

Field of Glory – Renaissance. Quick Reference Sheet

MOVEMENT RATES (P54)	Open	Uneven	Rough	Difficult
Light Foot	4	4	4	3
Warriors	4	4	4	3
Medium Foot, Mob	3	3	3	2
Determined Foot	4	4	3	2
Heavy Foot	3	2	2	1
Light Horse, Commanders	6	6	5	3
Other Gendarmes, Cavaliers, Horse, Determined horse, Cavalry & Camelry	5	4	3	1
Fully armoured gendarmes	4	3	2	1
Elephants	4	4	3	1
Dragoons	5	5	4	3
Battle Wagons	3	2	1	N/A
Light Artillery	2	1	1	1*
Limbered Artillery	2	1	1	N/A
Unlimbered Medium Artillery	1*	1*	1*	N/A
Unlimbered Heavy Artillery	1*	N/A	N/A	N/A

*Pivot only on either front corner of battle group

COMPLEX MOVE TEST (CMT): Roll 2Dice Pass on 8+ (P57)		
<i>Quality re-rolls apply for this test</i>		
If a Commander in <i>line of command</i> is in <i>command range</i>		+1
If same commander is with the BG testing	+1	If same commander is great +1
DISRUPTED or DISORDERED	-1	} Count Worst of these two, never both
FRAGMENTED or SEVERELY DISORDERED	-2	

VARIABLE MOVE DISTANCE (VMD) Roll 1 dice (P66)	
<i>NO quality re-rolls for this test</i>	
1	-2 MU's
2	-1 MU
3 or 4	Normal move
5	+1 MU
6	+2 MU's

Applies to all evade, pursuit and rout moves, and charges where the target has evaded.

QUALITY RE-ROLLS (P35)	
Elite	Re-roll 1s and 2s
Superior	Re-roll 1s
Poor	Re-roll 6s

Commander in front rank raises quality by one level for close combat only (Elites re-roll 3s). If re-rolling 2s or 3s, use original die if second die roll is lower

TERRAIN EFFECTS KEY(P170 & 37)			
DISORDER	Does not count as STEADY, -1 on CMTs Lose 1 dice per 3 in shooting and close combat	SEVERE DISORDER	Does not count as STEADY, -2 on CMTs, -1 on cohesion tests Lose 1 dice per 2 in shooting and close combat

SIMPLE AND COMPLEX MOVE CMT TABLE (Page 56)		Troop Type	
Type of move	(<i>advance means a move from the Advances section below</i>)	Light	Others
Charge	Any charge move	Simple	Simple
Advances	Any other forward move with no more than a single wheel upto 90°	Simple	Simple
Double Wheels	A forward move including 2 wheels each no more than 90°	Simple	Impossible*
Pivot Light/Medium Artillery	Pivot forward up to 1MU on one front corner of the BG	n/a	Simple
Pivot Heavy Artillery	Pivot forward up to 1MU on one front corner of the BG	n/a	Complex
Unlimber	Unlimber Medium or Heavy Artillery	n/a	Complex
Second Move	<i>Advance</i> by a single BG or division if all requirements for a 2 nd move are met	Simple	Simple
Third Move	<i>Advance</i> by a single BG or division of mounted troops or Dragoons if all requirements for a 3 rd move are met	Simple	Simple
Expansions	Expand frontage by 1 or 2 bases while stationary	Simple	Complex
	Expand frontage by 1 or 2 bases followed by an <i>advance</i>	Simple	Impossible
Contractions	Contract frontage by 1 or 2 bases with an <i>advance</i> of at least 3 MUs before or after	Simple	Simple
	Contract frontage by 1 or 2 bases while stationary or with an <i>advance</i> of less than 3 MUs before or after	Simple	Complex
Formation Change	Any of the following (singly or in combination): Turn a Tercio/ Keil 90°. Form square. Move bases around in a BG, without changing its facing or the position of its front corners (except to turn a Tercio/keil 90° or form square)	n/a	Complex**
90° Turns (Not tercios/ keils)	Turn 90° while stationary	Simple	Simple
	Light troops and mounted ONLY. Turn 90° with an <i>advance</i> before or after.	Simple	Complex
180° Turns	Turn 180° while stationary	Simple	Simple***
	Light troops ONLY. Turn 180° with an <i>advance</i> before or after.	Simple	Impossible
	Light troops ONLY. Turn 180°, move up to 3 MU's in an <i>advance</i> and turn back again.	Complex	Impossible

*Simple for a 1 base wide column moving entirely along a road. ***Complex if turning captured or recaptured artillery 180°.
**Formation changes permitted or required in the Impact phase do not require a CMT.

