



## Field Of Glory - Help Index

### [Rules Summary & Quick Start](#)

#### Game Interface

[Hex icons](#)

[How to charge](#)

[How to conduct a melee combat](#)

[How to move a battle group](#)

[How to shoot](#)

[How to turn/change direction](#)

[Keyboard shortcuts](#)

#### Armies on the Field Of Glory

[Ancient British](#)

[Caledonian](#)

[Early German](#)

[Gallic](#)

[Hellenistic Greek](#)

[Late Republican Roman](#)

[Later Carthaginian](#)

#### Game Rules & Charts

[Anarchy](#)

[Armour Classes](#)

[Attacks](#)

[Cohesion States](#)

[Cohesion tests](#)

[Combat mechanism](#)

[Commanders](#)

[Complex move tests](#)

[Evading](#)

[Front, flanks & rear](#)

[Impact combat](#)

[Impact weapons](#)

[Interpenetration](#)

[\(Moving through friends\)](#)

[Introduction](#)

[Melee combat](#)

[Melee weapons](#)

[Missile combat](#)

[Missile weapons](#)

[Rallying battle groups](#)

[Terrain effects](#)

[Training](#)

[Troop quality](#)

[Troop types](#)

[Victory \(Winning the game\)](#)

#### Battles

[Scenario editor](#)

[Carrhae 53 B.C.](#)

[Clastium 222 B.C.](#)

[Clusium 225 B.C.](#)

[Corinth 146 B.C.](#)

[Cynoscephalae 197 B.C.](#)

[Dertosa 215 B.C.](#)

[Heraclea 280 B.C.](#)

[Indistavio 16 A.D.](#)

[Sambre 57 B.C.](#)

[Lake Trasimene 217 B.C.](#)

[Metaurus 207 B.C.](#)

[Mons Graupius 84 A.D.](#)

[Pharsalus 48 B.C.](#)

[Scirthaea 103 B.C.](#)

#### Other Useful Information

[Later Macedonian](#)

[Mid-Republican Roman](#)

[Parthian](#)

[Principate Roman](#)

[Spartacus Slave Revolt](#)

[Common Questions and Answers](#)

[Release notes](#)

[Game design credits](#)

[Sources/Bibliography](#)

[Silarus River 71 B.C.](#)

[Ticinus 218 B.C.](#)

[Ticinus River 218 B.C.](#)

[Tunis 255 B.C.](#)


[Verulamium 60 A.D.](#)

---

[↑ Start of page](#)

## Field Of Glory - Impact Combat

### Summary

This is the initial clash as the charge goes in. The front ranks are the key troops at impact, with greater numbers being less important at this point. The 'Short Name' is the reference to this particular modifier in the combat summary display to the center and bottom of the display when you move the cursor over a sword  icon.

See [combat mechanism](#) for the details on how a combat result is calculated.

Short Name	Charger (Current Player)	Points Of Advantage	Conditions
<i>impact foot</i>	Impact foot	+2	against any <a href="#">foot</a>
<i>impact foot</i>	Impact foot	+1	against any <a href="#">mounted</a> , unless the <a href="#">foot</a> are charging <a href="#">mounted shock troops</a>
<i>spear/pike</i>	Any <a href="#">offensive</a> or <a href="#">defensive</a> spearmen or <a href="#">pikemen</a> if not charging	+1	Above 50% initial strength and not <a href="#">fragmented</a>
<i>spear/pike</i>	<a href="#">pikemen</a> or <a href="#">offensive</a> spearmen if charging foot or non- <a href="#">shock</a> mounted troops. <a href="#">Defensive</a> spearmen if charging <a href="#">defensive</a> spearmen	+1	Above 50% initial strength and not <a href="#">fragmented</a>
<i>heavy weapon</i>	<a href="#">Heavy Weapon</a>	+1	against any <a href="#">foot</a>
<i>light spear</i>	Foot with <a href="#">light spear</a>	+1	unless charging <a href="#">mounted shock</a> troops
<i>light spear</i>	Mounted troops with <a href="#">light spear</a>	+1	against any troops if no other net points of advantage
<i>elephants</i>	<a href="#">Elephants</a>	+1	against <a href="#">heavy</a> or <a href="#">medium</a> foot, <a href="#">battle wagons</a> or any mounted
<i>battle wagons</i>	<a href="#">Battle wagons</a>	+1	against any <a href="#">mounted</a> troops except <a href="#">elephants</a>
<i>charging rear</i>	Charging <a href="#">rear</a>	+2	Ignore all other Point of Advantage modifiers
<i>uphill</i>	<a href="#">Uphill</a>	+1	against any

The following only apply if the charger and target are in open terrain:




<i>lancers</i>	<a href="#">Knightly lancers</a>	+1	against any except <a href="#">elephants</a> , <a href="#">scythed chariots</a> , <a href="#">battle wagons</a> or non-charging <a href="#">steady pikemen</a> , <a href="#">offensive</a> or <a href="#">defensive</a> spearmen
<i>lancers</i>	Other <a href="#">lancers</a>	+1	against any except <a href="#">lancers</a> , <a href="#">elephants</a> , <a href="#">scythed chariots</a> , <a href="#">battle wagons</a> or non-charging <a href="#">steady pikemen</a> , <a href="#">offensive</a> or <a href="#">defensive</a> spearmen
<i>chariots</i>	<a href="#">Heavy</a> or <a href="#">scythed</a> chariots	+1	against any except <a href="#">skirmishers</a> , <a href="#">lancers</a> , <a href="#">elephants</a> , <a href="#">battle wagons</a> or non-charging <a href="#">steady pikemen</a> , <a href="#">offensive</a> or <a href="#">defensive</a> spearmen
<i>mounted</i>	Mounted except <a href="#">elephants</a> or <a href="#">scythed</a> chariots	+1	against any <a href="#">medium</a> or <a href="#">light</a> foot
<i>pike+</i>	<a href="#">pike</a> battle group above 75% of its initial strength	+1	Unless <a href="#">fragmented</a>

[↑ Start of page](#)

## Field Of Glory - Impact Weapons

### Summary

These are the weapons available to a battle group for use in an [impact combat](#) following a [charge](#).

Typical Battle group Image	Name	Description
	Heavy Weapon	<p>Troops armed with pole arms or two handed swords, axes or rhomphia. Examples: Dacian falxmen, Anglo-Danish huscarles and most dismounted later medieval knights.</p> <p>Troops with Heavy Weapon usually fight at a disadvantage against <a href="#">mounted</a> during <a href="#">impact combat</a> and against <a href="#">steady</a> pikes. Otherwise they usually excel in most other close combat situations.</p>
	Impact Foot	<p>Foot relying on a fierce charge to disrupt the enemy at impact. Example: Gauls and Visigoths.</p> <p>Foot relying on a barrage of heavy throwing weapons to disrupt the enemy at impact. Examples: Roman legionaries and Spanish scutarii.</p> <p>The ultimate weapon to tackle other <a href="#">foot</a> during <a href="#">impact combat</a>. They usually tackle <a href="#">mounted</a> on even terms as long as they do not <a href="#">charge shock mounted</a></p>
	Lance	<p>Mounted troops specialising in charging with lance. Example: Selucid Cataphracts.</p> <p>Lancers are excellent <a href="#">shock</a> troops and fight most <a href="#">foot</a> other than <a href="#">steady</a> spears or pikes at even or better terms during impact combat. Troops who lose to lancers in <a href="#">impact combat</a> suffer a penalty when testing <a href="#">cohesion</a>. Most lancers are vulnerable to <a href="#">shooting</a> and are subject to <a href="#">anarchy</a> so often <a href="#">charge</a> the enemy without orders.</p>



Light Spear

Foot armed with light spear or javelin, whether thrust or thrown, but not trained to fight as a concerted offensive or defensive spear phalanx. Mounted troops armed with light spear and javelins, whether thrust or thrown.

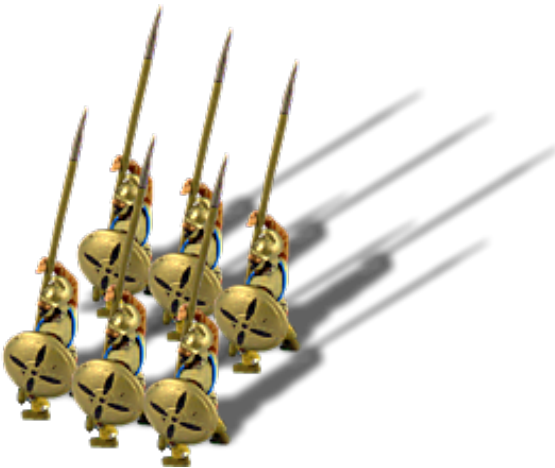
Light spear is the most typical average [impact](#) combat weapon. It excels against nothing but is rarely at a major disadvantage either.



Offensive Spearmen

Spearmen accustomed to adopting an aggressive phalanx formation, with the aim of attacking and defeating enemy foot. Example: Greek Hoplites.

Offensive Spears are usually excellent all round weapons. They are good against both [mounted](#) and [foot](#) troops. Inferior in [impact](#) and [melee](#) combat only to pikes. Their performance deteriorates rapidly, especially against [sword](#) arm troops in [melee](#) if anything other than [steady](#).



Pike

Foot armed with long 2-handed pikes and forming a concerted pike phalanx.

Used well pikes are the combat weapon of choice. Their key problem is they deteriorate in effectiveness rapidly as they take losses and lose formation and if used in any [disordering terrain](#).



Nothing

Many troop types, particularly [skirmishers](#), are not armed with any impact weapon.



