

Field of Glory ® Supplemental Rules Index

Changes from Andy Bascombe's version in red, by JSulzen (July 2009).

A

active player	133
first turn	138
play sequence	37
advance	
definition	41, 133
during contractions	46
restriction on movement of battle lines	41
restriction on movement of scythed chariots	41
second moves	75
shifting sideways during	45
table of simple and complex moves	42
when charging	53
within restricted area	74
allied commanders	
and outflanking marches	144
line of command	29
points cost reduction	149
allied troops	
and battle lines	30
and line of command	29
ambushes	142-3
deploying dismounted	147
markers, and second moves	75
markers, deployment of	138
markers, placement	142
markers, representation	143
omission from order of march at deployment	146
revealing	143
terrain restrictions	142
arc of fire	
diagram	83
shooting	82
archers	see Shooting
armour	
better armour	14 , 133
descriptions of armour classes	127, 129
levels of protection	14
armour class	
table	129
army rout	37, 118, 133
artillery	15
charging with	57
conforming to enemy	71
death roll adjustment	115
disorder	132
feeding bases into melee	73
heavy, description	128
heavy, movement	41
interpenetrating	48
light, description	128
light, movement	41, 75
moving and shooting	81
outflanking marches	144
overhead shooting	82
pursuit	101
restricted area	74
routing	101
second moves with	75
terrain restriction on deployment	146
attrition points	37
for troops leaving the table	50, 68
required for army rout	118
table of attrition points	37
auto-broken troops	116
removal of BGs	109
average (troop quality)	
definition	15

B

baggage	see Supply Camp
bases	
BGs reduced to 1 base	109
in more than one type of terrain	26
removal	116
removal and cohesion test for seeing break	112
removal for each pursuing enemy in contact	114
removal from routers in contact	109
sizes	126
width	12
battle groups	22
commander with	28
definition	9
mixed troops, move distances	41
permitted formations	23
battle troops	18
battle line	
definition	30
elephants	30
making a CMT	43
mixed foot and mounted	30
move distances	41
movement restriction to "advances"	41
wheeling, move distance restriction	44
battle wagons	
and flank or rear charges	56
charging or intercepting with	57
conforming to enemy	71
death roll adjustment	115
defending fortifications	96
description	128
feeding bases into melee	73
movement	41, 75
movement into contact	75
outflanking marches	144
pursuit	101
restricted area	74
routing	101
second moves with	75
shooting with	82
turning to contact	56
better armour	133
bisecting the angle	
broken troops routing in the JAP	107
during initial rout	100
when evading	66
bolstering	109
bowmen	see Shooting
breaking off	106
diagram	106
broken troops	
and battle lines	30
effects	114
fighting	100
movement	100
movement during JAP	107
turning bases	25
bursting through friends	48-49
by more than one friendly BG	49
by routers	48-9 , 67
diagram	49, 59
procedure	48
when charging without orders	58-59
when evading	48-9 , 67

C		
camelry	120	
and soft sand	120	
description	128	
evading with	64	
heavily armoured	120	
camels	see Camelry	
camp	see Supply Camp	
capabilities		
description of combat capabilities	129	
list	16	
cataphracts		
description	128	
cavalry		
breaking off	106	
definition of types	18, 128, 130, 147	
description	128	
evading with	64	
interpenetrations	48	
charging	also see Impact	
charge declaration, procedure	52	
charge range	133	
charge responses	61-8	
charging into broken troops	108	
CMT requirement, restriction	52	
contracting during charge	54	
contacting evaders	68	
disordered	132-133	
disrupted	60-61, 62	
flank or rear	see Flank or Rear Charge	
formation changes when	54	
fragmented troops	60, 61, 63	
interception charges	62, also see Interception Charges	
interpenetrations during	47	
legal charge contact	52	
light troops charging or being charged	60	
missile-armed foot charging	60	
mounted evading when in one rank	64	
movement, procedure	53	
off table edge	50	
permitted move options	42	
rear charges	see Flank & Rear Charges	
receiving a charge	61-2	
shifting when charging	45	
shooting when	81, 98	
skirmishers	55, 60, 64	
stepping or stepped forward	54, 56	
supply camp	78	
through restricted area	74	
wheeling during	53	
when disrupted	see Disrupted (above)	
when fragmented	60, 63	
when in overlap	50, 64	
with missile-armed troops	60, 63, 81, 84 98-99	
without orders (uncontrolled charges)	58	
with skirmishers	60	
chariots	15, 82, 128	
as shock troops	18	
heavy	128	
light	82, 128	
scythed	30, 37, 41, 106, 120, 128	
C-in-C	28	
close combat	134, also see Melee, Charging	
CMT	see Complex Move Test	
cohesion level	24	
dropping as a result of flank or rear charge	56	
effects	114	
methods of indication	25	
threatened flanks	136	
cohesion test	112-5	
for seeing commander lost	112	
for seeing friendly battle groups break	112	
mechanism	112	
more than one reason to test	114	
order or resolving with respect to death rolls	115	
outcome	114	
reasons for testing	112	
table	113	
column		
formation	23	
definition & 'kinking'	134	
move distances	41	
moving along a road	44	
wheeling	23	
combat capabilities		
table	130	
combat mechanism	90	
determining outcome	98	
command range	134	
definition	28	
commander loss		
cohesion test for loss of commander	112	
fighting in the front rank	99	
when routing	109	
commanders	9, 28	
and battle lines	30	
and cohesion tests	113	
and quality re-rolls	24	
bolstering	109-110	
cohesion test for seeing commander lost	112, 113	
commander loss	see Commander Loss	
commander-in -chief	28	
contacted by enemy	50	
depiction	125, 127	
deploying at start of battle	147	
displacement to avoid obstructions	49	
fighting, procedure	50	
in close combat	24, 90, 99	
influencing CMTs	43	
interpenetrations	48	
leaving front rank combat	50	
loss when routing	109	
lost off table, cohesion tests for seeing	50	
move to other BG in range if contacted or shot at	50	
movement during JAP	109	
movement of	49	
pre-battle initiative	138	
pursuit	50	
shot at	50	
test for seeing lost	112	
with a battle group	28	
with a battle group, declaration	49	
complex move test	42, 52, 58, 59, 69, 101, 107, 108	
and commanders	43	
complex move definition	41	
by pursuers to avoid contacting fresh enemy	108	
dice rolling procedure	43	
effects of disorder	132	
for charging, restriction	52	
preventing shock troops from charging	58	
table	43	
to halt pursuit	107	
complex moves		
definition	41	