COHESION TEST (CT) : Roll 2Dice, Quality re-rolls apply for this test. (P146 – 152)			
Reasons to test immediately (at time of charge or after combat/shooting resolved)		Reasons to test at the end of the current phase:	
FRAGMENTED Battle group charged by other than Light Foot		A battlegroup breaks within 3 MUs – battle troops ignore light troops	
Losing a close combat		A commander in line of command is lost within 3MUs	
Suffering 1HP3B from shooting, and/or Warriors taking 2 shooting hits from Artillery		Artillery is captured for the first time within 3 MU	
Situation		Commanders and support	
At least 1 HP2B from shooting *		-1	Commander in line of command with BG if in combat, or in command range otherwise +1
At least 1 HP3B from close combat **		-1	Extra if he is a Great Commander +1
At least 2 more hits received than inflicted in close combat **		-1	Battlegroup counts as supported (P174) +1
Battlegroup has lost at least 25% of its original bases		-1	Current cohesion state
Foot battle troops with <i>threatened flank</i> (P175)		-1	DISRUPTED or SEVERELY DISORDERED -1
More than 1 reason to test (P147)		-1	FRAGMENTED -2
Any one of:	Any troops shot at by Artillery *	-1	BROKEN -3
	Elephants, Cavalry, Camelry, or Light Horse shot at by Firearms *		*Only applies when testing as a result of shooting hits. The modifier for being shot at by artillery or firearms applies whether or not they scored the hits. **Only applies when testing as a result of losing a close combat. The modifier for fighting specific enemy troop types applies whether or not these inflicted more hits on the battle group than it inflicted on them. Other tests do not use these modifiers even if they occur in the same phase.
	Any troops testing for losing close combat even partly against Elephants**		
	Medium Foot, Warriors, or Dragoons testing for having lost close combat even partly vs. mounted or Heavy Foot or Determined foot in open terrain		
	Any troops testing for losing impact phase combat against Lancers, Impact mounted, or foot using Salvo **		
	Foot testing for losing impact combat even partly against Impact foot		

COHESION TEST RESULTS (P148)			
Total	Result	Involuntary test effect	Testing to rally/ bolster
7 +	Passed	No effect	Rise 1 cohesion level
3 - 6	Failed	Drop one cohesion level	No effect
2 or less	Failed	Drop 2 cohesion levels, if testing for close combat where BG received at least 2 more hits than inflicted, or seeing friends break or commander lost, Otherwise, drop 1 cohesion level.	No effect

COHESION LEVELS AND EFFECTS (P149)	
DISRUPTED	-1 on CMTs and cohesion tests Lose 1 dice per 3 in shooting and close combat Non-shock Battle groups must pass CMT to charge or intercept
FRAGMENTED	-2 on CMTs and cohesion tests. Lose 1 dice per 2 in shooting and close combat Must make CMT for any move other than a simple move that retires away from all enemy within 12 MU Shock troops lose their shock abilities Cannot charge or intercept Must take a cohesion test if charged by any troops except light foot
BROKEN	Must make a rout move in the phase in which it breaks, and each later joint action phase -3 on cohesion tests to rally 1 base removed for each pursuing enemy battle group in contact at the end its pursuit move

AUTOBREAK (P152)				
Initial BG Size	Bases Remaining to Trigger Autobreak			
	Elite	Superior	Average	Poor
2	1	1	1	1
3	1	1	1	2
4	1	1	2	2
6	2	2	3	4
7	2	3	4	4
8	3	3	4	5
9	3	4	5	6
10	3	4	5	6
12	4	5	7	8
14	5	6	8	9
16	6	7	9	11

BASIC MOVE SEQUENCE (P51 & 201-202)	
1) IMPACT PHASE	Declare all charges, Intercept moves and Evade moves. Make any CMT & CT's needed Resolve impact combat and post-combat cohesion tests
2) MANOEUVRE PHASE	Conform troops in close combat to enemy Make moves by battle group, making CMTs as required
3) SHOOTING PHASE	Resolve shooting (both players) Resolve post-shooting cohesion tests
4) MELEE PHASE	Resolve melee combat Resolve post-combat cohesion tests Resolve CT's due to broken BGs/lost cmdrs
5) JOINT ACTION PHASE	1. Make break-off moves for eligible troops. 2. Move commanders. 3. Attempt to Bolster or Rally battle-groups. 4. CMT to Stop pursuing. 5. Move Routers and Pursuers. 6. Resolve Autobreaks and CT's