## Field Of Glory - Help Index

### [Rules Summary & Quick Start](#)

#### Game Interface

[Hex icons](#)

[How to charge](#)

[How to conduct a melee combat](#)

[How to move a battle group](#)

[How to shoot](#)

[How to turn/change direction](#)

[Keyboard shortcuts](#)

#### Armies on the Field Of Glory

[Ancient British](#)

[Caledonian](#)

[Early German](#)

[Gallic](#)

[Hellenistic Greek](#)

[Late Republican Roman](#)

[Later Carthaginian](#)

#### Game Rules & Charts

[Anarchy](#)

[Armour Classes](#)

[Attacks](#)

[Cohesion States](#)

[Cohesion tests](#)

[Combat mechanism](#)

[Commanders](#)

[Complex move tests](#)

[Evading](#)

[Front, flanks & rear](#)

[Impact combat](#)

[Impact weapons](#)

[Interpenetration](#)

[\(Moving through friends\)](#)

[Introduction](#)

[Melee combat](#)

[Melee weapons](#)

[Missile combat](#)

[Missile weapons](#)

[Rallying battle groups](#)

[Terrain effects](#)

[Training](#)

[Troop quality](#)

[Troop types](#)

[Victory \(Winning the game\)](#)

#### Battles

[Scenario editor](#)

[Carrhae 53 B.C.](#)

[Clastium 222 B.C.](#)

[Clusium 225 B.C.](#)

[Corinth 146 B.C.](#)

[Cynoscephalae 197 B.C.](#)

[Dertosa 215 B.C.](#)

[Heraclea 280 B.C.](#)

[Indistavio 16 A.D.](#)

[Sambre 57 B.C.](#)

[Lake Trasimene 217 B.C.](#)

[Metaurus 207 B.C.](#)

[Mons Graupius 84 A.D.](#)

[Pharsalus 48 B.C.](#)

[Scirthaea 103 B.C.](#)

#### Other Useful Information

[Later Macedonian](#)

[Mid-Republican Roman](#)

[Parthian](#)

[Principate Roman](#)

[Spartacus Slave Revolt](#)

[Common Questions and Answers](#)

[Release notes](#)

[Game design credits](#)

[Sources/Bibliography](#)

[Silarus River 71 B.C.](#)

[Ticinus 218 B.C.](#)

[Ticinus River 218 B.C.](#)

[Tunis 255 B.C.](#)

[Verulamium 60 A.D.](#)

---

[↑ Start of page](#)



## Field Of Glory - Battle group Interpenetration - Moving Through Friendly Troops

### General

In certain circumstances your battle groups can move voluntarily through other friendly troops, but at other times this may happen involuntarily and may cause deterioration in the [cohesion](#) of the battle group being passed through.

### Interpenetrations

Interpenetrations are situations where you can choose to move a battle group through friendly troops and where there is no penalty for doing so. The following interpenetrations are permitted:

- [Light foot](#) through any other troops.
- Any troops through [light foot](#).
- [Light Horse](#) through any [mounted](#) other than [elephants](#) and [scythed chariots](#).
- Any [mounted](#) other than [elephants](#) and [scythed chariots](#) through [Light Horse](#).

### Bursting through friends

In various circumstances, battle groups may be forced to burst through other battle groups that they cannot normally interpenetrate. This is not voluntary and can cause difficulties. Where a battle group can normally interpenetrate friends there is no penalty, otherwise:

- A battle group burst through by friendly [shock](#) troops drops one [cohesion](#) level.
- A battle group burst through by friendly [evading](#) troops drops one [cohesion](#) level.
- A battle group burst through by friendly [routing](#) troops drops one [cohesion](#) level.

[Back](#)[Main Help Index](#)[Interpenetration](#)  
[Melee combat](#)

## Field Of Glory - Introduction

Field of Glory has been designed in an approachable and easy to learn manner that allows players to concentrate on realistic deployments and battlefield tactics, allowing us to capture the atmosphere of battles ranging from the dawn of history to medieval times.

## Field Of Glory - Design Philosophy

Each member of the *Field of Glory* design team has a keen interest in ancient and medieval history, and between us we have amassed over 100 years of wargaming experience.

In *Field of Glory* you take the role of the army commander and his senior generals. Historical accounts describe battles as a series of events and phases, rather than solely an account of constant action. With *Field of Glory*, we have also tried to reflect this ebb and flow of events on the battlefield.

Armies of this era had a common theme, whatever their organisation at the micro level. Each had a commander-in-chief and a few senior commanders who take control of a wing, or the centre, or a sweeping charge. Subordinate to these was another layer of commanders who controlled the various tactical formations which generally consisted of a number of units grouped together. In *Field of Glory* we call these formation battle groups.

In *Field of Glory* you will take command of these battle groups led by the C-in-C and his senior commanders. The game has been designed to ensure that, just as in reality, the commanders (you) are fully occupied with the decision making from the outset. Your key objective is to outmanoeuvre the enemy army and concentrate your forces at critical points in the battle. This will then destroy the enemy's will to fight, deal a devastating blow to the morale of their commanders (your opponent) and allow you to win.

[↑ Start of page](#)

[Back](#)[Main Help Index](#)

## Field Of Glory - Keyboard Shortcuts


### Summary

Event	Key
End the current player turn	E
Main menu	F10
Map zoom in	+
Map zoom out	-
Pre-combat detail display: On - Displays detailed combat information.	P
Pre-combat detail display: Off (default)	O
Pre-combat information: Chart - Displays the chances of combat success as a bar chart in order of win/draw/lose	C
Pre-combat information: Complex - Displays the chances of combat success chances in detail with the chances of winning[green] and losing [red] (default)	X
Pre-combat information: Simple - Displays the chances of combat success as a simple percentage chance of winning.	Z
Rotate map 180 degrees	R
Scroll down	S
Scroll left	A
Scroll map in that direction	Arrow Keys
Scroll right	D
Scroll up	W
Summary display: On - Adds a summary display of game events	U
Summary display: Off (default)	T
Verbose information: On - Adds detailed information to the summary display of game events.	H
Verbose information: Off (default)	J

[↑ Start of page](#)

## Field Of Glory - Melee Combat

### Summary

In drawn out battles, battle groups change to using their [melee weapons](#) rather than their [impact-weapons](#). Also factors for overlapping enemy battle groups and [armour](#) come into play. The Short Name is the reference to this particular modifier in the combat summary display to the center and bottom of the display when you move the cursor over a sword  icon.

See [combat mechanism](#) for the details on how a combat result is calculated.

Short Name	Attacker (Current Player)	Points Of Advantage	Conditions
<i>pike/spear</i>	<a href="#">pike</a> battle group above 75% of its initial strength	+1	Unless <a href="#">fragmented</a> and both sides are in <a href="#">open/clear</a> terrain
<i>better armour</i>	Better <a href="#">Armour</a>	+1	against any except <a href="#">heavy weapon</a> , <a href="#">elephants</a> , <a href="#">chariots</a> , <a href="#">artillery</a> or <a href="#">battle wagons</a>
<i>flank</i>	Troops other than <a href="#">light foot</a> or <a href="#">light horse</a> attacking an enemy other than <a href="#">light foot</a> or <a href="#">light horse</a> in their <a href="#">flank</a>	+1	against an enemy who are unable to <a href="#">turn to face</a> the attacker
<i>rear</i>	Troops other than <a href="#">light foot</a> or <a href="#">light horse</a> attacking an enemy other than <a href="#">light foot</a> or <a href="#">light horse</a> in their <a href="#">rear</a> arc	+1	against an enemy who are unable to <a href="#">turn to face</a> the attacker
<i>uphill</i>	Uphill	+1	against any
Any one of the following:			
<i>swordsmen+</i>	<a href="#">swordsmen+</a>	+1	against any except <a href="#">elephants</a> , <a href="#">mounted swordsmen</a> or <a href="#">steady pikemen</a> , <a href="#">offensive</a> or <a href="#">defensive spearmen</a>

*swordsmen*

Swordsmen

*pike+*

Pikemen, offensive or defensive spearmen

*heavy weapon*

Heavy Weapon

*elephants*

Elephants

*chariots*

Heavy or scythed chariots

*artillery*

Artillery



+1	against any except <u>elephants</u> , <u>swordsmen</u> , <u>swordsmen+</u> or <u>steady pikemen</u> , <u>offensive</u> or <u>defensive spearmen</u>
+1	Above 50% initial strength and not <u>fragmented</u>
+1	against any except <u>swordsmen+</u> or <u>skirmisher</u>
+1	against <u>heavy</u> or <u>medium</u> foot, <u>battle wagons</u> or any <u>mounted</u> .
+1	against any except <u>skirmisher</u> , <u>elephants</u> , <u>chariots</u> , <u>battle wagons</u> or <u>steady pikemen</u> , <u>offensive</u> or <u>defensive spearmen</u>
-1	against any

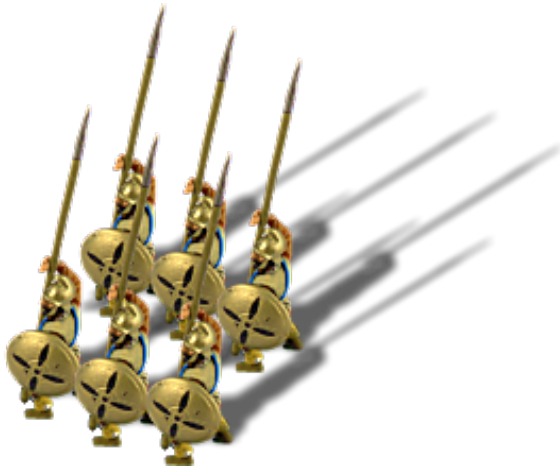
[↑ Start of page](#)

## Field Of Glory - Melee Weapons

### Summary

These are the weapons available to a battle group for use in an extended [melee combat](#) following on from a [charge](#) and an [impact combat](#).

Typical Battle group Image	Name	Description
	Heavy Weapon	<p>Troops armed with pole arms or two handed swords, axes or rhomphia. Examples: Dacian falxmen, Anglo Danish huscarles and most dismounted Later medieval knights.</p> <p>Troops with Heavy Weapons usually fight at a disadvantage against <a href="#">mounted</a> during <a href="#">impact</a> combat and against <a href="#">steady</a> pikes. Otherwise they usually excel in most other close combat situations.</p>
	Offensive Spear	<p>Spearmen accustomed to adopting an aggressive phalanx formation, with the aim of attacking and defeating enemy foot. Example: Greek hoplites.</p> <p>Offensive Spears are excellent all round weapons. Good against both <a href="#">mounted</a> and <a href="#">foot</a> troops. Inferior in <a href="#">impact</a> and <a href="#">melee</a> combat only to pikes. Their performance deteriorates rapidly, especially against <a href="#">sword</a> armed troops in <a href="#">melee</a> if anything other than <a href="#">steady</a>.</p>



Pike

Foot armed with long two-handed pikes and forming a concerted pike phalanx.  
 Used well pikes are the combat weapon of choice. Their key problem is that they deteriorate in effectiveness rapidly as they take losses, lose formation or if used in any [disordering terrain](#).



Swordsmen

[Foot](#) using swords as their primary weapon, often supplemented by javelins or other throwing weapons. Examples: Samnites, Gauls and Franks. Foot equipped with swords or equivalent as secondary weapons, but ready and willing to fight hand-to-hand when required. Example: longbowmen. Mounted troops equipped with swords, maces or horseman's axes, and ready and willing to fight hand to hand when required. Examples: Most [non-skirmisher mounted](#) troops, and most steppe nomads.

Swordsmen are excellent [melee](#) combat troops. All [impact foot](#) troops, [lancers](#) and many armed with [light spears](#) are also swordsmen. Only [steady pikes](#) and [spears](#) are a serious threat to swordsmen in an extended melee.



