

# Field of Glory 2.0 QRS

MOVEMENT RATES	Open	Uneven	Rough	Difficult
Light Foot	5	5	5	4
Medium Foot	4	4	4	3
Heavy Foot	3	3	2	2
Light Horse, Commanders	7	7	5	3
Cavalry, Armoured Knights	5	4	3	1
Heavily Armoured Knights and Cataphracts	4	3	2	1
Elephants	4	4	3	2
Light Chariots	5	3	2	1
Heavy and Scythed Chariots	4	2	1	N/A
Battle Wagons	3	2	1	N/A
Light Artillery	2	1	1	N/A
Heavy Artillery (* pivot only)	1*	1*	1*	N/A

1 element wide column moving entirely along road: +1 MU (move as in Open)

KEY	
DISORDERED	-1 on CMTs. Lose 1 dice per 3 shooting and close combat
SEVERELY DISORDERED	-2 on CMTs. Lose 1 dice per 2 shooting and close combat.
DISORDERED	-1 on Cohesion Tests.

COMPLEX MOVE TEST: ROLL 2D6					
Unit Type	PASS SCORE	Adjustments			
Drilled or Skirmishers	7	Commander in LoC in range	+1	DISRUPTED or DISORDERED	-1
Other Undrilled	8	Extra if he is with BG/BL	+1	FRAGMENTED or SEVERELY DISORDERED	-2
Quality re-rolls allowed except for shock troops testing not to charge		Extra if he is IC	+1		

VARIABLE MOVE DISTANCE	
Roll 1 dice (no quality re-rolls)	
1	-2 MUs
2	-1 MU
3 or 4	Normal move
5	+1 MU
6	+2 MUs

Applies to all evade and pursuit moves, and also for rout moves which start with enemy in contact.

QUALITY RE-ROLLS	
Elite	Re-roll 1s and 2s
Superior	Re-roll 1s
Average	No Re-rolls
Poor	Re-roll 6s

Commander in front rank raises quality by one level for close combat dice only (Elite troops with general re-roll 1s, 2s and 3s). Check rules for Elephants and EI generals.

SIMPLE AND COMPLEX MOVES		Troop Type				
Type of move	Move to be made (advance means a move from the Advances section below)	Skirmishers	Battle troops			
			Drilled	Undrilled Cv or Lt. Ch.	Other Undrilled with commander	Other Undrilled (no commander)
Charges	Charge straight ahead or with a single wheel at the beginning	Simple	Simple	Simple	Simple	Simple
Advances	A forward move of the full available move distance straight ahead	Simple	Simple	Simple	Simple	Simple
	Single wheel and/or short move with no enemy close (6" or 4" for skirmishers)	Simple	Simple	Simple	Simple	Simple
Double Wheels	Single wheel and/or short move which goes close to enemy	Simple	Simple	Simple	Simple	Complex
	Advance with 2 separate wheels in a move	Simple	Simple	Simple	Simple	Complex
Expansions	Expand 1 or 2 bases while remaining stationary	Simple	Simple	Complex	Complex	Complex
	Expand 1 or 2 bases followed by a simple advance (move reduced by 2 MU)	Simple	Complex	Impossible	Impossible	Impossible
Contractions	Contract 1 or 2 bases with a simple advance >= 3 MUs before or after	Simple	Simple	Simple	Complex	Complex
	Contract 1 or 2 bases if stationary or moving < 3 MUs before or after	Simple	Complex	Complex	Impossible	Impossible
Turns	Turn 90° or 180° while stationary	Simple	Simple	Simple	Simple	Complex
	Turn 90° with a simple advance before or after (move reduced by 2 MU)	Simple	Complex	Complex	Impossible	Impossible
	Turn 180° with a simple advance before or after	Simple	Impossible	Impossible	Impossible	Impossible
	Turn 180°, simple advance <= 2 MUs and turn back again	Complex if troops can evade., else Impossible	Impossible	Impossible	Impossible	
Second Moves	Simple advance only, Battlegroup or Battleline must include commander, must not go close to enemy (within 6" or 4" for skirmishers)					

