

# - FIELD of - GLORY

## SCORE TO HIT (P94–95)

NET POA	SHOOTING	CLOSE COMBAT
++	2	3
+	3	4
No POA	4	4
-	5	5
--	6	5

## QUALITY RE-ROLLS (P24)

ELITE	Reroll 1's & 2's. Cannot go lower
SUPERIOR	Reroll 1's.
POOR	Reroll 6's.



## SHOOTING RANGES (P81)

WEAPON	EFFECTIVE	MAXIMUM
Foot bows, longbows or crossbows	4	6
Sling, mounted bows or crossbows	4	-
Javelins or firearms	2	-
Heavy artillery	6	12
Light artillery	6	-

## HOW MANY DICE (P90–93)

SHOOTING	
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
Cavalry with bow or crossbow (not bow*)	1 dice per base of 1st shooting rank 1 dice per 2 bases of 2nd shooting rank
Chariots	1 dice per base
Battle wagons	1 dice per base width from long edge only
Light foot, light horse or any javelins, sling, firearm or bow*	1 dice per 2 bases in effective range 1 dice per 3 bases outside effective range
IMPACT	
Scythed Chariots	3 dice per 1st rank base
Others	2 dice per 1st rank base (BWg 2 dice per front rank base width)
Supporting fire (not light foot vs foot)	One rank of foot with bow, longbow, crossbow or firearm in 2nd or (if bow) 3rd rank behind stationary medium or heavy foot in combat: 1 dice per base (0 dice vs flank/rear charge)
MELEE	
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 1st or 2nd ranks
Overlaps	As above
ALL	
LF or LH in impact or melee	Lose 1 dice per 2 unless LF vs LF, or LH vs LH or LF, or any vs FRAGMENTED enemy
THEN	
DISR 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 SEVERE DISORDER	Lose 1 dice per 2

## POINTS OF ADVANTAGE (P95–97)

SHOOTING				
	Nearest rank of target is:	POA	If shooting with:	
Any one of....	Unprotected cavalry not in single rank	++	longbow, bow, javelins or sling	
	Protected cavalry not in single rank	+	longbow, bow, javelins or sling	
	Armoured cavalry not in single rank or armoured knights	+	longbow	
	Cataphracts or heavily armoured knights	-	bow, javelins or sling	
	Elephants	+	any except bow or sling	
	Battle Wagons	-	any except artillery	
	Unprotected heavy or medium foot	+	longbow, bow, javelins or sling	
	Armoured foot	-	crossbow, firearm or artillery	
	Heavily armoured foot	-	any except longbow	
	Any other foot	-	longbow, crossbow, firearm or artillery	
Any	-	any if shooting in impact phase, to rear by LH or LCh or at or by a BG in close combat		
In cover or behind field fortifications	-	any except artillery		
IMPACT				
Any one of....	Impact Foot	++	against any foot	
	Impact Foot	+	against any mounted, unless the foot are charging shock mounted	
	Spearmen or pikemen if not charging		unless FRG or SEVERE DISORDER or less than 2 ranks of spear or 3 of pike	
	Pk or Offensive Sp charging foot or non-shock mtd		unless SEVERE DISORDER or less than 2 ranks of spear or 3 of pike	
	Defensive Sp charging Defensive Sp		unless SEVERE DISORDER or less than 2 ranks of spear	
	Heavy weapon		against any foot	
	Light spear (foot)	+	unless charging shock mounted	
	Light spear (mounted)		against any if no other net POAs	
	Elephants		against heavy or medium foot, BWg or any mounted	
	Battle Wagons		against any mounted except elephants	
	Knightly Lance		Only in open terrain (P135)	except against El, Sch, BWg or non-charging STEADY Pk/Sp
	Other Lance			except against lancers, El, Sch, BWg or non-charging STEADY Pk/Sp
	Heavy or Scythed Chariots			except vs skirmishers, lancers, El, BWg or non-charging STEADY Pk/Sp
	Mounted except El or Sch			against any medium or light foot
	Extra for 4th rank of pikemen		+	unless FRAGMENTED
Charging flank or rear	++		net POA regardless of other factors	
Uphill or foot defending field fortifications or river bank	+			
MELEE				
Any one of....	Skilled Swordsmen	+	against any except El, mounted Sw or STEADY Pk/Sp	
	Swordsmen	+	against any except El, Sw, SSw or STEADY Pk/Sp	
	Spearmen in 2 or more ranks or Pikemen in 3 or more ranks	+	unless FRAGMENTED or SEVERE DISORDER	
	Heavy weapon	+	against any except SSw or skirmishers. Cancels enemy armour POA	
	Elephants	+	against heavy or medium foot, BWg or any mounted	
	Heavy or scythed chariots	+	against any except skirmishers, El, BWg or STEADY Pk/Sp	
	Artillery	-		
	Extra for 4th rank of Pikemen in open terrain	+	unless FRAGMENTED	
	Better Armour (front rank)	+	against any but heavy weapon, El, Ch, Art or BWg	
	Fighting enemy in 2 directions	-		
Uphill or foot defending field fortifications or river bank	+			