Swordsmen  
+

Skilled Swordsmen: [Foot](#) using swords as their primary weapon and trained to a very high standard os swordsmanship. Examples: Early Imperial Roman legionaries and later Samurai.  
 Swordsmen+ have all the benefits of ordinary swordsmen, plus they also have a combat advantage over swordsmen and heavy weapons in [melee combat](#).



Nothing


Many troop types, particularly [skirmishers](#), are not armed with any melee weapon.



[↑ Start of page](#)

## Field Of Glory - missile Combat

### Summary

Battle groups with missile weapons can shoot once per friendly player turn at an enemy battle group. As it battle group shoots it automatically turns to face its target, shooting also ends its actions for that player turn. The Short Name is the reference to this particular modifier in the combat summary display to the center and bottom of the display when you move the cursor over a shooting  target icon.

See [how to shoot](#) and [combat mechanism](#) for detailed information on the combat process.

Short Name	Shooter (Current Player)	Points Of Advantage	Target
<i>cover</i>	Any except <a href="#">artillery</a>	-1	Target is in <a href="#">cover</a>
<b>Count one of the following</b>			
<i>vs. unprotected cavalry</i>	<a href="#">Longbow</a> , <a href="#">bow</a> , <a href="#">javelins</a> , <a href="#">sling</a>	+2	<a href="#">Unprotected cavalry lancers</a>
<i>vs. protected cavalry</i>	<a href="#">Longbow</a> , <a href="#">bow</a> , <a href="#">javelins</a> , <a href="#">sling</a>	+1	<a href="#">Protected cavalry lancers</a>
<i>vs. armoured mounted</i>	<a href="#">Longbow</a>	+1	<a href="#">Armoured cavalry lancers</a> or <a href="#">knights</a>
<i>vs. heavily armoured mounted</i>	<a href="#">Bow</a> , <a href="#">javelins</a> , <a href="#">sling</a>	-1	<a href="#">Cataphracts</a> or <a href="#">heavily armoured knights</a>
<i>vs. elephants</i>	Any except <a href="#">Bow</a> , <a href="#">sling</a>	+1	<a href="#">Elephants</a>
<i>vs. battle wagons</i>	Any except <a href="#">Artillery</a>	-1	<a href="#">Battle wagons</a>
<i>vs. unprotected foot</i>	<a href="#">Longbow</a> , <a href="#">bow</a> , <a href="#">javelins</a> , <a href="#">sling</a>	+1	<a href="#">Unprotected heavy</a> or <a href="#">medium</a> foot
<i>vs. unprotected foot</i>	<a href="#">Crossbow</a> , <a href="#">firearm</a> , <a href="#">artillery</a>	-1	<a href="#">Unprotected heavy</a> or <a href="#">medium</a> foot
<i>vs. armoured foot</i>	Any except <a href="#">longbow</a>	-1	<a href="#">Armoured</a> foot
<i>vs. heavily armoured foot</i>	<a href="#">Longbow</a> <a href="#">crossbow</a> , <a href="#">firearm</a> , <a href="#">artillery</a>	-1	<a href="#">Heavily armoured</a> foot
<i>vs. heavily armoured foot</i>	<a href="#">Bow</a> , <a href="#">javelins</a> , <a href="#">sling</a>	-2	<a href="#">Heavily armoured</a> foot
<i>vs. protected or light foot</i>	<a href="#">Crossbow</a> , <a href="#">firearm</a> , <a href="#">artillery</a>	-1	<a href="#">Protected</a> or <a href="#">light</a> foot



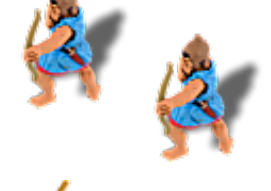
[↑ Start of page](#)

## Field Of Glory - missile Weapons

### Summary

Battle groups with missile weapons can shoot once per friendly player turn at an enemy battle group. As it battle group shoots it automatically turns to face its target, shooting also ends its actions for that player turn.

See [how to shoot](#) for more information.

Typical Battle group Image	Name	Range	Description
	Mounted Bow	4	<a href="#">Mounted</a> bowmen.
	Bow	5	<a href="#">Foot</a> bowmen.
	Javelins	2	<a href="#">Light foot</a> or <a href="#">light horse skirmishers</a> with javelins.



Sling

4

Foot armed with slings.

[↑ Start of page](#)

[Back](#)[Main Help Index](#)

## Field Of Glory - Rules Summary & Quick Start

How to end your player turn

- There is an end-turn  button on the top right menu bar to cancel any movement or direction change.

How To move a battle group

- Left click a battle group and all the hexes it can move to appear 'white'.
- Left click a highlighted hex and the battle group will move to that hex.




How To turn/change direction with a battle group

- Right click a battle group and a grey and white grid will appear underneath it.
- The 'white' tile indicates the direction the battle group is facing.
- Click on the grid at any point and the battle group will turn to face that direction.
- This will end all movement for an undrilled battle group.
- Battle groups will automatically make any direction changes required during movement and charging.
- Battle groups will automatically turn to face any battle group they shoot at.


How to change a move

- There is an undo  button on the top right menu bar to cancel any movement or direction change.



How to shoot at the enemy

- Left click a battle group to highlight all its possible targets. These will be marked with a target  icon.
- Left click a target  icon and your battle group will turn to face and then shoot at the enemy battle group under that target  icon.






## Who can shoot?

- See the 'cursor over' battle group display to the lower left of the screen for detailed information on your battle groups. Any ranged weapons will be listed under [missile weapons](#).
- In the preferences display there is an  option that allows you to highlight which of your battle groups are armed with [missile weapons](#).



## How to charge an enemy battle group

- Battle groups may only charge in the direction they are facing. See [Front, flanks & rear](#).
- A battle group may not turn and charge.
- Left click a battle group to highlight its charge path and targets.
- All its possible charge targets are highlighted with a sword  icon.
- Left click a highlighted hex on that path or a sword  icon and the battle group will charge the enemy battle group.
- An [impact combat](#) will be resolved automatically.

## How to fight a melee combat

- When a battle group charges it first conducts impact combat using [impact weapons](#) and [points of advantage](#).
- If two or more battle groups remain locked in combat they fight their following combats using [melee weapons](#) and [points of advantage](#).
- All melee combats are highlighted with an outstanding red combat  arrow.
- Left click a battle group and all its possible melee targets are highlighted with a sword  icon.
- Move the cursor over the sword  icon and a white  shield appears with combat success percentages.
- Click the sword  icon to execute the combat.

## Anarchy!

- Not everyone always obeys orders. Battle groups with the hand  image on them are outside the range of a friendly [commander](#) and are especially prone to not obey orders.
- Battle groups with the anarchy  image on them may have charged without orders, may have refused to charge or may have refused to move at all.

## Battle group Strength

- Generally battle groups start at strength 500, 1000 or 1,500 men when they are on foot or mounted and 10 or 20 for elephants, chariots and artillery.

- As a battle group takes casualties, usually shown as a floating % loss, this number counts down in the cursor over display to the lower left.

## Cohesion

- This is explained in the help system in more detail.
- Battle group are either Steady, Disrupted (**D**), Fragmented (**F**) or Routed (**R**).
- As battle groups are shot at or lose melee combats, they test to move down a [cohesion](#) level until they rout.
- At the end of each player turn battle groups also automatically test to recover [cohesion](#) and the closer they are to a [commander](#) the better.
- The **D**, **F** and **R** images float above a battle group as they lose [cohesion](#) or a **RALLY** image as they gain [cohesion](#).

## Commanders

- [commanders](#) are combat battle groups to be used with care.
- A [commander](#) with 3 flags on his banner is inspired and excellent to have near your troops. His command radius is usually 8 hexes but the nearer troops are to him the better.
- A [commander](#) with 2 flags on his banner is a typical average general. His command radius is usually 5 hexes.
- A [commander](#) with only 1 flag on his banner is a troop commander but is still better than no [commander](#). His command radius is usually 3 hexes.
- Keep your [commanders](#) close to your key battle groups to help than avoid losing cohesion and to help them rally and gain [cohesion](#).
- [Commanders](#) in too many combats usually end up dead, the bodyguard battle group remains but the [commanders](#) flag is no longer flying!

## How to win

- See the Victory (**V**) display in the game for more information.
- Basically your 'army value' is the number of battle groups in your army at the start of the battle.
- Each of your battle groups [Routed](#) is '2 break points'.
- Each battle group that is [Fragmented](#) or evaded off the battle area is '1 break point'.
- You lose the battle if your total 'break points' equals or exceeds your 'army value' before your opponent.

## A few basic tips

- Keep in a line  
If you allow your battle groups to lose formation, your isolated battle groups will be vulnerable to attack from multiple enemy battle groups and potentially [flank and rear changes!](#)
- Look after your flanks



The ends of your lines are the most vulnerable parts of your army. Once you allow your opponent to get battle groups around your flanks expect a rapid deterioration of your situation.

- Look after your [commanders](#)

While usually the best combat battle groups are your [commanders](#) and their bodyguards, once they are in combat they can not only die but they are not so useful at supporting the morale of your other battle groups. Having a [commander](#) adjacent to battle groups in combat will help prevent them failing [cohesion tests](#).

- Light Foot and Light Horse!

Light means light! Do not go around charging anyone heavier as you will lose! These guys are opportunistic [skirmishers](#), not your main combat arm. They are not there as suicide troops either, losing a battle group of [light foot](#) has the same penalty towards eventual defeat as your most [elite](#) legionary battle group.

### Note for players of the Field Of Glory Miniatures System

The game system is not meant to be an exact copy of the Field Of Glory miniatures system. Key absences are separate [commander](#) markers and cavalry break off moves. Almost all of the key combat, cohesion tests remain the same with the key difference being that [commanders](#) distance to a battle group matters for its influence on a battle group. To support a friendly battle group in combat a [commander](#) needs to be with a battle group or adjacent to it.

[↑ Start of page](#)

## Field Of Glory - Rallying Battle groups

### When battle groups try to rally

All [unsteady](#) battle groups automatically try to recover their [cohesion](#) levels at the end of each friendly player turn.

[↑ Start of page](#)

### How battle groups test to rally

A battle group is given a score from the virtual roll of two six sided dice, and these are added together to get a based cohesion test score. This score is modified as follows.

