

- 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	-	bows, javelins or sling
In cover or behind field fortifications	-	crossbow, firearm or artillery
IMPACT		
Any one of.... Impact Foot	++	against any foot
Impact Foot		against any mounted, unless the foot are charging shock mounted
Spearman 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		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
Spearman 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			
TYPE OF MOVE	MOVE TO BE MADE	Skirmishers	Battle troops		
			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

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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 OR 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 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	-1	Commander in LoC in range if BG is not in close combat, or with BG if it is in close combat.	+1
		Extra if he is IC	+1
		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 IF testing for close combat in which BG received at least 2 more hits than inflicted, OR if testing for seeing friends break or commander lost.
		Otherwise drop 1 cohesion level (unless testing to bolster or rally the battle group).

USEFUL RULES

RULE SECTION	PAGE
Cohesion states	I14
Difficult forward moves	41
Full sequence of play	I68
Moving through friendly troops	47
Outflanking marches	I44
Restricted area	74
Second moves	75
Terrain effects	I31

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