SHOOTING RANGES (P106)	Short	Long
Musket, Musket*, and salvo	3	6
Foot bow, Bow* and Crossbow	4	6
Sling, Mounted Bow, Bow*, and Crossbow	4	-
Arquebus and carbine	3	-
Bombs, Pistols, and Javelins	2	-
Heavy Artillery	3	36
Medium Artillery	3	24
Light Artillery	3	8

DICE ALLOCATION (116-119)

SHOOTING (P116)	
Artillery (except when on Battle Wagons)	1 dice per base at short or long range
Regimental Gun	1 dice per marker at short or long range
Dragoons	1 dice per front rank base at short range 1 dice per 2 front rank bases at long range
Battle troops: foot with Musket* mounted with carbine, bow, or x-bow	1 dice per 1 st shooting rank base at short range 1 dice per 2 bases 2 nd shooting rank or at long range
Horse with pistol	1 dice per base of 1st shooting rank 1 dice per 2 bases of 2 nd and 3 rd shooting ranks
Foot with salvo ability	1 dice per 2 bases at short or long range
Other battle foot with Bow, Crossbow, Arquebus, Musket	1 dice per base at short range 1 dice per 2 bases at long range
Battle Wagons	1 dice per base width from long edge only
Foot or mtd with other shooting capability**	1 dice per 2 bases in short range 1 dice per 3 bases at long range

**Includes any troops with Bombs, Bow*, Javelins, or Slings and Light Foot or Light Horse with Musket, Arquebus, Carbine, Bow, or x-bow

IMPACT (P118)	
Battle Wagons	2 dice per front rank base width
Others	2 dice per front rank base
Regimental Guns	1 dice per marker
LF or LH	See Close Combat below

MELEE (P119)	
Elephants, Gendarmes, Cavaliers or Determined horse	2 dice per front rank base. No dice for rear rank of any type
Battle wagons	2 dice per front rank base width. No dice for rear rank of any type
Other troops	1 dice per base in first 2 ranks
Overlapping bases	1 dice per overlapping file regardless of ranks.
LF or LH	See Close Combat below

CLOSE COMBAT	
LF or LH in impact or melee phase	Lose 1 dice per 2, unless: LF vs. LF; LH vs. LH or LF; or vs. .FRAGMENTED enemy

THEN		
DISRUPTED or DISORDER	Lose 1 dice per 3*	Not cumulative; use only the worst modifier that applies. *Includes regt. gun dice in shooting and impact phases
FRAGMENTED or SEV. DISORDER	Lose 1 dice per 2*	

SCORE TO HIT Roll 1 dice (Quality re-rolls apply) (P121)

ADVANTAGE	POA	Shooting	Close Combat
Big advantage	++	2	3
Advantage	+	3	4
No advantage	None	4	4
Disadvantage	-	5	5
Big disadvantage	--	6	5

DEATH ROLL Roll 1 dice (No quality re-rolls) (P149)

+1 if battle group started the battle with only 2 bases.
+2 if BG won or drew close combat, or were hits from shooting (unless the majority of shooting dice are from Artillery, Regt. guns, or Firearms.)
If score is equal to or less than the number of hits received, remove a base. If a base was removed, and there were more than 6 hits, deduct 6 from the hits and roll again for the remainder (with same modifiers).

GENERAL AT RISK - Roll 2 dice (NO quality re-rolls). (P129)

Only applies to Generals 1, in the front rank of a BG taking 2+ hits during Close Combat in the Impact or Melee phases.
2, or with a broken unit caught by pursuers.
12 if combat won or drawn. Lose general
11 or 12 if the combat was lost. Lose general
10+ if with a unit caught by pursuers. Lose general (P142)

POINTS OF ADVANTAGE (P121 - 124)

SHOOTING (P122)			
Nearest rank of target is:	POA	If shooting with:	
Any one of:	Unarmoured mounted Battle troops unless entirely 1 base deep	+	Bow, Bow*, Javelin or Sling
	Fully armoured gendarmes	-	Bow, Bow*, Javelin or Sling
	Any mounted troops	-	Musket, Musket*, salvo, arquebus, carbine, pistol
	Elephants	+	Any except Bow, Bow*, or Sling
	Battle wagons	-	Any except Bombs or Artillery
	Artillery	--	Artillery
	Fully armoured foot	--	Bow, Bow*, Sling, or Javelin
		-	Artillery, Carbine, Pistol, or Crossbow
	Armoured or heavily armoured foot	-	Any of Musket, Musket*, or Salvo at long range:
		-	Arty, carbine, pistol, x-bow, bow, bow*, sling, javelin
Unarmoured foot	-	Any of Musket, Musket*, or Salvo at long range:	
	-	Artillery, Carbine, Pistol, or Crossbow	
Any target	0	Regimental guns	
Any one of:	Any	-	Any, if shooting at a BG in close combat other than as an overlap only
	Any	-	Any, if shooting by a BG which in close combat other than as an overlap only
	Any	-	Any, if shooting to rear (Light Horse with Bow only)
	Any	-	Captured or recaptured Artillery
	Any foot	-	Foot battle troops with <i>threatened flank</i> (P175)
Battle troops which: Is a BG with a file of 3 or more ranks (unless pike in a Swedish brigade); Are a Tercio, a Mob, in <i>square</i> ; Or are shot at from <i>enfilade</i>	+	Artillery	
In cover or behind field fortifications or an obstacle	-	Any except heavy or medium Artillery	

