



## Field of Glory Official FAQ

If you have any problem with any part of the rules, please post a query on the *Field of Glory* message board. We will respond and answer your query as quickly as possible. Our intention in *Field of Glory* has been to keep the language used as simple as possible, to avoid unnecessary complexity. Nevertheless unusual circumstances will always arise and we will therefore use the FAQ section of the web site to provide further support and clarification for players where necessary.

### 1. USING TROOPS BASED FOR OTHER SYSTEM OR LARGE FIGURES

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.

### 2. TERRAIN PLACEMENT

**Can I roll for where a terrain piece will be placed before choosing which of my pieces to place?**

No, you must pick the terrain piece before dicing for placement.

**What happens if there isn't room to place a terrain piece in the location specified by the dice roll?**

That terrain piece is lost.

### 3. DEPLOYMENT

#### i) ALLY COMMANDERS

**Does an ally commander have to be deployed with his allied troops and do all allied troops have to be deployed together?**

NO. It is up to you where you put them. However it is generally more historical and more effective under the rules to keep each allied contingent and its commander together.

### 4. IMPACT PHASE

#### i) CHARGE PATH

**Do I have to declare my charge path at the time of declaring a charge?**

Although this is not normally necessary, you do need to declare the path of your charge at the time of declaration if there are potential interceptors around, in order to determine whether your chargers will cross their zone of interception.

#### ii) SHOCK TROOPS TESTING NOT TO CHARGE WITHOUT ORDERS





**Do shock troops have to test not to charge enemy who are outside their normal charge reach but within charge reach + 2 MUs**

No. (The paragraph in brackets on P.58 only applies to situations where they may be exempt from testing).

**Do shock troops (even if mounted) have to test not to charge troops behind portable defences?**

Yes.

**iii) CHARGES NOT QUALIFYING AS A FLANK CHARGE CONTACTING THE FLANK EDGE OF AN ENEMY BASE**

**What POAs are used?**

The normal POAs are used as if the charge had contacted the front of the enemy file. Thus, for example, if the 3<sup>rd</sup> rank base of a 4 rank deep pikemen battle group is contacted, the pikemen use their normal POAs for 3 ranks deep pikemen and for the 4<sup>th</sup> rank.

**Which enemy ranks cannot be so contacted if the front base in the file is already in melee to its front?**

The first two ranks.

**iv) INTERCEPTION CHARGES**

**Can an intercept charge include a wheel?**

Only if it would otherwise result in the interceptors themselves being hit in the flank.

**When does an interception charge step forward?**

Charges are declared, interceptions are responses to such charges.

If the interceptors are intercepting the chargers from the front, both chargers and interceptors are in reality charging semi-simultaneously. However, for the sake of simple game play the interception charge is moved sufficiently to get in the way of the original charge and then the original chargers are moved into contact. The interceptors **do not** make contact – they therefore do not step forward. The original chargers step forward as usual.

Where an interception catches a BG in the flank or rear this is a different situation. The chargers' move is cancelled and effectively the interceptors charge them instead. In this case it is the interceptors that are making contact so they do step forward.

**What happens if charging skirmishers are themselves intercepted by non-skirmishers, can they evade?**

An interception or evade is a response to a charge. It is not a response to an intercept charge. Troops therefore cannot evade from interceptors. They cannot halt 1 MU away from the interceptors either.

Rationale: Once skirmishers are committed to an all out charge they are committed.

**Do interceptors use the POAs for their troop type as if charging?**

Yes. These factors are designed to represent their physical momentum of movement forward. So lancers intercepting have the benefit of this. Certain foot intercepting mounted will find this difficult and lose POAs they would have if they were instead receiving a mounted charge stationary.

**v) SKIRMISHERS BEING CHARGED BY NON-SKIRMISHERS WHILE IN CLOSE COMBAT**



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Troops in close combat (other than only as an overlap) cannot evade from enemy charges. Therefore, skirmishers charged by non-skirmishers while in close combat (other than only as an overlap) do not have to take a CMT not to evade. They cannot evade. Tip: Beware of getting into a skirmishers on skirmishers close combat if enemy non-skirmishers are nearby.