TERRAIN EFFECTS			
Open (O)	No effects	Gully (G)	Rough. Troops visible from outside only at 1 MU
Open Fields (OF) or Broken Ground (BG)	Uneven	Forest (F) or Village (Vg)	Difficult. Provides cover. Troops visible at 2 MU and Shoot with only one rank. Troops beyond cannot be seen.
Brush (B)	Rough. LF visible at 4 MU	Vineyards (V)	Difficult. Provides cover. LF visible at 4 MU
Enclosed Fields (EF)	Rough. Provides cover. LF visible at 4 MU	Marsh (M)	Difficult. LF visible at 4 MU
Plantation (P)	Rough. Provides cover. Troops visible at 4 MU and Shoot with only one rank. Troops beyond cannot be seen.	Soft Sand (SS)	Difficult. LF visible at 6 MU. Camelry count as Rough.
Gentle Hill (GH)	Slopes can be clear, broken ground, brush, plantation, vineyard, forest or village, with terrain effects as above. Combat advantage to higher troops and those can shoot over troops below them. Troops beyond ridge line only visible at 1 MU.		
Steep Hill (SH)	Difficult. Combat advantage to higher troops and those can shoot over troops below them. Troops beyond ridge line only visible at 1 MU.		
River (Rv)	Up to 4MU wide, entirely within 6 MU of side edge, up to 2 bends. Troops can only cross at 45 degrees or less. Dice for difficulty when placed: 1 = uneven, 2,3 - Rough, 4, 5 = Difficult, 6 = Impassable.		

COHESION TEST: Roll 2D6, Quality re-rolls apply			
Reasons to test immediately:	FRAGMENTED Battle group charged by other than light foot	Reasons to test at the end of the current phase:	A battlegroup breaks within 3 MUs (except non-skirmishers ignore skirmishers)
	Losing a close combat (received more hits than inflicted)		A commander in line of command is lost within 3MUs
Situation	Suffering IHP3B from shooting, or taking 2 hits and also shot at by artillery (even if the artillery did not score hits)	Joint Action Phase	To bolster or rally a battlegroup with a commander. Cannot bolster or rally a BG which has failed a cohesion test this turn, or rally if within 6 MU of enemy.
	Suffering IHP3B from shooting or close combat		Any troops shot at by artillery of firearms (even if no hits)
Lost impact phase combat	-1	Any one of:	Any troops testing for losing close combat to EI or Sch
Lost melee phase and 2 more hits received than inflicted	-1		Medium Foot testing for losing close combat vs. mounted or Heavy Foot in open
For each 25% losses to battlegroup overall	-1		Any troops testing for losing impact combat to Lancers or Heavy Chariots
Seeing Commander in chief lost	-1		Foot testing for losing impact combat vs. Impact foot
Non-skirmishers with threatened flank	-1		
More than 1 reason to test	-1	Commanders and support	
Current cohesion state		DISRUPTED or SEVERELY DISORDERED	Commander in LoC with BG if in combat, or in command range otherwise
FRAGMENTED	-2	EXTRA if he is IC	+1
BROKEN	-3	Battlegroup has rear support	+1

AUTOBREAK				
Initial BG size	Bases remaining to trigger autobreak:			
	Elite	Superior	Average	Poor
2	1	1	1	1
4	1	1	2	2
6	2	2	3	4
8	3	3	4	5
9 or 10	3	4	5	6
12	4	5	7	8

COHESION TEST RESULTS			
Total	Result	Involuntary test effect	Testing to rally or bolster
7 or more	Passed	No effect	Rise 1 cohesion level
6, 5, 4, 3	Failed	Drop one cohesion level	No effect
2 or less	Failed	If testing for close combat where received 2 more hits than inflicted, or seeing friends break or commander lost, drop 2 cohesion levels; otherwise, drop 1 cohesion level	No effect