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## DEATH ROLLS (PII5)

ROLL 1 DICE. (NO RE-ROLLS.)  
SCORE HIGHER THAN NUMBER OF HITS  
RECEIVED OR LOSE A BASE

+1 on dice for elephants, artillery or battle wagons.

+2 on dice if shot at, or if won/drew close combat

If a base was lost, and there were more than 6 hits,  
deduct 6 from the hits and roll again for the remainder

## AUTOBREAK (PII6)

INITIAL BG SIZE	BASES REMAINING TO TRIGGER AUTOBREAK			
	ELITE	SUPERIOR	AVERAGE	POOR
2	n/a	n/a	1	1
4	1	1	2	2
6	2	2	3	4
8	3	3	4	5
9	3	4	5	6
10	3	4	5	6
12	4	5	7	8



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SIMPLE & COMPLEX MOVES (P42)		TROOP TYPE			
		Skirmishers	Battle troops		
TYPE OF MOVE	MOVE TO BE MADE		Drilled	Undrilled Cavalry or Light Chariots	Other Undrilled
Charges	Charge directly forwards	Simple	Simple	Simple	Simple
	Wheel and charge enemy in range	Simple	Simple	Simple	Simple
Advances	'Difficult' forward move with no more than a single wheel	Simple	Simple	Simple	Complex
	Any other forward move with no more than a single wheel	Simple	Simple	Simple	Simple
Double Wheels	A forwards move including 2 wheels	Simple	Simple	Simple	Complex
Expansions	Expand frontage by 1 or 2 bases while stationary	Simple	Simple	Complex	Complex
	Expand frontage by 1 or 2 bases followed by a SIMPLE advance	Simple	Complex	Impossible	Impossible
Contractions	Contract frontage by 1 or 2 bases with simple advance of at least 3 MUs before or after	Simple	Simple	Simple	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
Turns	Turn 90 or 180 deg while stationary	Simple	Simple	Simple	Complex
	Turn 90 deg with a SIMPLE advance before or after	Simple	Complex	Complex	Impossible
	Turn 180 deg with SIMPLE advance before or after	Simple	Impossible	Impossible	Impossible
	Turn 180 deg, move upto 3 MUs in a SIMPLE advance and turn back again	Complex	Impossible	Impossible	Impossible

VMD (P47)	
ROLL ONE DIE (QUALITY RE-ROLLS DO NOT APPLY)	
1	-2 MUs
2	-1 MU
3 or 4	Normal distance
5	+1 MU
6	+2 MUs

COMPLEX MOVE TEST (P43)	
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 which is taking the test	
+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	
Score to pass	7 if drilled or skirmishers 8 if other undrilled