conforming to enemy	70-71, 75-76
diagram	72
contractions	
charges	54
diagram	46
move restrictions	42
procedure	46
shifting	45
countercharges	see Interception Charges
cover definition	134
D	
death roll	115
deployment	145
commanders	147
setup distances	146
diagram	146
DIAGRAMS	
ambushes	142-43
arc of fire and line of sight	83
bases eligible to fight	86
battle lines	30
breaking off	106
bursting through	49
bursting through friends	59
bursting through when evading	163-64
charges	54
charging into contact	55
cohesion level, indication of	25
complex evade	166
complex pursuit move	101
conforming to enemy	72
contracting during an evade	164-65
contractions	46
disorder	26
evade move sequence	65
evade with a wheel	67-68
evading with a shift	162-63
example of combat	102-3
expansions	46
feeding bases into melee	73
flank or rear charges	57
interception charges	62-64
interpenetrations	47
melees that cannot line up	87
orb formation	122
overhead shooting	84
permitted formations	23
reforming	71
restricted area	74
shifting	45
shooting and close combat	84
stepping forward	56
terrain causing disorder	26
terrain piece sizes	132
terrain placement	141
terrain placement and deployment area	146
troops eligible to fight at impact	91
troops eligible to fight in melee	93
turning 90 degrees	44
turning 90 degrees to evade	66
turning when charged in flank	167
wheeling	44
dice	
allocation of combat dice	93
impact	92
melee	93
shooting	90

difficult forward move	
definition	41
difficult terrain	
move distances	40
dismounted troops	147
disorder	26, also see Severe Disorder
camelry	120
combined with cohesion state	132
effects	132-3
elephants	120
partial interpenetration	48
recovery from	26, 132
terrain	26, 40
disrupted	
charging when	60
combined with disorder	132
effects	114
interception charges when	62
distance	
interception	62
premeasurement	???
restricted area	74
shooting ranges	81
double wheels	
move restrictions	42
shifting	45
E	
effective range	
arc of fire	82
elephants	120
breaking off	106
death roll adjustment	115
description	128
elite	
definition	15
quality re-rolls	24
end of game	
determination	37
evading	64-68
commander with evading BG	64
being caught by chargers	68, 162-164
bursting through friends when	48, 162-164
diagram	65
frontage compression during	67, 164-165
from corner to corner contact	76
from overlap position	50
from side edge contact	78
meeting obstructions	67
mounted in one rank	64
not allowed from melee	see errata
shooting when	48, 81
shifting one-base width during evasion	67, 162-166
table edge & evading off table	67-68
expansions	
diagram	46
move restrictions	42
procedure	46
shifting	45
when charging	54
extreme range	also see Shooting
arc of fire	82
F	
FC	see field commander
facing changes (90 & 180 degrees)	
combat	70-71, 77-78
evasion	66, 67

