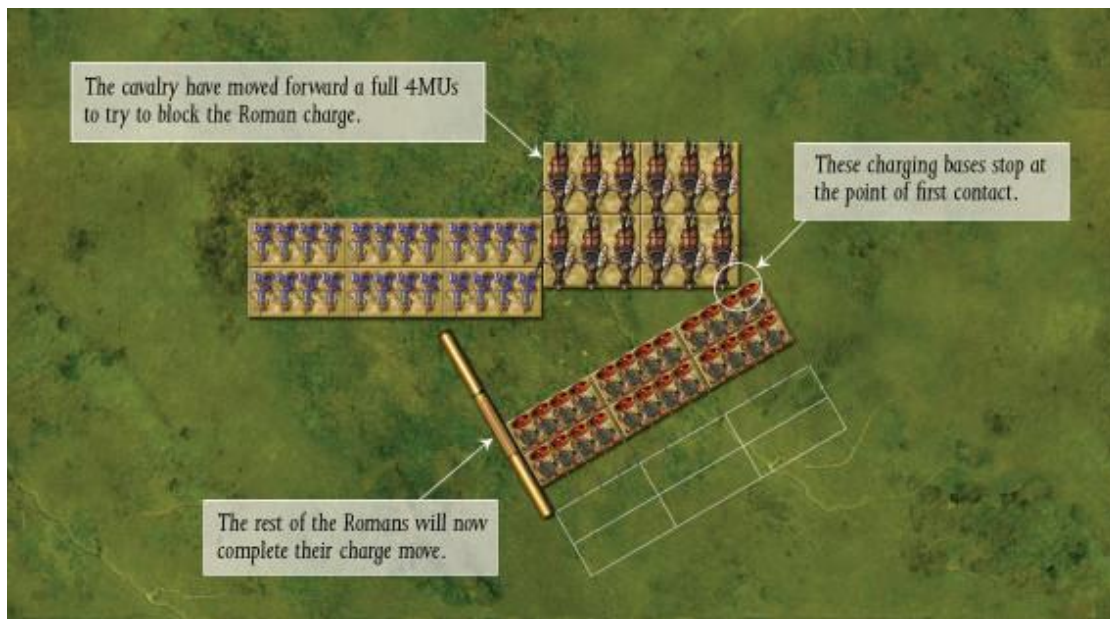
Blocking move by intercepting cavalry

The intercepting cavalry manage to stop 2 files of Principes but 1 file presses on to contact the Seleucid bowmen.

This will be 3 dice vs 3 dice in the IMPACT phase.

The Romans step forward up to 2MUs and in doing so still contact the bowmen. This will be 3 dice vs 3 dice in the IMPACT phase.
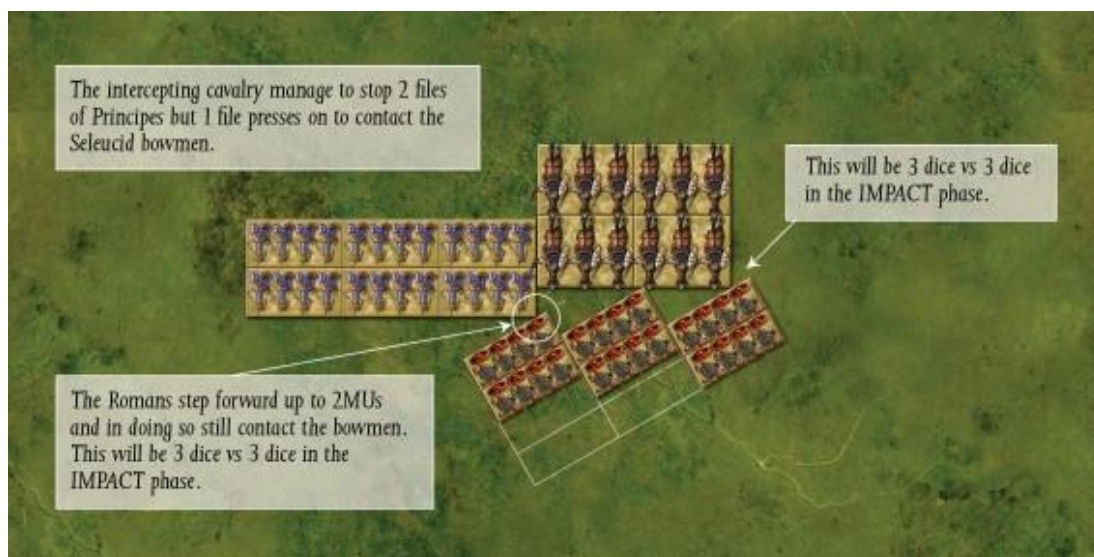
Final position after stepping forwards

Evade Moves

Some troops are able to harass the enemy then retreat rapidly out of the way if charged. We call this evading. The distance moved by both evaders and chargers is variable so there is a risk that evaders may get caught.

A battle group in column (see *Glossary*) cannot evade if it is currently "kinked". Otherwise, skirmishers can always evade whatever their formation, cavalry, camelry and all light chariots can evade if they are formed up entirely *1 base deep* and do not have a lancer capability.

The latter represents a looser, more flexible formation than when they are deployed 2 or more bases deep, often in reality consisting of small clumps of men separated by gaps.

BG turning 90deg to evade

An evading BG can first turn 90 or 180 degrees and then wheel away from the line of charge.
In the example below a 90 degree turn makes the wheel needed to get away from the enemy much less than if wheeling frontally.

CHARGE!

(2) Turned BG can now wheel directly away from the line of charge more easily. In this case it moves 6MUs having rolled a 2 for its Variable Move Distance.

(1) BG first turns 90 degrees so that its rear edge is level with the original side edge closest to the chargers.

The EVADE procedure is as follows:

- Cavalry, camelry and light chariots as specified above can choose to evade an enemy battle group's charge unless they are already in close combat other than only as an overlap or have already made an evade move this phase. A commander with a battle group that evades must evade with it.
- Skirmishers **must** evade charging enemy non-skirmishers unless the skirmishers are entirely in uneven, rough or difficult terrain or defending fortifications or a riverbank, or already in combat other than only as an overlap.
- When troops who can evade are charged, their player must decide whether or not they will evade.
- If they are to evade, they have two choices:
  o They can evade in the direction of the charge. If charged by two or more enemy battle groups, bisect the angle between the enemy charge directions.
  o Unless charged in flank or rear they can evade directly to their own rear.
- After choosing which of the above two options to adopt, the evader makes a variable move distance roll.
- If evading to its own rear, the battle group turns 180 degrees, and moves its full distance directly forwards (which is to its original rear) adjusting for the variable move distance.
- If evading in the direction of the charge, the battle group must first turn 180 or 90 degrees (player's choice) unless its existing facing is closer to the direction of the charge. It must then wheel until it is facing a direction parallel to the chargers' indicated direction of charge. It then completes its full move directly forwards, adjusting for the variable move distance.
- When making a 90 degree turn whilst evading the normal rules for 90-degree turns are followed, except that the positioning of the turned battle group is different: The old side edge nearest the chargers becomes the new rear edge. The old front edge of the battle group becomes the new side edge.
- There is no move distance deduction for any turns made when evading.
- If an evading battle group encounters any obstructions, the following rules apply:
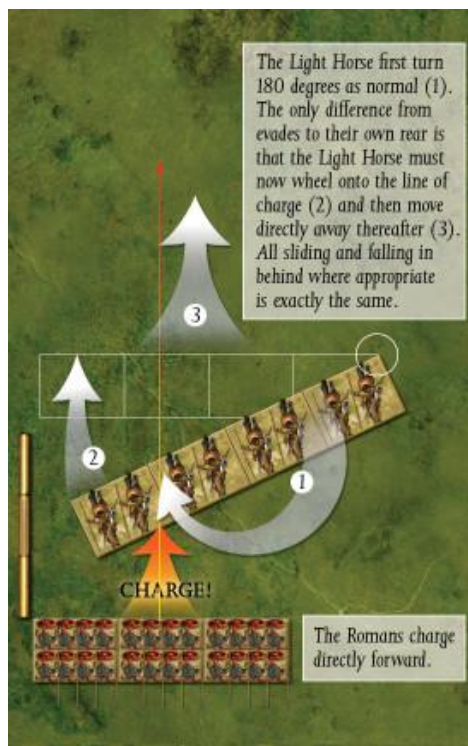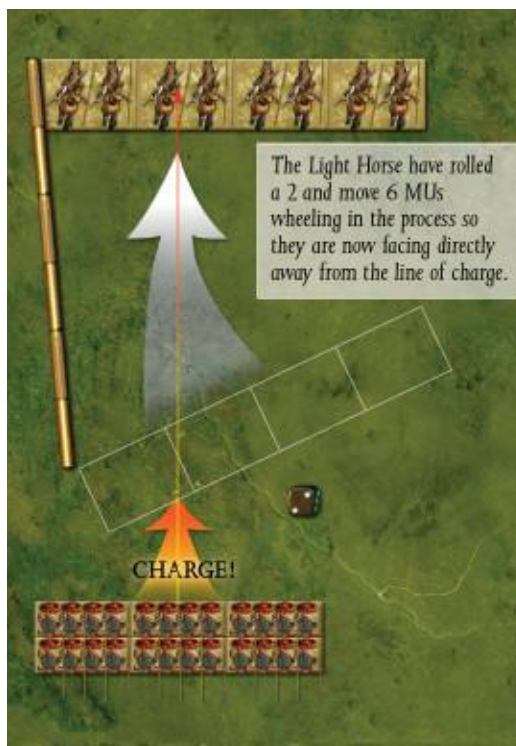 o It interpenetrates friends if allowed to do so. (See *Interpenetration* in the *General Movement Rules* section).
  o It can shift sideways up to one base width to get past friends it cannot interpenetrate, enemy troops, a fortified camp, impassable terrain, or to avoid leaving the table. All bases must end in edge to edge and corner to corner contact with another base of the battle group. The battle group cannot split.
  o Provided that they do not shift more than one base width sideways, bases that cannot get past can be moved to the rear of those bases that have been able to complete their evade move. In this situation the battle group is more likely to get caught, as its rear will not move as far as its front.
  o The evade move can include both of the above provided that no individual base shifts more than 1 base width sideways in total from the path it would have followed if there had been no obstruction.
  o If the above would not allow all front-rank bases to complete their evade move the battle group
    ▪ must instead burst through any friendly battle group in its normal evade path, with no shifting or contraction being allowed at all. The battle group is moved to the full extent of its evade move and any battle groups even partially burst through drop 1 level of cohesion immediately. (Note that battle groups passed through by evaders who can normally interpenetrate them do not count as burst through).
    ▪ must instead halt 1 MU away from any enemy battle group in its path, with no shifting or contraction being allowed at all, and if it starts closer to them than 1 MU, does not move at all.
  o If the evading battle group meets terrain it cannot enter, or has too little move to enter, or a camp, it turns 90 degrees and wheels to move parallel to the edge of the terrain or camp in whichever direction is closest to its original evade direction.
  o If the evading battle group meets a table edge it leaves the table if any base even partly crosses the table edge. Troops that evade off the table take no further part in the game and count as 1 attrition point towards army rout if light foot or light horse, 2 attrition points if any other troops.
  o Battle groups that cannot complete an evade move by any of the above means move as far as they can, and are likely to be caught
- The chargers now move their charge move, adjusting the move distance by a VMD roll if all their charge targets evaded, and there is no other target within their normal charge distance. If all target battle groups evade out of range in the direction of the declared charge, the chargers can wheel in an attempt to catch them. A charging battle group whose move would take any part of it off the table edge instead halts its move at the table edge.
- Evaders who are contacted by chargers **always count as having been charged in flank/rear**.
- *Skirmishers* contacted in the rear by enemy *Battle Troops* while evading or while already broken are immediately destroyed. The enemy troops complete their full charge or pursuit move.

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Although the rules above cover all complex situations, we have included several examples in the section on detailed mechanisms and examples

The Light Horse first turn 180 degrees as normal (1). The only difference from evades to their own rear is that the Light Horse must now wheel onto the line of charge (2) and then move directly away thereafter (3). All sliding and falling in behind where appropriate is exactly the same.

The Romans charge directly forward.

Another evade situation

The Light Horse have rolled a 2 and move 6 MUs wheeling in the process so they are now facing directly away from the line of charge.

Final Position

MOVING INTO CONTACT WITH THE ENEMY CAMP

A move into contact with the enemy camp is treated as a charge. As such, it can be intercepted. FRAGMENTED troops cannot charge the enemy camp, but Light Foot can, and no troops have to take a CMT to do so.

SEQUENCE OF CHARGES AND RESPONSES

Each charge and any responses to it must be actioned in the order listed in the full turn sequence at the end of the book, but if there is more than one charge the active player chooses the order in which they are actioned. Once all responses and all charge moves have been completed, impact combat is resolved.

RESOLVING IMPACT PHASE COMBAT

The combat for all bases that have made contact this impact phase is now resolved. Note that where battle groups already had some bases in contact which fought in a previous turn, they do not fight now. Only new impact combats are resolved now. See the *Combat Mechanism* section.

Sequence showing a simple evade move of light horse away from elephants with A small shift

Elephants have declared a charge going directly forward and place a stick for this.

Going directly to their rear the LH would still run over the edge of the wooded hill, but there is a solution…

Light Horse could evade away from the Elephants charge or to their own rear. As there is a forest on a hill in the way they choose to evade to their own rear.

The Light Horse turn 180° and move to their own rear, making a Variable Move Roll.

The Light Horse can shift sideways up to 1 base width as part of their evade and do so to avoid running into the wooded hill.

The Light Horse roll a 1 and lose 2 MUs. They therefore evade only 5 MUs… Could be a bit too close!

The Elephants make a VMR and get a 6, so they add 2 MUs to their charge. They get to move 6 MUs.

The Elephants are allowed to alter their line of charge using a wheel to go toward the Light Horse running away.

A very near miss. Had the Elephants been Cavalry they would have caught the Light Horse in the rear – ugly!

MANOEUVRE PHASE

In the manoeuvre phase the active player can move any available battle groups or commanders as permitted by the movement rules. Battle groups that are broken, already in close combat or in contact with routers, or that charged, pursued or evaded (unlikely but possible) in the impact phase, cannot make a move in the manoeuvre phase. (Turning on the spot or placing/picking up portable defences count as moves, so are prevented. Reforming, conforming to enemy or feeding more bases into an existing melee do not count as moves, so are not prevented.)

Commanders cannot be moved in the manoeuvre phase if they are fighting in the front rank of a battle group in close combat or are with a battle group that charged in the impact phase. Below are specific movement rules that apply in this phase.

REFORMING

If, as a consequence of previous events, (other than forming **Orb** or depicting adverse cohesion states), a battle group is no longer in normal formation, it can reform in **either side's** manoeuvre phase.

- It reforms into normal formation facing the direction previously faced by any of its bases (player's choice) and level with the furthest forward base in that direction.
- The final position and formation of the reformed battle group must be as close as possible to its position and formation prior to reforming. Bases in contact with the front edge of enemy bases must remain in contact with the same enemy bases.
- A battle group must reform if it is to make any voluntary move. (Other than to feed more bases into an existing melee).
- Reforming occurs at the start of the manoeuvre phase and does not affect any of the other manoeuvre phase rules.
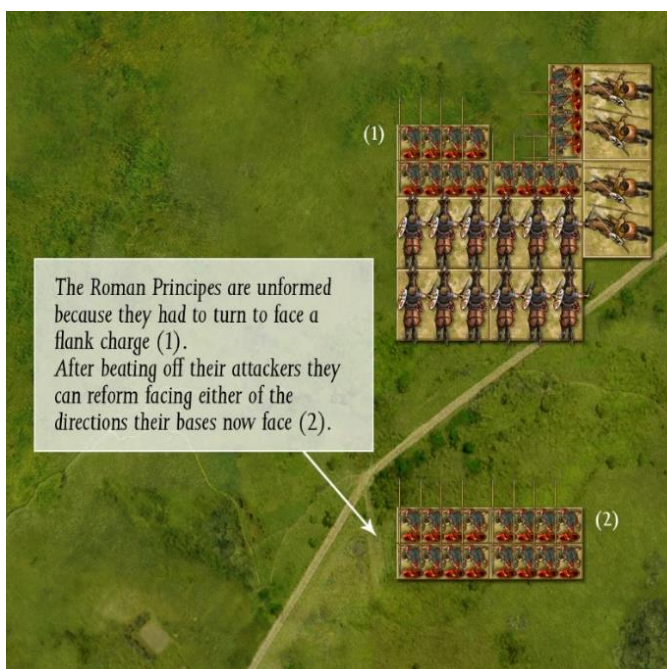- A battle group currently fighting in two or more directions against enemy battle groups in close combat cannot reform.
- A battle group that has some of its bases facing enemy currently in contact with its flank or rear (and no enemy in contact to its front) is not forced to reform. If it does so, however, it must reform to face the enemy in contact.

The Roman Principes are unformed because they had to turn to face a flank charge (1).
After beating off their attackers they can reform facing either of the directions their bases now face (2).

CONFORMING TO ENEMY IN CLOSE COMBAT

At the start of the manoeuvre phase, the active player's battle groups already in close combat with enemy **must** (unless otherwise stated below or physically impossible) pivot and/or slide bases by the minimum necessary to conform to the enemy bases in contact:

- Conforming usually means lining up each base in full front edge to front edge contact with an enemy base, or conforming to an **overlap position** (see below). If fighting against the flank of bases which were unable to turn to face, it means lining up in front edge contact with the enemy flank edge, with at least one base in front corner contact with an enemy front corner.
- The battle group must end its conform move in a normal formation (see **The Basics** section), except that each file steps forward to line up with the nearest file already in contact with enemy. This may result in additional enemy bases being contacted.
- If bases are in contact with the flank of enemy bases as a result of a charge that did not qualify as a flank or rear charge, the battle group must pivot to conform with the front edge of the enemy battle group, sliding the minimum necessary to contact the front edge of at least one enemy base, or to an overlap position if this is not possible. This may sometimes look odd, but is a game mechanism to provide on-table clarification that the enemy battle group is not **fighting enemy in 2 directions** in the melee phase. This still applies even if conforming is not possible.

- Friendly battle groups not in contact with enemy must be shifted a minimum distance sideways, up to a single base width, to make room for the above, provided that this is not blocked by enemy or impassable terrain and no bases would cross the table edge.
- Troops that cannot conform by any of the above methods do not move but continue to fight in an offset formation. They may however be able to conform at a later stage.
- A battle group that did not charge this move is not required to conform if doing so will expose it to a flank or rear charge by an enemy battle group next turn (unless that flank or rear charge was possible even if it did not conform).
- A battle group that has some bases facing at 90 or 180 degrees to the rest (due to enemy contacting its former flank or rear) does not conform to enemy.
- Battle wagons, artillery, troops in *Orb* formation and troops defending field fortifications or a riverbank, or in a river, do not conform to enemy.


Simple Conform

Front and Flank conform

FEEDING MORE BASES INTO AN EXISTING MELEE

A battle group involved in close combat can gradually feed more and more of its troops into a protracted melee until they are all fighting. The following mechanisms are used to represent this (the contraction and expansions mentioned are merely rule mechanisms to achieve this). They do not usually require a CMT and are not compulsory:

- A battle group that is already in contact with enemy can expand its frontage by one file (a base frontage) on one side only. An expansion of a base which does not end in front edge contact or create an overlap must pass a CMT if it would normally require one to expand.
- The active player expands first. The non-active player can only expand by one file to match a new or existing overlap, if there is room to do so. The non-active player cannot expand unless the active player expanded on the same side or already had troops on that side in position to fight as an overlap in the next melee phase. Skirmishers and broken battle groups (both enemy and friendly) may be moved a minimum amount (up to a single base width) backwards, sideways or to a rear rank (owners choice) to allow bases to be placed to meet an existing overlap. They may not be moved in order to create a new overlap or expansion.
- Only bases that fulfil the following criteria can be moved:
  - They must not be in a position to contribute to combat prior to being moved (with dice or by creating a *Point of Advantage* (POA)).
  - They must not have any enemy bases in front edge contact with them, nor able to fight them as an overlap.
  - Moving them must not result in contraction by more than one file on any side of the battle group.
- Troops can thus be moved out from rear ranks that are not fighting, or from an unengaged end of a line to the other end. This represents a gradual spreading of the melee.
- Normal formation rules apply, except that troops can expand to match an enemy overlap even if this results in a stepped formation – even if they lose contact with their own battle group.
- A battle group can only expand into contact with a new enemy battle group if either of the following apply:
  - The new enemy battle group was already fighting it as an overlap.
  - The contact does not result in the previously unengaged enemy battle group entering close combat (with the expanding battle group) other than as an overlap.
- Alternatively, instead of expanding, either player can contract his battle group by one file to move bases fulfilling the above criteria into a rear rank provided that they could then contribute to the melee – (with dice or by creating a POA).
- Bases cannot be "lapped round" the end of an enemy formation to get extra bases in front edge contact.
- Battle wagons and artillery never expand or contract in melee.
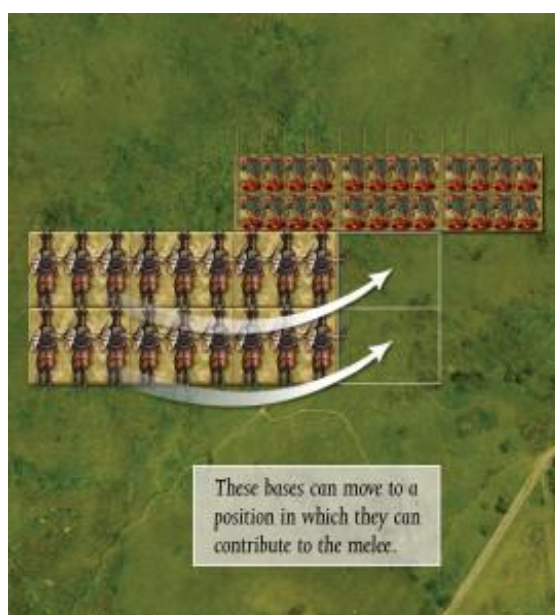
Feeding more bases into combat – 1
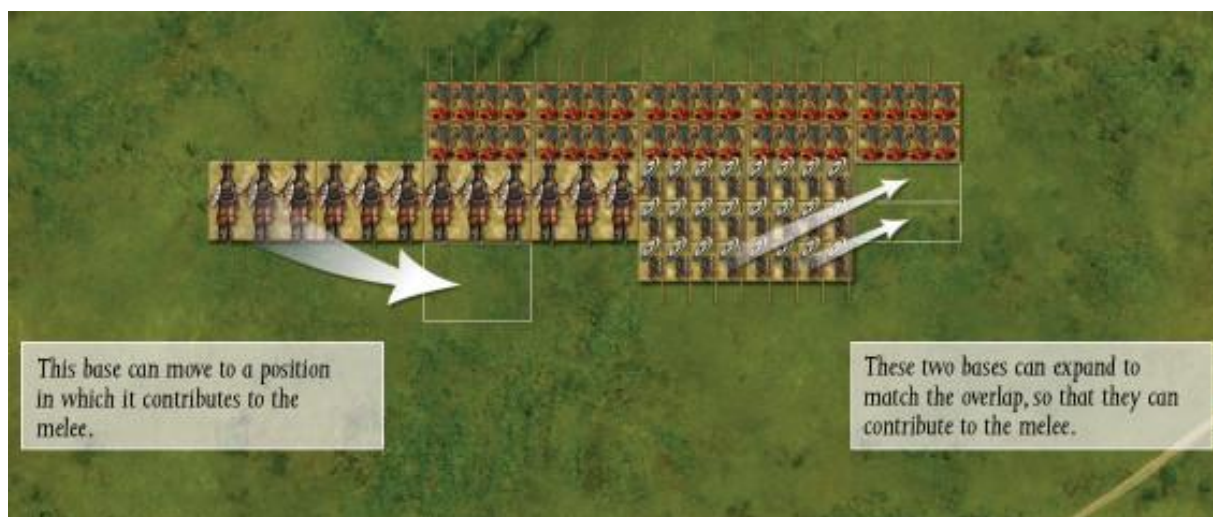
Feeding more bases into combat – 2

RESTRICTED AREA

For normal movement only, a battle group within 2 MU directly in front of an enemy battle group is considered to be pinned and can only perform a limited range of actions in the manoeuvre phase:

- In each of the following cases the battle group must end its move at least partly in front of the enemy battle group, or the move is not permitted:
  - o Move straight ahead towards that enemy battle group.
  - o Wheel towards that enemy battle group until its front is parallel to the enemy front (advancing thereafter if it wishes to do so), or wheel as far as it can towards such a position.
  - o Remain in place. (It can expand, place portable defences, turn, form *Orb*).
  - o Make a move that ends further away from that enemy battle group. (i.e. the shortest distance between the battle groups is further at the end of the move than at the start).
  - o Conform to an *overlap position* against another enemy battle group.
- Alternatively, any battle group capable of doing so can move straight back perpendicular to its own rear. A battle group in the restricted area of enemy even partly behind its rear can move straight forwards. These moves are permitted even if the battle group ends its move no longer in front of the enemy battle group.
- If pinned by more than one enemy battle group, a battle group can choose which of these it responds to, and (with the exception of contraction) any restrictions apply relative to that battle group only.
- Moves by pinned battle groups can include contraction of files that are not in any restricted area. Files that are in <u>any</u> restricted area cannot be contracted except to feed more bases into combat. (Reduction in frontage that results from a 90 degree turn or forming *Orb* is not treated as a contraction.)
- Battle wagons, artillery and troops in *Orb* formation exert no restricted area.
- Skirmishers exert no restricted area on non-skirmishers.
- Bases in front edge contact with an enemy base do not exert a restricted area. A base in combat only as an overlap will exert a restricted area.
- The restricted area extends through friendly troops, fortifications, portable defences and passable terrain.
- The restricted area only applies in the manoeuvre phase. It does not affect moves (such as charges) that take place in other phases.
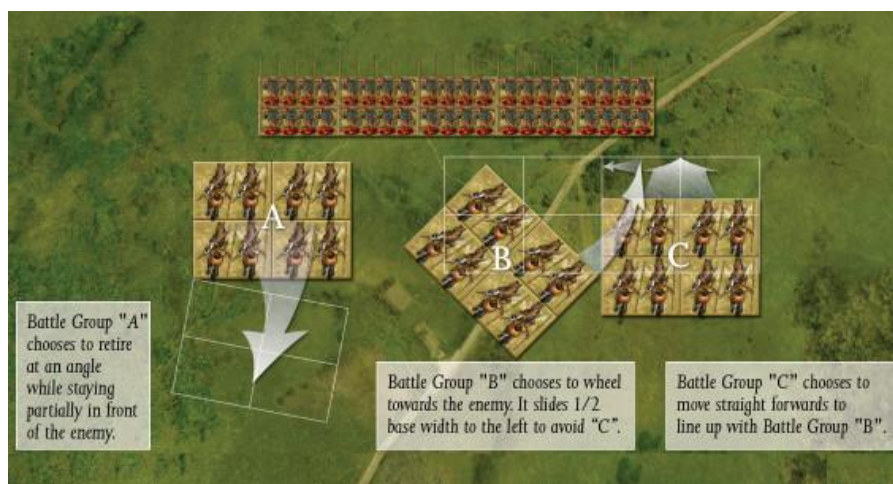
Options in restricted area

SECOND MOVES

Battle groups or battle lines with a commander, and commanders on their own, can move **twice** if they fulfil the following conditions:
- Neither the 1st nor the 2nd move can start, end or go within 3 MUs of enemy skirmishers (or an unfortified enemy camp) or 5 MUs of any other enemy (or a fortified enemy camp). Enemy commander bases are ignored.
- There must be a commander in line of command with the battle group or battle line. from the start of the manoeuvre phase and throughout both moves.
- A battle line must remain together throughout the 1st and 2nd moves. It cannot be formed as a 1st move, then moved together as a 2nd move. It cannot 'drop off' or 'pick up' battle groups during the moves.
- The second move by a battle group or battle line must be a simple *advance*.
- Light artillery and battle wagons (or a battle line including either of these) must pass a second CMT to make a second move. They can only do so after first passing a CMT for, and making, a first move. Heavy artillery cannot make a 2nd move.
- If during a second move a battle group comes within visibility range of an enemy *ambush marker*, the ambush is immediately revealed. Unless it was a *dummy marker*, the move ends at that point if already within 5 MUs of the ambushers.