Test Modifier	Description
-1	The battle group has suffered at least 25% losses.
-1	There are adjacent enemy other than <a href="#">light foot</a> or <a href="#">light horse</a> in their <a href="#">rear arc</a> .
+1	There are adjacent friends other than <a href="#">light foot</a> or <a href="#">light horse</a> in their <a href="#">rear arc</a> .
+2	An inspired <a href="#">commander</a> is with or adjacent to the battle group.
+1	A field or troop <a href="#">commander</a> is with or adjacent to the battle group.
-1	The battle group is currently <a href="#">disrupted</a>
-2	The battle group is currently <a href="#">fragmented</a>
-3	The battle group is currently <a href="#">routed</a>

[↑ Start of page](#)

### Results of a battle group rally test

Final Score	Outcome
More than 6	Recover one <a href="#">cohesion</a> level

[↑ Start of page](#)

[Back](#)

[Main Help Index](#)



## Field Of Glory - Rules Summary & Quick Start

[Game Summary & Quick Start](#)

### Game Updates

#### ***Release Version 1.0.3, 22<sup>nd</sup> December 2009***

1. ADD: The Battle of Lyginus River 335 B.C.
2. CHANGE: Non-shock foot never pursue mounted.
3. CHANGE: Shock foot do not pursue mounted on passing a complex move test.
4. FIX: Battle wagons and artillery never pursue.
5. FIX: Some mounted troops were gaining swordsmen capability when not so armed.
6. CHANGE: Multi-player private game passwords limited to 16 characters.
7. FIX: AI player trying to end the phase without complete all required melee attacks.

#### ***Release Version 1.0.2, 16th December 2009***

1. ADD: Cisapline Gaul Scenario.
2. ADD: Indian-Macedonian Starter Army battle 3.
3. ADD: Invasion of Macedon scenario.
4. FIX: Heraclea Scenario: A pike battlegroup was set as MF.
5. FIX: Scenario Builder: Default all general images to have basic general settings.
6. CHANGE: Logic: Ranged combat only causes a cohesion test when there are two or more attacker hits.
7. CHANGE: Rear attack bonus is now applied in all situations except when a light unit is attacking a non-light unit.
8. FIX: Logic: Fragmented units were evading in some situations where they were not allowed to.
9. RULES: Change: Anyone charging LF/LH in the rear to get combat benefits and do reduce their cohesion.
10. ADD: Ability to accept private (passworded) challenges.
11. ADD: Ability to cancel a challenge.
12. ADD: Ability to show which challenges are private in multiplayer.
13. ADD: Net: Ability to specify password when issuing a challenge.
14. CHANGE: AI: Now waits then re-tries twice before displaying an order error.
15. CHANGE: Changed the name of 'Mounted Bow' to 'Bow' in all displays.

16. CHANGE: Elephant charge sound effect updated.
17. CHANGE: New file read/write method.
18. CHANGE: One celtic chariot image was too large.
19. CHANGE: Some unit VP costs.
20. CHANGE: Three German warrior figures replaced as their facing was not clear.
21. CHANGE: Revised help pages.
22. CHANGE: Updated numerous help pages.
23. FIX: A number of typo's in the system documentation.
24. FIX: All reported issues in the technical support forum.
25. FIX: Another possible null pointer exception in gamelogic.s.CohesionDieModifier.CombatCohesionTest.
26. FIX: Logic: Fragmented units were still evading in some situations where they were not allowed to.
27. FIX: In map editor, unit type object is now updated to reflect any change to the unit type enum. This fixes the crash when e.g. changing a mob into a scythed chariot.
28. FIX: Issue with some Fragmented units evading too often.
29. FIX: Net: Crash on decompression and incorrect compression on PowerPC.
30. FIX: Null pointer exceptions in gameinstance.Program.folderPathX.
31. FIX: Size of Ancient British generals chariot.
32. FIX: Some units were taking shooting cohesion tests too often.
33. FIX: Unit Graphics: 3 unit images were replaced with clearer unit facing.
34. FIX: UI: Null pointer exception in uiplayer.RecyclableSound.soundGet.
35. FIX: UI: Out-of-command icons are now always updated in the deployment phase.
36. FIX: UI: Performance slowdown after very many combats have happened in one game, due to excessively long summary.
37. FIX: UI: Text field and text view controls now convert the encoding of keys to be UTF-8.
38. FIX: UI: Crash on OpenGL texture deletion in OS X.
39. FIX: UI: Line endings are now displayed in summary box in OS X.
40. FIX: UI: Mouse cursor no longer stuck as watch in OS X.
41. FIX: UI: Menu bar now invisible in OS X.
42. FIX: UI: Minor text layout fixes for OS X.
43. FIX: UI: Mouse cursor no longer stuck as watch in OS X.
44. FIX: UI: Now copes with window resize in OS X.
45. CHANGE: Net: Client app name in OS X.
46. CHANGE: OpenGL threading now more compatible with OS X.
47. CHANGE: UI: Sounds are now expected as .aif files in OS X.
48. CHANGE: Temporary key reading in OS X.

***Release Version 1.0.1, 18th November 2009***

1. Fix: State: Leader loss now recorded to game instance file.
2. Fix: Death of general not being stored between player turns.
3. Add: Display of non-combat disorder.
4. Fix: Logic: Fragmented units were often evading when they should not be allowed to.
5. Change: Targets of secondary charges can now evade if normally allowed to.
6. Change: Chargers now continue into secondary targets when allowed to.
7. Change: Army break points in difficulty settings.
8. Add: Show difficulty setting in the Victory display.

9. Change: Mouse wheel to control zoom settings.
10. Add: 'Starter Army Battle 2', User generated scenario.
11. Add: 'Sambre 57BC', User generated scenario.
12. Add: 'Heraclea 280BC' user generated battle.
13. Fix: UI: Placement of hex terrain tiles of an unused type was possible in map editor.
14. Remove: UI: Invalid apostrophe characters from in-game text.
15. Change: UI: Animation speed is set to a minimum value if it is too low on startup.
16. Add: Map editor: Ability to create elements for text newline characters.
17. Fix: UI: Unit bases have less obvious coloured vertical and horizontal lines at certain zoom levels.
18. Add: Ability to convert linebreak elements into newline characters when loading text by SAX.
19. Add: Ability to convert linebreak elements into newline characters when loading text by DOM.
20. Fix: Map editor: Side VP counts now update on closing unit fixed properties window.
21. Fix: Logic: Null pointer exception in gamelogic.s.CohesionDieModifier.CombatCohesionTest.
22. Fix: Null pointer exception in uiplayer.s.AncientsUI.SetPreference.
23. Change: Net: Instance files are now sanitized before being parsed as XML. (Problem: This stops some foreign language characters from working.)
24. Fix: Coding of unusual characters in the multi-player messages. Only allows characters above ASC 31 and below 128.
25. Change: UI: Multiplayer chat messages now limited to 1024 characters.
26. Fix: Music not looping correctly in multi-player.
27. Change: Updated help pages.
28. Bug: User animation speed resetting to the lowest value.
29. Fix: Some red/green lines appearing on zoomed out display at high resolution.
30. Change: A small change to the 'Indistavio 16AD' OB.
31. Change: A small change to the 'Starter Army Battle 1' OB.
32. Add: Splash screen with supplier logo's.
33. Fix: Variable music volume.
34. Move: Location of autosave to My Documents.
35. Change: UI: Preferences are now saved on closing preferences window.
36. Add: UI: Put 'help' on the launcher start menu.
37. Fix: UI: More space in victory condition handicap field.
38. Fix: Multiplayer games always have neutral handicap.

[↑ Start of page](#)

[Back](#)[Main Help Index](#)

## Field Of Glory - Rules Summary & Quick Start

[Game Summary & Quick Start](#)

### Game Updates

#### *Playtest version 0.2.8, 13th November 2009*

- Change: Split new multiplayer text across the appropriate tabs.
- Change: Overview of Victory conditions on top bar 'Romans 1/12' 'Carthaginians 3/23'.
- Add: Frequently asked questions.
- Change: Pursuers contacting fresh enemy may sometimes are fight again.
- Change: A unit should not pursue if it starts next to an adjacent unbroken enemy.
- Change: A unit should stop pursuing if it moves adjacent unbroken enemy.
- Change: The game is message should say who won or lost or it is drawn.
- Change: The scenarios are sorted by complexity and size.
- Change:

#### *Playtest version 0.2.7, 12th November 2009*

- CHANGE: AI group linear moves improved.
- CHANGE: Proof reading and testing it does what it says for all pop up messages.
- BUG: When a unit pursues it needs its fought melee flag set to false so it cannot break off. e.g. A general routed some inf, then pursued in to other inf. They then broke off without a combat immediately. Feels like they need to reset the impact/melee break off thing if they meet new enemy.
- ADD: Multi-coloured unit bases.
- CHANGE: A unit that is fragmented should always evade if of a type that could normally have the option to stand.
- REVIEW: Game credits
- CHANGE: Never charge if fragmented
- CHANGE: Never pursue if fragmented or fighting more than one enemy.
- BUG: Test: Black background to some frames on low video ram systems.
- BUG: Multiplayer free deployment to not call the launcher after player one deployment.
- BUG: Verulamium free deployment not letting Britons (side 2 moving 1st) deploy. Should also check on the multi-player version.
- BUG: Regularly get error 6 user has not logged out when closing the multiplayer screen.

- BUG: blnSearchWithNoTurnsPossible crash.
- CHANGE: Revised 'cohesion states' help page.
- BUG: Summary text appearing during combat even when 'summary' command line is set to off.
- CHANGE: Non-phasing units to pursue when routing an enemy as a phasing unit.
- CHANGE: Remove all redundant code.
- CHANGE: Remove all compiler warnings.
- REVIEW: QC check on all screens e.g. text alignment in victory screen.
- CHANGE: Music needs to loop.
- ADD: Free deployment pop up text.
- ADD: Keyboard short cuts for command line instructions.
- Replace: BLAH BLAH in free deployment pop-up text.
- CHANGE: Keyboard short cuts list in help.
- CHANGE: Replaced all user message instance of 'unit' with 'battlegroup'.
- Change: Shooting sounds to be multi-layered and stereo.
- Change: Evade logic so cavalry evade less often.
- BUG: Fixed C++ exit to windows bug, amemory leak in the sound management.