movement	44-45		
feeding bases into melee			
diagrams	73		
field commander			
command range	28		
definition	28		
field fortifications	121		
defenders conforming to enemy	71		
deployment	142		
fighting enemy in two directions	23, 71, 78	88	
definition	134		
when enemy turns on a side edge	78		
figures			
figures per base	126		
representation	125		
flank, threatened	136		
flank marches		see Outflanking Marches	
flank or rear charge	55-57		
contacting evaders	68		
diagram	57, 167		
declaration, restriction	53		
qualification	55		
turning to face - diagram	167		
wheeling to charge	56		
with skirmishers	60		
foot			
as shock troops	18		
definition	14		
formations			
battle groups	23		
diagram of permitted formations	23		
fortifications			
and flank or rear charges	56		
defending with battle wagons	96		
description	129		
field	121		
fortified supply camp			
sacking	20		
sacking mechanism	88		
fragmented			
and battle lines	30		
being charged when	61		
charged when	112		
charging when	60		
combined with disorder	132		
effects	114		
interception charges when	63		
front 3 ranks only counting for unit size	135		
front comer to front comer contact			
movement options	76		
full turn sequence	168		
generals		see Commanders	
H			
heavy chariots			
description	128		
heavy foot			
description	128		
hits per x bases	135		
I			
IC		see Inspired Commander	
impact phase	52-68, also see Charging		
description	37		
mechanism	91		
number of bases fighting	91		
POAs	96		
shooting during the impact phase			98
impassable terrain			
obstructing 90 degree turns			44
troops forced to enter			131
impossible moves			
definition			41
initial pursuit			101
initial rout			100
inspired commander			
command range			28
definition			28
interception charges			62-68
diagrams			62-64
with skirmishers			60
interpenetration			47-48
Army Lists restrictions			48
diagram			47
insufficient move to clear			48
when charging			47
J			
JAP		see Joint Action Phase	
Joint Action Phase			105
description			38
movement of routers and pursuers			107
knights			
description			128
L			
lancers			
as shock troops			18
leader		see Commander	
leaving the table			50
light chariots			
description			128
evading with			64
Parthian shot			82
light foot		also see Skirmishers	
description			128
interpenetrations			48
light horse	48, 62, 64, 82, also see Skirmishers		
description			128
Parthian shot			82
line of command			
definition			29
seeing commander lost			112
line of sight			
diagram			83
shooting			82
long range		see Extreme Range	
locking movement		see Restricted Area	
looting		see Supply Camps	
M			
mandatory charges		see Charging, without orders	
maneuver phase			70
description			37
melee phase			86-88
description			37
diagrams			86-87
feeding bases into melee			72, 73
mechanism			92
POAs			97
mixed battle groups			
and cohesion tests			113
containing shock troops			59
making a CMT			43

turning	45
mob	
description	128
morale	see cohesion & bolstering
more than one reason to test	114
mounted	
definition	14
movement	
along roads or in column	41
and shooting	81
battle lines, move distances	41
battle wagons	41
breaking off	106
commanders	49
difficult forward move	41
distance in column	41
double wheels	42
from overlap position	50
general movement rules	40
heavy artillery	41
into overlap position	75
leaving the table	50
light artillery	41
maneuver phase	70
move distance of commanders	49
move distances	40
of broken troops	100
restrictions during partial interpenetrations	48
scythed chariots	41
second moves	75
simple and complex moves	41
taking moves back	40
through friendly troops	see Interpenetration
wheeling	43
movement units	12, 135
MU	see Movement Units
N	
non -skirmishers	135
definition	18
number of dice to roll	
impact	92
melee	93
shooting	90
O	
obstructing troops	
restricting 90 degree turns	44
open terrain	135
move distances	40
orb formation	122
and flank or rear charges	56
conforming to enemy	71
diagram	122
restricted area	74
order of march	138
outflanking marches	144
straggling	144
test for arrival	144
overhead shooting	82
diagram	84
overlaps	86
charging from overlap position	50
conforming to overlap position	71, 75-76
definition	75
evading from overlap position	50, 78
moving into overlap position	45, 50, 75
POA	86

restrictions	86
shifting to move into	45
shooting while in or at overlaps	84
P	
Parthian shot	82
PD	see Portable Defenses
pinning	see Restricted Area
play sequence	168
POA	see Points of Advantage
points of advantage	94
impact	96
melee	97
overlaps	86
shooting	95
points system	148
poor	
definition	15
quality re-rolls	24
portable defenses	121
pre-battle initiative	138
modifiers	138
pursuit	101, 107-109, also see Routing
battle wagons and artillery	101
by more than one BG	108
contacting fresh enemy	108
diagram	101
into bad terrain or table edge	108
movement during JAP & halting pursuit	107
over the table edge	50
Q	
quality re-rolls	
and CMT to prevent shock troops charging	59
and CMTs	43
commander's effect	24, 99
definition	24
re-roll score less than original roll	24
sacking fortified camps	88
R	
rallying	109-110
range	
charge	133
command	28
shooting	81
rear support	135
receiving a charge	61
reduced to 1 base	
removal of BGs	109
reforming	70
diagram	71
restricted area (pinning)	74
diagram	74
movement into overlap position	75, 76, 78
river	
difficulty	131
troops in a river conforming to enemy	71
riverbank	
defenders conforming to enemy	71
defending	134
roads	
move distance adjustment	41
moving along	44
rough terrain	
move distances	40
routing	100-101, 107-108, also see Pursuit
contacted by enemy	107