The second move must be carried out immediately after the first.

MOVING INTO CONTACT WITH ENEMY BATTLE GROUPS

Battle groups can move into contact with enemy battle groups in the manoeuvre phase, but only to join an existing melee in an overlap position only. This is the only situation in which battle wagons can move into contact with enemy.

Such a move can include a sideways shift of up to half a base width. It is exempt from any requirement to pass a CMT to wheel or move less than full distance. It is not a charge, so is not subject to the restrictions that apply to charges. It is not affected by the restricted area of other enemy battle groups.

Any other contact must wait until the next impact phase and is initiated by charging.

An **overlap position** is one with a base in any of the following situations:
- Full or partial side edge to side edge contact with an enemy base that is in front edge contact with friends.
- Front corner to front corner and side edge to side edge contact with a friendly base facing the same direction that has its full front edge in contact with an enemy base. (The base in overlap will therefore have a corner-to-corner contact with that enemy base.).
- Front corner to front corner and side edge to side edge contact with a friendly base facing the same direction that has all or part of its front edge in contact with the flank edge of an enemy base. (The base in overlap may therefore not be in contact with that enemy base.) This situation can occur when a flank contact is made on a base that is wider than it is deep.
- In cases where it was not possible to conform the troops already in melee: Front corner to front corner and side edge to side edge contact with a friendly base counting as fighting as if in front edge contact with enemy. (See the *Melee Phase* section).

Note that as battle groups in *Orb* formation cannot be overlapped, it is not possible to count as moving into an overlap position with them.

BATTLE GROUPS ALREADY IN CONTACT BUT NOT YET COMMITTED TO CLOSE COMBAT

Front corner to front corner only

This can happen, for example, when a battle group breaks its frontal opponents and does not pursue. It may then be in front corner to front corner contact only with an enemy battle group that was fighting it only as an overlap. Battle groups in front corner to front corner contact only are not committed to close combat, and are free to move away. If they do not move away, no combat occurs unless they are eligible to fight as an overlap. If not eligible to fight as an overlap, they can engage in melee as follows:

A battle group that is only in front corner to front corner contact with an enemy battle group, and not eligible to fight as an overlap, can shift 1 base width sideways to create a front edge to front edge contact, but only if both of the following apply:
- It is not in frontal contact with, nor eligible to fight as an overlap against, any other enemy battle group.
- It is not in the restricted area of another enemy battle group of a type it does not ignore.

No CMT is required. If the enemy are non-shock cavalry, non-shock camelry or light chariots entirely *1 base deep* or skirmishers, and are not already in close combat other than only as an overlap, they can evade directly to their own rear. Otherwise, the two battle groups fight normally in the melee phase. (There is no impact combat).

Side edge to side edge only

This can happen, for example, when a battle group breaks its frontal opponents and pursues, leaving it in side-edge to side edge contact with an adjacent enemy battle group. Battle groups in side-edge to side edge contact are not committed to close combat, and are free to move away. If they do not move away, no combat occurs unless they are eligible to fight as an overlap. If not eligible to fight as an overlap, they can engage in melee as follows:

A battle group in side-edge to side-edge contact with an enemy battle group can turn 90 degrees to face it, provided that it is not in the restricted area of another enemy battle group of a type it does not ignore. A CMT must be taken if this would normally be required for a stationary turn, and if it fails the CMT it cannot turn. If it does turn, it fights the enemy battle group as normal in the melee phase. (There is no impact combat).

If the enemy are non-shock cavalry, non-shock camelry or light chariots entirely *1 base deep* or skirmishers, and are not already in close combat other than only as an overlap, they can evade directly to their own rear or directly away from the turned battle group.

If it does not evade, the enemy battle group can choose whether or not to turn bases to face.
- If it does not turn bases to face, it will get no dice in the melee, but will not count as *fighting enemy in 2 directions* if it is also fighting enemy to its front.
- If it does turn bases to face:
    o   If it is already in close combat, it turns the contacted bases as if charged in the flank (see the *Impact Phase* section). It will then count as *fighting enemy in 2 directions*.
    o   If it is not already in close combat, it can either turn only the contacted bases as if charged in the flank, or the whole battle group can turn to face, using the normal rules for a 90 degree turn. In either case it will not count as *fighting enemy in 2 directions*.

MOVING FRAGMENTED TROOPS

A FRAGMENTED battle group has its movement distance in the manoeuvre phase reduced by 1 MU (after any other deductions).
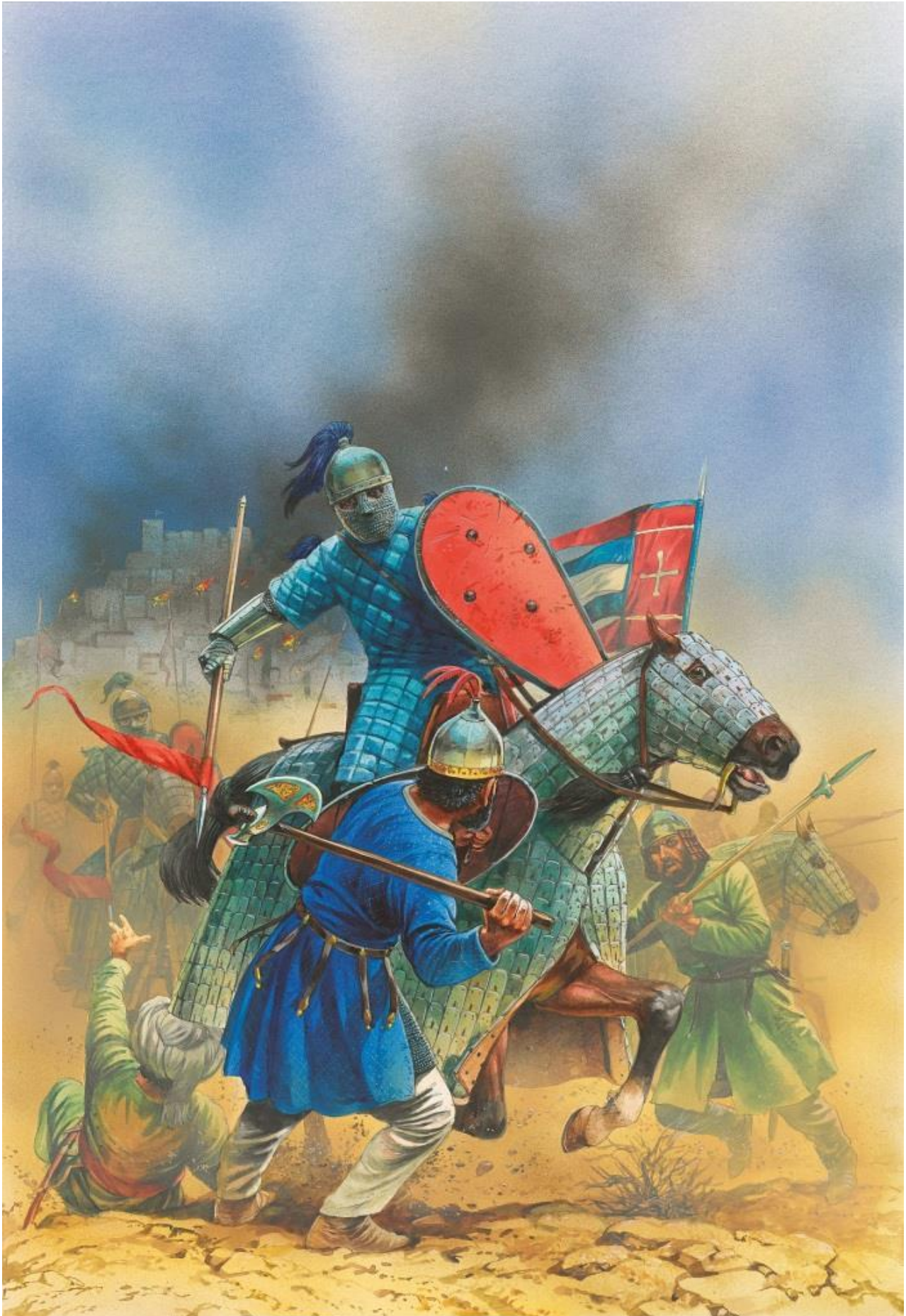
SHOOTING PHASE

In the shooting phase the effect of shooting with long-range missile weapons is resolved. Only bases that have a shooting capability listed in their troop description in our companion army list books can shoot.

Both players normally shoot with all bases that are eligible to shoot in the shooting phase. Shooting is carried out in the order chosen by the active player. However, both sides shoot before any outcomes are resolved, so no advantage can be gained from choosing the order. Shooting is compulsory at effective range - even if the shooters are in terrain that would conceal them. Shooting at long range is optional.

The primary objective of shooting (in the game) is to cause deterioration of the enemy by forcing *cohesion tests*. Causing base losses is very much secondary.

Shooting is only adjudicated if there is the potential to force a *cohesion test* or *death roll* on the target. If the number of dice to be rolled is less than the number of hits required to force either test, no dice are rolled. This speeds up play and reflects the historical reality that minor harassment would not materially affect the cohesion of large bodies of troops.

The Burgundian army of Charles the Bold deploy their guns

RANGES

A front-rank base is in range if a front corner or any part of its front edge is within range of the target. Rear rank bases shoot as if at the same range as the front rank, even if the front rank cannot shoot.

The table below shows the range of different weapons in MUs.

SHOOTING RANGES (MUs)		Effective	Maximum
Bow, Bow* longbows or crossbows	Medium Foot	4	6
	Light Foot	3	6
	Cavalry or Camelry entirely *1 base deep*, Light Horse	3	-
	Cavalry or Camelry not entirely *1 base deep*, Cataphracts, Chariots	4	-
Sling		3	-
Javelins or firearms		2	-
Heavy artillery		6	12
Light artillery		6	-

MOVEMENT AND SHOOTING

- Artillery whose battle group moved in any way during the preceding manoeuvre phase cannot shoot in the shooting phase. This includes light artillery mounted on battle wagons. The shooting of other troop types is not affected by having moved during the manoeuvre phase.
- No troops can shoot if either of the following apply:
  - Their battle group moved in the impact phase.
  - Their battle group made a second move in the manoeuvre phase.
- Some troops receiving a charge take shooting into account in the combat resolution of the impact phase. This is dealt with in the combat section of the rules. It is the **only** shooting that is permitted in the impact phase. Chargers and evaders cannot shoot. (We judge that any such shooting would be too ineffective to have a significant effect.)

TARGET PRIORITY

A front-rank base that shoots can only shoot at its priority target. A base eligible to shoot from another rank has target priority as if in the front rank. A target must be legitimate in terms of line of sight, visibility and arc of fire (see below). Targets are selected in the following order of priority:

- A targetable enemy base in effective range and at least partly straight ahead. If there are two such targets, shoot at the nearest. If both are at exactly the same distance, shoot at the one most directly to the front.
- The nearest targetable enemy base in arc of fire. If two are at exactly the same distance, shoot at the one most directly to the front.
- If two targets are of equal priority, the shooting player chooses whether to target the one on the left or the one on the right. He cannot choose to target some of his bases to the left and some to the right in order to get extra bases shooting at the same battle group.

ARC OF FIRE

Subject to target priority:

- A base can shoot at an enemy base that is not directly ahead, provided that some part of the enemy base is inside a straight-line projecting forward parallel to, and at the following distance from, the shooting base's side edge:
  - 2 base widths if no base of the shooting battle group is in effective range of that enemy battle group.
  - 1 base width otherwise.
- A base can only shoot at an enemy base if at least part of the enemy base is forward of a straight line extending the shooting base's front edge.
- Light horse and light chariots with bow can also shoot backwards (with a negative modifier), treating their rear edge as their front edge.
- Battle wagons can shoot from either long side of their base, as chosen by the shooting player. They shoot as if 2 bases side by side. The long edge that is shooting is treated as their front edge. They cannot shoot from a short edge.

LINE OF SIGHT AND VISIBILITY

Line of sight is always drawn from the front rank of the shooting battle group, even if the front rank is not shooting. A file can shoot at a target base if it is possible to draw straight lines from both front corners of its front-rank base to a single point on the target base without passing through:

- Terrain that would block line of sight.
- Friendly troops, except as specified in the overhead shooting section below.

If any target is thus disqualified, the shooter moves on to its next target priority until a permitted target (if any) is found.
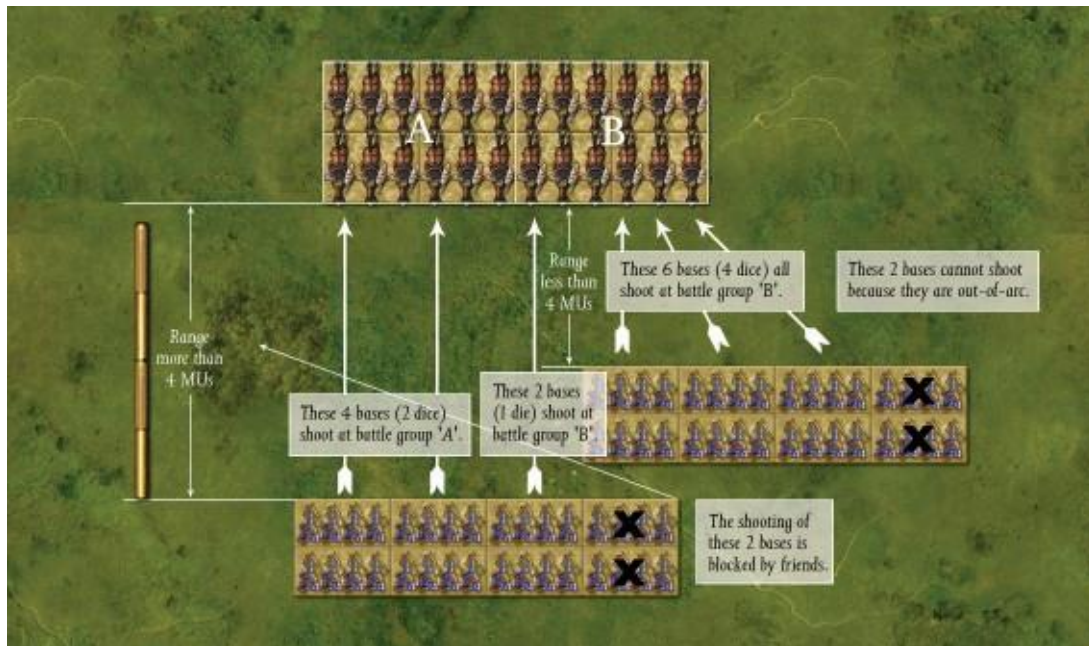
Arc of fire and line of sight issues
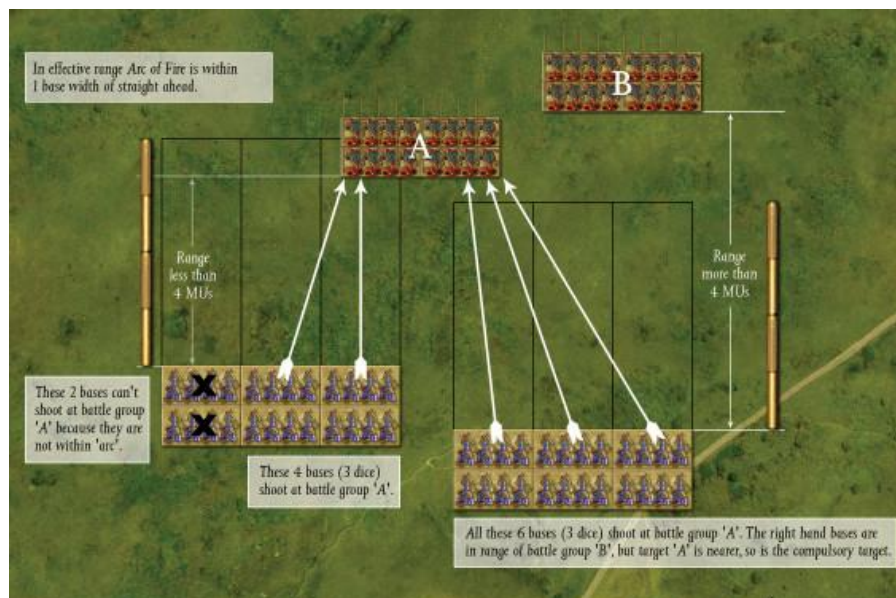
Arc of fire and target priority at effective and maximum ranges

OVERHEAD SHOOTING

- Chariots and artillery only shoot with their front rank. Light chariots shooting to their rear treat their rear rank as their front rank. Battle wagons only shoot with one file.
- Other troops shoot only with bases in the 1st and 2nd ranks. (The effect of shooting by 3rd rank supporting light foot archers is dealt with in impact phase combat). Light horse shooting to their rear treats their rear rank as their front rank. Terrain that only allows shooting in 1 rank prevents all shooting and support shooting from a 2nd or 3rd rank.
- Battle groups on higher ground can shoot over friends if either of the following apply:
  - The intervening friends are over 1 MU from the shooters and over 1 MU from the target base, measured along the line of the shortest distance between shooter and target.
  - The shooters are artillery and the intervening friends are light foot.
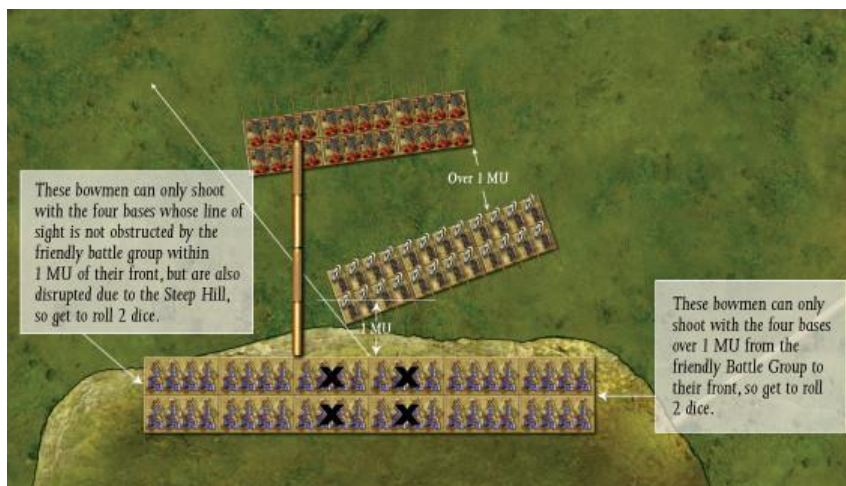
Overhead SHOOTING and effects of disruption

SHOOTING AND CLOSE COMBAT

Bases that are engaged in close combat cannot shoot or be shot at. As a result:
- A base cannot shoot if it is in a position to fight as a 1st or 2nd rank or overlap in melee this turn.
- A base cannot be shot at if it is in a position to fight as a 1st or 2nd rank or overlap in melee this turn (Note that this means, for example, that 3rd and 4th rank bases of Pikemen can be shot at, as can 2nd rank bases of Knights).
- A battle group cannot be shot at if it is pursuing routers and still in contact with them.
- A battle group can be shot at if attacking a camp but not if looting it.
- 2nd or 3rd rank bases of foot who were charged this turn can sometimes shoot as part of impact phase combat. This is dealt with in the combat section of the rules.

See the *Combat Mechanism* section for *RESOLVING SHOOTING.*
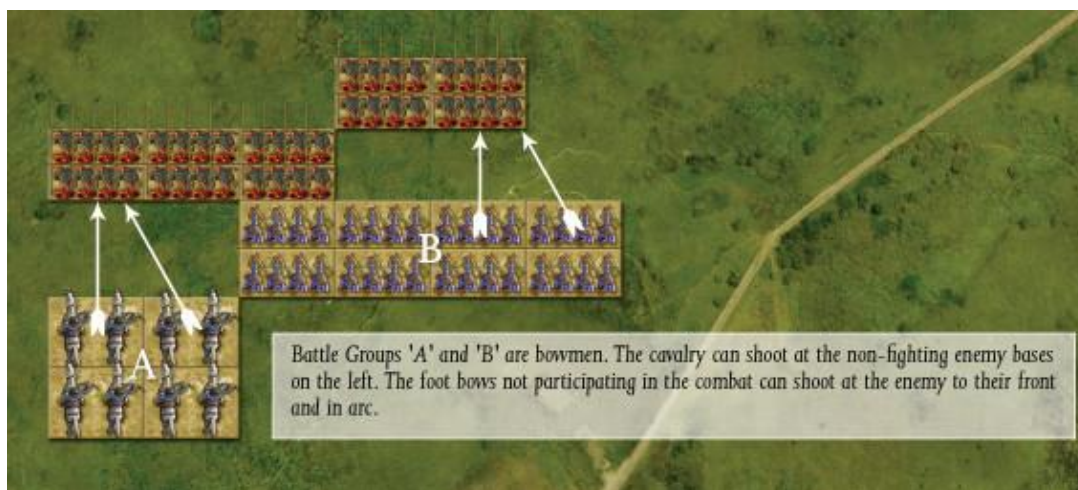
Shooting and close combat

MELEE PHASE

In the melee phase, all bases in front edge contact with unbroken enemy, or in an overlap position, and who are not themselves broken, are eligible to fight in close combat. Other ranks can also be eligible to fight if so specified in the combat section. Battle groups which survived combat in the impact phase, and remain in contact with an unbroken enemy, will fight for a second time in the turn, often with more bases engaged as they are fed into the melee (see the ***Manoeuvre Phase*** section).

OVERLAPS

Overlap positions are defined in the manoeuvre phase section.

Each overlapping file fights with the same net ***Points of Advantage*** (POA) and same number of ranks as if it was in front edge contact with the overlapped enemy base.

Restrictions:
- A battle group can only be overlapped by one file at each end of any of its four edges, even if it is stepped forward.
- A base that is in contact with the front edge of enemy bases on more than one of its edges cannot be overlapped on the corner between two contacted edges.
- Bases overlapping two enemy battle groups can only contribute melee dice against one of them. (As chosen by the player whose battle group they belong to).
- A base that can contribute to close combat to its front (with dice or by creating a ***Point of Advantage*** (POA)) cannot fight as an overlap.
- Battle groups in ***Orb*** formation cannot be overlapped.

Bases eligible to fight in melee

MELEES THAT CANNOT LINE UP

If it is not possible for battle groups in contact to line up, they continue to fight in an offset position with the same number of bases counting as 'in front edge contact' or 'overlapping' as if they had conformed. If two bases would conform to the same enemy base then the one which has the shortest distance to conform fights against it. If the distance is equal their player chooses which fights.

Only the ends of a line of bases counting as 'in front edge contact' can be overlapped, even if it is stepped forward. One enemy file can fight as an overlap at each end.

At the start of the movement phase the cavalry slide to the left to line up with their opponents. The foot would normally slide to the right, but cannot because of the presence of the second enemy Battle Group. They therefore stay where they are. Note that this still effectively leaves the bases marked "X" free to fight as overlap to either enemy.
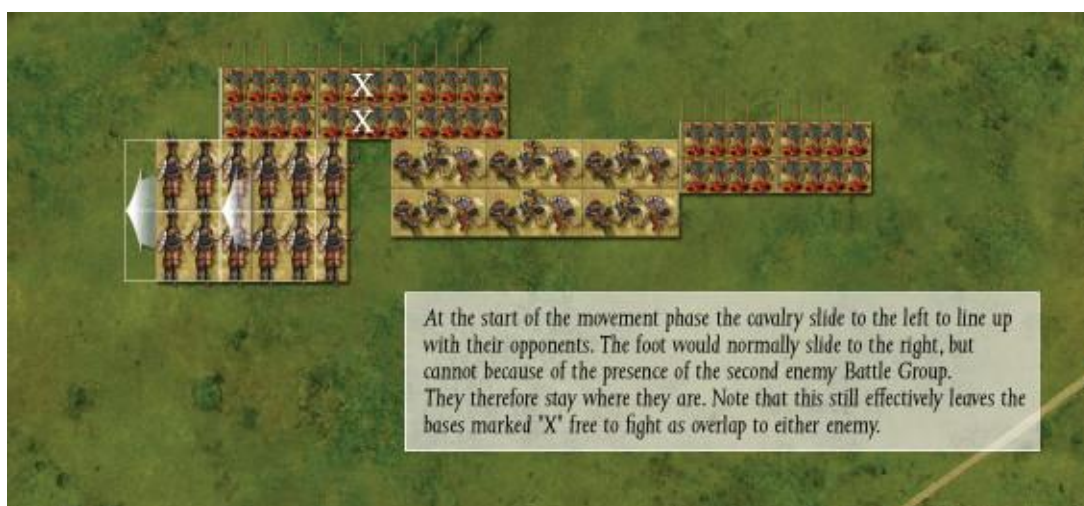
Melees that cannot line up

FIGHTING ENEMY IN TWO DIRECTIONS

A battle group only counts as fighting enemy in 2 directions in melee if it has bases turned at 90 or 180 degrees to each other and it is in melee with different enemy battle groups on different facings. Note that this cannot happen as a consequence of a charge unless it was a legal flank or rear charge.

RESOLVING MELEES

See the **Combat Mechanism** section.