***Playtest version 0.2.6, 10th November 2009***

- Change: UI: Hex terrain type name now shown in terrain mouse over panel.
- Fix: Logic: Cohesion tests now accurately detect previous cohesion losses from same cause.
- Change: Logic: Separated impact/melee combat cohesion tests for die roll re-use and repeat cohesion loss prevention.
- Change: UI: Removed duplicate names for impact/melee weapons.
- Change: Logic: Phasing units that start the turn as a pursuer with no adjacent non-routed enemies are now frozen.
- Add: UI: Prompt to save game on closing game that has not been changed since last save.
- Change: Logic: Rout/evade/break-off paths that involve diverting will tend to divert to the location furthest from enemies.
- Change: Logic: Rout, evade and break-off paths now based on facing rather than hexsides.
- Fix: UI: OutOfBoundsException in uiplayer.s.LeaderPropsWindow.UpdatePropsTable.
- Fix: UI: Deployment phase now clears away any old hex highlighting.
- Fix: UI: Crash in uiplayer.htk.GraphicsArea.ShowWindow.
- Change: UI: 'New Game' and 'Issue Challenge' windows no longer revert scenario selection to historical on selecting a scenario.
- Fix: UI: Message box button sizes.
- Fix: AI: No longer reverting to retire orders on turn end.
- Fix: Scrolling now works in map editor.
- Fix: AI: No longer passes on first turn.
- Change: Revised all undrilled infantry battlegroup graphics so that their facing is clearer.
- Change: The terrain name 'Sea' to 'Water'.
- Change: Some battle OB's.
- Change: Preset general AI settings in all battles.
- Change: Updated help pages.

***Playtest version 0.2.4, 6th November 2009***



- Fix: UI: Null pointer exception in uiplayer.UImp.blPausedByUser.

### ***Playtest version 0.2.3, 5th November 2009***

- Change: VP values.
- Add: UI: Option to have battlegroup tooltips appear instantly.
- Fix: Map editor: Value for number of game turns is now saved.
- Add: UI: Keyboard scrolling.
- Change: UI: Increased font size, so that text would not be too small on smaller monitors.
- Change: Removed deploy zone sizes value from maps.
- Add: Side names in multiplayer window.
- Add: Net: Message for server code 33.
- Change: Non-custom game module details are now pre-cached to improve responsiveness.
- Fix: UI: KeyNotFoundException in uiplayer.gl.GLGraphics.DeleteTexture
- Add: UI: 'Fail' floating text when cavalry fails to break off.
- Change: Logic: If a fixed-direction rout/evade paths ends on either side's home map edge, there will be not re-try allowing direction changes.
- Change: Logic: Charge/evade paths will only have changes of direction if it is impossible to move far enough without them.
- Remove: Logic: Code to inflict strength losses on units that failed to rout far enough.

### ***Playtest version 0.2.2, 2nd November 2009***

- Change: UI: More sensible error message when an invalid version string is received from the server.
- Fix: UI: Null pointer exception in uiplayer.s.AncientsCounter.mplcon
- Fix: UI: Null pointer exception in uiplayer.OptionalMessageWindow.ShowMessage
- Change: UI: Default optional message windows to un-ticked.
- Fix: UI: Null pointer exception in uiplayer.UImp.blReplayInProgress

### ***Playtest version 0.2.1, 30th October 2009***

- Add: Net: Multiplayer checks for available updates.
- Add: UI: Some messages for new users in main menu and in-game.
- Change: UI: Window title early in startup process is now 'Field of Glory'.
- Add: UI: Message for when no challenges are available to accept.
- Add: Logic: cohesion test for units charged in the rear.
- Fix: Possible null pointer exception in uiplayer.htk.GraphicsArea.Paint
- Add: Net: Messages for server codes 28 to 32.
- Change: Logic: Evade/rout move path steps now only need to be within 60 degrees of original evade/rout direction.
- Fix: Crash caused by reversal of default return value in OrderCharge.blEvade.
- Change: Logic: Initial charge target evade direction now determined by direction of last movement of charging battlegroup.
- Fix: UI: Multiplayer window text field cursor.
- Fix: Resign now works properly with multiplayer replay.
- Add: Net: Ability to filter challenges by challenger username.
- Add: Net: Descriptions for server codes 26 and 27.

- Add: UI: More detailed welcome message for multiplayer window.
- Add: Ability to resign.
- Add: UI: Preference for showing strength loss as absolute or percentage, with the default being absolute.
- Change: UI: Rotate, and map panning on mouse hitting screen edge, disabled during replay.
- Change: Updated help pages.

#### ***Playtest version 0.2.0, 27th October 2009***

- Change: Some Shooting weapon ranges.
- Change: Some battlegroup points values in the scenario builder.
- Change: Logic: Battlegroup data validation, no longer able to construct battlegroup types not found in the TT army lists.
- Fix: UI: Enabled viewing of completed games for both sides (also depends on server).
- Add: UI: Sorting for tables in multiplayer window.
- Add: UI: Messages to explain multiplayer to new users.
- Change: UI: Multiplayer window now takes you to the games tab on accepting a challenge.
- Add: UI: Count of folder contents in multiplayer window.
- Change: Updated help pages.

#### ***Playtest version 0.1.9, 23rd October 2009***

- Fix: Logic: OutOfBoundsException in gamelogic.s.CohesionDieModifier.GetInstance.
- Add: Multi-line text editor for the description field in the map editor.
- Change: Updated help pages.

#### ***Playtest version 0.1.8, 21st October 2009***

- Add: New multiplayer support.
- Change: General effects in complex move test calculations.
- Change: General effects in cohesion test calculations.
- Change: Updated help pages.
- Change: A small change to the auto-rout thresholds. These are slightly different to the tabletop game to allow for the revised casualty system.

#### ***Playtest version 0.1.7, 14th October 2009***

- Add: Auto-save and restore feature..
- Change: Logic: Impact POA and interpenetration..

#### ***Playtest version 0.1.6, 12th October 2009***

- Fix: State: Game turn number was being incremented when it shouldn't be.
- Fix: Order given by the AI failed. (Root problem fixed: Long-standing, subtle flaw in path-finding code.)
- Change: UI: When an email game is over, the victory display is now shown.

- Change: Updated help pages.
- Change: Modified some missile weapon ranges.

### ***Playtest version 0.1.5, 6<sup>th</sup> October 2009***

- Clarification: Flank and rear attack POA's in the help charts.
- Add: Updated help files.
- Change: Revised combat display.
- Fix: Some battle groups not doing their rout moves.
- Fix: OutOfBoundsException in gamefixed.FGameImp.fUnits.
- Fix: Null pointer exception in uiplayer.htk.AbstractControl.dblButtonOffsetX.
- Fix: Null pointer crash in gamelogic.s.OrderAttack.CalculateOdds.
- Fix: Incorrect serialisation of floating point values on locales with comma decimal separator.
- Add: UI: OpenGL summary box.
- Fix: Break off was being triggered by all close combat, when it should only be melee.
- Fix: Occasional crash while loading a game, when the game window was already visible.
- Change: Break off logic: Battle groups that are doing a break-off move no longer interpenetrate other battle groups.
- Fix: Null pointer crash in uiplayer.htk.GraphicsArea.Paint.
- Change: Break-Off and Support hex icon graphics.
- Change: Increased volume of the general death sounds.

### ***Playtest version 0.1.4, 2<sup>nd</sup> October 2009***

- Fix: The game no longer ignores all user input on certain window show/hide events.
- Change: Added a back button to all help pages.
- Fix: Added the missing POA for offensive spears and pikes charging non-impact mounted.
- Add: AI: Ability to turn battle groups after they move. This particularly helps when the AI leader has decided to Retire.
- Change: Revised [interpenetration](#) rules.
- Change: AI: The AI is now better at forming battle lines.
- Add: Indicator for supporting battle groups in melee combat.
- Change: All references to the 'Skilled Swordsmen' title to 'Swordsmen+'.
- Fix: Elephants can no longer break off from combat.
- Change: Logic: Quality re-rolls now apply in cohesion tests.
- Add: UI: Friend/foe colours for tooltips.
- Fix: UI: Tooltips were not appearing since adding transparent window capability.
- Fix: Logic: Battle groups were not blocking shooting LOS in some circumstances.
- Fix: UI: Possible fix for bug where music sometimes plays even though it is turned right down.
- Add: UI: floating label for mounted battle groups that are about to do a break off move.
- Add: UI: Image to show supporting battle groups in melee combat.
- Change: Logic: Elephants will no longer break off.
- Change: Logic: Variable die roll no longer applies to break off move allowance.
- Change: Logic: Mounted will no longer disappear off the map edge as part of their break off move.
- Add: Updated help files.

- Fix: Mounted now break off at the end of any valid melee combat by either side.

### ***Playtest version 0.1.3, 1<sup>st</sup> October 2009***

- Fix: UI: Concurrency issue in text layout.
- Add: UI: Table margins
- Change: UI: Selected text colour.
- Add: UI: Main menu buttons now fade when another window is showing.
- Change: UI: Start menu button text colour.
- Fix: UI: New Email Game window layout.
- Add: New and revised help pages.
- Fix: CannotWriteFileException in gameinstance.InstanceFileImp.SaveAs.
- Fix: The game no longer ignores all user input on certain window show/hide events.

### ***Playtest version 0.1.2, 28<sup>th</sup> September 2009***

- Fix: UI: Cosmetic issues with initial loading and gold map border.
- Fix: UI: All battle groups' out-of-command icons are now updated when a leader moves.
- Fix: Scenario names no longer changed to lowercase.
- Add: Automatic orders can now be triggered by a replay ending, or by the user choosing not to view a replay.
- Fix: Deadlock caused by rendering semaphore.
- Add: Text labels for toggle buttons in preferences window.
- Fix: Null pointer crash in gameinstance.InstanceFileImp.SaveAs.
- Add: UI: Volume controls in preferences window.
- Fix: Null pointer crash in uiplayer.UIImp.blnHandleCommand.
- Fix: Null pointer crash in uiplayer.UIImp.ActionNotify.
- Remove: Separate PBEM launcher.
- Add: New email game window with in-game UI.
- Add: Updated help files.
- Add: Updated most scenario terrain.
- Change: Reduced the chances of failing a CMT.
- Change: Mobs only have two movement points rather than three.

### ***Playtest version 0.1.1, 25<sup>th</sup> September 2009***

- Add: Email multiplayer functionality.
- Add: OpenGL graphics support.
- Fix: UI: Replay now offered only when appropriate in PBEM.
- Fix: Free deployment now works correctly, even in PBEM.
- Remove: Victory conditions on end turn.
- Add: Ability to create a new email and open it in default email client in PBEM.
- Change: Logic: Rout, evade and break off directions.
- Add: Impetuous troops are now highlighted in red in the mouse over window.