bursting through friends when	48-49	stepping forward during impact	55
S		soft sand	
scale		and camels	120
figure	124	special features	119
ground	126	stakes	see Portable Defenses
time	126	steady	133
scythed chariots		cohesion level	24
and attrition	37	effects	114
and battle lines	30	effects of disorder	133
description	128	stepping forward	
move restrictions	41	diagram	56
outflanking marches	144	procedure	54
removal	106	skirmishers against non-skirmishers	55
summary	120	superior	
second moves	75	definition	15
shifting	45	quality re-rolls	24
sequence of play	168	supply camp	20
setup	137	attrition points for sacking	37
severe disorder	also see Severe Disorder	as a battle group	22
and battle lines	30	depiction	126
combined with cohesion state	132	deployment	142
effects	132-133	evading into	67
terrain	40	evading while looting	64?
shifting	45, 67, 75	fortified	88
and the table edge	50	looting & halting looting	107
diagram	45	moving in contact	78
during evade moves	67	passing or moving thru	???
from comer to comer contact	76	routing around/through	100
to make room for friends in melee to conform	71	sacking	20, 88
when moving into overlap	75	shooting at looters	84
while advancing	45	T	
shock troops	136	table edge	
bursting through friends	48	and shifting	50
charging	58, 60	charging across	50
definition	18	leaving the table	50
evasion not allowed by one-rank cav	64, 78	pursuing across	50
foot giving pursuit	101	shifting to avoid during evade move	67
in mixed battle groups	59	TABLES	
shooting	80	armour classes	129
and movement	81	attrition points	37
at BGs of mixed armour class	95	base sizes	126
by bow	82	close combat rolls to hit	94
death roll adjustment	115	cohesion level and effects	114
during impact phase	98	cohesion test	113
in close combat	84	combat capabilities	130
light cavalry & light chariots	82	complex move test	43
line of sight	82	death roll	115
mechanism, number of dice	90	dismounting	147
overhead	82	effects of disordering terrain	133
POAs	95	impact phase dice	92
ranges	81	impact POAs	96
ranks permitted to shoot	82	melee phase dice	93
target priority	81	melee POAs	97
terrain effects	132	move distances and effects of terrain	40
shooting phase	79	outflanking march arrival test	144
description	37	points cost of troops	149
side edge to side edge contact		pre-battle initiative	138
movement options	76	rear ranks shooting example (diagram)	91
simple moves		rearward	82
definition	41	shooting dice	90
skirmishers	136	shooting ranges	81
attempting interceptions charges	63	shooting rolls to hit	95
charging with	60	simple and complex moves	42
CMT to receive a charge	64	straggling	144
definition	18	terrain selection	139
deployment	146	terrain types	131
receiving a charge	60	troop types	128

variable move distance	47
target priority	
shooting	81
TC see Troop Commander	
terrain	
blocking line of sight	82
cover	134
description	131
move distances	40
placement - diagram	141
placing dice rolls	140
placing sequence	140
restricting interception charges	62
selection	139
shift to avoid	45
sizes of terrain pieces	136, 139
threatened flank	136
troop commander	
command range	28
definition	28
troop quality	
definition	15
troop types	14
points cost	149
turning	
180 degrees, procedure	45
90 degrees from side edge contact	77
90 degrees, diagram	44
90 degrees, procedure	44
caused by part	48
during partial interpenetrations	48
move restrictions	42
shifting while	45
to contact flank or rear chargers	56
when charging	54
when evading	66
two directions, fighting	see Fighting Enemy Two Dir.

U

uneven terrain	
move distances	40
uncontrolled charges	see Charges, without orders
uphill	136

V

variable move distance	46
pursuit	101
table	47
when charging	68
victory and defeat	117
visibility	
and interception charges	62
effects	132
in terrain types	131
VMD	see Variable Move Distance

W

wheeling	
and flank or rear charges	56
battle line, move distance restriction	44
diagram	44
double wheels	42, not allowed:45
in column	23
more than two wheels	44
procedure	43
when charging	53

Z

ZOI	see Zone of Interception
zone of interception	62, 136, also see Interceptions