SACKING CAMPS

An unfortified camp contacted by the front corner or any part of the front edge of an enemy battle group counts as immediately sacked, and no combat takes place.

A fortified camp is assumed to be defended by camp guards, who must be defeated by foot battle troops or elephants before the camp can be sacked. For simplicity, this is dealt with as follows. In the melee phase of each turn, each enemy battle group of foot battle troops or elephants in front corner or at least partial front edge contact with the camp rolls one dice, the defenders none. A score of 5 or 6 is needed to successfully sack the camp. Quality re-rolls apply.

Once a camp is sacked by any of the enemy battle groups in contact with it, all such battle groups must pass a CMT in the joint action phase to stop looting. If they succeed, they are free to move normally in their next turn. If all battle groups looting a camp stop looting, the camp is removed from the table.

Until the camp has been sacked, any enemy battle groups in contact with it can move away using the normal movement rules, but there is no free turn to do so.
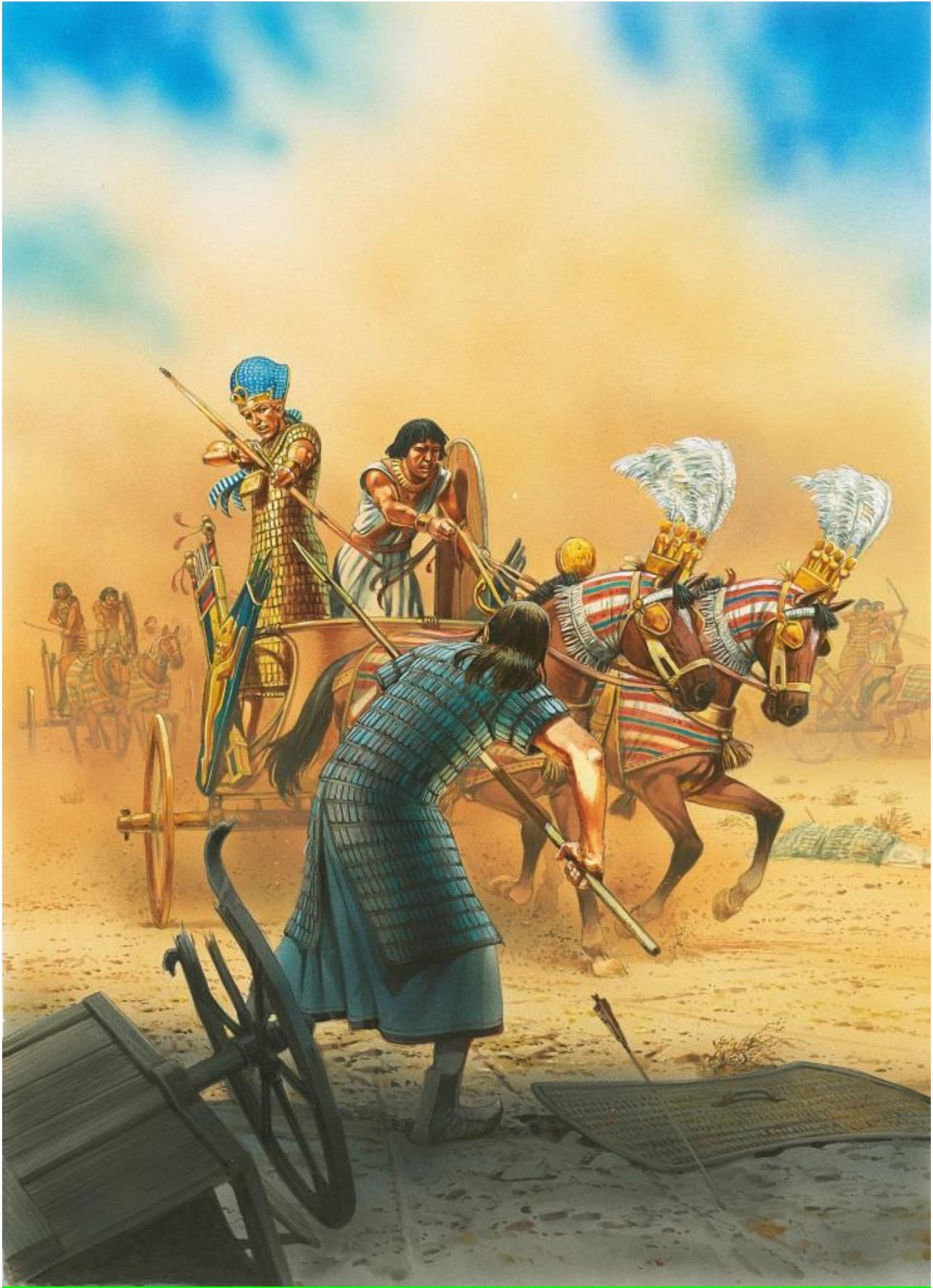
THE COMBAT MECHANISM

Combat between unbroken battle groups, whether by impact, shooting or melee, uses the same combat mechanism. This always has the following sequence:

- The non-active player declares which of his commanders are fighting in combat.
- The active player declares which of his commanders are fighting in combat.
- Decide how many dice to roll.
- Roll dice to score hits and thereby decide (in close combat) who has "won" and "lost".
- Roll for commanders fighting in the front rank to see if they are lost. (In close combat only).
- Take death rolls and remove any lost bases.
- Take cohesion tests for battlegroup losing a combat or seeing a commander lost. (Note that the CT has a -1 if a battlegroup both loses the combat and sees a commander lost).
- Take cohesion tests for nearby battle groups seeing a battle group break or a commander lost.
- Make compulsory moves as a result of combat.

'Close Combat' is a general term for impact and melee combat. Once such combat has been joined, battle groups are deemed to be in close combat until one side breaks off, breaks and routs, or is destroyed (or a battle group fighting only as an overlap moves away).

DECIDING HOW MANY DICE TO ROLL

In the shooting phase:
The shooting chapter specifies which bases are eligible to shoot. The number of dice to roll are as follows:

SHOOTING DICE		
Artillery (except when on battle wagons)	2 dice per base in effective range	
	1 dice per base outside effective range	
Medium Foot with Bow, Crossbow or Longbow (not Bow*)	1 dice per base of 1st shooting rank in effective range	
	1 dice per 2 bases of 2nd shooting rank or outside effective range	
Medium Foot with Bow*	1 dice per 2 bases of 1st 3 ranks in effective range	
	1 dice per 3 bases of 1st 3 ranks outside effective range	
Cavalry with Bow or Crossbow (not Bow*)	1 dice per base of 1st shooting rank	
	1 dice per 2 bases of 2nd shooting rank	
Cavalry with Bow*	1 dice per 2 bases of 1st 3 shooting ranks	
Medium Foot or Cavalry with Javelins or Firearm	1 dice per front rank base	
Chariots	1 dice per front rank base	
Battle wagons	1 dice per base width from long edge only	
Light foot or Light horse	1 dice per 2 bases in effective range	
	1 dice per 3 bases outside effective range	
DISRUPTED or DISORDERED	Lose 1 dice per 3	Dice loss for Disruption, Fragmentation, Disorder or Severe Disorder is not cumulative, but whichever is worst applies.
FRAGMENTED or SEVERELY DISORDERED	Lose 1 dice per 2	

If the front rank of a battle group are not shooters, only the 2nd rank can shoot, but counts as the 1st shooting rank in determining the number of dice. Thus, a battle group of 4 Islamic Ghilman 2 wide and 2 deep, all archers, would shoot with 3 dice, whereas a battle group of 4 Byzantine cavalry, with 2 bases of archers behind 2 bases of lancers, would shoot with 2 dice.

Battle wagons are treated as if 2 bases side by side when shooting.

In the impact phase:

This is the initial clash as the charge goes in. The front ranks are the key troops at impact, greater numbers being less important at this point. The question is, have the charging lancers broken into the front ranks of their foot opponents or have the foot stood firm?

Only bases coming into contact as a result of a charge in this impact phase fight. Combat between bases already fighting in the previous melee phase is not resolved until the next melee phase. If a new battle group charges into a battle group that was already in melee, there is an IMPACT phase combat between the new charger and the bases it has just contacted. In the subsequent MELEE phase, all three battle groups will fight.

Turn any bases required to turn to face a flank or rear charge and proceed as follows: All bases that charge into front edge contact with enemy, or into front corner contact with an enemy edge, are eligible to fight. All enemy bases in contact with them are also eligible to fight. This includes bases contacted to their flank or rear which were unable to turn because they are already engaged to their front.

Both sides fight with the **same number of bases** determined as follows:
- If both sides have an **equal** number of bases eligible to fight, all of them fight. As far as possible, these are paired off to fight, so that each base fights one enemy base. If it is possible to do this in more than one way, the active player chooses which.
- If the number of eligible bases is **unequal**, both sides fight with the **lower** number of bases. The side with the higher number of bases chooses which of his bases will not fight. His choice must leave every eligible enemy base paired off against one of his.

Note that if multiple battle groups are involved in an impact combat, the above rules apply to the whole combat.

The number of dice to be rolled is as follows:

IMPACT PHASE DICE		
Scythed chariots		4 dice per front rank base – 3 against elephants
Battle wagons		3 dice per front rank base width - 2 against Elephants
Other troops		3 dice per front rank base - 2 against Elephants
Foot with bow, longbow, crossbow or firearm supporting medium or heavy foot of the same stationary battle group from a 2nd rank, or (bow only) from a 3rd rank.	Medium foot vs mounted or foot.	1 dice per 2nd or 3rd rank base behind a base in combat (one rank only). Use *Points of Advantage* (POA) as if shooting. (No dice against a flank or rear charge.)
	Light foot only vs mounted.	
REDUCTIONS		
Light foot or light horse and medium foot shooting from a supporting rank with Bow*		Lose 1 dice per 2 unless: Light Foot fighting against Light Foot. Light Horse fighting against Light Horse or Light Foot. Fighting against FRAGMENTED enemy.
THEN		
DISRUPTED or DISORDERED	Lose 1 dice per 3	Dice loss for Disruption, Fragmentation, Disorder or Severe Disorder is not cumulative, but whichever is worst applies.
FRAGMENTED or SEVERELY DISORDERED	Lose 1 dice per 2	

Battle wagons are treated as if 2 bases side by side when fighting on their long base edge, 1 base when fighting on their short base edge.

Only front-rank bases marked with a 'star' can fight in the impact phase, and will normally use 3 dice each. The base marked 'x' does not participate.

Troops eligible to fight at impact

In the melee phase:

In drawn out melees a battle group's width and depth can be an advantage as it allows extra troops to be fed into the combat. Also, troops in overlap positions and rear ranks that did not fight at impact can become involved in the combat.

- All bases whose front edge is in contact with enemy fight.
- An overlap fights against the same enemy base as the friendly base for which it provides an overlap. If able to provide an overlap on either side, its own player chooses which enemy base it fights.
- Rear ranks of an eligible troop type (see the combat dice table below) can fight if they belong to the same battle group as the front rank or overlap they are behind.
- The Melee Phase section above describes how to deal with melees if the battle groups have been unable to line up.
- A base contacted in front and flank and/or rear will now have more than one front rank enemy base fighting against it. It fights against its front edge opponent (even if it fought the impact round against a different base).

Battle wagons are treated as if 2 bases side by side when fighting on their long base edge, 1 base when fighting on their short base edge. When fighting on their long base edge, they count the file nearest the enemy as their front rank.

The number of dice to be rolled is as follows:

MELEE PHASE DICE	
Elephants, knights, all chariots, artillery	2 dice per front rank base. No dice for rear rank bases of any type.
Battle wagons	2 dice per front rank base width. No dice for rear rank bases of any type.
Other Troops	1 dice per base in first 2 ranks
Overlaps	As above
REDUCTIONS	
Light foot or light horse	Lose 1 dice per 2 unless: Light Foot fighting against Light Foot. Light Horse fighting against Light Horse or Light Foot. Fighting against FRAGMENTED enemy.
THEN	
DISRUPTED or DISORDERED	Lose 1 dice per 3
FRAGMENTED or SEVERELY DISORDERED	Lose 1 dice per 2

For the THEN section: "Dice loss for Disruption, Fragmentation, Disorder or Severe Disorder is not cumulative, but whichever is worst applies."

Troops eligible to fight in melee

ALLOCATING COMBAT DICE

It is sometimes necessary to split up a battle group's combat dice, e.g., if it is fighting more than one enemy battle group, or if some bases are fighting on different *Points of Advantage* (POA):

- If a battle group is fighting against more than one enemy battle group, roll combat dice separately against each enemy battle group.
- If some bases have different POAs, roll separately for them.
- If more than one battle group is shooting at the same target, add the total number of bases to which a '1 dice per x bases' rule applies before calculating the number of dice to roll. A dice that is made up from bases from more than one battle group with different POAs rolls at the worst POA applicable. A dice that is made up from bases from more than one battle group of different qualities re-rolls as the worst quality applicable.
- If a battle group which is losing shooting or close combat dice (due to DISRUPTION, FRAGMENTATION, DISORDER, SEVERE DISORDER or being light foot or light horse in close combat) is fighting against more than one enemy battle group, first determine the total number of dice the battle group should lose. Then apportion the lost dice, if possible, in proportion to the number of bases fighting each enemy battle group, leaving at least 1 dice (if possible) against each enemy battle group.
- Similarly, if fighting at different POAs against parts of the same enemy battle group, apportion lost dice, if possible, in proportion to the number of bases fighting each part of the enemy battle group, leaving at least 1 dice (if possible) against each part of the enemy battle group.

SCORING HITS - POINTS OF ADVANTAGE

If the numbers fighting in close combat are equal, a combination of troop type, armour, combat capabilities and situation will make all the difference. This could result in a finely balanced match, or an advantage (or big advantage) to one side or the other. In **Field of Glory**, rather than using numerical values we use Points of Advantage (POAs for short) to see who has the upper hand.

- The roll required to score a hit depends on the 'points of advantage' (POA).
- When shooting, a base will have its own overall POA.
- When in close combat, compare the overall POAs of opposing bases and take the difference as the net result. E.g., a base with two pluses fighting against a base with a single plus will be on a net plus one (**+**). Its opponent will be on a net minus one (**-**).
- If a base is fighting in close combat at a net **+POA**, the opposing enemy base fights at **-POA**. If a base is fighting in close combat at a net **++POA**, the opposing enemy base fights at **--POA**.
- **++** is the maximum net advantage. **--** is the maximum net disadvantage. Additional net POAs are ignored.

- In close combat, each front-rank base uses its own POAs. Rear rank bases (except support shooters in the impact phase – see below) use the same net POAs as the front rank.
  - Close combat POAs that require a minimum number of ranks only apply if **all** those ranks have the required capability, and are facing in the same direction.
  - Close combat POAs that are terrain dependant are adjudicated on the basis of the terrain that the base in contact is in – e.g., provided that the front-rank base of a file pikemen is in open terrain they can claim the POA for a 4th rank even if that 4th rank is not in open terrain. Likewise, if the front-rank base is not in open terrain, but the 4th rank is, they cannot claim the POA for a 4th rank. This is because bases are vastly over-depth, and in reality, a battle group would be entirely deployed in the space occupied by the front-rank bases.

The scores needed to get a hit are different for shooting and close combat as in the tables below.
(Quality re-rolls apply):

Shooting rolls to hit		
Advantage	**PoA**	**Minimum score to hit**
Advantage	**+**	3
No advantage	**No PoA**	4
Disadvantage	**-**	5
Big disadvantage	**- -**	6

Close Combat rolls to hit		
Advantage	**PoA**	**Minimum score to hit**
Big advantage	**++**	3
Advantage	**+**	4
No advantage	**No PoA**	4
Disadvantage	**-**	5
Big disadvantage	**- -**	5

It now becomes obvious that the key to success is to make sure that you fight with + POAs.
These can come from a base's troop type, armour, combat capabilities or the situation.
Some of these may be advantages to the enemy, hence disadvantages to you.
In the tables POAs are listed as '**+**' when in a base's favour and '**-**' when not.   Each '**+**' cancels a '**-**'.

SHOOTINGS POAS

If shooting at a battle group that has mixed armour classes, the shooters' POAs are determined by the front-rank armour class of the target, unless the shooting base is entirely behind a straight line extending the target battle group's rear edge. In this case use the rear rank's armour class to determine POAs

SHOOTING POAs		
Nearest rank of target is:		**If shooting with:**
Unprotected cavalry unless entirely 1 base deep	**+**	Longbow, bow, bow*, crossbow, javelins or sling
Armoured or protected cavalry unless entirely 1 base deep. Armoured knights unless entirely 1 base deep.	**+**	Longbow or crossbow
Cataphracts or heavily armoured knights	**-**	Bow, bow*, javelins or sling
Elephants	**+**	Any except bow, bow*, or sling
Battle wagons	**-**	Any except artillery
Unprotected heavy or medium foot	**+**	Any except crossbow, firearm or artillery
	-	Crossbow, firearm or artillery
Armoured foot	**-**	Any except longbow
Heavily armoured foot	**-**	Longbow, crossbow, firearm or artillery
	--	Bow, bow*, javelins or sling
Any other foot	**-**	Crossbow, firearm or artillery
Any	**-**	Any, if one or more of the following apply. (Count only one **-**): • Shooting to rear (LH or LCh) • at a battle group which is partly in close combat other than only as an overlap. • by a battle group which is partly in close combat other than only as an overlap. • by a base of *Battle Troops* (not Light foot) providing support shooting during the impact phase.
In cover or behind field fortifications	**-**	Any except artillery

IMPACT POAS

IMPACT POAs			
Impact foot		**++**	against any foot
		+	against any mounted, unless the foot is charging mounted non-fragmented shock troops
Any spearmen or pikemen if **not** charging		**+**	unless FRAGMENTED or SEVERELY DISORDERED or less than 3 ranks of pikemen, or spearmen in single rank that are not supported by a 2nd rank of *Battle Troops.*
Pikemen or offensive spearmen if charging foot or non-shock mounted.		**+**	unless SEVERELY DISORDERED or less than 2 ranks of spearmen or 3 ranks of pikemen
Defensive spearmen if charging defensive spearmen			
Heavy weapon		**+**	against any foot
Foot with light spear or pole arm		**+**	unless charging mounted shock troops
Mounted troops with light spear		**+**	against any troops if no other net POAs (other POAs cancel out)
Elephants		**+**	against heavy or medium foot, battle wagons or any mounted
Battle wagons		**+**	against any mounted except elephants
Only in open terrain	Knightly lancers	**+**	against any except elephants, scythed chariots, battle wagons or non-charging STEADY pikemen or spearmen
	Other lancers	**+**	against any except lancers, elephants, scythed chariots, battle wagons or non-charging STEADY pikemen or spearmen
	Heavy or scythed chariots	**+**	against any except skirmishers, lancers, elephants, battle wagons or non-charging STEADY pikemen or spearmen
	Light Chariots	**+**	against any foot except skirmishers or non-charging STEADY pikemen or spearmen
	Mounted except elephants or scythed chariots	**+**	against any medium or light foot
	Extra for 4th rank of pikemen whether charging or not	**+**	unless FRAGMENTED
Uphill or foot defending field fortifications or a riverbank		**+**	*
Any BG declaring a charge while in *column**		**-**	Against a BG NOT in *column*
Charging flank or rear		**++**	**Net POA regardless of other factors**

Battle wagons cannot defend fortifications.

* A battle group that drops back a base during the charge does NOT count as being in *column* when the charge is declared. (see **Glossary of Terms** for BGs that do not count as being in column)

MELEE POAs

MELEE POAs			
Any one of….	Skilled swordsmen	**+**	against any except elephants or STEADY pikemen or spearmen
	Foot swordsmen	**+**	against any except elephants, skilled swordsmen or STEADY pikemen or spearmen
	Mounted swordsmen	**+**	against any except elephants or STEADY pikemen or spearmen
	Spearmen (at least 2 ranks)	**+**	unless FRAGMENTED or SEVERELY DISORDERED
	Pikemen (at least 3 ranks)	**+**	
	Heavy weapon or Pole arm	**+**	against any.
	Elephants	**+**	against heavy or medium foot, battle wagons or any mounted
	Heavy or scythed chariots	**+**	against any except skirmishers, elephants, battle wagons or STEADY pikemen or spearmen
	Artillery	**-**	Against any
Extra for 4th rank of pikemen in *open terrain*		**+**	unless FRAGMENTED
Troops other than 'skilled swordsmen' Fighting enemy in two directions		**-**	Against any
Uphill or foot defending field fortifications or a riverbank		**+**	*Against any
Better armour (front rank)	Against heavy weapon, elephants, chariots, artillery, or Battle wagons	**none**	These troops types ignore armour
	Against STEADY Polearms	**+**	Only if at least 2 levels higher
	Against all others	**+**	This POA does not apply if there is only one level of armour advantage (i.e., Protected vs unprotected, Armoured vs protected etc) AND it would bring the overall POA to ++.

Battle wagons cannot defend fortifications.

ACCUMULATING HITS AND TAKING COHESION TESTS

Determine all of the hits inflicted by both sides before taking cohesion tests and death rolls. Place a dice behind each battle group to record the hits received. In close combat, use a separate dice for each battle group that inflicts hits, as you need to know who caused them in order to determine which battle groups (if any) lost the combat. By using this simple method, you can easily keep track of multiple battle group combats. After all hits inflicted or received have been noted, take any outcome tests that are required. There is no need to record anything past this stage as there are no knock-on effects on unconnected combats.

A battle group has lost a close combat if the **total** number of hits it received from **all** of its opponents this phase is greater than the **total** number of hits it inflicted on **all** of its opponents this phase.

SUPPORT SHOOTING IN THE IMPACT PHASE

Foot armed with certain missile weapons will attempt to inflict damage on enemy chargers by shooting over the ranks in front. This is represented by support shooting from a rank behind the one fighting in the impact phase and allows additional combat dice:

- The supporters must be medium or light foot armed with bow, bow*, longbow, crossbow or firearm (but not bow*).
- They must be supporting medium or heavy foot of the same stationary battle group.
- They must be supporting from a 2nd or 3rd rank, but not both. Only troops with bow can support from a 3rd rank.
- Support shooting by medium foot applies whether the charging enemy are mounted or foot. Support shooting by light foot only applies if the charging enemy are mounted.
- Irrespective of their weaponry, support shooters get 1 dice per supporting base. Medium Foot with Bow*, and all Light Foot lose 1 dice per 2 as normal, so get 1 dice per 2 supporting bases, rounded up.
- Support shooters use shooting POAs. Note that there is a -POA for *Battle Troops* shooting in the impact phase. As in normal shooting, the POAs are **not** netted out against the opposing troops' POAs.
- The dice scores required to hit are as per shooting.
- Support shooting cannot be used against enemy charging the battle group in the flank or rear.

Roll dice for supporting shooters at the same time as your normal impact combat dice using different coloured dice to indicate which are which. Normal quality re-rolls apply. Hits count towards the total hits inflicted in the impact phase combat, and are treated as normal close combat hits. They never trigger a cohesion test for shooting hits.

Roman ballista preparing to unleash hell before the cataphracts attack.

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COMMANDERS AND CLOSE COMBAT

Commanders can inspire their troops by fighting in the front rank. As you might expect, this carries significant personal risk. The commander's base is representative only and gets no dice in combat.

- A commander can be declared to be fighting in the front rank of a single battle group in close combat (other than light foot, scythed chariots and artillery). This improves its fighting ability by enhancing its quality re-rolls on close combat "to hit" rolls and support shooting "to hit" rolls. (See the **Battle Groups** section). The declaration is made before any close combat dice are rolled.
- A commander with a battle group, who is not declared to be fighting in the front rank, does not affect quality re-rolls and is not at risk of being lost (except when he is with a routed battle group that has been caught by pursuers).
- A commander declared to be fighting in the front rank is placed anywhere in the front rank in contact with the enemy (player's choice) to show that he is fighting. The base(s) he displaces is (are) placed behind him, but still fight as if they had not been displaced. Once declared as fighting in the front rank, the commander cannot leave the front rank of that battle group until it is no longer in close combat and no longer in contact with enemy routers.
- If a commander is fighting in the front rank of a battle group that suffers a total of 2 or more hits in close combat, the opposing player rolls 2 dice (no re-rolls) after post-combat cohesion tests and death rolls. If the commander's battle group lost the combat, the commander is lost if these total 10 or more. If it drew the combat, he is lost if they total 11 or more. If it won the combat, he is lost if they total 12. Roll only once even if more than one battle group was fighting the commander's battle group.
- If a commander is with a routing battle group, the opposing player rolls 2 dice (no re-rolls) after pursuit moves, if any pursuers are still in contact (whether or not he had been fighting in the front rank in any previous close combat). If these total 10 or more, the commander is lost. Roll only once even if there is more than one pursuing battle group in contact with the routers.
- A lost commander is removed from play, and the bases he displaced are put back into their previous position before measuring to see if any friendly battle groups are in range to test cohesion for seeing him lost (see the **Cohesion Tests** section below).
- A commander who is fighting in the front rank can only influence the complex move tests or cohesion tests of the battle group he is with. He cannot affect those of other friendly battle groups.

Next take any **death rolls** caused by shooting or combat, followed by Cohesion Tests for losing combat or seeing commanders lost. (See **Cohesion Tests** and **Death Rolls**). If any battle group breaks, turn its bases around. It will rout at the end of the phase.

Cohesion tests are caused by shooting and combat in the following circumstances:
- Test a battle group after all shooting and **Death Roll** dice have been rolled if it suffered either of the following:
  - At least 1 shooting hit per 3 bases. (1 HP3B). See the **Glossary** for the full definition. Some troop types calculate HP3B differently and not all ranks count.
  - At least 2 shooting hits if shot at by artillery (whether or not the artillery scored the hits).
- Test a battle group after all close combat, **Commander**, and **Death Roll** dice have been rolled if it suffered either of the following:
  - Lost an impact or melee close combat.
  - Is within 3MU of a commander lost (or 6MU for the CinC) during this close combat phase

Note that a BG losing the combat AND seeing a commander lost will have an extra -1 on their Cohesion Test for have *More than 1 reason to test.* A BG testing for BOTH these reasons can drop 2 levels of Cohesion, even if it only received 1 more hit than it inflicted.

There are some additional reasons to test cohesion and these are covered in the **Cohesion Test** section.