- Fix: Some problems with the final facing of evaders, routers and breaking off troops.
- Change: The victory display no longer appears at the end of each player turn.
- Change: Logic: Evade direction for subsequent charge targets now the same as that of original charge target.
- Change: Logic: Interpenetration rules.
- Fix: UI: 'Evaded' marker now cleared at start of player turn.
- Remove: Logic: POAs for flank/rear melee attacks.
- Add: Logic: Melee die rolls now affected by presence of adjacent enemies/friends.
- Remove: Logic: POAs for flank impact attacks.
- Add: UI: Floating text on rear impact attacks.
- Change: Various changes to victory conditions window.
- Add: AI: Auto leader aggression level change based on victory conditions.
- Add: UI: General death sound.
- Add: UI: Impetuous charge animation.
- Add: UI: Refusal to charge animation.
- Add: UI: 'evaded' icon.
- Change: UI: Reversed A and B woods terrain images.
- Change: Most Roman Legionary graphics to better indicate their ability from their colour.
- Change: Removed all army preview graphics from the system.
- Change: Major revision of the help system.
- Change: Moved most sound effects back to wav as some users had a definite delay processing mp3 sound effects.
- Change: Logic: Battle groups can now sometimes lose 2 cohesion levels from close combat, adjacent friends routing, and leader death.
- Change: Logic: Can now suffer only 1 failed ranged combat cohesion test and 1 failed close combat cohesion test, per player turn. Battle groups take a cohesion test for every possible event always using the die roll from the first cohesion test until a test for that event is failed.
- Change: Logic: If a combat cohesion for the same battle group and cause has happened earlier in the player turn, the same die roll is used again.
- Add: UI: New secondary forest terrains.
- Change: AI: AI player will no longer charge with mobs.
- Add: Logic: At end of player turn, phasing mounted that have completed a melee combat and are adjacent to steady foot break off.
- Change: Logic: Maximum deploy zone size now a fixed proportion of map size. 15/48 for light troops and 10/48 for others.
- Change: Logic: Different interpenetration rules, the new entry in help for interpenetration. This also affects cohesion losses for interpenetration.
- Change: Logic: Rallying now only happens at the end of own player turn.
- Add: Gully terrain.
- Add: Second style of trees.
- Change: Revised the terrain effects.
- Add: 'Shock Battle group' indicator in the mouse over display (the border is yellow) .

### ***Playtest version 0.1.0, 17<sup>th</sup> September 2009***

- Fix: All issues with battle groups failing to evade.
- Change: Logic for cavalry/light chariot to evade.
- Change: Small revision to the Spartacus scenario.
- Change: Updated most help pages.
- Change: Revised the main game theme music.
- Change: Elephants are no longer shock troops (This will not change in save games before version 0.1.0.
- Fix: Game not ending on both sides breaking (This will not change in save games before version 0.1.0.

- Change: All sound effects now expected to be .mp3.
- Fix: Evade no longer fails when charged by a battle group that has previously attacked its charge target.
- Fix: Evade no longer fails because of wrong evade direction.
- Change: Updated all the game sound effects with better fading in and out.

***Playtest version 0.0.9, 14<sup>th</sup> September 2009***

- Fix: Even more issues with light battle groups wrongly failing to evade.
- Change: Reviewed all POA data.
- Change: Reviewed all cohesion tests.
- Change: Reviewed all complex move tests.
- Fix: Restored the sound.

***Playtest version 0.0.8, 13<sup>th</sup> September 2009***

- Fix: More issues with light battle groups wrongly failing to evade.
- Change: Improved AI logic on when to evade.
- Change: Game start theme music.
- Change: Commander names in some scenarios.

***Playtest version 0.0.7, 9<sup>th</sup> September 2009***

- Fix: Issues with light battle groups wrongly failing to evade.
- Fix: Intermittent crash (null pointer exception in PlayLogicImp.GrowPath).

***Playtest version 0.0.6, 8<sup>th</sup> September 2009***

- Change: Most scenario OB's.
- Fix: Issue with games ending at Turn 10.
- Add: Battle, Pharsalus 48 B.C.
- Add: Battle, Scirthaea 103 B.C.
- Add: Battle, Silarus River 71 B.C.
- Change: UI: Sans-serif font instead of serif font, for readability.
- Change: UI: Appearance of battle group display.
- Change: Logic: Pursuers are now prevented from pursuing into a hex adjacent to an enemy they would normally have to take a CMT to charge.
- Add: UI: Coloured tooltip borders on mouse over battle group, depending on battle group side.
- Change: Logic: Pursuers are now prevented from pursuing into a hex adjacent to a battle group of a type they cannot charge.
- Change: Logic: All battle groups adjacent to a charging battle group's final destination hex will evade if appropriate (not just the battle group that actually gets attacked).
- Change: Light chariots now count as cavalry in most circumstances.
- Fix: It was sometimes impossible to end the turn in free deployment.
- Fix: Null pointer exception in setFindNonDeadEndMoveThroughOnlyHexes.

- Change: More appropriate error message on missing file.

### ***Playtest version 0.0.5, 4<sup>th</sup> September 2009***

- Fix: Logic errors in impact POA calculation.
- Fix: Missing battle group type names for mob and fortified baggage.
- Fix: VP values are now calculated on the fly instead of saved and loaded.
- Fix: Leader VP value now only applies in map editor.
- Fix: Cavalry and light chariots are now more likely to evade if they are not in open terrain.

### ***Playtest version 0.0.4, 3<sup>rd</sup> September 2009***

- Add: The battle of Carrhae 53 B.C.
- Update Major additions and changes to the help pages.
- Change: UI: Minor battle group display improvement.
- Fix: Possible null pointer in CohesionDieModifier.
- Change: Logic: Evading battle groups now behave as routing battle groups, except they do not suffer strength losses, and only leave map on their home edge or enemy home edge.
- Add: Version number in saved games.
- Add: Version number in crash messages.
- Change: Logic: Battle groups that are adjacent to the last battle group they attacked or were attacked by can no longer evade.
- Fix: AI: No longer locked on 'Fast Attack'.
- Change: Logic: Impetuous foot battle groups can no longer charge mounted battle groups.

### ***Playtest version 0.0.3, 1<sup>st</sup> September 2009***

- Change: Map view settings can be changed and saved even when no game is open.
- Fix: Loading a new game and then editing a scenario could cause a crash.

### ***Playtest version 0.0.2, 31<sup>st</sup> August 2009***

- Change: Routers can now make only one rout move per player turn.
- Fix: If a battle group routed because of a ranged attack, it would do a rout move in an inappropriate direction.
- Add: Routing for any reason at all causes a rout move (before it was just combat and interpenetration)..
- Add: Ability to edit battle group strength in 'cheat' window.
- Change: Routing battle groups can exceed their move allowance to interpenetrate friendly battle groups.
- Fix: Routing battle groups no longer sometimes wrongly lose strength instead of routing off the map..
- Fix: Strength loss for failing to move far enough on rout move was being calculated without allowing for the variable die roll.
- Change: Routers should not lose any strength for not completing their movement because of terrain effects as long as their rout move is at least one hex.
- Add: UI: auto-update of mouse over box every time a battle group's strength or cohesion changes.
- Fix: Crashes when using preferences window while no game loaded.
- Fix: Crash with screen width  $\geq$  1600 pixels and screen height  $\geq$  1200 pixels.

- Update: New windows icon.
- Change: Doubled the width of the 'End Player Turn' button on the main menu.
- Change: Evaders can now only do one evade move in a player turn.
- Fix:Pre-combat detail 0 or 1 is now visible again in the command line.
- Change: Major updates to the help documentation.
- Update: Later Macedonian preview army information.
- Update: Later Selucid preview army information.

## Amending the game settings

The first character is the key to the left of the letter one on the keyboard and then:

- summary 0 or 1 Toggles the running commentary.
- verbose 0 or 1 See why events happened and in detail.
- pre-combat-detail 0 or 1 Toggles the detailed POA display.
- replay-last-player-turn Replay test

[↑ Start of page](#)



[Back](#)

[Main Help Index](#)



## Field Of Glory - Rules Summary & Quick Start

[Game Summary & Quick Start](#)

### Game Updates

*Initial Release Version 1.0.0, 13th November 2009*

- Initial Release: This is the initial release of the game. In future as the game system is updated all changes will be listed on this page.

[↑ Start of page](#)

[Back](#)[Main Help Index](#)

## Field Of Glory - Scenario Editor

### Terrain

- Select the desired terrain from the drop down list.
- Some terrain automatically connects to adjacent terrain e.g. rivers.
- The terrain type labeled as 'Sea' is also appropriate for use as impassable rivers and lakes.
- Not all join angles for all terrain types are currently available and will be part of a later update.

### Elevation

- Select the preferred elevation level and hills will form up automatically.

### Placing Battle groups

- Select battle group-place, then select a battle group from the drop down list to place on the battlefield.
- Select battle group-move, then click a battle group to move it by drag dropping it to a new location.
- Select battle group-rotate, then click a battle group and then any other point in the immediate area to have the battle group change direction.
- Select battle group-delete, then click a battle group to remove it from the battlefield.

### Editing Battle groups

- To edit a battle groups values click the battle group with the right mouse to access and edit its base values.
- To edit/add/remove a [commanders](#) battle groups values click it with the right mouse while holding down the shift key to access and edit its base values.

[↑ Start of page](#)

[Back](#)

[Main Help Index](#)

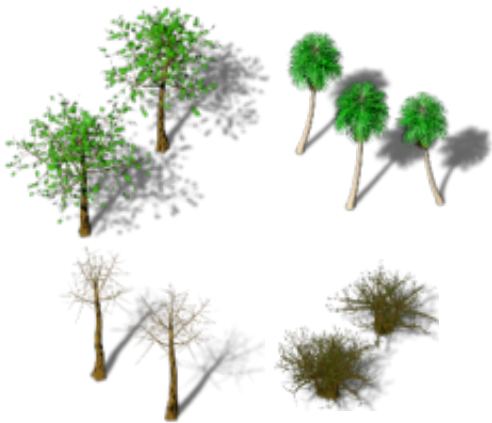
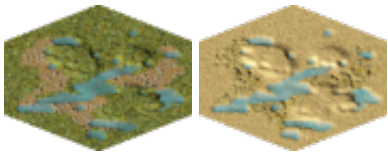
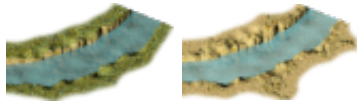
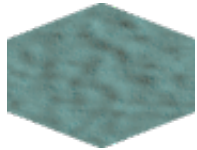
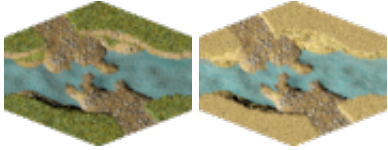
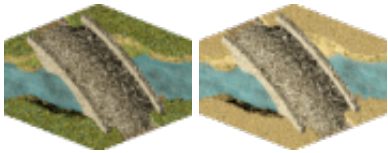
## Field Of Glory - Sources/Bibliography