SHOOTING RANGES		Eff.	Max.
Longbow, bow or crossbow	Medium Foot	4	6
	Light Foot	3	6
	Light Horse	3	-
	Cavalry or Camelry 1 base deep Other mounted	4	-
Sling		3	-
Javelins and firearms		2	-
Heavy artillery		6	12
Light artillery		6	-

COMBAT MECHANISM		
<b>SHOOTING</b>		
Artillery (unless on battle wagons)	2 dice per base in effective range 1 dice per base outside effective range	
MF with bow, crossbow or long bow (not bow*)	1 dice per base of 1st rank in effective range 1 dice per 2 bases of 2nd rank and/or outside effective range	
Cavalry with bow or crossbow (not bow*)	1 dice per base of first shooting rank 1 dice per 2 bases of second shooting rank	
Chariots	1 dice per base	
Battle wagons	1 dice per base width from long edge only	
LF, LH, javelin, sling, firearm, bow*	1 dice per 2 bases in effective range 1 dice per 3 bases outside effective range	
<b>IMPACT</b>		
El or Sch	3 dice per 1st rank base	
Others	2 dice per 1st rank base	
Supporting fire	1 dice per base for 1 rank of foot with bow, crossbow, longbow or firearm in 2nd rank, or bow in 3rd rank, behind stationary HF or MF. Not allowed if LF vs. foot or if flank or rear charge	
<b>MELEE</b>		
Elephants, knights, chariots, artillery	2 dice per 1st rank base. No dice for rear rank of any type	
Battle wagons	2 dice per 1st rank base width. No dice for rear rank of any type	
Other troops	1 dice per base in 1st or 2nd rank	
Overlapping bases	As above	
<b>ALL</b>		
LF or LH in impact or melee phase	Lose 1 dice per 2, unless: LF vs. LF; LH vs. LH or LF; LH or LF vs. FRAGMENTED enemy	
<b>THEN</b>		
DISRUPTED or DISORDERED	Lose 1 dice per 3	Not cumulative; use only the worst single modifier that applies
FRAGMENTED or SEV. DISORDERED	Lose 1 dice per 2	

SCORING HITS		
POA	Shooting	Close Combat
++	-	3
+	3	4
None	4	4
-	5	5
--	6	5

BASIC MOVE SEQUENCE	
<b>1) IMPACT PHASE</b>	
Roll for arrival of flank marches. Declare all charges, intercept moves and evade moves. Roll CMTs for troops requiring them to make or avoid charges. Make intercept moves, evade moves and charge moves, roll VMDs Resolve impact combat	
<b>2) MANOEUVRE PHASE</b>	
Reform BGs and conform troops in close combat to enemy. Feed additional bases into melees (active player first) Make moves by battle group, making CMTs as required	
<b>3) SHOOTING PHASE</b>	
Resolve shooting (all eligible units for both players)	
<b>4) MELEE PHASE</b>	
Resolve melee combat Roll for assaults on fortified camps	
<b>5) JOINT ACTION PHASE</b>	
Remove scythed chariots Make break-off moves for eligible troops, active player first Make CMTs to stop pursuing or looting Move commanders Commanders attempt to bolster or rally battle-groups Move routers and pursuers. Resolve effects if routers caught Remove any BGs which are autobroken or broken and at <= 50%	
<b>AFTER RESOLVING ANY COMBAT</b>	
Make CT and/or death roll for BGs receiving hits Roll for commander death if in front line in close combat Make CTs for seeing friends break or commanders lost Make initial rout moves for BGs broken and pursuit moves	