FIGHTING BROKEN TROOPS

There is no explicit shooting or close combat against, or by, broken troops. Damage inflicted on broken battle groups is assessed in the joint action phase.
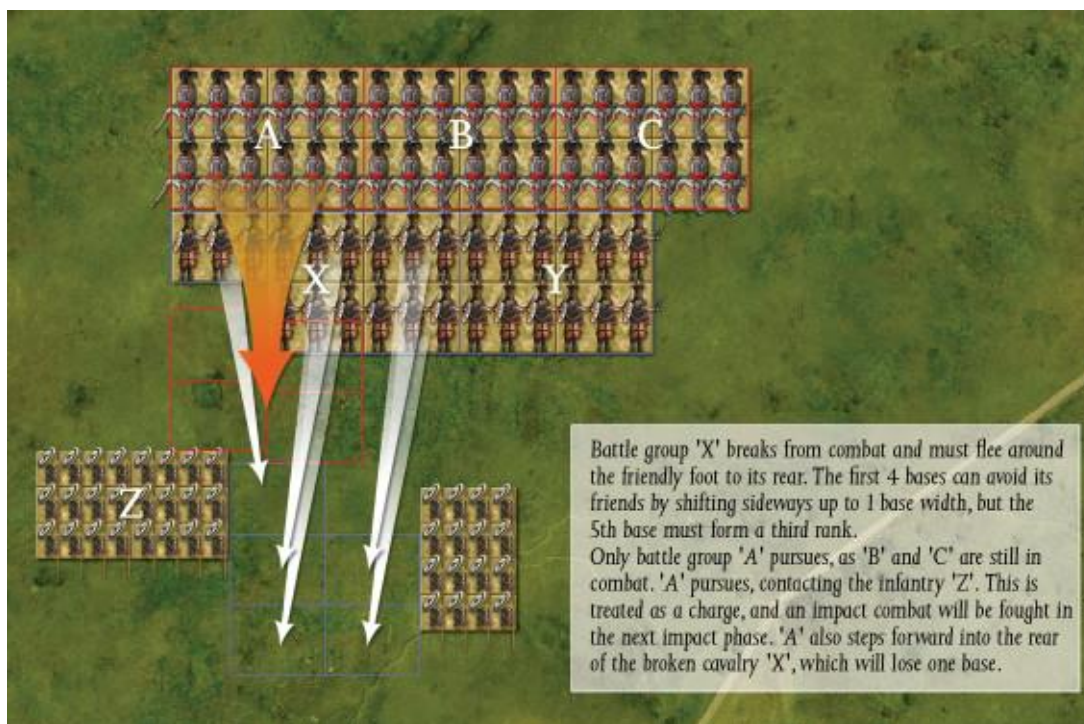
MOVEMENT OF BROKEN TROOPS AND PURSUERS

When a battle group breaks after shooting or close combat, or for any other reason, other nearby battle groups may have to take a cohesion test (see the ***Cohesion Tests*** section below). This is done after all combats and post-combat cohesion tests, death rolls and rolls to inflict commander losses have been resolved, but before the broken troops are moved. Each newly broken battle group makes an ***initial rout***, which, unless it is the result of being charged when fragmented, happens at the end of the phase. Winning battle groups may have to make an ***initial pursuit.***
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INITIAL ROUT

Roll to determine the variable move distance adjustment.
- If a battle group breaks as a result of being charged when fragmented, shooting or while in close combat, it routs directly away from the enemy charging, shooting at or in close combat with it. If there is more than one such enemy, bisect the angle between them.
- If a battle group breaks in other circumstances, it routs towards its side's rear table edge, making wheels and/or turns as appropriate to end its move as close to the rear table edge as possible.
- If any obstructions would prevent completion of a routing battle group's move,
   o It interpenetrates friends if allowed to do so. (See ***Interpenetration*** in the ***General Movement Rules*** section).
   o It can shift sideways to get past: friendly troops it cannot interpenetrate, enemy troops, a fortified camp or impassable terrain. All bases must end in edge to edge and corner to corner contact with another base of the battle group. The battle group cannot split.
      ▪ Elephants and Scythed Chariots can only move straight ahead - they cannot shift.
      ▪ Others may shift by the minimum amount necessary up to 1 base-width sideways
   o Provided that they do not shift more than 1 base width, bases (other than elephants and scythed chariots) that cannot get past can be moved to the rear of those bases that have been able to complete their move.
   o If the above would not allow all front-rank bases to complete their rout move the battle group must either:
      ▪ burst through any friendly battle group or unfortified camp in its normal move distance, with no shifting or contraction being allowed at all. The battle group is moved to the full extent of its move and any battle group(s) even partially burst through drop 1 level of cohesion immediately. (Note that battle groups passed through by troops who can normally interpenetrate them, do not count as burst through.) Light foot NEVER cause a drop in cohesion when passing or bursting through friends.
      ▪ halt 1 MU away from any enemy battle group or camp in its path, with no shifting or contraction being allowed at all - if it starts closer to them than 1 MU, does not move at all.
   o If the routing battle group meets terrain it cannot enter, or has too little move to enter, or a fortified camp, it turns 90 degrees and wheels to move parallel to the edge of the terrain or camp in whichever direction is closest to its original path.
   o Broken Elephants and Scythed chariots will always burst through friends rather than shift or drop back bases, but will avoid other obstructions as normal.
   o Battle groups that cannot complete a rout move by any of the above means are destroyed at the end of the phase.
- If the routing battle group meets a table edge it leaves the table if any base even partly crosses the table edge. It is considered to be destroyed.
- A commander who is with a battle group at the moment it breaks must rout with it once. Until the joint action phase, he cannot leave the battle group and cannot influence any complex move tests or cohesion tests.
- Battle wagons and artillery never make a rout move. Instead, they are destroyed and removed from the table. Their opponents do not pursue.

Battle group 'X' breaks from combat and must flee around the friendly foot to its rear. The first 4 bases can avoid its friends by shifting sideways up to 1 base width, but the 5th base must form a third rank.

Only battle group 'A' pursues, as 'B' and 'C' are still in combat. 'A' pursues, contacting the infantry 'Z'. This is treated as a charge, and an impact combat will be fought in the next impact phase. 'A' also steps forward into the rear of the broken cavalry 'X', which will lose one base.

Complex pursuit move

INITIAL PURSUIT

- An unbroken battle group, all of whose close combat opponents (except those only fighting it as an overlap) have broken and routed this phase, always pursues (even if it only fought as an overlap) unless:
  - It is FRAGMENTED
  - It is foot who have broken mounted opponents, in which case:
    - Non-shock foot can choose to pursue mounted by passing a CMT.
    - Shock foot must pass a CMT not to pursue mounted.
  - It is foot defending field fortifications (but not portable defences).
  - It has bases facing in more than one direction.
  - It is battle wagons or artillery.
- If some of a battle group's close combat opponent's break, and some don't, it does not pursue unless it was fighting the unbroken enemy only as an overlap.
- Pursuers make a variable movement distance roll and adjust their move accordingly.
- Pursuers who remain in contact with routers at the end of an initial pursuit move inflict losses (bases are removed from the routing battle group) and may inflict commander losses, as detailed in the *Joint Action Phase* section.

Initial pursuits obey the same rules as pursuits in the joint action phase for moving multiple pursuing battle groups, following routers, avoiding friends or encountering the table edge, terrain or fresh enemy. See the *Joint Action Phase* section.

AN EXAMPLE OF CLOSE COMBAT

Let's take a battle group of 12 bases of Gauls charging into a battle group of 8 bases of Roman legionaries from the late Republic. Both battle groups are deployed in two ranks and nobody else is involved. It is a straightforward head-to-head clash. The charge of the Gauls takes place in the impact phase.

The Gauls are classified as: medium foot, protected, average, undrilled, impact foot, swordsmen.
The Roman legionaries are classified as: heavy foot, armoured, superior, drilled, impact foot, skilled swordsmen.

A few comments on these classifications:

Both have considerable impact when charging or receiving a charge, the Gauls through pure aggression, the Romans through the shock effect of a last-minute volley of pila. Despite the Gauls being effective in melee against most troops, the Romans are even better. The Romans are of superior quality and will get to re-roll their 1s (see the *Quality Re-rolls* rules).
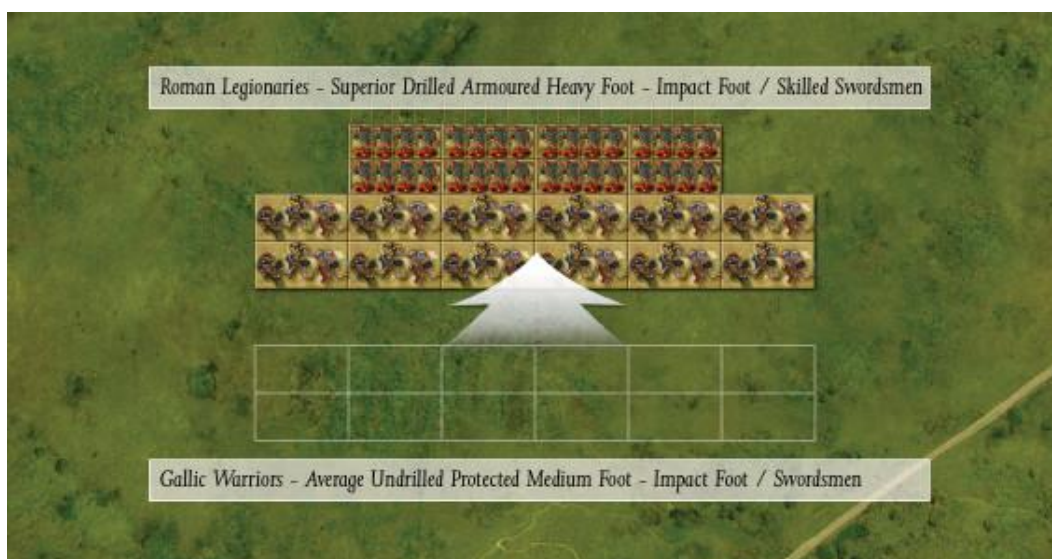
The Gauls have charged in, it's the impact phase combat resolution stage. In the impact phase dice table under 'other troops', you find that both sides get **3 dice per front rank base** in contact. There are no overlaps in the impact phase, so even though the Gauls have a wider formation, this does not affect the situation yet. It is 12 dice versus 12 dice.

In the impact POA table, 'impact foot' is a **++** POA. Both sides have this POA, cancelling each other out. Neither side has a net POA advantage. The score needed to hit in the 'Score to Hit' table for no POA is 4. (This is easy to remember with practice. It is 4 each when even, 4 v 5 for a **+**, and 3 v 5 for **++**). Overall, at impact, the Romans have an edge through their re-roll, but not a great advantage.

Had the Gauls been in a formation 3 ranks deep they would have fought as if they were superiors in the impact phase, cancelling out the Roman re-roll, but would have resulted in fewer dice the being rolled in the melee phase.

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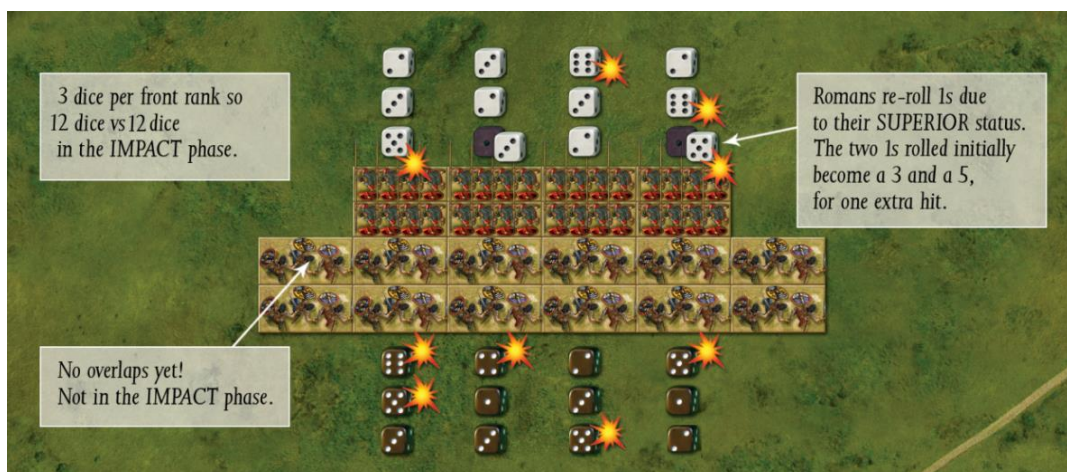
The Gauls roll 6, 5, 3, 4, 1, 3, 2, 3, 5, 5, 1, 2, which gives them 5 hits on the legionary battle group. The Romans roll 2, 3, 5, 3, 2, 1, 6, 3, 2, 2, 6, 1. Alas, only 3 hits. But they have two 1s, and being superior, they can re-roll these. They roll 3 and 5. Only one more hit, for a total of 4. The final result is 5 hits on the Romans and 4 hits on the Gauls. **The Gauls have won the Impact phase, the Romans have lost.**

Each side then needs to make a death roll to decide if any bases are lost. This is straightforward. Roll more than the number of hits received to pass this test. If the battle group did not lose the combat (it inflicted as many or more hits than it received) then add 2 to the dice roll. Not losing combats is crucial. The losers get both a cohesion test and a much bigger chance of losing bases on the death roll. The Gauls get a +2 for winning and therefore only need to roll a 3 to pass, and do so with a 4. The Romans need 6 and therefore cannot fail to lose a base. Note there are **no re-rolls** on **death rolls**, so being superior would not help here. (The Romans were better at winning, but bled just as much when wounded).

This is when it gets scary for the Republic, the Romans must now take a cohesion test (see the **_Battle Group Deterioration_** section). This is done by rolling 2 dice. The score to pass is 7. There are only a few modifiers in most circumstances. In this case, the modifiers are -1 for suffering at least 1 hit per 2 bases, -1 for losing an impact phase combat, and -1 for losing an impact phase combat versus impact foot. The Romans will subtract 3 from their roll. They roll 5, 3 for a total of 8, but the modifiers bring this down to 5. There are only a few modifiers and they are easy to remember.

The Romans therefore **fail** the cohesion test, though not badly enough to lose 2 cohesion levels. Even if they had scored 2 or less, they would not have dropped 2 cohesion levels because they only lost the combat by 1 hit. They drop one cohesion level from STEADY to DISRUPTED. Note that if they had had a commander with them and rear support, they would have had an additional +1 cohesion test modifier for each of these, so would have scored a total of 7, and would have remained STEADY. In this way a player can improve the chances of his troops holding fast in the event of a lost combat round.

There will be a break in the action now while the manoeuvre and shooting phases are played. We return to the fight in the melee phase. In the melee phase **each base in the first 2 ranks gets 1 dice**. Width helps now, it had no effect in the impact phase. The Gauls overlap the Romans on both sides. Everyone fights, with the Gauls getting a full 12 dice. The Romans have lost a base, so have 7 bases. This would be 7 dice if they were STEADY. However, they are DISRUPTED and lose 1 dice per 3, ending up with 5 dice to roll. (Consider the 7 as 3+3+1. Each complete three reduces to a two, giving 2+2+1.)

POAs in the melee phase are not the same as in the impact phase. This illustrates the impact-melee concept of the rules. The Gauls are as good as the Romans in the charge, but they are no match for the best Rome has to offer in the melee. Both equipment and training potentially work to the Romans' advantage here. The Gauls are swordsmen (Sw), but the Romans are skilled swordsmen (SSw). The Romans get a **+** PoA for that. The Gauls get nothing, because swordsmen is not a **+** against skilled swordsmen (one of its few exceptions). Also, the Romans have better armour, which can be very helpful in melee, often giving a **+** POA. In this example, because the Romans already have a net **+** POA advantage, and their armour is only one class better than that of the Gauls, their armour advantage has no additional effect. The melee round is therefore resolved with the Romans at a net **+** POA advantage.

The 'to hit' rolls are very easy to remember. The Romans are on **+** (a single POA). They need to score 4s to hit. The Gauls are on **-** (a single POA against) and need to score 5s to hit. 12 dice needing a 5 versus 5 dice needing a 4. Those of you who like calculating odds will see that on average we should have 4 hits for the Gauls and 2 or 3 hits for the Romans, before re-rolls. The Romans are on the back foot. And so to the dice….

Gauls: 3, 3, 2, 5, 5, 2, 1, 1, 6, 4, 3, 3.
Romans: 6, 4, 4, 5, 1. They re-roll the 1 which comes up a 5.

1 die per base in front 2 ranks including overlaps, so it would be 7 dice for the Romans, but the Battle Group is DISR causing it to lose 1 die every 3.
Therefore they lose 2 dice and only get 5.

Is re-rolled due to the Romans SUPERIOR status. This one becomes a hit.

Lost in IMPACT Death Roll

DISR

1 die per base in front 2 ranks including overlaps, so 12 dice for the Gauls in the MELEE phase.

Overlaps now occur on both sides: 4 extra dice for the Gauls.

Melee dice rolls

The Gauls score 3 hits, but the Romans have been exceptionally lucky and score 5. A turnaround for the Romans, they have won the melee phase. This time the Gauls must take a cohesion test. The Gauls suffered 5 hits to the Romans 3. The large size of the Gallic battle group means that 5 hits is not quite 1 hit per 2 bases, so they do not get a -1 for that. However, they do get -1 for losing the melee by 2 or more hits, and a second -1 for being medium foot vs heavy foot in the open. They roll 1, 3 totalling 4. Subtracting 2 brings this down to 2, so they drop 2 cohesion levels, which is a disaster. They are now FRAGMENTED and will lose 1 dice in 2 for combat next time. With only half their original dice, they will be in trouble and unlikely to survive.

The death rolls. The Gauls took five hits, they need a 6 to pass as losers of a melee, and get it! The Romans need a 4, but get a +2 for winning, and roll a 1 to lose a base! The Romans must maintain their current frontage when removing the base. It is still going to be close. Next turn 6 Romans DISRUPTED (on 4 dice) will be against 12 Gauls FRAGMENTED (on 6 dice). Neither side can be bolstered this Joint Action Phase, as both dropped cohesion in the current turn.

Gallic warriors prepare to charge

JOINT ACTION PHASE

The final phase is a common phase in which various outcome moves are actioned. In addition, **both sides'** commanders get a chance to move to new positions and attempt to bolster or rally unsteady troops.

The order rarely matters, but the active player moves his troops first, or decides the sequence of events, should either side feel this is necessary.

OUTCOME MOVES IN THE JOINT ACTION PHASE

Scythed Chariots

Scythed chariots that remain in front edge contact with unbroken enemy they fought this turn are removed from the table at the start of the joint action phase. This does not cause any cohesion tests.

BREAKING OFF

In historical battles mounted troops often made repeated charges on steady enemy foot, falling back to regroup after each one. Field of Glory simulates this in the joint action phase as follows:

The following battle groups cannot break off:
- Elephants.
- Any battle group with bases facing in more than one direction.
- Any battle group contacting or contacted by fresh enemy during a pursuit but which has not yet fought the impact combat for this contact.

Otherwise, mounted troops break off if at least half their close combat opponents are STEADY foot. (Counting only front-rank bases in contact other than only as an overlap).

When breaking off, a battle group and any commander currently with it, moves straight back. Move distance is not measured normally. Instead, the battle group ends the break off move separated from its opponent by a full normal move, facing them, in a permitted formation of the same frontage as before. It will thus be in position to charge the same enemy again in its next turn.

The distance from the enemy is reduced in the following circumstances:
- If the move is blocked by a friendly battle group (even if of a type the breakers-off could normally interpenetrate) or camp, the battle group halts when it touches this.
- If the move would otherwise leave the table, the battle group halts when it touches the table edge.
- If the move is blocked by an enemy battle group or camp, the battle group halts 1 MU from this.
- If the move passes through terrain, the distance is reduced to the normal move distance in that terrain.
- If the move reaches terrain when the distance has already exceeded the normal move distance in that terrain, the battle group halts when it touches the edge of the terrain.

If, as a result, a battle group that should break off is unable to move back at least 1MU, it drops a cohesion level, the break off is cancelled, and the melee continues next turn.
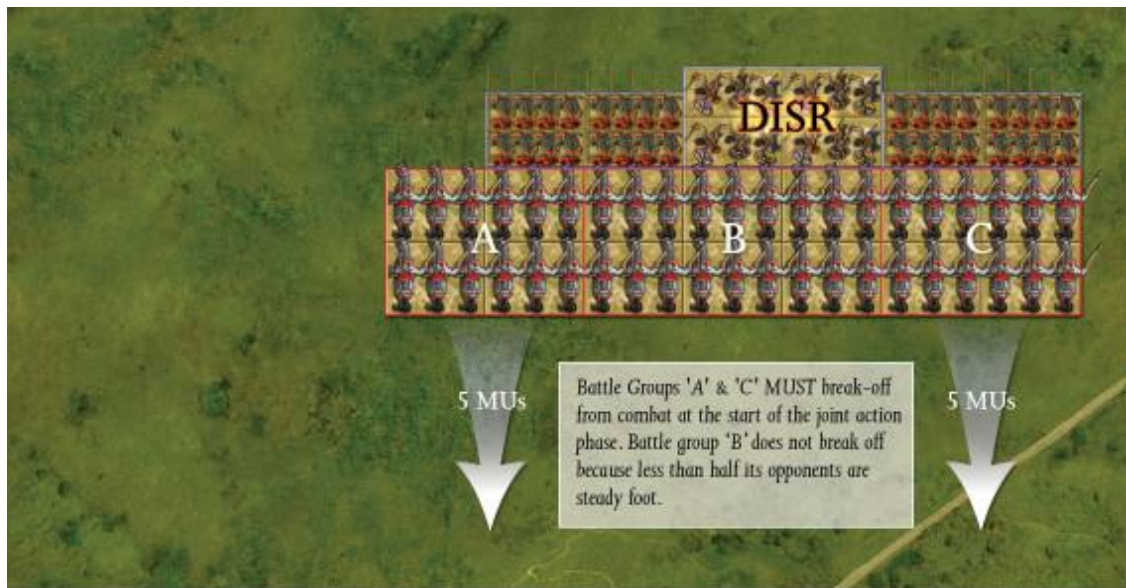
Breaking Off

STOPPING LOOTING

Once a camp is sacked, battle groups in contact with it must pass a CMT in the joint action phase to stop looting. If they succeed, they are free to move normally in their next turn. If all battle groups looting a camp stop looting, the camp is removed from the table.

Camp defenders guard against looters

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ROUTERS AND PURSUERS

Broken troops (routers) and any pursuers move in every joint action phase as follows:

- Broken battle groups **not in contact with enemy** must reform (if necessary) directly facing their own rear edge
  - The procedure is as follows:
    - If it is 1 base wide and at least 5 bases deep expand by one base.
    - If it is 4 or 5 bases wide contract by 1 base
    - If it is 6 or more bases wide contract by 2 bases
    - In all other cases they must remain in the same formation.
    - The battle group then turns to directly face its own rear edge,
  - After completing the above the battle group should end with its centre as close as possible to its original centre.
  - It will then make a normal distance move towards their own rear table edge using the same rules as for their *Initial Rout Move*, except that:
    - They do not make a VMD roll.
    - They can slide 2 base widths to get past friendly troops it cannot interpenetrate, enemy troops, a fortified camp or impassable terrain. (see *Note* * below).
    - Any commander routing with the BG can move away before the route move is made.
- Broken troops **in contact with enemy** at the start of this phase move again using the same rules as for their *Initial Rout Move*:
  - They must make a VMD roll.
  - They can slide up to 1 base width to get past friendly troops it cannot interpenetrate, enemy troops, a fortified camp or impassable terrain. (see *Note* * below).
  - Any commander routing with the BG can move away first.
- Broken troops can pass through friendly drilled troops in the joint action phase without disrupting them, provided that the first part of the friendly battle group contacted is its front edge or a front corner.

Note *: Routing elephants cannot slide or contract to avoid bursting through friends.

After all routers have been moved, pursuers move as follows:

- Pursuers who started the phase in contact with routers must pursue unless they pass a CMT to stop, except that non-shock foot must take a CMT to continue pursuing mounted. Pursuers follow routers, wheeling if necessary to do so. They can contract frontage by dropping back up to 2 bases if necessary to avoid friends.
- If more than one battle group is pursuing the same routing battle group, move the fastest pursuers first after rolling all VMD rolls. If the move distances are equal, the pursuer chooses which to move first.
- Pursuers who have lost contact with routers halt and can move normally in their next turn. They can choose to renew the pursuit by charging the routers again in their next impact phase – and shock troops must CMT as usual not to do so. The routers are not allowed an extra move to escape. This represents the devastating effect of a determined pursuit. No combat is fought and damage is dealt with at the end of the next pursuit move as specified below.
- A pursuing battle group whose move would take any part of it off the table edge instead halts its move at the table edge; however, they may slide sideways by up to 2 base widths if this would allow them to complete their pursuit move.
- Pursuers can choose to stop at the edge of any terrain that would severely disorder any of their bases.
- Pursuers normally contact any fresh enemy in their path. However, skirmishers can always choose to halt their pursuit 1 MU away from fresh enemy non-skirmishers, and other troops can do so if they pass a CMT. If they do so, all their front-rank bases stop on that line (or, if already closer, they make no pursuit move).
- If pursuers contact fresh enemy in any phase, this is treated as a charge on the contacted enemy. These must immediately take a Cohesion Test if they are already FRAGMENTED unless the pursuers are light foot. Combat is adjudicated in the next impact phase. (Except that if contact occurred in the impact phase it is adjudicated in the same impact phase).

Cavalry, camelry and light chariots without a lancer capability and which are entirely *1 base deep* or any skirmishers that would be contacted by enemy pursuers in any phase can evade unless they are already in close combat other than only as an overlap, or have already made an evade move this phase. Skirmishers that would be contacted by pursuing non-skirmishers in *open terrain* must evade (unless they are already in close combat other than only as an overlap or have already made an evade move this phase.).

- Broken *Skirmishers* ending the Joint Action Phase in contact with enemy *Battle Troops* are destroyed.

REMOVING BASES FROM ROUTING BATTLEGROUPS

Pursuers who are in contact with a routing enemy battle group at the end of any pursuit move:

- Inflict 1 base loss on the routing battle group for **each** pursuing battle group in contact with it. No other combat occurs against routers.
- Can roll to kill the enemy commander if there is one with the routing battle group (whether or not he had been fighting in the front rank in any previous close combat). Roll 2 dice. If these total 10 or more, the commander is lost. Roll only once even if there is more than one pursuing battle group in contact with the routers.
-

REMOVING DESTROYED BATTLEGROUPS

At the **end** of the joint action phase, battle groups that are *autobroken*, broken and at or below 50% of their original number of bases, or reduced to 1 base, are destroyed and removed from the table. If the battle group was not already broken when this happens, this will trigger a cohesion test for nearby friendly battle groups as if it had broken. Leave it in place until this has been adjudicated.

Pharaoh smites the Hittites at the Battle of Kadesh.

COMMANDERS IN THE JOINT ACTION PHASE

Movement

Commanders of both sides can move once in the joint action phase. They cannot move a battle group with them.

Bolstering and Rallying Troops

As battle groups deteriorate, they drop down the cohesion ladder. However, with encouragement from their commanders they can climb back up it. We call this bolstering when encouraging troops that are not yet broken and rallying when attempting to bring back a broken battle group. Commanders of both sides can bolster or rally troops in the joint action phase.