- Ancient Historical Battles 1479 B.C.-378 A.D., Peter Sides, Gosling Press
- Ancient Historical Battles volume 2, Peter Sides, Gosling Press
- Commands & Colors: Ancients, Richard Borg, GMT Games
- Field Of Glory, Wargaming rules for ancient and medieval tabletop games, Osprey Publishing, Richard Bodley Scott, Simon Hall, Terry Shaw
- Great Battles of the Ancient World, Decision Games
- Great Battles of the Hellenistic World, Jospheh Pietrykowski, Pen & Sword Military
- Immortal Fire, Greek, Persian and Macedonian Wars, Richard Bodley Scott. Osprey Publishing
- Legions Triumphant, Imperial Rome at War, Richard Bodley Scott. Osprey Publishing
- Lost Battles, Philip Sabin, Hambledon Continuum
- Rise of Rome, Republican Rome At War, Richard Bodley Scott. Osprey Publishing
- Warfare in the Acient World, Brian Todd Carey, Joshue B.Allfree, John Cairns, Pen & Sword Military

[↑ Start of page](#)

### Field Of Glory - Terrain Effects Chart

Terrain Image	Description	Movement Cost Per Hex	Cover for Missile Combat?	Impact/Melee Combat Effects	Cohesion Test Effects
	Clear	1 MP	-	-	-
	Brush / Scrub	1.5 MP's	-	<a href="#">Elephants</a> , <a href="#">light horse</a> , <a href="#">light</a> or <a href="#">medium</a> foot 'no effect', others <a href="#">disordered</a> if attacking troops in or defending while in.	<a href="#">Elephants</a> , <a href="#">light horse</a> , <a href="#">light</a> or <a href="#">medium</a> foot 'no effect', others <a href="#">very disordered</a> while in.
	Hill, level one or higher	As other terrain in hex	-	Close combat advantage if on a higher level than the opponent	-
	Road / Trail	As other terrain in hex	-	-	-
	Ditch / Gully	1.5 MP's	-	<a href="#">Light</a> or <a href="#">medium</a> foot 'no effect', others <a href="#">disordered</a> if attacking troops in or defending while in.	<a href="#">Light</a> or <a href="#">medium</a> foot 'no effect', others <a href="#">very disordered</a> while in.
	River	Blocked	-	-	-



Bridge	1 MP	-	-	-
Ford	1.5 MP's	-	<u>Disordered</u> if attacking or defending while in.	<u>Disordered</u> while in.
Sea	Blocked	-	-	-
Stream	1.5 MP's	-	<u>Disordered</u> if attacking or defending while in.	<u>Disordered</u> while in.
Bog / Marsh / Swamp	1.5 MP's	-	<u>Light foot</u> 'no effect', <u>medium foot</u> <u>disordered</u> if attacking troops in or defending while in, others <u>very disordered</u> if attacking troops in or defending while in.	<u>Light foot</u> 'no effect', <u>medium foot</u> <u>disordered</u> while in, others <u>very disordered</u> while in.
Woods	1.5 MP's	Yes	<u>Light</u> or <u>medium</u> foot 'no effect', others <u>very disordered</u> if attacking troops in or defending while in.	<u>Light</u> or <u>medium</u> foot 'no effect', others <u>very disordered</u> while in.

## Field Of Glory - Training (Drilled vs. Undrilled) Troops

### Summary

Troops who are used to obeying orders, and are practiced in moving together in formation are classified as drilled. All others are undrilled.

Generally drilled battle groups can [change direction](#) as often as they wish while moving without penalty. Undrilled battle groups can [change direction](#) as they move, but at a penalty of 1 movement point from their [movement allowance](#). If an undrilled battle group [changes direction](#) in its start hex that ends its movement for that player turn.

Drilled and undrilled troops automatically turn to face their [shooting targets](#).

Typical Battle group Image	Name	Description
	Drilled Battle Groups	Drilled troops may change <a href="#">change direction</a> at any point during a normal move, but not <a href="#">change direction</a> and make a <a href="#">charge</a> move.
	<a href="#">Light Foot</a> & <a href="#">Light Horse</a>	<a href="#">Light Foot</a> and <a href="#">Light Horse</a> are always able to move as if they were drilled Battle Groups.



### Other Undrilled Battle Groups

Undrilled troops are very slow at the the most basic formation changes. They automatically change direction as they move, otherwise it takes a complete player turn for undrilled troops to change direction. They may not otherwise move or charge.

[↑ Start of page](#)

## Field Of Glory - Troop Quality

### Summary

Some troops were better fighters because of their morale, training and/or weapon skills. Only exceptional troops with the highest morale are classified as elite. Some of history's most famous armies have contained a high proportion of superior combatants, whilst others have consisted of average or even poorer quality troops. Generally an army of poorer quality troops will be weaker than a superior force.

Troop Quality	Auto Rout	Distinctive Features
Elite	35%	Elite troops are very rare and typical form a <a href="#">commanders</a> bodyguard. They are the least likely to lose <a href="#">cohesion</a> and are very likely to recover <a href="#">cohesion</a> .
Superior	45%	Typical superior troops are Roman veteran legionaries. They are less likely to lose <a href="#">cohesion</a> and are more likely to recover <a href="#">cohesion</a> .
Average	55%	The majority of all combat battle groups are average battle groups.
Poor	65%	Poor troops, such as a <a href="#">mob</a> , will generally perform worse than other troops types in all forms of combat. They will lose <a href="#">cohesion</a> more easily and are less likely to recover <a href="#">cohesion</a> .

### Auto-Rout

A battle group will automatically and permanently [rout](#) when their remaining strength drops below the started auto-rout level.

[↑ Start of page](#)



## Field Of Glory - Troop Types

### Summary

Troop types are divided into two basic categories, and then several sub-categories, according to how they moved and fought on the battlefield. The two main categories are foot and mounted.

Typical Battle group Image	Name	Movement Allowance	Mounted or Foot	Skirmishers	Description
	Camelry	<a href="#">Heavily Armoured</a> 3 MP's, <a href="#">others</a> 4 MP's	Mounted	No	Camel-mounted troops. They are treated as Cataphracts if <a href="#">heavily armoured</a> , otherwise as cavalry, but they have less difficulty with movement over <a href="#">sand</a> . Camelry cause <a href="#">disorder</a> to adjacent mounted troops other than other camelry and elephants. Three mounted figures per battle group.
	Cataphracts	3 MP's	Mounted	No	Ancient cavalry covered from head to toe in armour, with similar protection for their horses. They ride in close formation at a lower speed than most other cavalry. They are well protected from missiles and their armour gives them an edge in an extended melee. Three mounted figures per battle group.



Cavalry	4 MP's	Mounted	No	Most other mounted troops fall into this category. They are capable of skirmishing or of forming a solid body to <a href="#">shoot</a> or <a href="#">charge</a> . Three mounted figures per battle group.
Elephant	3 MP's	Mounted	No	Indian or African elephant, whose strength is breaking into solid lines of enemy troops. Elephants <a href="#">disorder</a> adjacent mounted troops other than other elephants. One elephant figure and crew per battle group.
Heavy Foot	2 MP's	Foot	No	Foot troops who fight in close formation. These include most line-of-battle infantry. Five or six foot figures per battle group.
Light Chariots	4 MP's	Mounted	No	Chariots with two crewmen. Capable of skirmishing. They are not classified as skirmishers. One chariot figure battle group.



Light Foot	4 MP's	Foot	Yes	Foot troops who fight in a dispersed formation. They are also classified as skirmishers. Two foot figures per battle group.
Light Horse	5 MP's	Mounted	Yes	Lightly equipped horsemen specialising in skirmishing, usually with missile weapons. They are also classified as skirmishers. Two mounted figures per battle group.
Medium Foot	3 MP's	Foot	No	Foot troops capable of fighting in close formation, but less reliant on formation for their fighting style, and hence better suited than heavy foot to fighting in rough terrain. They are capable of fighting alongside heavy foot in the open, but are less able to resist a mounted <a href="#">charge</a> and are less resilient to losing a fight. Three foot figures per battle group.
Mob	2 MP's	Foot	No	Untrained rabble, usually of low morale, fighting as a disorganised mass. For most purposes they are also treated as Medium Foot. Five foot figures per battle group.



-

-

Scythed Chariots	3 MP's	Mounted	No	Chariots with scythes and spears attached to the structure. Driven into the enemy ranks as a terror weapon. One chariot figure battle group.
Shock Troops	-	-	-	<a href="#">Lance</a> armed mounted troops except Light Horse, Heavy Chariots, Scythed Chariots, <a href="#">Impact Foot</a> , <a href="#">Offensive Spearmen</a> & <a href="#">Pikemen</a>
Skirmishers	-	-	-	Skirmishers are a group name for Light Foot and Light Horse. While fast moving and usually able to <a href="#">shoot</a> they are extremely weak in combat versus other troops.

[↑ Start of page](#)

# VICTORY

## Summary

- Each army has an army score equal to the number of battle groups in the army.
- Each [routed](#) battle group is worth two break points.
- Each [fragmented](#) battle group is worth one break point.
- Each battle group that has [evaded](#) off the battlefield is worth one break point.

## Decisive Victory

- When, at the end of any player turn, an opponent's total break points equal or exceed their army score the game is over and you are the victor!

## Marginal Victory

- If the game continues to the end of the last player turn, and the game has not ended in a Decisive Victory for one side, then the two sides divide their total break points divided by their army score.
- If the difference in the two army scores is equal to or greater than 25% then the player with the lowest break point is declared the winner with Marginal Victory.

## Draw

- If, at the end of any player turn, both sides total break points equal or exceed their own army score the game is over, both sides have exhausted their ability to continue and is declared a draw!
- If the game continues to the end of the last player turn and the game has not ended for any of the above reasons then neither side has achieved a satisfactory margin of victory over the other and is declared a draw!

## Manpower Losses

- The victory display does list the number of casualties for each side. These are for information only, there are no benefits in inflicting more manpower casualties on your opponent! This may seem odd but in historical battles a large proportion of the losses recorded actually happened after one side or the other had broken and was routing from the field. A [poor](#) battle group may [rout](#) after a handful of losses whereas an [elite](#) battle group may take more than 50% losses and still remain [unbroken](#).

### Victory Conditions

The battle is over when one side's break points exceed their initial army score.

	Carthaginian	Roman
Initial Army Strength	33000	32500
Casualties	2870	2166
Two Break Points per Destroyed or Routed battle group	6	2
One Break Point per Fragmented or other off-map battle group	2	1
<b>Total Break Points</b>	<b>8</b>	<b>3</b>
<b>Initial Army Score</b>	<b>33</b>	<b>27</b>

Status

**Current Draw**


Carthaginian, Play, Turn 4 of 15

Close

[↑ Start of page](#)

## Battle Group Anarchy

### Anarchy

Battle groups with the anarchy  image on them may have charged without orders, may have refused to charge, or may have refused to move at all.