POINTS OF ADVANTAGE		
<b>SHOOTING</b>		
Nearest rank of target is:		POA: If shooting with:
Any one of:	Unprotected cavalry not in single rank	+ Longbow, bow, crossbow, javelin or sling
	Protected or armoured cavalry or armoured knights; and not in single rank	+ Longbow or crossbow
	Cataphracts or heavily armoured knights	- Bow, javelin or sling
	Elephants	+ Any except bow or sling
	Battle wagons	- Any except artillery
	Unprotected HF or MF	+ Longbow, bow, javelin or sling - Crossbow, firearm or artillery
	Armoured foot	- Any except longbow
	Heavily armoured foot	- Longbow, crossbow, firearm or artillery -- Bow, javelin or sling
	Any other foot	- Crossbow, firearm or artillery
	Any	- If shooting to rear or by or at a battlegroup in combat
In cover or behind fortifications		- Any except artillery
<b>IMPACT</b>		
Any one of:	Impact Foot	++ against any foot
	Impact Foot	against any mounted, unless charging shock mounted unless FRAGMENTED or SEVERELY DISORDERED or < 2 ranks of spear or < 3 ranks of pike
	Spearmen or pikemen not charging	against any mounted except elephants
	Pike or offensive spearmen charging foot or non-shock mounted, OR Defensive spearmen charging defensive spearmen	against any except lancers, elephants, scythed chariots, battle wagons or non-charging STEADY pike or spearmen
	Heavy weapons	against any except skirmishers, lancers, elephants, battle wagons or non-charging STEADY pike or spearmen
	Light spear (foot)	against any if no other net POAs
	Light spear (mounted)	against HF or MF, battle wagons or any mounted
	Elephants	against any mounted except elephants
	Battle wagons	against any except elephants, scythed chariots, battle wagons or non-charging STEADY pike or spearmen
	Other lancers	against any except lancers, elephants, scythed chariots, battle wagons or non-charging STEADY pike or spearmen
Heavy or scythed chariots	Only in open terrain + against MF or LF	
Mounted except elephants or scythed chariots	+ against any unless FRAGMENTED	
Extra for 4th rank of pikes	+ against any unless FRAGMENTED	
Uphill of enemy or foot defending field fortifications or river bank	+ Net POA regardless of other factors	
Charging flank or rear	++	
<b>MELEE</b>		
Any one of:	Skilled or mounted swordsmen	+ against any except elephants or STEADY spearmen or pikes
	Foot swordsmen	+ against any except elephants, skilled swordsmen or STEADY spearmen or pikes
	Spearmen in >= 2 ranks or pike in >= 3 ranks	+ unless FRAGMENTED or SEVERELY DISORDERED
	Heavy weapon	+ against any (also cancels any enemy better armour POA)
	Elephants	+ against HF or MF, battle wagons or any mounted
	Heavy or scythed chariots	+ against any except skirmishers, elephants, battle wagons or STEADY spearmen or pikes
	Artillery	-
	Extra for 4th rank of pikes in open terrain	+ unless FRAGMENTED
	Front rank has better armour than opponent	+ against any except heavy weapon, elephants, chariots, battle wagons or artillery. Does not apply if 1 level of advantage and this would bring POA above +
	Fighting enemy in two or more directions	-
Uphill of enemy or foot defending field fortifications or river bank	+ against any except heavy weapon, elephants, chariots, battle wagons or artillery. Does not apply if 1 level of advantage and this would bring POA above +	

DEATH THROW	
Roll 1 dice (no quality re-rolls)	If score is equal to or less than the number of hits received, remove a base. If a base as removed, and there were more than 6 hits, deduct 6 from the hits and roll again for the remainder (with same modifiers).
+1 if elephants, artillery or battle wagons	
+2 if shot at, or won or drew close combat	

EFFECTS OF COHESION LEVELS	
Level	Effect
STEADY	All troops start the battle STEADY
DISRUPTED	-1 on all CMTs and cohesion tests Lose 1 dice per 3 in shooting and close combat Non-shock troops must pass CMT to charge or intercept
FRAGMENTED	-2 on all CMTs and cohesion tests Lose 1 dice per 2 in shooting and close combat Shock troops are no longer so Cannot charge or intercept Must take a cohesion check if charged by any troops except light foot Maximum move in manoeuvre phase reduced by 1 MU (after any other deductions)
BROKEN	-3 on cohesion tests to rally Must make a rout move in the phase in which it breaks, and in each joint action phase No rally possible if Autobroken or at or below 50% strength 1 base removed for each enemy battle group in contact at the end of each rout move