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The bolstering and rallying procedure is as follows:

- Battle groups cannot be bolstered or rallied if their Cohesion Level dropped in the current turn.
- Broken troops cannot be rallied if they are within 5 MUs of any enemy (excluding the enemy camp and commanders' bases).
- Broken troops that are *autobroken*, or at or below 50% of their original strength, cannot be rallied.
- Otherwise, a commander can attempt to bolster or rally a battle group that **he is with**. (Note that joint action phase movement of commanders occurs before bolstering and rallying, so he can, if he is within his move distance and free to move, move to join the battle group for this purpose.) If the battle group passes a *cohesion test* (see the *Battle Group Deterioration* section) its cohesion level rises one level. If it fails, its cohesion level stays the same. (Cohesion level cannot drop when testing to bolster or rally.)
- Each commander can only attempt to bolster or rally one battle group in each joint action phase.
- When attempting to bolster or rally a battle group, only the commander with the battle group can apply his modifiers. (Thus, the extra +1 for an IC only applies if he is the commander with the battle group).
- Only a commander in *line of command* (see *Glossary*) can bolster or rally a battle group.
- Only one attempt can be made per joint action phase to bolster or rally each battle group, even if more than one commander is present with the battle group.
- A commander who attempts to rally a broken battle group does not have to rout with it if it fails the cohesion test.

BATTLE GROUP DETERIORATION

COHESION TESTS

Battle groups deteriorate primarily by failing cohesion tests. There are several reasons for a battle group to take a cohesion test:

FRAGEMENTED TROOPS BEING CHARGED

- FRAGMENTED battle groups being charged in flank or rear by troops that would cause them to drop a cohesion level on contact break immediately without testing or waiting to be contacted. Otherwise, test a FRAGMENTED battle group immediately if it is charged by enemy other than light foot. Battle groups contacted by enemy pursuers test as if being charged.
- FRAGMENTED battle groups do not pursue broken enemy.

POST-COMBAT

- Test a battle group after all shooting dice have been rolled if it suffered either of the following:
  - At least 1 shooting hit per 3 bases. (1 HP3B). See the *Glossary* for the full definition. Some troop types calculate HP3B differently and not all ranks count.
  - At least 2 shooting hits if shot at by artillery (whether or not the artillery scored the hits).
- Test a battle group after all close combat dice have been rolled if it lost an impact or melee close combat.

SEEING FRIENDLY BATTLE GROUPS BREAK OR COMMANDERS LOST

- Test a battle group if a friendly battle group within 3 MUs breaks:
  - Immediately if a FRAGMENTED battle group breaks in response to being charged. Otherwise at the end of the current phase after resolving all combats, post-combat cohesion tests, death rolls and tests for inflicting commander losses.
  - Measure the distance before removing any lost troop bases. Test before the broken troops make their initial rout move.
  - Only skirmishers need test if the broken friends are skirmishers.
  - If an as yet unbroken friendly battle group is destroyed as a result of base loss(es) test as if it was broken, before it is removed from the table.
- Test a battle group if a commander in *line of command* is lost within 3 MUs (6MU for the CinC):
  - At the end of the current phase after resolving all combats, post-combat cohesion tests, death rolls and tests for inflicting commander losses.
  - Measure from the nearest part of the battle group he was with, after removing his base and putting any troop bases he displaced back in their previous position.

BOLSTERING AND RALLYING

- Test in the joint action phase to bolster or rally a battle group with a commander (see *Joint Action Phase* section for details).

THE COHESION TEST

The cohesion test is a very simple pass-fail test. Roll two dice and apply the adjustment factors in the table below.

COHESION TEST				
Throw 2 dice (Quality re-rolls apply)				
MODIFIERS				
Battle group suffered at least 1 HP2B from shooting* or close combat**		-1	Commander in *line of command* in *command range* if battle group is not in close combat, or with the battle group if it is in close combat.	+1
Battle group testing for losing impact phase combat**		-1	Extra if he is an Inspired Commander	+1
Battle group testing for losing melee phase combat in which it received at least 2 more hits than it inflicted**		-1	Battle group has *rear support* (See *Glossary*)	+1
For **each** full 25% of its original bases that battle group has lost		-1	**Current Cohesion State**	
Non-skirmishers with *threatened flank*.		-1	Disrupted or Severely Disordered	-1
If testing for seeing C-in-C lost***		-1	Fragmented	-2
More than 1 reason to test		-1	Broken	-3
Any one of…	Any troops shot at by artillery or firearms* OR Any troops testing for having lost close combat even partly against elephants or scythed chariots** OR Medium foot testing for having lost close combat even partly against mounted troops or heavy foot in *open terrain***. This modifier applies whether or not the medium foot are partly in non-open terrain provided that at least one front rank mounted or heavy foot base fighting them is entirely in open terrain (and not attacking or defending fortifications or a riverbank). OR Any troops **other than shock mounted** testing for having lost impact phase combat even partly against lancers or heavy chariots** OR Foot testing for having lost impact phase combat even partly against impact foot**	-1	* Only applies when testing as a result of shooting hits in the shooting phase. The modifier for being shot at by artillery or firearms applies whether or not they scored any hits. ** Only applies when testing as a result of losing a close combat. The modifier for fighting specific enemy troops types applies whether or not any these inflict any hits. *** Only applies when testing as a result of seeing C-in-C lost within 6MU, Other tests do not use these modifications even if they occur in the same phase.	
Any undrilled troops testing for having lost close combat even partly against scythed chariots***		-1	In addition to the -1 above.	

The following rules also apply:

COMMANDERS AND COHESION TESTS

- Only one commander can affect a cohesion test – count whichever gives the best modifiers.
- A battle group in close combat can only count a commander who is with it.
- A commander with a battle group in close combat can influence other eligible battle groups unless he is fighting in the front rank.

MIXED BATTLE GROUPS

- Mixed battle groups of light and medium foot test as if entirely medium.
- Mixed battle groups of light and heavy foot test as if entirely heavy.

- Mixed battle groups of medium and heavy foot test as if entirely heavy.

MULTIPLE CAUSES

- If a battle group must test for multiple breaks due to charges, or multiple breaks or lost commanders at the end of the phase, it only tests once but with a -1 adjustment to the dice for "more than one reason to test".

TESTING MULTIPLE BATTLE GROUPS

- If several battle groups have to test at the same time for seeing friends break or commanders lost, their side's player decides which order to test them in. If further battle groups break as a consequence, those that have already tested do not have to test again. If pursuits result in the loss of a commander, battle groups that have already tested at the end of this phase for breaks/lost commanders do not have to test again.

IF THE FINAL SCORE IS:	
7 or more	• Rise one cohesion level if testing to bolster or rally the battle group. • Otherwise, no change in cohesion level.
6, 5, 4 or 3	• Drop one cohesion level (unless testing to bolster or rally the battle group).

2 or less	• Drop two cohesion levels if:
	  o Testing for losing a close combat in which the battle group received at least 2 more hits than it inflicted.
	  o Testing for seeing friends break or commander lost.
	• Otherwise drop one cohesion level (unless testing to bolster or rally the battle group).

THE EFFECT OF COHESION LEVELS

COHESION LEVEL AND EFFECTS	
LEVEL	**EFFECT**
STEADY	All troops start the battle STEADY
DISRUPTED (DISR)	• -1 on all CMTs • -1 on all further cohesion tests • Battle group loses 1 dice per 3 in close combat or shooting • Non-shock battle groups must pass a CMT to charge or intercept
FRAGMENTED (FRAG)	• -2 on all CMTs • -2 on all further cohesion tests • Battle group loses 1 dice per 2 in close combat or shooting • Shock troops are no longer so • Battle group cannot charge or intercept • Battle group must take a cohesion test if charged by any troops except light foot • Battle group has its maximum manoeuvre phase movement distance reduced by 1 MU (after any other deductions)
BROKEN	• Battle group makes a rout move in the phase in which it breaks, and in each subsequent joint action phase • -3 on cohesion tests to rally • No rallying possible if ***autobroken*** or at or below 50% strength • 1 base removed for each pursuing enemy battle group in contact at the end of each rout move

DEATH ROLLS

In addition to dropping cohesion levels, a battle group can also deteriorate by losing bases as a result of the **death roll**. This is a simple pass/fail roll on a single dice as follows (see Table):

Thus, if losing a close combat, the roll needs to be more than the hits received. If being shot at or winning/drawing a close combat then no roll is required unless 3 or more hits are taken.

If a battle group must take a cohesion test as well as a **death roll**, the **death roll** is always taken before the cohesion test is resolved. (This means that you can roll the dice together, and that base losses that will result from the **death roll** may affect the cohesion test modifiers).

DEATH ROLL	
Roll 1 dice for the battle group. (**No re-rolls**).	
Add **+1** to the dice score (Count only 1)	• If the testers are **elephants**, **artillery** or **battle wagons**
	• If the testers are a battle group that started the game with **2 bases only**.
	• If the testers are **mounted** and have taken combat hits from enemy **infantry** battle groups only.
Add **+2** to the dice score	• If the hits suffered were from shooting or the battle group won or drew a close combat.
If the score does not exceed the number of hits, remove a base.	
If a base was removed, and there were more than 6 hits, deduct 6 from the hits and roll again for the remainder. (Use the same modifiers).	

BASE REMOVAL

Bases removed as a result of failed death rolls or pursuits obey the following priorities for removal:
- **Shooting**: Nearest base to shooters.
- **Close combat**: Any front-rank base facing the enemy battle group which inflicted most hits on the battle group.
- **Routing**: Furthest base from pursuers. (This is to prevent base removal from causing pursuers to lose contact).
- If bases are of equal priority, the battle group's owner chooses which to remove.
- If a battle group is in close combat with two or more enemy battle groups, do not remove a base that would leave any of the enemy battle groups (except those fighting only as an overlap) without a base to face (unless you run out of bases).
- If the base that should be removed has been displaced by a commander fighting in the front rank, remove the displaced base instead of the commander.
- If both players must remove bases, the active player does so second.

Other bases of the battle group immediately shuffle up to retain contiguity and fill vacated front-rank positions. All vacated front rank close combat fighting positions (except overlaps) must be filled if the battle group has any bases available to do so. Non-front-rank bases must be used if any are available, and can be from any part of the battle group. If not, front rank bases that are not in close combat or are only in close combat as an overlap must be used. If there are no such bases available, and there is a gap in the front-rank, front-rank bases in close combat must be shifted sideways to fill the gap. The player owning the battle group chooses which direction to shift, but, if possible, it must leave at least one base in contact with each opposing enemy battle group (except those fighting only as an overlap).

AUTOBREAK

Battle groups automatically break immediately when they have lost a certain proportion of their original bases, so accumulated losses can get you in the end:

Broken battle groups that have autobroken, or that are at or below 50% of their original number of bases, cannot be rallied and are destroyed and removed from the table at the end of any joint action phase.

Battle groups with only one base left are also destroyed and removed from the table at the end of any joint action phase. Where a battle group has not already broken when this occurs, it will trigger a cohesion test for nearby friendly battle groups as if it had just broken.

Quality	Autobreak on
Elite	> 60% lost
Superior	> 50% lost
Average	> 40% lost
Poor	> 30% lost

VICTORY AND DEFEAT

An army suffers an *army rout* if at the end of the current phase it has accumulated attrition points equal to or greater than the *break point* of the army. (See the *Playing the Game* section). Unless both sides suffer a simultaneous army rout, which is a draw, the enemy has achieved a **Decisive Victory**.

In stand-alone games the game is now over. In campaign or scenario games, additional rules may be provided to cover a retreat from the battlefield.

If playing to a time limit and neither army is broken at the pre-set time limit:
*   A side that inflicted at least 4 more attrition points than the enemy and >= 3:1 gains a **Major Victory**.
*   Failing that, a side that inflicted at least 3 more attrition points than the enemy and >= 2:1 gains a **Moderate Victory**.
*   Failing that, a side that inflicted at least 2 more attrition points than the enemy gains a **Marginal Victory.**
*   If none of the above apply, the game is a **Draw**.
*   Each of the above are upgraded or downgraded by **one level** for any side which has looted the enemy camp, but which has not had its own camp looted.

Roman commander celebrates victory

SPECIAL FEATURES

ELEPHANTS AND CAMELS

Horses generally don't like camels or elephants.
- Knights, cataphracts, cavalry, light horse and chariots are DISORDERED if they are less than 1 base width from elephants or camels.
  - Light camelry must have their front edge or front corner in contact with enemy mounted to disorder them. (Corner to corner contact has no effect)
  - Mounted in armies which have 3 or more battlegroups of elephants are not disordered by elephants. Likewise, mounted in armies with 3 or more battle groups of camels are not disordered by camels.
- Camelry of any type are only so affected by elephants.
- Camelry and light camelry treat soft sand as open going, (not cataphract camelry).
- Cataphract camelry, camelry and light camelry otherwise move as undrilled cataphracts, cavalry and light horse respectively.
- Elephants get 3 dice per front rank base in the impact phase and 2 in the melee phase.
- Elephants cause a -1 modifier on the cohesion test when enemy lose a close combat against them.
- None of the above applies to commanders depicted as camelry or on elephants.

Indian elephants trundle into battle

SCYTHED CHARIOTS

- Are shock troops.
- Get 4 dice per front rank base in the impact phase (3 against elephants) and 2 in the melee phase.
- Can never be part of a battle line.
- Can only make moves as permitted in the '*charges*' or '*advances*' sections of the simple and complex move chart
- Cause a -1 modifier on the cohesion test when drilled enemy lose a close combat against them, and -2 for undrilled enemy.
- Are removed from the table, at the end of a joint action phase **if they have previously charged into contact** (in any turn) unless they are in contact with an enemy battlegroup to their front.
- Do not count towards their army's battle group count for attrition purposes and never count as attrition points when lost.
- They are destroyed on the spot if contacted by a charge in the flank or rear by enemy battle troops.

FIELD FORTIFICATIONS

- Except in scenario or campaign games, field fortifications (FF) are only allowed when permitted in our companion army list books and paid for. If any field fortifications are used, the army must have at least four base-widths of them.
- If field fortifications are used, they must be placed in groups of at least 4 bases, with every base in each group touching and aligned parallel or at right angles to each other base in the group.
- FF have a front and rear and these must be clearly identifiable.
- A base counts as defending field fortifications if it is completely behind the fortifications, with its front or side edge touching the rear edge of the fortification.
- The front edge of FF is treated as the front edge of a battle group defending them, including for measuring shooting ranges.
- A file with its front-rank base defending field fortifications (but not portable defences) is not disordered or severely disordered by terrain.
- Troops defending FF cannot be charged in flank/rear across the fortifications, and suffer no POA penalty for fighting in more than one direction across them. If not already facing the part of the fortification being attacked, the defending bases turn to face it and the rest of the battle group is shuffled up to maintain contact with the turned bases.
- Other than as above, troops defending FF never conform to enemy attacking across them.
- Undefended field fortifications do not impede movement of troops. (i.e., not sufficiently to be represented in the rules).

PORTABLE DEFENCES

- The most common type of portable defences (PD) are stakes.
- PD are only allowed when permitted in our companion army list books and paid for. They must be assigned to a specific battle group.
- All PD must be placed within the first 3 moves of the game
- A battle group carrying PD can place them in the manoeuvre phase as a full complex move. Enough are carried to cover the front of the battle group when it is 2 bases deep. Stands depicting appropriate PD are placed on the table in the position of the front of the battle group. The battle group is shifted back to make room. The front edge of the PD is treated as the front edge of the battle group, including for measuring shooting ranges.
- Once placed, only that battle group can defend them. PD are treated as field fortifications when their defenders are in close combat against mounted opponents other than elephants, but give no advantage against foot, elephants or shooting.
- Troops defending PD never conform to enemy attacking across them.
- PD cannot be picked up.
- If a battle group moves away the PD markers are removed.

ORB FORMATION

- **Orb** formation is a special all-round defensive formation permitted only to battle groups entirely of heavy foot pikemen or spearmen.
- It is depicted by contracting the battle group to 2 files wide, and turning at least half the battle group's ranks to face the rear. The normal rules for a stationary contraction are used, except that it can be performed by undrilled troops, and the battle group must be shifted so that the centre of its front rank is in the same position as before. A battle group can only form **Orb** if it starts no more than 4 files wide and has at least 4 bases.
- A complex move test (CMT) must be passed to form or leave **Orb** formation. This takes a full move.
- A battle group cannot form **Orb** formation unless there are unbroken enemy (excluding camp or commanders) within 6 MUs.
- A battle group cannot form or leave **Orb** formation while in close combat.
- A battle group leaving **Orb** formation can face any of its four edges as if making a 90 or 180 degree turn.
- A battle group in **Orb** formation:
  - Cannot charge or intercept.
  - Can move 1 MU directly to front or rear in its side's manoeuvre phase. It cannot move if it is in the restricted area of enemy battle troops.
  - Exerts no restricted area.
  - Does not give or receive rear support.
  - Never counts as charged in flank or rear and never turns to face enemy contacting its flank or rear. It never conforms to enemy in close combat.
  - Fights as if 2 bases wide on each side if it has more than 8 bases, or 1 base per side if it has 8 or less bases.
  - Suffers no POA penalty for fighting in more than one direction.
  - Cannot be overlapped and cannot fight as an overlap for another friendly battle group.
  - Fights as if a single rank of its weapon type in any direction.
  - When calculating 'Hits per Base' count only 3/4 of its bases (round up) if fighting on 1 face, and all bases if fighting on 2 or more faces.
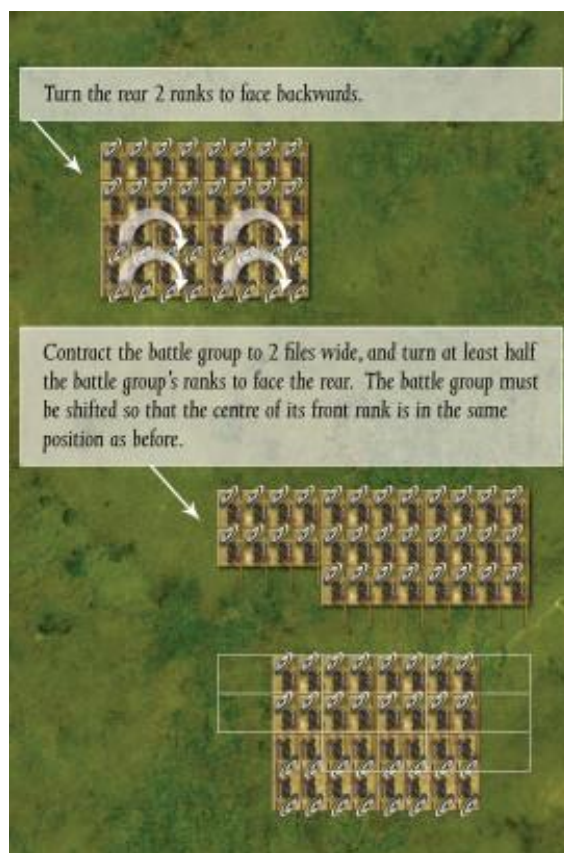
Troops going from normal formation into Orb
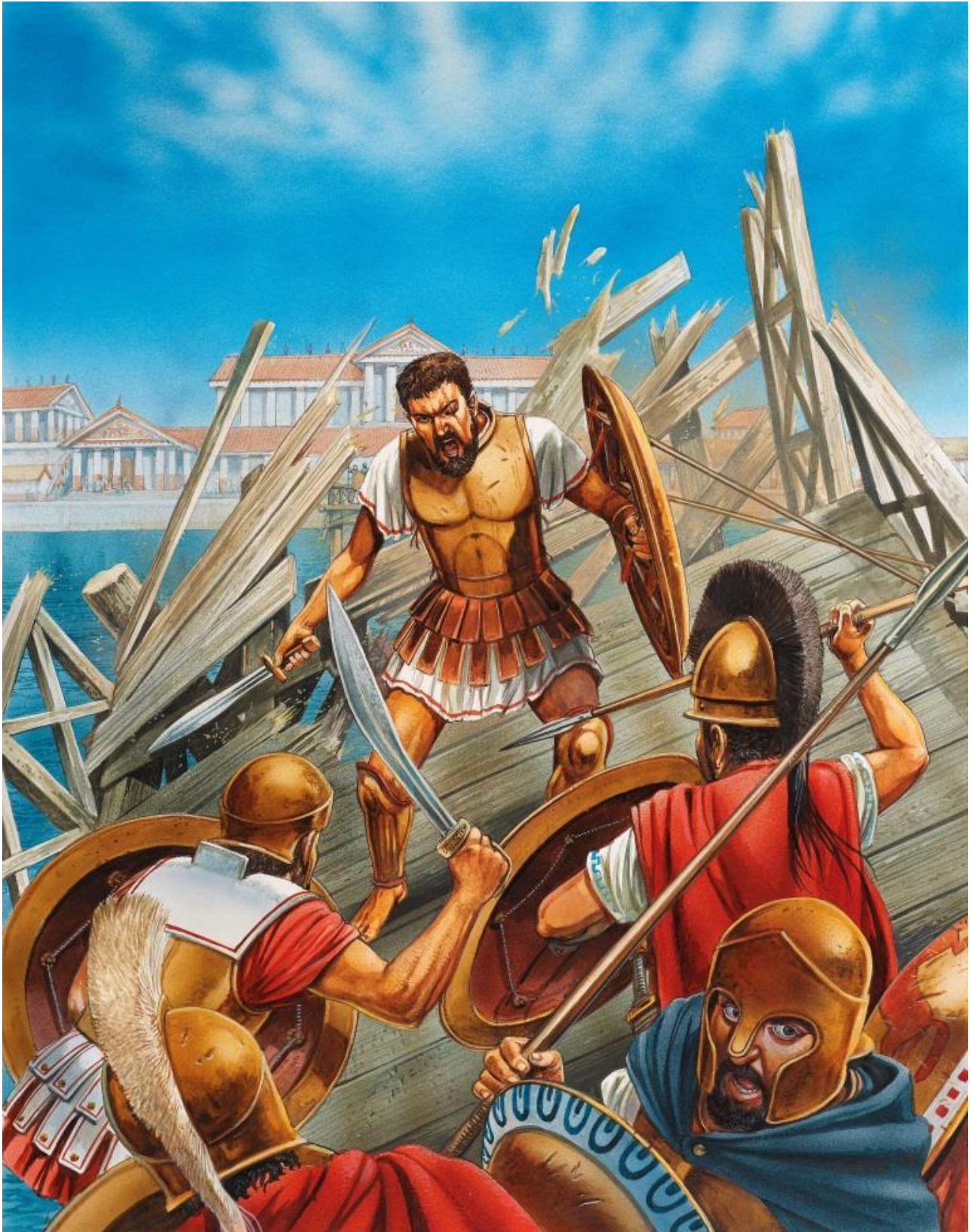
REFERENCE SECTION

APPENDIX 1: SCALES, BASE SIZES AND DETAILED TROOP TYPES

SCALES

Tabletop wargaming requires a number of compromises to make our battle games enjoyable and to allow us to complete them in a reasonable period of time. This can of course work against us when attempting to recreate actual battles from history, but with a little care and preparation this is easily overcome. For normal club or competition games we are constrained by time, table space and our opponent's available armies. Love it or hate it, the modern phenomenon of wargaming anachronistic battles allows players to research and paint up armies from any location and time frame covered by the rules without worrying about the availability of historical opponents. Immediately we do this we compromise literal figure scales, e.g., to make a "what if" battle between a Viking force and a Persian army work, we need to adjust the scale of the armies, as historically the Vikings could never field a force anywhere near the size of a Persian army. This is where our companion army list books and points values come into play and allow any combination of opposing armies to work. Obviously, the approach differs for historical re-fights, and also for campaigns.
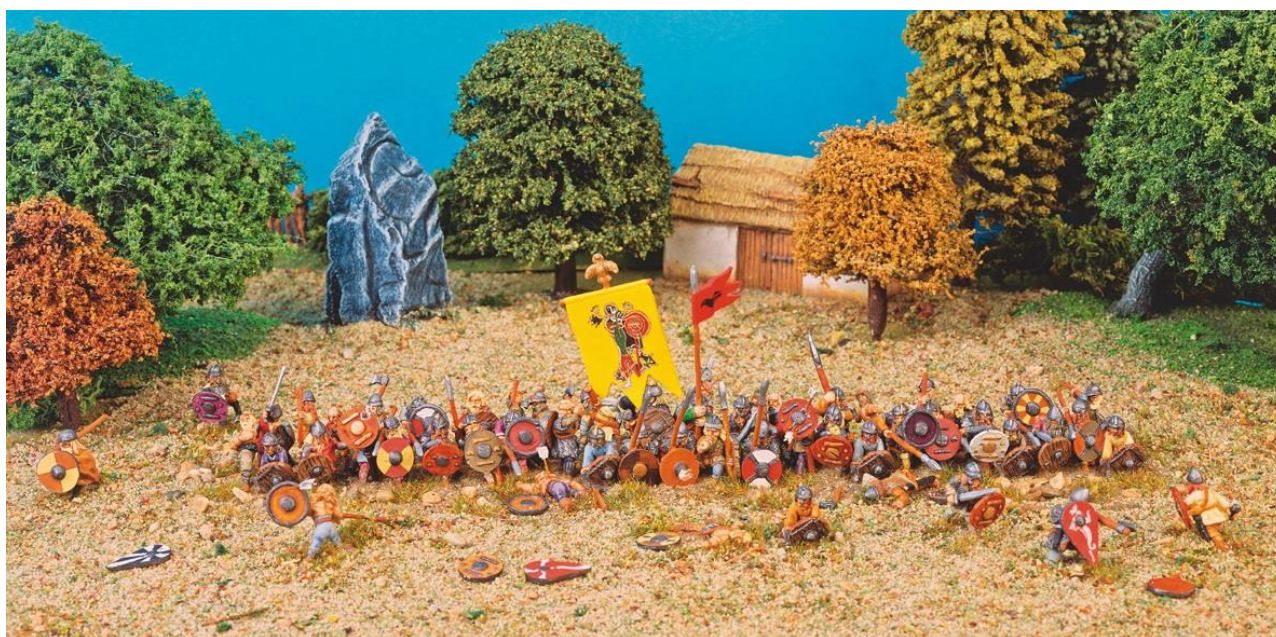
A Viking Shieldwall

In Field of Glory, the troop scale can be taken as **averaging** very approximately 250 men per base, but in practice we recommend ignoring this and treating each army as a coherent whole, representing whatever full-sized army its prototype usually fielded. Our companion army list books are specifically designed to create the correct SHAPE and feel of each army, allowing a good historical representation of how it fought. The rules generally assume that these lists are being used.