## vi) CHARGING ROUTING BATTLE GROUPS

### **If you charge routing skirmishers, do they evade?**

No. You move your troops into contact with them, but nothing else happens until the Joint Action Phase (JAP). In the JAP the chargers are treated as normal pursuers, and will inflict base losses if they remain in contact at the end of a pursuit move.

Apart from automatic base losses inflicted by pursuers remaining in contact at the end of a pursuit move, no shooting or close combat is calculated against routers.

## vii) TROOPS REVEALED BY EVADERS WHEN CHARGING

### **What happens if a BG evades and a new potential target is revealed in normal charge range?**

First the initial target evades. Then any other BG that is in the path of the initial charge (direction and range) becomes a target, is charged and responds itself. You do not wheel to chase the evaders unless all targets evade out of the original path, so if the new target stands this does not apply. In essence a revealed BG just becomes a normal target at that point and is dealt with normally.

VMDs only apply if ALL targets evade. So if the revealed target stands and is in range there is no need to take a VMD roll for the chargers as you only do this at the time you move if all targets have evaded.

### **Can the chargers wheel to hit the new target?**

The chargers can wheel onto the **direction of charge** and if this is sufficient to hit the revealed target it may hit them. This direction of charge is determined BEFORE evaders are moved. It cannot result in less bases making contact with the original target (prior to evading) than if the chargers charged straight ahead, nor can the wheel continue past the point of contact with the original target had they not evaded.

If **all** targets evade out of the original path of the charge, the chargers can wheel further **in an attempt to contact** one or more of the evading original targets. This wheel must, of course, be towards the final position of the evaders. In some circumstances this may bring them into contact with another enemy battle group.

## viii) SUPPORT SHOOTING AT IMPACT

### **Can you support shoot if you could not normally shoot from a 2<sup>nd</sup> rank due to terrain?**

No. If terrain (such as Forest) stops you from using the 2<sup>nd</sup> rank in normal shooting, equally it stops you having the benefit of these dice at impact.

### **Are support shooting dice that lose dice for DISR dealt with the same way as other combat dice for where the reductions apply?**

Yes, reduce the dice in proportion as with any combat with different POAs. Same procedure – page 94 top section.

### **Does a commander fighting in the front rank affect re-rolls for support shooting?**

Yes





#### ix) TROOPS THAT MOVED IN THE IMPACT PHASE

**Can troops move in the manoeuvre phase if they charged, pursued or evaded (unlikely but possible) in the impact phase?**

No

**What constitutes a move for this purpose?**

Any move by the battle group. This includes turning or placing/picking up portable defences, but not reforming, conforming to enemy, or feeding more bases into an existing melee.

#### 5. FEEDING MORE BASES INTO AN EXISTING MELEE

**Can more bases be fed into a melee in the manoeuvre phase immediately following the initial impact combat?**

Yes. The melee is deemed to exist immediately after resolution of the impact combat.

**Can a BG in close combat expand into contact with a new enemy BG?**

Yes, but only if either of the following circumstances apply:

- The new enemy BG was already fighting it as an overlap.
- The contact does not result in the previously unengaged enemy BG entering close combat (with the expanding BG) other than as an overlap.

#### 6. DISPLACEMENT

**If troops are displaced for some reason can they then make a move in the manoeuvre phase?**

Yes. A displacement is not a move. So if, say, skirmishers are moved back to make room for charging shock troops who burst through them these skirmishers can then move normally in the manoeuvre phase. Similarly a general who has to be moved to make room is not considered to have moved yet.

**If troops are displaced behind a general can they be contacted where they are?**

No. A general's base is merely a marker rather than a physical entity. So while the bases are put behind to signify that the general is in close combat the bases behind are still in reality in their normal physical location.