MOVE DISTANCES (P40)				
TROOP TYPE	OPEN	UNEVEN	ROUGH	DIFFICULT
Light foot	5	5	5	4
Medium foot	4	4	4	3
Heavy foot	3	2	2	1
Light horse & Commanders	7	7	5	3
Cavalry	5	4	3	1
Knights and Cataphracts	4	3	2	1
Elephants	4	4	3	1
Light chariots	5	3	2	1
Heavy or Scythed chariots	4	2	1	N/A
Battle Wagons	3	2	1	N/A
Light Artillery	2	1	1	N/A
Roads or slowing terrain:	+1 MU if in single base wide column			
KEY TO TERRAIN DISORDER EFFECTS				
NO EFFECT	No effect			
DISORDERED	-1 on CMTs. Lose 1 dice per 3 for shooting & close combat No Cohesion Test penalty. Does not count as STEADY			
SEVERELY DISORDERED	-2 on CMTs. Lose 1 dice per 2 for shooting & close combat -1 on Cohesion Tests. Does not count as STEADY			

OTHER COMPLEX MOVES	
MANOEUVRE	PAGE
DISRUPTED non-shock troops to charge or intercept	60
Light horse to charge unbroken non-skirmishers frontally	60
Missile foot to charge or intercept unbroken non-skirmishers frontally	60
Shock troops to avoid charging (N.B. Quality re-rolls do not apply)	58
Skirmishers to stand when charged by non-skirmishers in open.	60
Light artillery or battle wagons to move	41
To form or leave ORB formation	122
To place or pick up portable defences	121
Non-shock foot to pursue mtd troops or shock foot not to pursue mtd troops	101
Pursuers in contact to stop pursuing or looters to stop looting camp	107





COHESION TEST (PI12–I14)				
REASON TO TEST				
Immediately		At the end of the current phase		
A battle group charged by other than light foot when FRG		A BG breaks within 3 MUs - Non-skirmishers ignore skirmishers		
Suffering 1 hit per 3 bases from shooting <b>OR</b> Taking 2 or more hits and shot at by artillery		A commander in line of command is lost within 3 MUs		
Losing a close combat		Joint Action Phase (JAP)		
		To bolster or rally a BG with a commander		
ROLL TWO DICE, APPLY QUALITY RE-ROLLS, AND ADD THE SCORES. APPLY THE FOLLOWING MODIFIERS				
Having taken at least 1 hit per 2 bases from shooting		-1	Current Cohesion State	
Having taken at least 1 hit per 3 bases from close combat		-1		
At least 2 more hits received than inflicted in close combat		-1	DISRUPTED or SEVERELY DISORDERED	-1
Having taken 25% or more losses overall prior to this test		-1	FRAGMENTED	-2
Non-skirmishers with threatened flank (PI36)		-1	BROKEN	-3
More than 1 reason to test		-1	Commanders and support	
Any one of...:	Any troops shot at by artillery or firearms	-1	Commander in LoC in range if BG is not in close combat, or with BG if it is in close combat. Extra if he is IC	+1
	Any troops testing for losing close combat vs El or SCh			
	MF testing for losing close combat vs Mtd or HF in open			
	Any troops testing for losing impact combat vs lancers			
	Foot testing for losing impact combat vs impact foot		Battle Group has rear support (PI35)	+1
RESULT				
7 or more	Passed	Rise one cohesion level if testing to bolster or rally the battle group.		
6, 5, 4, 3	Failed	Drop 1 cohesion level (unless testing to bolster or rally the battle group).		
2 or less	Failed	Drop 2 cohesion levels <b>IF</b> testing for close combat in which BG received at least 2 more hits than inflicted, <b>OR</b> if testing for seeing friends break or commander lost.		
		Otherwise drop 1 cohesion level (unless testing to bolster or rally the battle group).		



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USEFUL RULES	
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