Figure scale

The rules are compatible with all figure scales from 2mm to 28mm. All distances and ranges given in the rules are the same regardless of figure scale. Base sizes are listed below. The size for 15mm scale figures is shown first, followed by the size for 25/28mm scale figures in square brackets. For scales smaller then 15mm it is recommended that the base sizes for the 15mm scale are used, simply add more figures to the base for visual effect. The base widths are standard for all bases. Base depths are always a compromise in tabletop armies and have been chosen to suit the size of the figures rather than the actual depth of the formation.

It is therefore apparent that the number of men represented by each base will depend on the size of battle being fought. Each base can be assumed to represent a body of troops in a battle formation of 3 to 5 ranks with most battle groups being deployed 2 bases deep (6 to 10 ranks). Each base has a number of figures giving a visual representation of the formation that the battle group would most likely use.

The figures used should be an accurate representation of the troops they depict. This will assist your opponent to see at a glance what troops he is facing. In all games, but more especially tournament games, players must fully explain their troops at deployment or when asked.
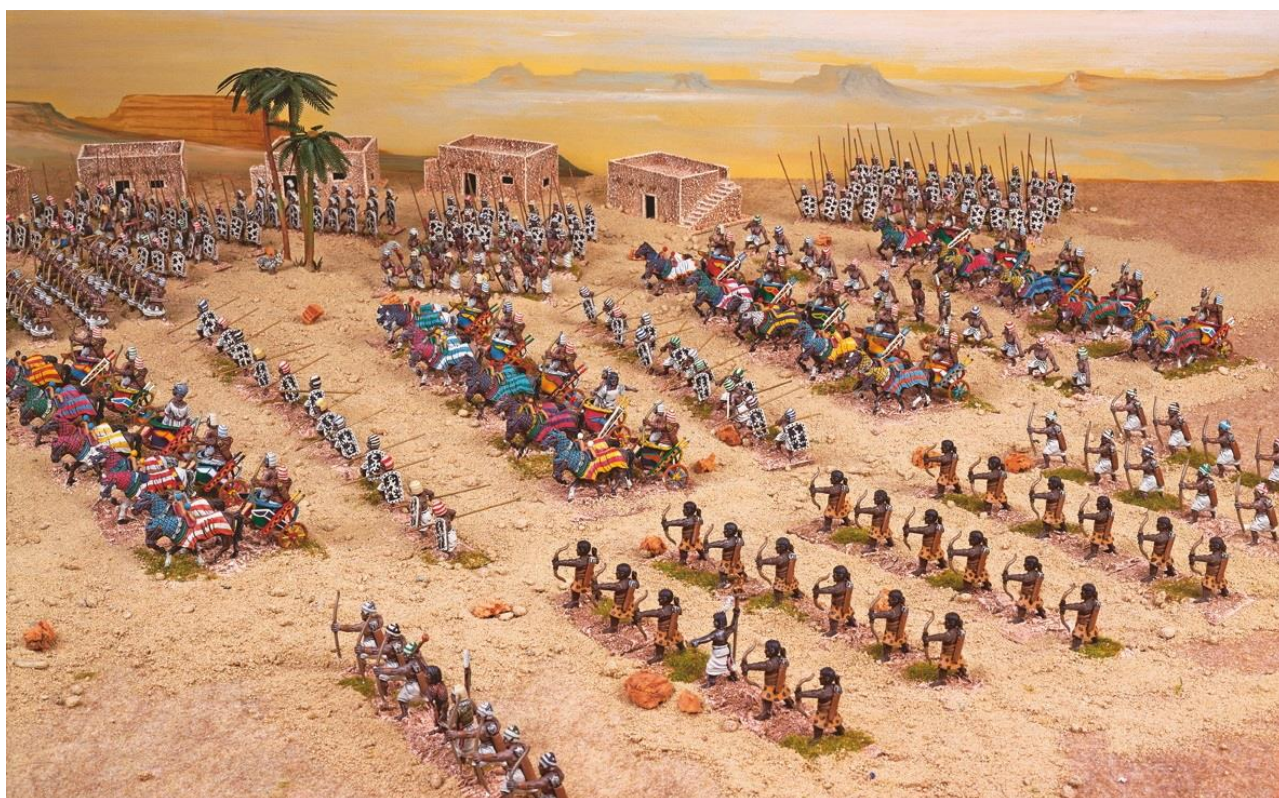
An Egyptian army gathers at the oasis

Command bases are an exception to the figure scales. They are not fighting units, and are only used to indicate the location of the commanders on the battlefield. They do not add to the base count of any battle group they are with. Commanders are mounted on a single stand of a maximum 40mm [60mm] square or on a smaller stand of a suitable size for their troop type. They need not contain the same number of figures as their equivalent troop type, but must be easily identifiable as a commander, even when adjacent to a similarly armed combat battle group. Commanders' bases can therefore be as extravagant as you like.

Ground scale

The ground scale used is defined by effective bow range. The choice of scale is again a compromise and has been made with a view to making movement distances and missile ranges sufficient to ensure that players are faced with enough decision making to keep the game interesting while still maintaining a reasonable simulation of historical march rates and shooting distances.

All distances are specified in movement units (MUs). One movement unit, or MU for short, is normally either 25mm or 1 inch, as agreed by the players or decided by tournament organisers, regardless of figure scale. Alternatively, if using 25/28mm or larger figures on a table larger than 6 x 4 feet, a scale of 1MU = 1.5 inches or 40mm may be preferred.

Time scale

Each pair of game turns represents a varying amount of time on the battlefield, sufficient to encompass the majority of discrete battlefield actions. It also allows a reasonable period of time for battle groups to regroup during pauses in the action. The mass of minutiae that occur during battle are absorbed and incorporated into the cohesion, movement and combat mechanisms. Each turn represents a phase of battle rather than a fixed amount of time.

Base sizes

Troop bases must be rectangles. For 15mm scale figures the width of all bases is 40mm. For 25/28mm scale figures the width is always 60mm. The depth varies according to troop-type. The following tables show measurements for 15mm scale models. The 25/28mm scale equivalent is in brackets. Each base represents a body of men. The number of figures per base and the base depths are as follows:

BASE SIZES		
Troop Type	**Figures per base**	**Depth of base: 15mm [25/28mm]**
Heavy foot	4	15mm [20mm]
Medium foot	3 or 4	20mm [30mm]
Light foot	2	20mm [30mm]
Mob	5-8	30mm [40mm]
Cavalry & Camelry	3	30mm [40mm]
Light horse & Light Camelry	2	30mm [40mm]
Knights	3	30mm [40mm]
Cataphracts & Cataphract camels	3 or 4	30mm [40mm]
Chariots	1	40mm [80mm]
Elephants	1	40mm [80mm]
Artillery	1	40mm [80mm]
Battle wagons	1	80mm [120mm]
Commander	As required*	40mm [60mm] or less
Fortifications	Models of the defences	15mm [20mm]
Supply camp	This will be a selection of tents, wagons etc. It is a rectangle 120mm [180mm] by 80mm [160mm]. It can be fortified if allowed in the army list.	

*Commanders will normally be depicted as one of their troop types. This is specified in the companion army list books. It is acceptable to use a slightly different number of figures and/or use circular bases to make the commander, his bodyguard and standard bearers easily distinguishable.

Using troops based for other systems

As long as the correct base widths are adhered to, it is OK to use troops based for other rules systems. Modification to comply with Field of Glory may require a little ingenuity. For example:

- Single-based figures can be "blue-tacked" on to temporary bases of the correct width.
- Lesser numbers of figures per base can be used if the figures or the stands they are attached to are too large to fit the normal number on our standard base widths.
- Base depths can be larger than standard if the figures or the stands they are attached to are too large to fit on our standard base depths.
- Some bases from some other systems may need to be placed side by side and treated as two bases one behind the other.

There are bound to be any number of other temporary fixes. If both players have troops based to the same system they can be used, as long as all bases are the same width.

TROOP TYPES IN DETAIL

The troop types in these rules are defined by their battlefield behaviour rather than their physical appearance or equipment alone. For example, the term 'heavy foot' is used to describe all infantry troop types that fight shoulder to shoulder in close formation. There are a number of individual troop-types and these are described in the following table.

TROOP TYPES		
Troop Type	**Ref**	**Description**
Heavy Foot	HF	Foot troops who fight in close formation. These include most line-of-battle infantry.
Medium Foot	MF	Foot troops capable of fighting in close formation, but less reliant on formation for their fighting style, and hence better suited than heavy foot to fighting in rough terrain. They are capable of fighting alongside heavy foot in the open, but less able to resist a mounted charge and less resilient in a losing fight.
Light Foot	LF	Foot troops who fight in a dispersed formation. They are classified as **skirmishers** when in battle groups entirely of light foot.
Mob	Mb	Untrained rabble, usually of low morale, fighting as a disorganised mass. They may be equipped with only peasant weapons or may have been hastily equipped with proper weaponry but not trained to use it effectively. They are treated as Medium Foot in all respects except that they are based differently.
Knights	Kn	European Medieval knights. They ride knee to knee on heavy horses, and rely on a devastating charge. They often fight in less depth than other mounted troops. Usually only a proportion of the troops are actual knights, with the remainder being sergeants and/or retainers.
Cataphracts	Ct	Ancient cavalry covered from head to foot in armour, with similar protection for their horses. They ride in close formation at a slower speed than most other cavalry. They are very well protected from missiles and their armour gives them an edge in an extended melee.
Cataphract Camels	HCm	Camelry covered from head to foot in armour, with similar protection for their camels. They ride in close formation at a slower speed than other camelry. They are very well protected from missiles and their armour gives them an edge in an extended melee. Cataphract camelry disorder horses.
Light Horse	LH	Lightly equipped horsemen specialising in skirmishing, usually with missile weapons. They are classified as **skirmishers**.
Light Camels	LCm	Light camel mounted troops specialising in skirmishing, usually with missile weapons. They are classified as **skirmishers**. They may disorder horses in combat
Cavalry	Cv	Most other mounted troops fall into this category. They are capable of skirmishing or of forming a solid body to shoot or charge. They are not classified as skirmishers.
Camelry	Cm	Camel-mounted troops. They are treated as cavalry, but they have less difficulty with movement over soft sand. Camelry disorder horses.
Elephants	El	Indian or African elephants, whose strength is breaking into solid lines of enemy troops. Elephants disorder horses.
Heavy Chariots	HCh	Chariots with 3 or 4 crewmen.
Light Chariots	LCh	Chariots with 2 crewmen. Capable of charging or skirmishing. They are not classified as skirmishers.
Scythed Chariots	SCh	Chariots with scythes and spears attached to the structure. Driven into the enemy ranks as a terror weapon.
Light Artillery	LArt	Small bolt shooters or organ guns. Moveable to a limited extent on the battle-field. Treated as foot.
Heavy Artillery	HArt	Heavy bolt-shooters, stone throwers or bombards. Intended more for sieges than for field battles and almost immovable once set up. Treated as foot.
Battle Wagons	BWg	Horse or ox drawn wagons, usually with missile-armed crew on board. Treated as foot. Not very manoeuvrable, so always count as undrilled.

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ARMOUR

The following is a guide to the characteristics of the armour classes in Field of Glory. A number of considerations have been taken into account when determining the armour classes specified for historical troops in our companion army list books, e.g., where the various ranks in a battle group are armoured differently, or where individuals have a variety of armour levels, the troops are classified according to their average functional armour level. Reflecting significant differences between armour levels of different troop-types within the same historical period has sometimes outweighed rigid adherence to standard descriptions.

Description	Distinctive features
Heavily Armoured	Metal armour almost entirely covering the body. Horses mostly barded, at least for front ranks.
Armoured	Metal armour at least for the head and thorax – combined, in the case of foot, either with a substantial shield or with additional metallic protection. Horses may or may not be armoured – if armoured, usually with leather or textile armour. Also, cavalry with extensive non-metallic armour for man and horse.
Protected	With a minimum of at least a moderate sized shield and/or leather or textile armour. Foot with a limited degree of metallic protection but lacking shields. Also mixed battle groups of unarmoured and armoured men resulting in an equivalent average level of protection.
Unprotected	Lacking armour and without or with only small or flimsy shields.

COMBAT CAPABILITIES

Field of Glory is function based. The mere possession of a weapon is not sufficient to qualify for a combat capability. For example, ghilman (Ghulam) cavalry were primarily horse archers, so get bow capability but not lancers capability, even though some were armed with lances. Conversely, Sarmatian heavy cavalry were armed with lance and bow, but preferred to charge rather than use their bows in battle, so get lancers capability but not bow capability. Similarly, Burgundian feudal men-at-arms in the later 15th century were recorded by contemporaries as being incompetent in the use of their lances. Therefore, they are not credited with a lancers capability even though they carried lances.

Some foot spearmen were the main offensive arm of their army; others adopted a defensive posture and a role of supporting their army's mounted troops. We accept the view that this was not due merely to circumstances, but to different tactical doctrines, and hence these troops are treated differently under the rules. Other troops armed with spears were not organised sufficiently to form any sort of concerted spear phalanx and merely had spears because they were cheap weapons, so are not credited with either 'spearmen' capability. They may instead have a 'light spear' capability or no combat capability at all.

Many troops had swords as secondary weapons, but the 'swordsmen' capability only applies to those who were happy to engage in close combat and used swords (or equivalent) as their primary close combat weapon. 'Skilled swordsmen' capability is given only to those with the highest skill and training with the sword.

The capabilities available to each historical troop type are specified in our companion army list books. Allocation of capabilities inevitably has a subjective element. In Field of Glory we have based our decisions on the most recent evidence available to us. The emphasis is always on establishing the historical role of each troop-type, especially when fighting contemporary opponents. It should therefore be accepted that the descriptions below are not prescriptive and are for use only in Field of Glory.

Capabilities are situational and may not result in a point of advantage in every combat.

TRAINING

The allocation of 'drilled' to a troop type can be subjective. Where written evidence of training manuals exists, giving descriptions of how units should manoeuvre, troops are classified as drilled. In other instances, historical accounts give indicators of how troops fought.

COMBAT CAPABILITIES		
Capability	**Phase**	**Description**
Bow	Shooting	Specialist foot archers or horse archers. (Excluding crossbowmen or Medieval longbowmen).
Bow*	Shooting	Foot or cavalry making effective use of bows but only as a subsidiary weapon, and cavalry trained to fight in shallow mixed formations of lancers and bowmen, with not all ranks armed with bow. Troops with Bow* capability use the same POAs as those with Bow capability, but shoot with less dice.
Crossbow	Shooting	Foot or mounted troops armed with crossbows.
Firearm	Shooting	Foot or mounted troops armed with handguns or naphtha bombs.
Heavy Artillery	Shooting	Heavy artillery such as heavy bolt-shooters, stone-throwers or bombards.
Heavy Weapon	Impact, Melee	Troops armed with 2-handed swords, axes or rhomphaia
Impact Foot	Impact	Foot relying on a fierce charge to disrupt the enemy at impact and foot relying on a barrage of heavy throwing weapons to disrupt the enemy at impact.
Javelins	Shooting	Light foot or light horse skirmishers with javelins.
Lancers	Impact	Mounted troops specialising in charging with lance.
Light Artillery	Shooting	Light artillery such as light bolt-shooters or organ guns.
Light Spear	Impact	Foot armed with light spear or javelins, whether thrust or thrown, but not trained to fight as a concerted offensive or defensive spear phalanx. Mounted troops armed with light spear or javelins, whether thrust or thrown. NB: Troops with 'Light Spear' do **not** count as 'Spearmen'.
Longbow	Shooting	Foot armed with Medieval longbows.
Pikemen	Impact, Melee	Foot armed with long 2-handed pikes and forming a concerted pike phalanx. Most such troops are also armed with swords – the Pikemen melee POA already takes this into account.
Pole arms	Impact, Melee	Troops armed with Halberds, Bills, Naginata etc.
Sling	Shooting	Foot armed with slings.
Defensive Spearmen	Impact, Melee	Spearmen accustomed to adopting a defensive stance, repelling all enemy attacks, and often acting primarily in the role of supports for the army's mounted troops.
Offensive Spearmen	Impact, Melee	Spearmen accustomed to adopting an aggressive phalanx formation, with the aim of attacking and defeating enemy foot.
The two categories of spearmen behave differently in the Impact phase but identically in the Melee phase. The term '**spearmen**' is used to apply to both offensive and defensive spearmen. It does not refer to 'light spear', this is a separate category described above. Most spearmen are also armed with swords – the spearmen melee POA already takes this into account. Spearmen never use 'swordsmen' POA.		
Skilled Swordsmen	Melee	Foot using swords as their primary weapon and trained to a very high standard of swordsmanship.
Swordsmen	Melee	Foot using swords as their primary weapon, often supplemented by javelins or other throwing weapons. Foot equipped with swords or equivalent weapons as secondary weapons, but ready and willing to fight hard hand-to-hand when required. Mounted troops equipped with swords, maces or horseman's axes and ready and willing to fight hand to hand when required.

FORTIFICATIONS		
Type	**Ref**	**Description**
Field Fortifications	FF	Temporary earthworks or other obstacles used to enhance defensive positions.
Portable Defences	PD	The most common type of portable defences are stakes.

APPENDIX 2 :

BATTLEFIELD TERRAIN, VISIBILITY AND DISORDER EFFECTS

VISIBILITY EFFECTS
Terrain blocks line of sight beyond the visibility distances specified above.

The visibility distances specified for plantations, forests and villages apply equally to:
• troops outside looking in at troops wholly inside.
• troops wholly inside looking out.
• troops wholly inside looking at other troops wholly inside.
When shooting, the total distance from the nearest front corner or part of the front edge of each shooting file to the target must be within the specified distance. (It makes no difference how much of the distance is in the terrain.)
    Light foot in brush, enclosed fields, vineyards, marsh or soft sand cannot be seen from further away than the specified distance, but can see out normally. When they shoot they become (and subsequently remain) visible to all bases of the battle group they are shooting at - these can immediately shoot back.

DISORDER EFFECTS

If a battle group's formation could not function well due to its situation (such as in terrain or near camels or elephants) it is DISORDERED or SEVERELY DISORDERED and therefore vulnerable. The terrain causing disorder or severe disorder for various troop types is shown in a table in the General Movement Rules section. The effects are listed in the table below.

DISORDER EFFECTS	
Terrain grade	**Effect**
NO EFFECT	
DISORDER	Does not count as STEADY
	-1 on complex move tests.
	Lose 1 dice per 3 for shooting and close combat.
	No cohesion test penalty.
SEVERE DISORDER	Does not count as STEADY
	-2 on complex move tests.
	Lose 1 dice per 2 for shooting and close combat.
	-1 on cohesion tests.

• Only bases that are currently at least partly in the situation are affected.
• Bases not in the situation do not suffer penalty, so a long line of spearmen may be disordered at one end and unaffected at the other.
• If any part of a battle group is DISORDERED or SEVERLY DISORDERED, it makes complex move tests (CMT) as if entirely so. If it finds itself in combat, only those bases affected suffer any penalties.
• Lost combat dice for DISORDER or SEVERE DISORDER are **not** cumulative with dice loss for DISRUPTION or FRAGMENTATION. Only one state applies - whichever is worst.
• A file with its front-rank base defending field fortifications (but not portable defences) is not disordered or severely disordered by terrain.

Disorder effects are temporary and recover immediately that the cause is no longer present
• Terrain effects cause DISORDER or SEVERE DISORDER to some troops. Bases at least partially in the terrain are affected. The effect ceases when they leave it.
• The elephants and camelry effects cease when they are no longer within the disordering distance.

TERRAIN DESCRIPTION, VISIBILITY AND COMBAT EFFECTS	
CLEAR	
Open (O)	An open area of ground offering no impediment to movement. Full visibility.
UNEVEN	
Open Fields (OFl)	An area of cultivated land, either open or only divided by shallow irrigation or drainage ditches.
Broken Ground (BG)	A mostly open area, with some rocks and/or scrub
ROUGH	
Brush (B)	An area mostly covered by substantial brush or rocks or by small gullies or boggy ground. LF wholly inside are only visible within 4 MUs.
Enclosed Fields (EF)	An area of cultivated land divided by walls, hedges or deep irrigation or drainage ditches. Counts as cover for bases wholly inside. LF wholly inside are only visible within 4 MUs.
Plantation (P)	An area lightly covered with fruit or olive trees, or other managed woodland with little undergrowth. Counts as cover for bases wholly inside. Troops wholly inside are only visible within 4 MUs. Troops inside can only shoot in 1 rank. Troops beyond a plantation cannot be seen.
Gully (G)	A gully is a depression in the ground. It is too uneven to provide any uphill advantage but can conceal troops. Bases entirely in a gully are only visible from outside within 1 MU. Bases in a gully can see outside, but can only fire at enemy entirely outside within 1MU.
DIFFICULT	
Forest (F)	Dense woodland or jungle. Counts as cover for bases wholly inside. Troops wholly inside are only visible within 2 MUs. Troops inside can only shoot in 1 rank. Troops beyond a forest cannot be seen.
Vineyards (V)	A cultivated area of vines, usually planted in straight lines. Counts as cover for bases wholly inside. LF wholly inside are only visible within 4 MUs.
Marsh (M)	A very boggy area, which may include small ponds with occasional trees and shrubs. LF wholly inside are only visible within 4 MUs.
Soft Sand (SS)	An area of soft sand and some low sand dunes. LF wholly inside are only visible within 6 MUs. Camelry count it as Rough.
Village (Vg)	An area of buildings and sheds with a road passing through it. Counts as cover for bases wholly inside. Troops wholly inside are only visible within 2 MUs. Troops inside can only shoot in 1 rank.
Steep Hill (SH)	A steeply sloping hill which gives a close combat advantage to those higher up the slope. Troops on such a hill can shoot over troops below them. Troops beyond a crest line are only visible within 1 MU. Steep hills are always difficult, whether clear or covered by broken ground, brush, plantation, vineyards, forest or a village.
IMPASSABLE	
Impassable (I)	An area of extremely steep hills or a quarry, or a lake etc. No troops can enter. Any troops forced into it are destroyed.
SLOPES	
Gentle Hill (GH)	A gently sloping hill which gives a close combat advantage to those higher up the slope. Troops on such a hill can shoot over troops below them. Troops beyond a crest line are only visible within 1 MU. Slopes can be clear, uneven (if covered by broken ground), rough (if covered by brush or plantation) or difficult (if covered by vineyards, forest or a village).
LINEAR	
Road (Rd)	A single base wide road or track that must pass through or touch a village, and must connect 2 different table edges, no more than one of them a short edge. The maximum length of the road is 60 MUs.
Coastline (C)	Extends up to 6 MUs in from the short table edge – May be the bank of a major river or the sea. Impassable to troops.
River (Rv)	Up to 4 MUs wide, entirely within 6 MUs of the side edge. The placing side dices for its difficulty when putting it down. 1 = uneven, 2,3 = rough, 4,5 =difficult, 6 =impassable. Troops can only move within 45 degrees of straight across. The river cannot have more than 2 bends.

Terrain piece sizes

APPENDIX 3: GLOSSARY OF TERMS

GLOSSARY OF TERMS	
<	Less than.
<=	Less than or equal to.
>	Greater than.
>=	Greater than or equal to.
Active Player	The player whose turn it currently is.
Advance	A move listed in the *Advances* section of the Simple and Complex Moves table. It must result in at least part of the battle group ending further forward than its original front edge.
Army Break Point	The **break point** of the army is: • The number of battle groups in the army at the start of the game. Do not count scythed chariots. • Count each battle group of skirmishers as half a point each. Round up to the nearest whole number.
Army Rout	An army suffers an army rout if at the end of the current phase it has suffered Attrition Points equal to or greater than its **break point**. See the *Playing the Game* section.
Attrition Points	Attrition points are received for various adverse events. If sufficient attrition points are accumulated, the army routs. See the *Playing the Game* section.
1 Base Deep	Cavalry, camelry or light chariots are considered to be "entirely 1 base deep" for the purpose of evading, shooting or being shot at if their battle group is entirely in a single rank of bases. This represents a formation in which smaller troops of cavalry separated by gaps dash around harassing the enemy. Note that two battle groups each entirely 1 base deep but one behind the other still count as 1 base deep for the purpose of evading, shooting or being shot at.
Battle Line	See the *Command and Control* section.
Battle troops	Any battle group other than those which are entirely light foot or light horse
Better Armour	Heavily armoured is best, then armoured, followed by protected and lastly unprotected. Chariots, elephants, artillery and battle wagons have no armour class. No enemy counts "better armour" against them, and they don't count "better armour" against any enemy.

Charge Range	A battle group is in charge range if it can make a 'legal' charge contact (See the Impact Phase section) within its normal move distance.
Close Combat	'Close Combat' is a general term for impact and melee combat. Once such a combat has been joined, battle groups are deemed to be in close combat until one side breaks off, breaks and routs, or is destroyed (or a battle group fighting only as an overlap moves away). Impact and melee phase combat use the close combat mechanisms. An exception is that support shooting in the impact phase uses the shooting mechanisms to determine the number of hits.
Cohesion Test	A test taken to see if adverse events cause a battle group to drop down the Cohesion ladder. See the **Battle Group Deterioration** section.
Column	A battle group that is one base wide is a **column** of march and must be "kinked" at points where it has wheeled (e.g. to follow a road) until the whole column has passed that point. Kinked columns cannot intercept, evade or declare charges, but are not exempt from charging without orders (see the **Impact Phase** section). A kinked column is not "facing in more than one direction". It is always considered to be facing in the direction of its front-rank base. Although the facing of each base is assessed separately for being charged in the flank or rear. Exception - The following battle groups never count as columns in combat except when moving along a road: Any battlegroup which currently have only 2 bases other than knights, chariots and elephants Any Battle group of battle wagons or artillery.
Command Range	The distance at which commanders can influence troops – i.e. control battle lines and affect complex move tests and cohesion tests.This is:Inspired commander (IC): **12 MU**s.Field commander (FC): **8 MU**s.Troop commander (TC): **4 MU**s.Command range is measured from the nearest point on the commander's base. A C-in-C or sub-commander can influence any troops except allied troops. An ally commander can only influence troops that are part of his own allied contingent.
Complex Move Test (CMT)	A test taken to see if a battle group or battle line can make a complex move as defined in the Simple & Complex Moves Table. See the **General Movement Rules** section.
Cover	Plantation, forest, village, vineyards, enclosed fields. These give cover to bases wholly within them.
Death Roll	A test taken to see if hits cause base losses. See the **Battle Group Deterioration** section.
Defending a riverbank	For a base to count as defending a river bank in close combat, the following must all apply: The entire fighting edge of the base must be facing the river and not in it. At least part of the fighting edge of the base must be within 1 MU of the river. The enemy front rank base must be at least partly in the river.
1 Dice per x Bases	'1 dice per x bases' = 1 dice per full x bases, i.e. round dice down.
1 Dice per x	'Lose 1 dice per x' = Lose 1 dice per full x dice, i.e. round dice up.
Field Fortifications	Temporary earthworks or other obstacles used to enhance defensive positions. See the **Special Features** section.
Fighting enemy in 2 directions	A battle group only counts as fighting enemy in 2 directions in melee if it has bases turned at 90 or 180 degrees to each other and it is in melee with different enemy battle groups on different facings. Note that this cannot happen as a consequence of a charge unless it was a legal flank or rear charge.
File	A single front rank base and all the bases of the same battle group lined up behind it.