Troops charging from the rear would need to reach their normal location to contact them. If such an occasion occurs the first thing to do is to move the general to a different front-rank location that does not interfere with play physically. If no such place exists then take the general's base off and replace it with a marker until such a time as a suitable space reappears. This latter situation is extremely rare and none of the authors have yet had a need to do so in any game.

#### 7. TURNING 90 DEGREES

**Some troops that have base depth equal to base width in 15mm scale have deeper bases in 25/28mm scale. Can these troops turn 90 degrees even if they are unable to at least match the old battle group depth with the new battle group frontage?**

Yes. Any troops that could turn 90 degrees in 15mm scale can do so in 25/28mm scale. If they are unable to match the old depth they can still turn, ending in a single rank. This applies to elephants, chariots or light artillery in 25/28mm scale, also any other troops who have been placed on deeper bases for convenience. It does not apply to battle wagons, which must obey the normal turning rules in both scales (see below).





## 8. RESTRICTED AREA

### Does an enemy Restricted Area extend through friendly troops?

Yes. If you want to move reserves about freely, keep them further back.

### Can stakes be placed while in an enemy Restricted Area?

Yes

## 9. VISIBILITY

### How far can troops inside a forest see (or shoot) out?

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 doesn't matter how much of the distance is in the terrain).

LF in brush, enclosed fields, vineyards and marsh can see out normally. When they shoot they become visible to all bases of the battle group they are shooting at.

## 10. BATTLE WAGONS

### If a BWg is in combat as an overlap can it shoot?

No, a BWg base that is fighting as an overlap is considered to be in combat and cannot shoot. This is true even if the long base edge is being used as an overlap and the far half of this long base is unengaged - the far base width may not shoot.

### Is it correct that BWg firing have the same dice at long and short range, and if so why?

Yes it is 1 dice per base width at both ranges. This is reflecting two things – a) fewer firers than in most mass fire bases so less effect at close range, b) a platform from which to fire making it easier to target at long range. It gives the right overall effect of BWg being vulnerable to mass fire at effective range but having a little more even firepower at long range when combined with the "-" POA for shooting at BWgs. As is the case with many rules it is the overall effect that we have sought to balance well.

### Can a column of BWg turn 90 degrees?

Any turn must fulfil the normal requirements for a 90 degree turn or it cannot be done. 2 BWg in column are 160mm deep and if turned would need to form a line 4 bases wide. They only have 2 bases so such a turn is impossible and cannot be made. They could turn 180 degrees to reverse direction as a column. Such a column would need to contract to be 2 bases side-by-side and therefore 80mm square. Then it could turn as it is now 80mm deep, needs to be 2 bases wide once turned, and has exactly that number. BWg need to be in columns in order to make good use of their shooting from side edges so most manoeuvre needs to be by advances and wheels to make them effective.

### How does rear support work with BWgs?

BWgs can never receive rear support and this is consistent with their ability to fight from either long edge effectively. In the most historical of cases they will form a complete wagon lager with a centre and no rear to speak of. BWg only give rear support if they have the supported BGs to the front, as with any other troops. This is because rear





support is about the cohesion benefit of having friendly troops who could move up to assist troops in difficulties, rather than a place to fall back upon when routing.

**How does contraction work with BWg given their long bases?**

The rules are exactly the same as for other troops. They must move forward 3MU to do so (and pass a CMT of course). If in BGs of 4 bases then they will extend backwards further than their original rear so the move is a mix of a contraction going forward and some bases falling back. To make such a move there must be sufficient space for the contracted bases to fit. Clearly if organised in BGs of 2 bases such contractions are much easier to engineer.

**How do long bases work in combat?**

For combat, treat BWg long bases as two 40 x 40 bases next to each other. All dice are per base width so a long side will get 4 dice in melee. If there is contact with only half of the long edge, the other half will act as an overlap in melee.

**What happens if a BWg is contacted on two different sides in the Impact phase?**

A single base can only fight a single base at impact. Again consider each long edge as two bases as above and proceed normally. So if a long edge and a short edge of a 40 x 40 half of a BWg are contacted at impact it can only fight against one of the contacting bases. In melee of course it rolls one dice (if possible) against each enemy battle group.

