



Here are the errata that have so far been discovered in *Field of Glory* and the Companion Books. Any feedback on additional errata is gratefully received.

Field of Glory Rules

P.57 Diagram. Top right text box currently reads “Yes. This BG has one of its front rank bases entirely behind the line and no part of its bases to the target’s front”

It should read: “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”

Bottom left text box should simply read “Yes. This BG can charge the rear and can wheel to make contact with more bases than it would by going straight ahead.”

There is no requirement to start more than 1 MU from the target to wheel as part of a rear charge.

P.75 MOVING INTO CONTACT WITH ENEMY BATTLE GROUPS.

The first sentence currently reads “Battle groups can only move into contact with enemy battle groups in the manoeuvre phase, but only to join an existing melee in an overlap position only.”

It should read: “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.”

P.83 Top Diagram

This diagram is correct, but it is worth pointing out that a small part of the target battle group is directly in front of part of the base of the 2nd file from the left of the right hand battle group of archers. Hence the 3rd file is just within arc of fire at effective range.

P.84 Top Diagram.

Title currently reads “OVERHEAD SHOOTING AND EFFECTS OF DISRUPTION”.

It should read: “OVERHEAD SHOOTING AND EFFECTS OF DISORDER”.

Left hand text box currently reads “...but are also disrupted due to the Steep Hill,”

It should read: “...but are also disordered due to the Steep Hill,”

P.102 Close Combat Example.

2nd column. 2nd full paragraph. Line 5. Currently reads “They roll 5 and 1”. It should read “They roll 3 and 5”.

P.146. Diagram.

This appears to have an impassable lake placed on top of a road. The “road” is in fact part of the background texture (i.e. the “cloth”) and represents a track too small to qualify as a road.





(Perhaps there is a secret causeway that only the local fishermen know about). Terrain pieces (other than villages) cannot be superimposed on a road.

P.149 Points Values chart. The points values lines are not properly aligned with the Battle wagons and LH, Cv or Cm lines.

They should read as follows:

Quality	Elite	Superior	Average	Poor	Extra if Drilled unless LF or LH
Battle wagons			14	8	na
Battle wagons with light artillery			20	14	na
LH, Cv or Cm - Armoured	16	13	9	6	1
LH, Cv or Cm - Protected	11	9	6	4	1
LH, Cv or Cm - Unprotected	9	7	5	3	1

Field of Glory Companions

Rise of Rome

P.18 Gallic

Light foot javelinmen should have Javelins shooting capability.

Javelinmen	Light Foot	Unprotected	Average	Undrilled	Javelins	Light Spear	4	6-8	6-8
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The same applies in the Gallic Allies list.

Javelinmen	Light Foot	Unprotected	Average	Undrilled	Javelins	Light Spear	4	4	0-4
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P.43 Later Seleucid

The troop types headers are printed in the wrong order. They should be labelled "Type, Armour, Quality, Training".

P.67. Sarmatian allies – should refer to Field of Glory Companion 3: Immortal Fire

Storm of Arrows

P.17 Wars of the Roses English

There are formatting errors in the Mercenary Handgunners lines. These should read as follows:

Mercenary handgunners	Light Foot	Unprotected Protected	Average	Drilled	Firearm	-	4 5	4-6	0-6
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P.30 Later Anglo-Irish

Gallloglaich have no shooting capability.

Gallloglaigh	Heavy Foot	Protected	Superior	Undrilled	-	Heavy Weapon	9	6-8	0-18
			Average				7		

P.60 Swiss

Knights and men-at-arms should have a battle group size of 4-6.

Knights and men-at-arms	Knights	Average	Drilled	Heavily Armoured	-	Lancers, Swordsmen	21	4-6	4-8
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P.72 Condotta Italian

Stradiots (in the Venetian sub-section) should not have Javelins shooting capability when fielded as Cavalry.

Stradiots	Only from 1440	Light Horse	Unprotected	Average	Undrilled	Javelins	Light Spear, Swordsmen	9	4-6	In Italy 0-8, Outside Italy 4-18
		Cavalry	Unprotected	Average	Undrilled	-	Light Spear, Swordsmen	8		
			Protected				Light Spear, Swordsmen	9		

P. 81. Medieval Castillian

Javelinmen -The U has been missed off Unprotected on one line.

Javelinmen	Medium Foot	Protected	Average	Undrilled	-	Light Spear	5	6-8	0-12
		Protected	Poor				3		
		Unprotected	Average				4		
		Unprotected	Poor				2		
	Light Foot	Unprotected	Average	Undrilled	Javelins	Light Spear	4	6-8	
			Poor				2		

Immortal Fire

P.10 Classical Greek allies

Last total bases range should be 0-8.





Javelinmen	Only Aitolians, Akarnanians, Phokians or Thessalians	Light Foot	Unprotected	Average	Undrilled	Javelins	Light Spear	4	6-8	*6-24
	Others	Light Foot	Unprotected	Poor	Undrilled	Javelins	Light Spear	2	6-8	0-8
Peltasts	Any state, only from 450	Light Foot	Unprotected	Average	Drilled	Javelins	Light Spear	4	6-8	

P.40 Syracusan

Special Campaign header should read:

“Only Agathokles in Africa from 310 to 307”.

P.45 Alexandrian Macedonian. 5th bullet.

Should read:

“Foot companions and hypaspists listed in a player’s army list as heavy foot pikemen can instead be deployed at the start of the battle as medium foot with javelins – as in the army list below. This is only permitted if the pikemen were in battle groups of 8 bases. This option can only be used if they have been paid for at the points cost of the medium foot.”

The table on P.46 should read:

Regrade hypaspists fighting with javelins instead of pike to:	Medium Foot	Protected	Superior	Drilled	-	Light Spear, Swordsmen	9	8	0-8
Regrade foot companions fighting with javelins instead of pike to:	Medium Foot	Protected	Average	Drilled	-	Light Spear, Swordsmen	7	8	0-16