IMPACT (P123)

IMPACT (P123)			
Any one of:	Foot using salvo, or pike in same BG	++	against any foot
	Impact Foot or pike in same BG	+	Against any foot
	Spearman in 2 or more ranks, or Pike, or Protected Shot, or if not charging and not FRAGMENTED or S. DISORDERED	+	Against any mounted
	Spearman in 2 or more ranks, if not FRAGMENTED or S. DISORDERED	+	Against any foot except Pike in 3+ ranks, Protected Pike, Protected shot, Foot with bayonet or Impact foot
	Heavy weapons	+	Against any foot except Pike in 3+ ranks, Protected Pike, Protected shot, Foot with bayonet or Impact foot
	Foot with Light spear unless charging mounted shock troops	+	Against any except Pike in 3+ ranks, Protected Pike, Protected shot, Foot with bayonet or Impact foot
	Regimental Guns	0	against any
	Elephants	+	against any
	Battle wagons	+	against any mounted
	Pistol	+	Against any except elephants, battle wagons, impact mounted, or non-charging STEADY foot who are any of pike, protected shot, or foot with bayonet
		+	Against any except elephants, battle wagons, pistol or non-charging STEADY foot who are any of spearman, pike, protected shot, or foot with bayonet
		+	Against any except elephants, battle wagons, heavy lancers, pistols or non-charging STEADY foot who are spearman, pike, protected shot, foot with bayonet
	Heavy lancers	+	Against any except elephants, battle wagons, heavy lancers, pistols or non-charging STEADY foot who are spearman, pike, protected shot, foot with bayonet
	Light lancers	+	Against any except elephants, battle wagons, heavy lancers, pistols or non-charging STEADY foot who are spearman, pike, protected shot, foot with bayonet
+			
Impact mounted	+	Against any	
Pike in 4 + ranks whether or not charging unless FRAGMENTED or S. DISORDERED	+	Against any	
Any mounted	+	against any light foot, dragoons, warriors, or unprotected medium foot without bayonet	
Protected cavaliers, protected horse, or protected determined horse.	+	If at an overall disadvantage against any mounted after all other POA's of both sides have been totalled	
Uphill, or foot defending field fortifications, an obstacle, or river bank	+		
Charging flank or rear	++	Final overall POA regardless of other factors	

MELEE (P124)

MELEE (P124)			
Any one of:	Pike or protected shot, unless FRAGMENTED or S. DISORDERED	-	against any mounted
	Pistol	+	against any except 1. elephants, 2. STEADY foot who are any of pike, protected shot or foot with bayonet..
			3. Mounted swordsmen if pistols are not STEADY.
	Swordsmen	+	Against any except elephants, STEADY pistols, or STEADY foot who are any of pike, protected shot or foot with bayonet.
	Spearman in 2 or more ranks, unless FRAGMENTED or S. DISORDERED	+	Against any except pike in 3 or more ranks, protected pike, protected shot, or foot with bayonet.
	Heavy weapon	+	Against any except pike in 3 or more ranks, protected pike, protected shot, or foot with bayonet.
			Also cancels enemy "better armour" POA if any.
	Elephants	+	against any.
	Pike in 4 or more ranks, unless FRAGMENTED or S. EVERELY DISORDERED	+	against any.
	Protected cavaliers, protected horse or protected determined horse.	+	If at an overall disadvantage against any mounted after all other POA's of both sides have been totalled
Uphill or foot defending field fortifications, an obstacle, or river bank	+		
Better Armour (front rank)	-	Against any except shot, heavy weapon, elephants, or battle wagons	
Fighting enemy in two directions	-	Unless early tercio, or later tercio/keil not in contact to its rear	
If fighting as an overlap – foot with swordsmen or heavy weapon capability or warriors	++	Final overall POA regardless of all other factors	