**Do troops break off from BWg?**

Yes, BWg are foot and therefore mounted break off as normally.

**11. FIELD FORTIFICATIONS**

**Can a base be counted as defending field fortifications when only partly behind them (e.g. if the fortifications are not continuous)?**

No. The base edge must be completely behind fortifications to count as defending them.

**12. REDUCING COMBAT DICE FOR DISRUPTION ETC.**

**Do I round up or down when reducing dice?**

This is defined in the glossary as 1 dice per FULL x bases. The FULL is important and makes it a different concept to the one above. So simply take the dice you have and if losing 1 per 3 remove every 3<sup>rd</sup> one that you have. Say you have 5 dice – remove the 3<sup>rd</sup> one so you lose 1 dice. If you have 7 lose 2, if 9 lose 3.

The table below shows the number of dice dropped.

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

### 13. SHOOTING DICE

**Do I round up or down when shooting with 1 dice per x bases?**

If you have 1 dice per 2 shooting, you get 1 dice for each full set of 2. So 1 base = no dice, 5 bases = 2 dice etc.

If you have 1 dice per 3 shooting, you get 1 dice for each full set of 3. So 1 or 2 bases = no dice, 5 bases = 1 dice etc.

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

### 14. CALCULATING 1HP3B and 1 HP2B

**How many hits do I need to score to get 1HP3B or 1HP2B on an enemy battle group?**

All such hit levels are expressed as thresholds of greater than or equal to ( $\geq$ ) 1HPxB. The glossary defines this as 1 hit per x bases so you need to get equal to or above that level for tests and factors to apply.

Thus, for example, 1 HP3B on a 4 base BG (in less than 4 ranks) would be  $4 / 3 = 1.33$  hits. This cannot be equalled, so 2 hits are required.

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

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

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

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

### 15. LARGE COMBATS





### **What is the best way to deal with a large combat with many BGs fighting and offset?**

What we do is break the line up into sections - start a new section every time the BGs (or POAs) change on either side. It is then very simple. Roll for hits and put them behind the troops in that section.

Then remember that winning or losing a section doesn't matter. **What matters is whether a battle group loses overall.** (Inflicts less total hits than it received overall).

So add up the hits received and inflicted by each battle group and see if it lost or not. If it lost, take a CT and Death roll. If not, then take a Death roll with +2 on the dice (which for most troops means you only need roll if you suffered 3 or more hits).

### **16. INITIAL PURSUITS**

**When a BG's frontal close combat opponents all break, does it pursue even if enemy BGs that were only fighting it as an overlap remain unbroken?**

Yes

**When an enemy BG (A) breaks from close combat, does a BG (B) that was only fighting it as an overlap pursue?**

Yes, provided that (B) has no unbroken close combat opponents to its front.

### **17. ALL PURSUITS**

**Do Fragmented troops pursue, and if so, can they contact fresh enemy troops?**

Yes, they do pursue. If they meet fresh enemy they contact at them as usual.

### **18. BOLSTERING AND RALLYING TROOPS IN THE JOINT ACTION PHASE**

**If a Battle Group has more than one commander with it, can more than one attempt be made to bolster or rally it in the same Joint Action Phase?**

No.

### **19. ORB**

**Can Orb be formed in a restricted area?**

Yes and no. You cannot contract in a restricted area, but you can turn. When forming Orb you contract to 2 wide if not already 2 wide. So you can form Orb in a restricted area if you are already 2 wide and do not need to contract. You cannot form Orb if wider.

Rationale: If you are already in the right formation all you are doing is turning spear points outwards, but to engage in a big contraction just in front of the enemy would be rather dangerous.

### **20. AMBUSHES**

**Can you interpenetrate or walk over your own ambush markers?**

No - this is not listed as a legal interpenetration. If the ambush consists of troops that the movers could legally interpenetrate, you need to declare the ambush and put the troops on first and then go through them.