HP2B (Hits per 2 bases) & HP3B (Hits per 3 bases)	1 HPxB = 1 hit per x bases (at the start of the phase) in the battle group, except that: Elephants and artillery count front rank bases only, but each count as 2 bases. Battle wagons count the bases from one rank or file, whichever is the greater number, with each base counting as 2 bases. Other troops count all bases in the front 3 ranks only. Commanders' bases do not count.
Line of Command	The C-in-C and sub-commanders are considered in line of command for all troops in the main army, but not for any allied troops. Ally commanders are not in line of command for troops other than their own contingent.
Melee	Troops in close combat are deemed to be in melee as soon as the **Impact Phase** combat has been resolved. Melee combat is not adjudicated, however, until the **Melee Phase**.
Movement Units (MU)	All distances are specified in Movement Units (MUs). Each MU is normally either 25mm or 1 inch, as agreed by the players or decided by tournament organisers, regardless of figure scale. Alternatively, if using 25/28mm or larger figures on a table larger than 6 x 4 feet, a scale of 1MU = 1.5 inches or 40mm may be preferred.
Non-Skirmishers	All troops other than light foot or light horse. Mixed battle groups including heavy or medium foot as well as light foot.
Open Terrain	The whole battle-field apart from areas of uneven, rough, difficult or impassable terrain counts as 'open terrain'. POAs and Cohesion Test modifiers only applying 'in open terrain' do not count: If the base claiming the POA or causing the Cohesion Test modifier even partly enters uneven, rough or difficult terrain. If attacking or defending fortifications or a riverbank.
Overlap	See the **Manoeuvre Phase** and **Melee Phase** sections.
POA - Points of Advantage	POAs are combat advantages arising from troop type, armour, combat capabilities and situational factors. Troops often have different POAs in the different phases: Impact Phase, Shooting Phase and Melee Phase. See the **Combat Mechanism** section.
Portable Defences	See the **Special Features** section.
Quality Re-rolls	The mechanism by which the effect of troop quality is represented. See the **Battle Groups** section.
2 Ranks Deep	Any battle group with all bases facing in the same direction and which has **more than half** the number of bases in the 2nd rank as there are in the 1st rank.
3 Ranks Deep	Any battle group with all bases facing in the same direction and which has **more than half** the number of bases in the 3rd rank as there are in the 1st rank.
Rear Support	A battle group can claim rear support if it has steady friendly non-skirmishers of equal or better quality to its rear, and all of the following conditions are fulfilled: All bases counting towards rear support are either at least partly directly to the supported battle group's rear, or in edge contact with a base that is. The total number of such bases is at least half the original total number of bases in the supported battle group. The supporting bases are all within 8 MUs of the rear of the battle group if they are foot, 12 MUs if they are mounted. The supported battle group is at least partly in front of a straight line extending the front edge of the supporting bases. There are no enemy troops even partly between the battle group claiming rear support and the bases giving rear support. The bases giving rear support are not part of a battle group that is in close combat. The following cannot claim rear support: Battle wagons. Battle groups facing in more than one direction. This includes battle groups in orb or in a "kinked" column.

Restricted Area	The area ahead of a battle group in which enemy movement is restricted in the manoeuvre phase. A battle group's Restricted Area is the rectangle directly in front of the battle group to a distance of 2MUs. See the ***Manoeuvre Phase*** section.
Scythed Chariots	See the ***Special Features*** section.
Shock Troops	Any mounted battle troops with lancers capability, other than those that begin the game with either half their bases having bow or crossbow, and any battle groups entirely armed with bow* in addition to their lance Heavy chariots Scythed chariots Foot with impact foot capability Foot with offensive spearmen capability Foot with pikemen capability. They still count as shock troops (but cannot charge) while Fragmented.
Skirmishers	Light foot in battle groups entirely of light foot. Light horse and Light camelry.
Steady	Troop bases do **not** count as **Steady** if they are **Disrupted, Fragmented, Disordered, Severely Disordered or Broken.**
Supply Camp, Sacking	See the ***Melee Phase*** section.
Terrain Sizes	Normal pieces: Each must be so sized and shaped that both of the following apply:A 4 x 6 MU rectangle can be fitted entirely within its footprint.Its entire footprint can be fitted within a 12 MU diameter circle.Large pieces: Each must be so sized and shaped that all of the following apply:A 4 x 6 MU rectangle can be fitted entirely within its footprint.Its footprint cannot be entirely fitted within a 12 MU diameter circle.Its entire footprint can be fitted within a 16 MU diameter circle.
Threatened Flank	A battle group of non-skirmishers has a threatened flank if either of the following apply: • There are enemy non-skirmishers currently in charge reach and capable of charging the battle group's flank/rear in their next turn. (No account is taken of any possible movement by any battle group that might occur in the interim). • Any part of the battle group is less than 6 MUs from the player's own long table edge or either short table edge. It makes no difference which way the battle group is facing.
Uphill	Unless a hill has clearly defined peaks or ridge crests, it is considered to have a single peak at the most central point of the terrain piece. A base is uphill if it is standing entirely on a hill, and the nearest peak or point on a ridge crest is behind a straight line extending its front edge. If both bases have their front edge touching a peak or ridge crest, or if both would count uphill using the above definition, then neither counts as uphill.
Variable Movement Distance	Any move distance that has to be modified by a dice roll. (See the ***General Movement Rules*** section).
Within	At or closer than.
Zone of Interception (ZOI)	The zone ahead of a battle group where it can intercept an enemy charge. A battle group's Zone of Interception (ZOI) is the rectangle directly in front of the battle group to a distance of 2 MUs if foot, 4 MUs if mounted troops. In the ZOI battle groups of some troop types have the option of making interception charges. See the ***Impact Phase*** section.

APPENDIX 4: SET UP RULES

The wargame may be an historical re-creation, a scenario or part of a campaign. Various factors will determine the setup for such battles and it is likely that the opposing armies will be unequal. Parts of the following set-up rules covering items already decided can therefore be ignored.

In contrast, for tournaments, typical club or pick-up games, players will most likely be on a level footing. This type of game does not take into account events preceding the battle and only requires each player to supply an army (possibly anachronistic) to a fixed total points value. A later appendix describes how to use the information contained in our companion army list books to work out the composition of your army. These books give details of literally hundreds of accurately researched historical armies.

In multi-player games each side has one player designated to carry out the set-up procedure for his side.

The Roman Army deployed

Order of march

Prior to set up, players design their armies to a fixed total points value in accordance with the constraints specified in our companion army list books. Each player writes down an 'order of march' listing the army's battle groups in the order in which they will be deployed on table. The army's total initiative modifier, and the number of battle groups in each deployment batch, as described below, must also be noted.

Setting up the game

The following sequence of events precedes play:
- Dice for pre-battle initiative.
- Terrain choice and placement.
- Deploy camps, field fortifications and ambush markers.
- Record outflanking marches.
- Deploy battle groups.
- Commit to dismounting.
- Deploy commanders.
- Dice to decide which plater begins the game as the active player in the first turn.

Pre-battle initiative

From the dawn of time successful generals have endeavoured to bring the enemy to battle in a place of their choosing, whether as an invader, such as Henry V at Agincourt, or in defence of their own territory, such as the Parthian commander Surena at Carrhae. Often, they achieved this through better battlefield intelligence, by employing fast moving mounted troops to scout out their opponents and determine their strengths and weaknesses. This generally gave them the initiative in the forthcoming battle. In Field of Glory we reflect this by allowing the general who has gained this initiative to select the overall terrain type, reflecting the likelihood that he will have a greater influence on choosing the battlefield, however he may only select terrain from his opponents choices, since he is assumed to also be the invader. His opponent starts deploying first, revealing his initial dispositions, which to some degree shows his hand. However, just as in reality, a good opponent will devise his own tactics to counter these disadvantages.

	PRE-BATTLE INITIATIVE MODIFIERS
+2	C-in-C is an inspired commander
+1	C-in-C is a field commander
+1	The army has 10-24 bases of cavalry, light horse, non-cataphract camelry or light chariots, excluding commanders
+2	The army has more than 24 bases of cavalry, light horse, non-cataphract camelry, light camelry or light chariots, excluding commanders

An army's total initiative modifier is pre-calculated and included in its order of march. At set up each player rolls a d6 and adds its total initiative modifier. If the total scores are equal, roll again. The high scorer has pre-battle initiative.

Terrain choice

Each army list in our companion army list books specifies a set of territory types characteristic of those typically found in the army's homeland. The player gaining the initiative chooses a territory type from those available to his opponents' army. Terrain is then chosen and placed according to this territory type.

The table below shows the terrain pieces available in each territory type. The maximum number of allowed pieces of each type is shown, followed by the compulsory minimum in brackets. Both players make their terrain selections from the row relating to the territory type chosen by the player with pre-battle initiative.

TERRITORY TYPE	Open	Open Field	Broken Ground	Brush	Enclosed Field	Plantation	Gully	Forest	vineyard	Marsh	Soft sand	Steep hill	village	Impassable	Gentle Hill	River or coast
DEVELOPED	2	3			3(1)	2	1		3			1	(1)		2	1
AGRICULTURAL	2	4(1)			3	1	1		2			1	1		2(1)	1
HILLY			3	3(1)		1	1	2		1		3	1	1	3(1)	1
WOODLANDS				2		2	1	4(2)		2		1	1		2	1
STEPPES	4(2)		4	3			1								1	
MOUNTAINS				2		1	1	1		1		4(2)	1	2		1
TROPICAL				2				4(1)		2(1)		1	1	1	1	1
DESERT	2		2	2			1				4(2)	1		1	1	
COLOUR KEY	Open	Uneven		Rough				Difficult						Impass		

A **river** or a **coast** count as 1 piece but 2 selections.
Other terrain pieces come in 2 sizes:

- Normal piece: A 4 x 6 MU rectangle can be fitted entirely within its footprint. Its entire footprint can be fitted within a 12 MU diameter circle.
- Large piece: A 4 x 6 MU rectangle can be fitted entirely within its footprint. Its footprint cannot be entirely fitted within a 12 MU diameter circle. Its entire footprint can be fitted within a 16 MU diameter circle. A large piece counts as 2 selections and as 2 towards the maximum of that type, unless it is one of the two compulsory pieces. Compulsory pieces cannot be chosen as large.

A **hill** can be clear or can be wholly or partly covered with one of either **broken ground**, **brush**, **plantation**, **vineyards**, **forest** or a **village**. It counts as the number of selections for its size. The covering does not count as extra selections. However, both the hill and the covering each count towards the maxima (and minima) of their respective types.

Only the player with pre-battle initiative can choose a **river**, a **coastline**, or a **village**. He cannot choose both a **river** and a **coast**.

The player without initiative selects one of the two compulsory pieces. The player with initiative then selects the other compulsory piece. A covered hill cannot be chosen as a compulsory piece.

The player without initiative then makes from 1 to 5 other selections from the list of available terrain. The total pieces of any type, together with any compulsory features of that type, cannot exceed the maximum of that type.

The player with initiative then makes from 1 to 5 other selections from the list of available terrain. He cannot select any pieces that, together with those already chosen by both players, would exceed the maximum of that type.

All terrain selection is made before **any** are placed on the table.

Terrain placing sequence
The order in which terrain is placed is as follows:
1. The player with initiative places any **river** or **coast**.
2. The player with initiative places his compulsory item.
3. The other player places his compulsory item.
4. The player with initiative places a non-compulsory item.
5. The other player places a non-compulsory item.
6. Steps 4 and 5 are repeated until no terrain is left to place.
7. After one player has placed all his pieces the other player places all of his remaining pieces
8. After all terrain has been placed the player with the initiative may place a road.

Non-compulsory pieces are placed in any order. - chosen at the time of placement.
No piece can be placed (prior to adjustment) closer than 4 MUs to any other piece except that Any piece can be placed closer than 4 MUs to a **river** or **coast**.
A road may only be placed if a village has been successfully placed and must pass through or touch the village. It can be placed closer than 4MU to any piece but (for aesthetic reasons) not through other terrain pieces.

The whole of the battlefield counts as open, except where terrain pieces are placed.

Terrain placing dice rolls
The placing player selects one of his pieces and rolls to determine where on the table it is to be placed. (If it cannot be placed in the location indicated by the dice roll, it is discarded.) The other player makes an adjustment roll, which may allow the placement to be amended or negated.

The placement roll:

1	Touching the long edge at least 8MU from a side edge – opponent's half.
2	Touching the long edge at least 8MU from a side edge – own half.
3	Touching a side edge, river or coast – opponent's half.
4	Touching a side edge, river or coast – own half.
5	Anywhere over 8 MUs from edges – opponent's half.
6	Anywhere over 8 MUs from edges – own half.

The initial placement roll is not required for **rivers**, **coasts** or **roads**.

The adjustment roll is made after each terrain feature is placed:

2 or less	No change permitted.
3 or 4	Can slide the piece up to 6 MUs in any direction.
5	Can either slide the piece up to 12 MUs in any direction or pivot the piece on one point through any angle.
6 or higher	Can remove the piece entirely.

Modify the dice roll by:
      -1   if the piece is a **compulsory** terrain item
      +1   if it is **impassable** or a **river** or **coast**.

Rivers and **coasts** can be removed, but not slid or pivoted.

When a piece 'slides' it must maintain its angle of placement relative to the table edges. To pivot, fix any point on the edge of the terrain piece and rotate the piece around this point. A piece cannot be slid or pivoted off table, nor to overlap another terrain piece.

Placing player

Placing player rolls a 6 and places a lake (impassable) and puts it 8 MUs from the edge in his half table.

Two compulsory fields already down.

Adjusting player rolls a 2, but gets a +1 for impassable and shifts it 6 MUs toward his side.

Adjusting player rolls a 5 and chooses to pivot the piece on the white dot.

← 8 MUs →

Placing player rolls a 3 and places a hill and puts it touching the opponent's side edge.

Adjusting player

Terrain placement and shifts

Field fortifications, supply camps and ambushes

The player without the initiative deploys any field fortifications anywhere up to 12 MUs from his side's rear table edge, or 15 MUs if in the central third of the table's width. He deploys his supply camp anywhere up to 12 MUs from his side's rear table edge. The supply camp cannot be placed in impassable terrain or a river, nor in difficult terrain other than in a village. Finally, he places any ambush markers.

The player with initiative then does the same.

In equal-points games, field fortifications and fortified camps must be paid for with army points
 – see *Appendix 5*.

Ambushing

The player with pre-battle initiative can place ambushes up to half way across the table from his side's rear table edge, in the two outer thirds of the table's width. The other player can place ambushes up to 6 MUs from the table's centre line, in the two outer thirds of the table's width.

Ambushes must not be visible from any part of the enemy deployment area for skirmishers (even if the enemy have no skirmishers). Battle groups can only ambush in terrain they could move in.

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6 bases of Roman Velites are ambushing in a plantation where they can only be seen from 4 MUs.
A battle group of Seleucid bowmen have approached to 4 MUs of the ambush marker, moving about two and a half MUs to do so. The ambushing troops must now be revealed and deployed.

Ambush marker with ambushing battle group noted underneath.

6 bases of LF to be placed on table now by the ambushing player.

The Seleucid battle group stops moving at 4 MUs and the ambush is placed on the table. The BG can move any remaining MUs once the ambush is revealed – one and a half in this case.

Ambush discovered

Ambushes are made by placing 'ambush markers' as follows:

- Each side can place up to 3 ambush markers on the table. An ambush marker is a 40mm square in 15mm scale, 60mm in 25/28 mm scale. The player must clearly identify (by noting on the bottom of the marker) the single battle group from his order of march that this represents, and any commander who is to accompany it. Alternatively, the marker can be left blank as a 'dummy marker' to confuse the enemy.
- If any enemy come within visibility range of the marker, the ambush (or its non-existence) is immediately revealed.
- When an ambush is revealed, place a base entirely on top of the ambush marker and then deploy the battle group around this base. It can face any of the edges of the ambush marker, and can be in any legal formation. A commander who was ambushing with it must be placed in legal contact with it. No base can be placed closer than the first base to any enemy battle group to which it would be visible - nor anywhere that would be visible from the enemy deployment area for skirmishers. A base that cannot be properly placed for any reason is lost. The enemy can then complete their move, unless it was a second move and they are within 6 MUs of the ambushers.
- Either player can reveal an ambush at any time in his own turn. He need not move the battle group to do so, but must place it on table in the correct position.
- When a friendly battle group will pass through an ambush marker, the ambush is revealed before the friends are moved.

The Roman general wants to run away so deploys the ambush facing away from the bowmen. The Seleucids can now move any remaining MUs.

One base has to be wholly on top of the ambush marker.

The other 5 bases can be placed in any block as long as none go closer to enemy in visibility range.

The Seleucid battle group has one and a half MUs left so after the ambush is placed they can advance as indicated, making it a little hazardous for the Roman Velites.

Ambush deployed

Outflanking marches

Many accounts of historical battles describe attempts by one side or the other to gain a tactical advantage by sending a force on a wide outflanking manoeuvre in the hope of catching the enemy by surprise and arriving on their flank at a crucial point in the battle. If successful this could often turn the battle. This tactic is possible in Field of Glory and therefore:

- Each army's C-in-C can choose to send up to two off-table outflanking marches, one on each flank. These are noted down before deployment, specifying on which flank they will arrive (relative to his own army).
- Each outflanking march must include a single commander and between 1 and 3 battle groups. The C-in-C cannot flank march.
- An allied commander can only make an outflanking march with troops from his own ally contingent and must take his whole contingent.
- Battle wagons, artillery and scythed chariots cannot be sent on outflanking marches.
- An outflanking march normally arrives anywhere on the specified side table edge (but see below).

    The player testing for the arrival of his outflanking marches rolls two dice for each such march at the beginning of each of his turns and consults the table below:

OUTFLANKING MARCH ARRIVAL TEST	
Roll two dice for each outflanking march. (No re-rolls).	
Modifier	
+1	If the flank march is led by a field commander
-1	If the outflanking march includes medium or heavy foot
Score	**Result**
9 or less	Roll again next turn.
10 or more	Success – see below

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On the turn when the outflanking march should arrive, roll two dice for each battle group to see if it is straggling. Straggling battle groups will not arrive in time for the battle.

STRAGGLING TEST	
Modifier	
+1	Drilled troops or skirmishers
-1	Medium or heavy foot
A battle group is straggling (and will not arrive) if it scores less than 5. Quality re-rolls apply.	

When a flank march successfully dices to arrive:

- The controlling player must immediately declare which flank the outflanking march is on and the number of battle groups it includes.
- Unless they are straggling (see below), or both armies have an outflanking march on that flank (see below), the outflanking battle groups and commander arrive in any legal formation in the manoeuvre phase of the controlling player's **next turn**, anywhere on that flank's side table edge. All battle groups must be in command range of their commander at the end of their first move on to the table.
- The player rolls now for each battle group immediately before it would arrive to see if any are straggling. Straggling battle groups are assumed to be delayed sufficiently that they will not arrive in time for the battle.
- Each straggling battle group counts as 1 attrition point for the purposes of army defeat. If all the battle groups of an outflanking march are straggling, the commander is also assumed to be straggling.

- If both armies have an outflanking march on that flank:
  o The side with more battle groups, excluding those entirely of light foot or light horse, drives the other back.
  o If equal, the side with more battle groups of all types drives the other back.
  o If still equal, both sides are driven back.
  o A driven back flank march arrives in the manoeuvre phase of its side's **next** turn following either side's successful dicing for arrival on that flank. It arrives on the side table edge up to 12 MUs from its army's rear table edge. Each battle group arrives in any legal formation and makes a full double move on to the table perpendicular to the table's side edge, ending its move facing away from that table edge. This counts as its full normal movement for the turn. It does not have to be in command range of its commander.
  o If not themselves driven back, the enemy arrive in the manoeuvre phase of the following turn, using the normal rules for arrival (see above), except that they too must arrive in the same 12 MUs of the side table edge.
  o Both sides are subject to the normal rules for straggling, but this is not tested for until after determining which side is driven back.
- Battle groups within 6 MUs of the point of arrival of enemy flank marchers obey the following rules:
  o Unless already in close combat, artillery and battle wagons are destroyed and removed from the table, their crews having fled and dispersed. (This does not cause friends to take a cohesion test).
  o Supply camps are assumed to have been sacked, even if fortified.
  o Unless already in close combat, other types make an immediate evade move perpendicularly away from the side table edge, even if of a type not normally able to evade. They do so as if evading in the direction of a charge from that direction (see the ***Impact Phase*** section).
- Arriving flank marchers (whether arriving normally or driven back) measure their move from the side table edge. Their first move must be perpendicular to the table edge. Normal restrictions on second moves apply to those arriving normally. Any battle groups that cannot fit onto the table this turn will never arrive and count as straggling.

Deploying battle groups

The total number of battle groups in the army is divided into 4 deployment batches **as evenly as possible**, with larger numbers allocated to the earlier batches (e.g. 8 becomes 2-2-2-2, 9 becomes 3-2-2-2 and 15 becomes 4-4-4-3). The size of these batches is noted in the order of march.

All battle groups except those in ambush or on an outflanking march are deployed in the order listed in the order of march. The number of battle groups to be deployed in each batch is pre-determined as above. Battle groups in ambush or on an outflanking march are omitted, and the next battle groups in the order of march must be deployed instead. Thus, the correct number of battle groups must be deployed in each batch, until all visible on-table battle groups have been deployed. As a result, there may be no battle groups left to deploy in the last batch.

Other than when in ambush, skirmishers can be deployed anywhere up to 18 MUs forward from their side's rear table edge and other battle groups anywhere up to 12 MUs from the side's rear table edge, or, if their whole front rank is defending field fortifications, up to 15 MUs minus the depth of the fortifications. Exceptions: No troops can be deployed in impassable terrain or a river. Heavy artillery cannot be deployed in difficult terrain. Other troops cannot be deployed in terrain in which they have no movement allowance

The deployment sequence is as follows:
- The player **without** pre-battle initiative deploys his first batch of battle groups.
- The player with initiative then deploys his first batch of battle groups.
- The players continue alternately deploying their second, third and fourth batches.

The troop types of all battle groups must be fully defined to your opponent as they are placed on the table.
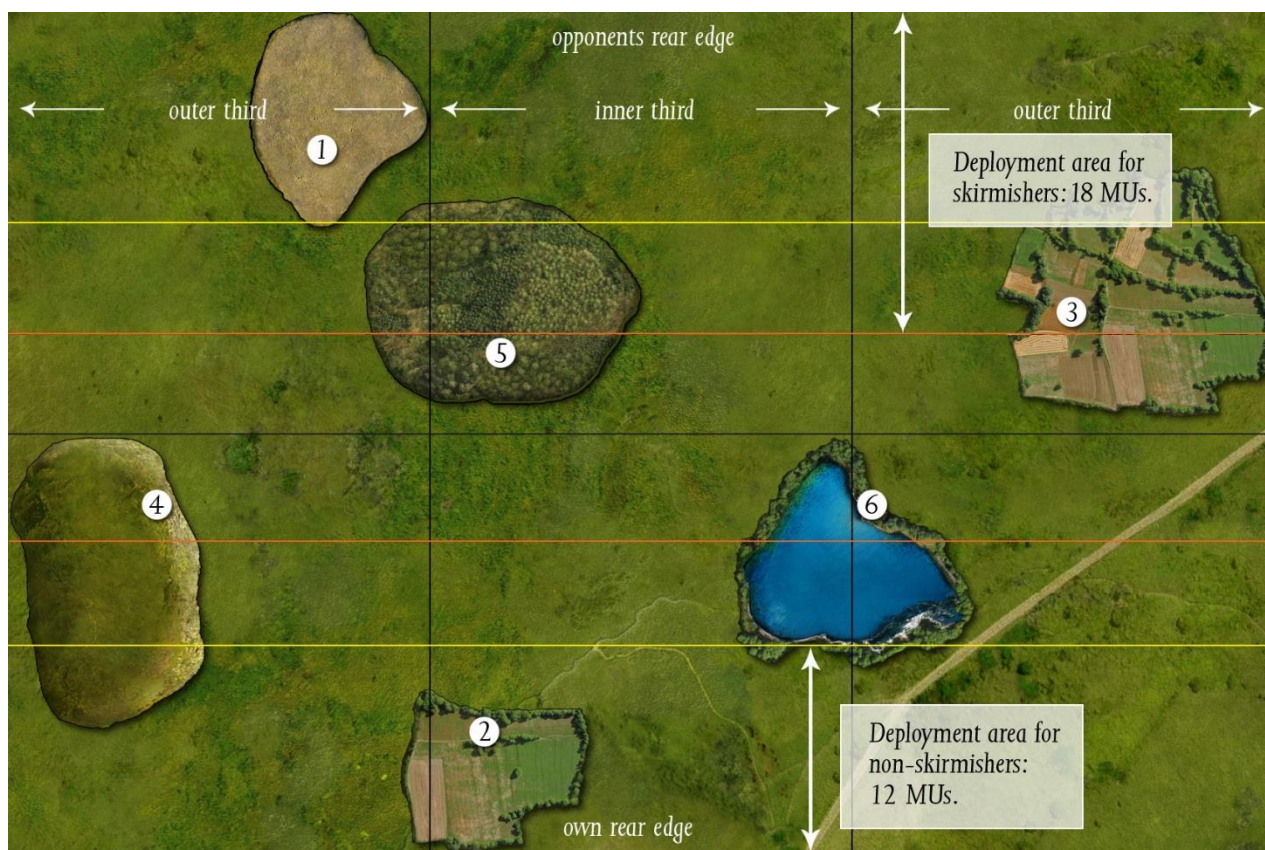
Terrain Placement and Deployment Area

Deploying mounted troops dismounted

Mounted battle groups are only allowed to dismount if any of the following apply:
- Their list in our companion army list books indicates that they are permitted to dismount.
- The enemy have placed field fortifications (not portable defences).
- The enemy have deployed battle wagons.

A battle group of mounted troops can only dismount at the following times:
- When it is first deployed on the table.
- Immediately after all non-ambushing on-table battle groups have been deployed by both sides. The player without initiative decides first.
- When its ambush is revealed. (But only if it was noted as dismounted on the ambush marker).

Unless otherwise specified in our companion army list books, each base dismounts as its nearest foot equivalent:
- The dismounted troop-type is as listed in the table below.
- Dismounted charioteers are treated as protected. Other dismounted troops have the same armour class as when mounted.
- The dismounted weapon capabilities are the same as when mounted (except that dismounted heavily armoured knights have heavy weapon capability, whereas all other dismounted lancers have offensive spearmen capability). Mounted bows have the range of foot bows when dismounted.

DISMOUNTING		
Troop Type	**Ref**	**Description**
Knights	Kn	Dismount as heavy foot
Cataphracts	Ct or HCm	Dismount as heavy foot
Cavalry	Cv or Cm	Dismount as medium foot
Light horse	LH or LCm	Dismount as light foot
Heavy chariots	HCh	Dismount as protected medium foot
Light chariots	LCh	Dismount as protected medium foot
Scythed chariots	SCh	Cannot dismount
Elephants	El	Cannot dismount

Dismounted knights prepare to advance through the cornfields.

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Deploying commanders

Commanders, except those in ambush or on an outflanking march, are positioned after both armies have deployed all visible on table battle groups. The player without initiative deploys his commanders first. Commanders can be deployed anywhere up to 12 MUs forward from their side's rear table edge.

Chinese Emperor in his battle chariot reviews his troops

Beginning the Battle

Even when one commander managed to fight on the terrain of his choosing, a leader with good tactical skills could often force the battle to begin at a time of his own choosing. To reflect this we make another dice roll to determine which player makes the first move.

After all troops and commanders have been deployed both players roll a single dice. A player with a higher level of CinC than his opponent adds one to his score. (an Inspired Commander is of higher level than an Field Commander, who is of higher level than a Troop Commander). If both scores are the same at this point, both players roll again. The player with the highest score makes the first move.

APPENDIX 5: ARMY COMPOSITION AND THE POINTS SYSTEM

In historical re-fights or campaign battles the armies are determined by actual battle accounts or by the campaign scenario. However, for one-off battles that provide a reasonable opportunity for either player to win, a points system can be very useful. To achieve balance, the more effective the troops, the more each base costs in points.

We recommend competition games be played with armies of between 650 and 1000 points. Recommended table sizes are as follows: 15mm 650-750 pts 5ft x 3ft, 800-1000 pts 6ft x 4ft, 25mm 650-750 pts 6ft x 4ft, 800-1000 pts 8ft x 5ft. Recommended playing time is 2 1/2 hours for 650 pts to 3 1/2 hrs for 1000 pts. Higher points totals on smaller tables are perfectly acceptable as a variation but will create head-on battles with limited manoeuvre, which will tend to favour foot armies; larger table sizes at lower points totals are equally acceptable but will create more space for manoeuvre, which will favour mounted armies.

Tournament organizers should choose a combination of total points, table size, playing time and allowable armies to fit the desired theme of the event, using these benchmarks as **guidelines**. FOG is designed to allow a wide range of tournament formats to be possible and we encourage organisers to use their imagination to create varied formats.

POINTS VALUES	BASIC COST				Extra if Drilled unless LF, LH or LCm	COST OF COMBAT CAPABILITIES	
Commanders (-10 pts if ally)	80 (IC)	40 (FC)	30 (TC)				
Quality	Elite	Superior	Average	Poor		Foot (Multiply cost by 3 for battle wagons)	
Foot BGs							
Heavily Armoured	16	13	9	-	2	Swordsmen	+1
Armoured	13	11	7	5	1	Skilled swordsmen	+2
Protected	10	8	5	3	1	Offensive Spearmen	+2
Unprotected	7	6	4	2	1	Defensive Spearmen	+1
Artillery - Heavy	-	-	20	-	-	Impact foot	+1
Artillery - Light	-	-	15	-	2	Heavy Weapon or Pole Arm	+2
Battle wagons	-	-	14	10	na	Longbow	+2
Battle wagons with light artillery	-	-	20	14	na	Bow, Bow*, Crossbow, Javelin or firearm	+1
Mounted BGs						All other weapons	0
Heavily Armoured Knights	27	23	15	-	3	**Mounted**	
Armoured Knights	23	20	13	-	2	Swordsmen	+2
Cataphracts	19	16	11	8	2	Lancers	+1
LH, Cv or Cm - Armoured	17	14	9	6	1	Light Spear	+1
LH, Cv or Cm - Protected	12	10	6	4	1	Bow	+3
LH, Cv or Cm - Unprotected	10	8	5	3	1	Bow* or Crossbow	+2
Heavy Chariots	22	19	13	-	2	Javelins or Firearm	+1
Light Chariots	17	15	10	-	1	Extra if camel-mounted	+2
Scythed Chariots	-	-	15	-	na	**Defences – per base frontage**	
Elephants	-	35	25	20	na	Portable Defences	3
Specials						Field Fortifications	3
Fortified Camp	-	-	-	24	na		

Each base has a basic cost determined by its type, armour and quality. There is an addition if it is composed of drilled troops other than light foot or light horse. This is the left-hand side of the table. The right-hand side details the extra costs to be added for combat capabilities.

- To calculate the cost of your battle groups, take the basic cost fin the table, add the additional cost for drill and combat capabilities, then multiply the total by the number of bases in the battle group. An easier way is simply to look up the cost of each base in our companion army list books.
- Points costs for portable defences and field fortifications are per base frontage. See the *Special Features* section for the restrictions on bases using portable defences.
- The cost of a commander is reduced by ten points if he is the commander of an allied contingent.
- Supply camps are compulsory but cost no points unless fortified. They are not battle groups.
- When choosing an army, it is recommended that players reference one or more of the companion army list books published to accompany these rules. A few opening lines from an example army list are shown below.

Later Carthaginian									
Territory Types: Agricultural, Developed									
C-in-C	Inspired Commander/Field Commander/Troop Commander						80/40/30		1
Sub-commanders	Field Commander						40		0-2
	Troop Commander						30		0-3
Troop name		Troop Type				Capabilities		Points per base	Bases per BG	Total bases
		Type	Armour	Quality	Training	Shooting	Close Combat			
Core Troops										
Libyphoenician, Gallic or Spanish cavalry	Any date	Cavalry	Armoured	Superior	Undrilled	-	Light Spear Swordsmen	17	4-6	0-8	4-16
					Drilled			18			
	Only before 201BC	Cavalry	Protected	Superior	Drilled	-	Light Spear Swordsmen	14	4-6	0-8	
		Cavalry	Protected	Superior	Undrilled	-	Light Spear Swordsmen	13	4-6	0-12	
Numidian or Spanish light cavalry		Light Horse or Cavalry	Unprotected	Superior	Undrilled	Javelins	Light Spear	10	4	0-4	6-12
				Average	Undrilled			7	4-6	4-12	

The list fully describes the bases available to the army by type, armour, quality, training, and combat capabilities. The list also states how many bases are allowed in each battle group and how many bases there should and can be in the army.

Commanders

Each army must have a commander-in-chief and 1 to 3 subordinate or ally commanders. Ally commanders are only available if specified by the army lists, either from the same or more commonly from other lists. An ally commander can only affect battle groups of his own contingent and these can only be affected by him.

Battle group composition

All troops are organized into battle groups.

Battle groups must comply with the following restrictions:
- If using our companion army list books, the number of bases in a battle group must correspond to the range specified in the list.
- Each battle group must initially have an **even number of bases**. The only exceptions to this rule are as follows:
  - Where an army list specifies battle groups consisting of 2/3 of one type and 1/3 of another. In this circumstance it can have 9 bases, but only if this falls within the battle group size range specified by the list.
  - Where an army list specifies that a battle group of elephants, Heavy Chariots, scythed chariots or knights can have 3 bases
- If using our army lists, a battle group can only include troops from one line in a list, unless the list specifies a mixed formation by indicating fractions of the battle group to be of types from two lines. e.g. 2/3 spearmen, 1/3 archers.
- All troops in a battle group must be of the same quality and training. When a choice of quality or training is given in a list, this allows battle groups to differ from each other. It does not permit variety within a battle group.
- Unless specifically stated otherwise in an army list, all troops in a battle group must be of the same armour class. When a choice of armour class is given in a list, this allows battle groups to differ from each other. It does not permit variety within a battle group.
- Artillery can only be in battle groups of 2 bases each.

APPENDIX 6: CHOOSING, PAINTING AND USING YOUR ARMY

How do you choose your army? The best answer is to pick an army that interests you as you will find it much easier to research and paint. The complete set of companion army list books that accompany Field of Glory contain over 250 different armies. They all have their own strengths and weaknesses so which you choose is largely a matter of personal preference.

If your preference is to fight against historical opponents, you will find that the armies in our companion army list books are designed to give relatively balanced battles, allowing a reasonable chance of victory for most armies. If your group of friends prefer to fight only within historical and geographical sub-periods, you will be well advised to choose from armies that fought against several of your available opponents. In most sub-periods this should still allow you plenty of choice.

If you intend to fight non-historical opponents in tournaments, beware that in anachronistic battles some armies can have an Achilles' heel which might make them a risky bet. Only through experience and trial and error will you be able to spot this.

Knights prepare for battle

The most important thing is to choose an army that interests you and suits your preferred style of play. In **Field of Glory** you have almost limitless choice. If you like to have maximal control, you should choose well drilled troops. If you enjoy defeating the enemy by sheer ferocity and weight of numbers, and consider manoeuvre effete, you might want to try an army of undrilled shock troops. If it amuses you to run rings around the enemy and shoot him to death, you could try a horse archer army with plenty of mobility. You might even fancy trying out some of the more exotic armies packed with elephants, camels, scythed chariots, naphtha bombers or battle wagons. The choice is yours.

Citizen Hoplites defend their homeland.

Another important factor when considering how to get started is the potential to use some troops in a variety of different armies; e.g., light foot and other support troops were often armed and equipped similarly and it is therefore possible to use them in a wide selection of armies, especially if they are from the same region. Hoplites are another good example as they can be used in many Classical armies.

Pooling these sorts of troop types will give you much greater flexibility when building your collection and also provides an easy way of trying out new armies before you splash out and buy them. However, you have to be careful not to overdo this as can easily be demonstrated by looking at the Romans.

At first glance Roman armies may appear to vary little, but in fact their appearance and equipment changed substantially over time, so you will need to decide which period army you are collecting from the very start, although even here an element of flexibility is possible; e.g, Late Roman legionaries can be used in a Dominate or Foederate Roman, or Early Byzantine army without raising any eyebrows.

Even in the later periods there is still opportunity for 'morphing'. Knights and much of the infantry from the same approximate period in Western European medieval armies are particularly interchangeable in this way. From the above, it can be seen that a little research can pay big dividends.

Knights ride through a storm of arrows.

The flip side to interchangeability is that there is no finer sight on the wargames table than an accurately presented and painted army. You will undoubtedly identify with your army more closely if all the figures are correct and you have researched the shield patterns, flags and commanders' names. To field the army of one of history's great generals such as Alexander the Great, Hannibal, Alexius Comnenus or Vlad the Impaler (Dracula) certainly gives a boost to a player's morale. It can also save you from endless alchemical attempts to produce an invincible army by juggling the army lists instead of by perfecting your tactical skills.

Before buying, think about the weaknesses that the army may have in terms of a lack of terrain capable troops or other disadvantages against likely opponents. An army of all mounted troops might look good on paper, and will be effective on an open table, but may find things much more difficult if fighting in heavy terrain. Some armies are one dimensional, others are more balanced, your choice is almost infinite.

Eventually, having chosen which army you intend to field, think about its strengths and weaknesses and try to design an order of battle that will maximise your strengths. Most armies have a set of core troops that will to a large extent dictate your battlefield tactics and fighting doctrine. Structure your army in such a way that the battle groups will support each other. Try to imagine how the army will look when it is deployed. If your plan is to swarm the wings don't put all your troops in large unmanoeuvrable battle groups, but if you intend a heavy frontal slog the size and resilience of larger battle groups might be useful.

Finally, make sure you have enough commanders of the right type to suit your style of play. Remember that commanders can be used to control the troops or they can also be used to lead a head-on charge to victory. Again, the choice is yours!

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TACTICAL ADVICE FOR BEGINNERS

The most important lesson that a beginner has to learn is that he should have a plan. Almost any plan is better than no plan at all. A good plan, however, is the first step to victory. It should take into account the layout of the battlefield, the relative strengths and weaknesses of the opposing forces and the enemy's likely actions. If you misjudge, you will find it difficult to change your plan or redeploy, so best get it right first time if possible.

Saxon Warlord surveys the battlefield

Ask yourself how your army differs from that of the enemy. Who has the best close combat infantry? If it's you, plan your attack around them, but if it's the enemy, you will need to avoid or delay contact with them. Who has the best rough/difficult terrain infantry? If you do, you can use terrain to secure your flanks and create outflanking opportunities. However if it's the enemy, you should plan to avoid such terrain. Who has the best cavalry? If you do, you may be able to carry out sweeping manoeuvres on his flanks but if he does, or if his army greatly outnumbers yours, you will need to avoid being outflanked yourself.

Does the enemy have any troops that are certain to give you problems, have you enough skirmishers to delay their advance? Does the enemy have shock troops? Can you break them up or draw them out of formation before the decisive impact? Screen your own shock troops from the enemy, for you can be sure he will be trying to do the same to you.

It is not always necessary to attack immediately, but if you adopt a defensive position, don't rely on your opponent attacking where you want him to. Few opponents will co-operate by making a suicidal attack on an impregnable position. If you adopt a rigid defence, a clever opponent will concentrate his main attack on your weakest point while demonstrating against the rest of your battle line to keep it occupied. He may concentrate shooting on part of your line until its cohesion fragments before charging your demoralised troops. A defensive stance followed by a pre-planned counter-attack can be more effective.

It is often effective to attack on one wing while skirmishing or defending on the other. Obviously, the attacking wing should contain heavy troops and the refused wing should contain troops capable of skirmishing or be in a secure defensive position. If your refused wing looks as if it is in danger, do not be tempted to siphon off troops from your attacking wing to bolster it. All this is likely to do is ensure that your main attack peters out. If you are playing in a larger game with several players on each side, make sure that you give control of the refused wing to a defensively minded player. Some players are unable to restrain themselves from attacking whatever the situation, often with disastrous results. Similarly, avoid giving command of your attacking wing to an over-cautious player.

You should try to keep your plan and your deployment as simple as possible, with most of your troops deployed in battle lines under the control of your commanders. This will allow you to make double moves in the early part of the game and prevent the majority of your troops from being overlapped or attacked in flank. You should avoid leaving gaps in your line, unless you have supporting battle groups to protect your flanks.

If you plan a wide, on-table, outflanking move, this should be led by a commander. Or you might try an off-table outflanking march, as these can be very effective. The danger is that it may arrive too late or never at all. Ambushes can also be effective, but do not be tempted to ambush in every piece of terrain just because you can. Such stratagems should be part of your overall plan.

Troops held back behind the front line can give rear support to the front-line troops and can act as reserves to plug a hole or exploit an opportunity. The Byzantines reckoned to have 2/3 of their troops in the front line and 1/3 in a second line. A central reserve of good quality mobile troops can be used to achieve a crucial advantage at the point of decision if employed in the right place at the right time.

King Arthur and his warriors defend the pass

An army with a second line as reserves will obviously occupy less frontage than an army deployed in less depth, creating a risk that you might be outflanked. However, terrain can be used secure flanks, and failing this your flank reserves should be suitably positioned to counter any enemy outflanking manoeuvre. This flexibility and ability to deal with all eventualities can be contrasted with the rigidity of the army deployed on too wide a front, which has no counter to an enemy breakthrough and will find it difficult to compensate for any deficiencies in its original plan.

One possible exception to the above general rule might be armies largely consisting of horse archers, who cannot expect to win a frontal contest and must therefore attempt to outflank the enemy on one or both flanks. They may still benefit from keeping a strong reserve and even if this leave gaps in their line, the enemy will find it difficult to exploit this without breaking up their own formation, which in turn may present opportunities for the horse archers to concentrate their shooting or to attack flanks.

A good tactic to delay the enemy is to rush forward with your skirmishers (light horse or light foot) to obstruct his path and prevent him making second moves. They can then fall back slowly in front of the enemy, evading if charged. Remember, however, that light foot are vulnerable to mounted troops in the open and may not be able to evade far enough to get away. They may be better able to delay the enemy if deployed in ambush in terrain ready to spring out at the appropriate moment.

Flank attacks, especially by non-skirmishers, can be overwhelming, so you must avoid enemy getting behind the flanks of your battle groups. Conversely, if you can manage to outflank the enemy the battle should be all but won.

A commander fighting in the front rank of a battle group will greatly improve the odds in close combat, but there is a risk of losing the commander. On balance, the benefit usually outweighs the risk if the combat is otherwise at least equal, or if the result of the combat is critical. However, once committed, the commander cannot be used to rally other troops or influence their cohesion tests or complex move tests until the close combat is over. You pay your money and you take your chance!

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APPENDIX 7: EXAMPLES OF UNUSUAL SITUATIONS

The rules already cover what to do in different situations but for ease of reference we include here diagrams and descriptions for a number of reasonably common and apparently complicated situations. You will also find explanations and details, along with scoring ideas for competition organisers and much more at:
https://www.slitherine.com/forum
 > Tabletop Wargaming > Field of Glory: Ancient & Medieval Era 3000 BC-1500 AD

The path directly to the Light Horse's rear is partially blocked by its own Warband.

Light Horse roll a 4 and flee at normal speed of 7 MUs.

CHARGE!

Roman Principes roll a 2 and drop down 1 MU.
They will charge 2 MUs.

Evading with a Shift – 1

The Light Horse can shift sideways up to 1 base width for free (i.e. do not measure diagonally).

Light Horse move 7 MUs and shift to avoid the warband.

CHARGE!

Roman Princeps charge directly forward 2 MUs.

Evading with a Shift – 2

The Numidians roll first and get a 1 – they have to evade through the friendly Gallic Warband Battle Groups.

The Numidian Light Horse here have nowhere to go since they can only slide one base width, which isn't enough to clear either Warband Battle Group.

Roman Princeps roll a 5 and will thunder forwards 4 MUs hitting anything in the way.

CHARGE!

Bursting through when evading -1

The Numidians go directly backwards 5MUs. Note they would pass all the way through any friendly BG they would reach as part of this move.

Both gallic BGs are DISR for having been burst through – Oh dear! They will lose 1 Dice in 3 in the ensuing fight and suffer a -1 penalty if they have to test cohesion!

DISR   DISR

3 vs 2 dice here.

6 vs 4 dice here.

CHARGE!

Roman Princeps thunder forwards hitting both DISR Warband BGs.

Bursting through when evading -2

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Bases may fall in behind bases that can pass obstacles, but this will increase the depth of the BG and risk getting caught. They may only shift sideways a maximum of 1 base width when doing so. Here all the Numidians can fall back behind the middle file as they evade.

The Numidian Light Horse are blocked on both sides by friendly Gallic Warband Battle Groups.

CHARGE!

Roman Principes will have a decent chance to catch the Numidians as they struggle to get through the tight gap.

Contracting during an evade – 1

The Numidian Light Horse are DISR for being charged in the flank or rear.

DISR

An IMPACT phase with 3 dice for the Romans at ++ and 1 die for the Numidians at −− (as they are Light Horse vs non-skirmishers).

CHARGE!

The Romans thunder forward catching the Numidian Light Horse in the rear!

Contracting during an evade – 2

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complex evade -1

complex evade -2

This BG hits the front corner and presses forward.
It will fight with 1 base.

The Legionaries drop to DISR due to being hit in the flank. They only drop once even though there are two separate contacts.

This BG has wheeled to get more bases in contact and presses forward.
It will fight with 2 bases.

This BG charges directly ahead, hits the rear corner of the Roman BG and presses forward.
It will fight with 2 bases.

Turning when charged in flank -1

This base will fight the Cavalry to the front on normal factors.

These two bases would turn 90 degrees if there was room to do so. As there is no space, due to the enemy Cavalry having charged the rear, they stay where they are. They do however still fight with 2 bases at − − vs ++.

These two bases will turn to their rear and fight the Cavalry at − − vs ++.

Turning when charged in flank -2

APPENDIX 8: READY RECKONER

SHOOTING DICE

This table shows how many dice you get when shooting with 1 dice per 2 bases or 1 dice per 3 bases:

The principle is that you get one shooting dice for each full set of 2 or 3 bases respectively.

Shooting Dice		
Bases Shooting	Shooting Dice @ 1 per 2	Shooting Dice @ 1 per 3
1	0	0
2	1	0
3	1	1
4	2	1
5	2	1
6	3	2
7	3	2
8	4	2

REDUCING COMBAT DICE FOR DISRUPTION ETC.

This table shows the number of dice you must drop if losing 1 dice per 3 (e.g. if Disrupted) or 1 dice per 2 (e.g. if Fragmented):

The principle is to take the dice you have and if losing 1 per 3 remove every 3rd one that you have. For example, if you have 5 dice – remove the 3rd one. There isn't a 6th one, so you only lose 1 dice. If you have 7 lose 2, if 9 lose 3.

Note that, for example, light horse in close combat against any troops other than light horse or light foot must first lose 1 dice per 2 for that, then if disrupted must lose 1 dice per 3 from the dice they have left.

Reduction in dice for DISR/FRG or Terrain		
Dice initially	Dropped Dice @ 1 per 3	Dropped Dice @ 1 per 2
1	0	0
2	0	1
3	1	1
4	1	2
5	1	2
6	2	3
7	2	3
8	2	4
9	3	4
10	3	5
11	3	5
12	4	6

If there were 6 bases in the battle group, in two ranks, then they would start with 6 dice. They would drop 3 dice for fighting troops other than light horse or light foot, leaving 3. They would then drop 1 more dice for disruption, leaving 2 to throw.

If there were 4 bases in the battle group, in 2 ranks, then they would start with 4 dice. They would drop 2 dice for fighting troops other than light horse or light foot, leaving 2. They would not drop any dice for disruption because they do not have 3 dice left, so once again they are left with 2 to throw.

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CALCULATING 1 HP2B AND 1 HP3B

For normal troops, this table shows the number of hits required to score 1 HP3B:

1 Hit per 2 Bases	
Bases in first 3 ranks of battle group	Number of hits required
1 or 2	1
3 or 4	2
5 or 6	3
7 or 8	4
9 or 10	5
11 or 12	6

For normal troops, this table shows the number of hits required to score 1 HP2B:

1 Hit per 3 Bases	
Bases in first 3 ranks of battle group	Number of hits required
1, 2 or 3	1
4, 5 or 6	2
7, 8 or 9	3
10, 11 or 12	4

Roman legions' last stand

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APPENDIX 9: FULL TURN SEQUENCE

The detailed order of play in each turn is shown below. The rules treat all events in one box as happening before those in the next box. Do not move to a new phase without completing the previous phase. The active player chooses which side goes first within a step if it matters but is not specified otherwise in the rules.

FULL TURN SEQUENCE
1) IMPACT PHASE
Roll for arrival of outflanking marches and straggling
Declare all charges (designating at least one charge target for each).
CMT for any troops requiring a CMT to charge. Any that fail have their charge cancelled.
CMT for shock troops wishing to avoid charging. Any that fail must charge.
Mark wheel direction (if any) for each charge.
Resolve CTs for FRAGMENTED troops being charged. If they break: Resolve CTs for seeing them break. Make their initial rout move.
Declare and move all interception charges. (If it counts as a legal flank or rear charge it cancels the enemy charge.)
Make all evade moves.
Resolve CTs for FRAGMENTED troops being charged as a result of intervening friends evading. If they break: Resolve CTs for seeing them break. Make their initial rout move.
Make all charge moves in any order. Wheel direction can be changed if all targets evaded out of the original charge path. Troops contacted by a charge counting as a flank or rear charge (except battle troops by light troops) drop 1 cohesion level. Troops capable of evading that would be contacted by a charge as a result of VMD, and which have not already evaded this phase, can evade prior to contact. They may be required to do so if they are light troops charged by battle troops.
Commit Commanders to combat (non-active players first), then **resolve impact combats**.
For each BG in turn, roll to inflict commander losses, then death rolls, then resolve post-combat CTs (if it lost or a commander was lost in range)
After the above is completed for all combats, resolve CTs for seeing friends break.
Make initial rout moves for troops broken this phase (other than FRAGMENTED troops that broke when charged). Make initial pursuits and remove a base for each pursuing BG remaining in contact at the end of its initial pursuit move. Roll to inflict commander losses. Resolve CTs for seeing commanders lost during pursuit, then for FRAGMENTED BGs that would be hit during the pursuit, then for BGs (who have not already tested this phase) seeing friends broken during the pursuit.
2) MANOEUVRE PHASE
Reform BGs and active player conforms his troops in close combat to enemy if possible.
Feed additional bases into existing melees. Active player expands or shifts first.
Make normal movement (first taking a CMT if required) for each BG or battle line individually and move commanders.
3) SHOOTING PHASE.
Resolve all shooting – **both sides shoot**. Resolve death rolls., then post-shooting CTs.
After the above is completed for all shooting, resolve CTs for seeing friends break.
Make all initial rout moves for troops broken this phase. Make all initial pursuits and remove a base for each pursuing BG remaining in contact at the end of its initial pursuit move. Roll to inflict commander losses. Resolve CTs for seeing commanders lost during pursuit, then for FRAGMENTED BGs that would be hit during the pursuit, then for BGs (who have not already tested this phase) seeing friends broken during the pursuit.
4) MELEE PHASE
Commit Commanders to combat (non-active players first), then **resolve all melee combats**.
For each BG in turn, roll to inflict commander losses, then death rolls, then resolve post-combat CTs (if it lost combat or if a commander was lost in range).
Roll for **assaults on a fortified camp**.
After the above is completed for all combats, resolve CTs for seeing friends break.
Make all initial rout moves for troops broken this phase. Make all initial pursuits and remove a base for each pursuing BG remaining in contact at the end of its initial pursuit move. Roll to inflict commander losses. Resolve CTs for seeing commanders lost during pursuit, then for FRAGMENTED BGs that would be hit during the pursuit, then for BGs (who have not already tested this phase) seeing friends broken during the pursuit.
5) JOINT ACTION PHASE. BOTH SIDES
Make break-offs, non-active player first.
CMT to stop pursuing or looting.
Move commanders (non-active players first) - not those in combat, pursuing or which have already moved this phase.
Commanders attempt to **bolster or rally BGs** but only those whose cohesion level did not drop this turn.
Move routers & pursuers (move all those not in contact with enemy first). Remove a base for each pursuing BG remaining in contact at the end of its pursuit move. Roll to inflict commander losses. Resolve CTs for seeing commanders lost.
Remove any BGs that are: broken, at or below 50% original strength or reduced to 1 base.
Remove scythed chariots if so specified.

REFERENCE TABLES

Available as a separate download

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Available later