### Shock Troops

[Shock troops](#) are all mounted [lancers](#), [heavy chariots](#), [scythed chariots](#), [pikemen](#), [offensive spearmen](#), and [impact foot](#). At the start of every player turn, if any of these [troops types](#) are in [charge range](#) of an enemy battle group, they have to take a [complex move test](#) if any of the following apply:

- They are also [mounted shock troops](#) and the nearest enemy battle group is in [open/clear terrain](#).
- They are also [heavy foot shock troops](#) and the nearest enemy battle group is also [foot](#).
- They are [medium foot shock troops](#) in [open/clear terrain](#) and the nearest enemy battle group is also [foot](#).

If they fail the [complex move test](#) then they [charge](#) the nearest enemy battle group without orders. See [hex icons](#) and [troop types](#) for more information.



[Shock troops](#) have a bright border around their image in the 'cursor over' display to the lower left of the screen.

Player tip: The only good way to avoid lots of uncontrolled charges is to avoid moving your [Shock troops](#) within charge range of the enemy until you are ready to charge the enemy.

### Refusing to charge

- [Light Foot](#) need to pass a [complex move test](#) to [charge](#) any enemy other than other [Light Foot](#).
- [Light Horse](#) need to pass a [complex move test](#) to [charge](#) any enemy other than other [Light Horse](#) and [Light Foot](#).
- [Disrupted](#) troops need to pass a [complex move test](#) to [charge](#).

Battle groups that refuse to charge suffer anarchy  and not only do they not [charge](#), they refuse to move for the remainder of the player turn.

## Out of command

Not everyone always obeys orders. Battle groups with the hand  image on them are outside the range of a friendly [commander](#), and are especially prone not to obey orders as outlined above.

[↑ Start of page](#)



## Field Of Glory - Armour Classes

### Summary

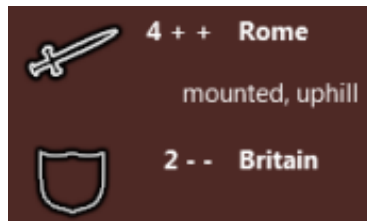
Some troops benefit from wearing armour or carrying shields. For others, factors such as their mounts or vehicles make armour and shields less relevant. Armour helps to protect troops from most [missile shooting](#) and usually helps in any [extended combat](#) beyond the [initial charge](#).



Armour	Distinctive Features
Heavily Armoured	Metal armour almost entirely covering the body. Horses mostly barded, at least for front ranks.
Armoured	Metal armour at least for the head and thorax - combined, in the case of foot, either with a substantial shield with additional metallic protection. Horses may or may not be armoured - if armoured, usually with leather or textile armour. Also <a href="#">cavalry</a> with extensive non-metallic armour for man and horse.
Protected	With a minimum of at least a moderate sized shield and/or leather or textile armour. Foot with a limited degree of metallic protection but lacking shields. Also mixed battle groups of unarmoured and armoured troops resulting in an equivalent average level of protection.
Unprotected	Lacking armour and without shields or with only small and flimsy shields.
No Armour Class	Some troop types have no armour class. These are troop types where armour can have no effect. Example: <a href="#">Elephants</a> , <a href="#">battle wagons</a> , <a href="#">light &amp; heavy artillery</a> .

- [Better armour](#) applies where one battle groups armour is heavier than another's, providing an advantage in melee combat.
- Troops with no armour class, such as [Elephants](#), may never claim [better armour](#) nor may it be claimed against them.

[↑ Start of page](#)

## ATTACKS



- The above example is from the 'attacks and points of advantage display', displayed to the center and bottom of the display when a [missile](#), [impact](#), or [melee](#) combat is possible. This display appears on moving the cursor over a shooting  target icon or a charge  'sword' icon.
- The example indicates that the Roman battle group will attack four times, each attack with a double '+' chance of hitting the British battle group. One + for being [mounted](#) against an opponent that fights [mounted](#) at a disadvantage and another one + for being uphill. The British battle group will fight back with two attacks, each attack with a '--' chance of hitting the Roman battle group. One - for each + the opponent has.
- [Missile](#) combat
  - A double '++' symbol indicates a 83% chance of hitting in the highlighted combat.
  - A single '+' symbol indicates a 67% chance of hitting in the highlighted combat.
  - No symbol indicates 50% chance of hitting in the highlighted combat.
  - A single '-' symbol indicates a 33% chance of hitting in the highlighted combat.
  - A double '--' symbol indicates a 17% chance of hitting in the highlighted combat.
- [Impact](#) and [melee](#) combat
  - A double '++' symbol indicates a 67% chance of hitting in the highlighted combat.
  - A single '+' symbol indicates a 50% chance of hitting in the highlighted combat.
  - No '+' or '-' symbol indicates 50% chance of hitting in the highlighted combat.
  - A single '-' symbol indicates a 33% chance of hitting in the highlighted combat.
  - A double '--' symbol indicates a 33% chance of hitting in the highlighted combat.
- For details of how the advantages and disadvantages for attacks are calculated see section for each type of combat i.e. [missile](#), [impact](#), or [melee](#) combat.

### How is the number of attacks calculated?

### Base Attacks - [impact](#) and [melee](#) combat

- A battle group of [light foot](#) fighting anything other than [light foot](#) or a [fragmented](#) enemy attacks twice.
- A battle group of [light horse](#) fighting anything other than [light horse](#), [light foot](#) or a [fragmented](#) enemy attacks twice.
- A battle group of [scythed chariots](#) attacks six times in an [impact](#) combat, otherwise it has zero attacks.
- Other battle groups get four attacks.

### Base Attacks - [missile](#) combat

- If the battle group is [light foot](#), [light horse](#), [light chariots](#) or [heavy chariots](#) it will get two attacks.
- If the battle group is [medium foot](#), [battle wagons](#), [cavalry](#) or [camelry](#) it will get three attacks.
- If the battle group is [artillery](#) it will get four attacks.

### Cohesion Multiplier

- A [disrupted](#) or [disordered](#) battle group loses 25% of its attacks.
- A [fragmented](#) or [severely disordered](#) battle group loses 50% of its attacks.

### Strength Loss Multiplier

- The total is also multiplied by the remaining manpower strength expressed as a percentage of its start strength.
- [Knights](#), [elephants](#), [scythed](#) chariots, [heavy](#) chariots, [battle wagons](#), [light artillery](#) and [heavy artillery](#) Always use a strength loss multiplier of 100% until their actual manpower strength is at or below 50% of their initial manpower strength.

### Adding it all up!

- Take the base quantity of attacks.
- Multiply this by the [cohesion](#) multiplier.
- Multiply this by the strength loss multiplier.
- The result is the number of attacks a battle group will get in an attack.
- Where a percentage is involved, while the display shows the nearest whole number for the number of attacks, the combat system will actually use the net percentage.

### Fighting Routed Opponents

When a battle groups opponents have been [routed](#) there is no combat as it is all automatic. At the end of any player turn where a [routed](#) battle group is adjacent to an enemy battle group it loses 25% of its initial manpower from its remaining strength.

[↑ Start of page](#)

## Field Of Glory - Battle Group Cohesion States

### Summary

All battle groups begin the game in good order, and this is referred to as steady. As they suffer battle damage, their willingness and effectiveness in battle is reduced, resulting in changes to their cohesion level. These changes can occur gradually or suddenly and represent a mixture of morale effects and loss of formation.

Cohesion Indicator	Name	Description
None	Steady	The battle group is in good order and ready to fight. This is a battle groups normal state.
<b>D</b>	Disrupted	<p>Reduced in effectiveness, but still in the fight. A disrupted battle group suffers reduced close combat performance and is more likely to fail any <a href="#">cohesion tests</a> such as seeing friends routed or by being shot at.</p> <p>A disrupted battle group needs to pass a <a href="#">complex move test</a> to charge an enemy battle group, it fights at 75% of its normal effectiveness and has a small penalty in <a href="#">cohesion tests</a> and <a href="#">complex move</a> tests.</p> <p>At the end of each friendly player turn they will test to <a href="#">rally</a>, and may become steady. The closer they are to a <a href="#">commander</a> the better their chances of rallying.</p>
<b>F</b>	Fragmented	<p>In a critical state, unable to fight effectively. While you retain control of your Fragmented battle groups they are very fragile and are very likely to fail any <a href="#">cohesion tests</a> such as seeing friends routed or by being shot at, so rout quite easily.</p> <p>A fragmented battle group may not charge and will not pursue enemy battle groups, it fights at 50% of its normal effectiveness, has a penalty in <a href="#">cohesion tests</a> and <a href="#">complex move</a> tests.</p> <p>At the end of each friendly player turn they will test to <a href="#">rally</a>, and may become disrupted. The closer they are to a <a href="#">commander</a> the better their chances of rallying.</p>

## R

Routed	<p>Also referred to as broken. No longer able to fight, fleeing, or about to flee. You have no control over your routed battle groups as they head off the battlefield. A routed battle group that is engaged by an adjacent enemy battle group automatically loses 25% of its initial start strength at the end of each player turn.</p> <p>A routed battle group has a large penalty in <a href="#">cohesion tests</a> tests. They initially run away from the cause of the rout and subsequently towards the side of the battlefield on which their army started. Battle groups that rout off the battlefield are lost permanently.</p> <p>While they remain on the battlefield, and are not adjacent to an enemy battle group, at the end of each friendly player turn they will test to <a href="#">rally</a>, and may become fragmented. The closer they are to a <a href="#">commander</a> the better their chances of rallying.</p>
- Disordered	<p>Disorder has the same combat effect as being disrupted. It occurs when a battle group is in difficult terrain that causes disorder, or is attacking a battle group in difficult terrain that causes disorder. See the <a href="#">terrain effects chart</a> for details. Disorder is not a permanent state and only lasts while a battle group is in, or is attacking someone in disordering difficult terrain.</p>
- Very Disordered	<p>Very Disordered has the same combat effect as being fragmented. It occurs when a battle group is in very difficult terrain that causes disorder, or is attacking a battle group that is in very difficult terrain that causes disorder. See the <a href="#">terrain effects chart</a> for details. Disorder is not a permanent state and only lasts while a battle group is in, or is attacking someone in disordering very difficult terrain.</p>
- Unsteady	<p>This is a general reference to a battle group with any cohesion state other than steady.</p>

[↑ Start of page](#)

## Field Of Glory - Battle group Cohesion Tests

### When battle groups test [cohesion](#)

- If [light foot](#) or [light horse](#) and a friendly battle group in an adjacent hex routs.
- If a friendly battle group other than [light foot](#) or [light horse](#) in an adjacent hex routs.
- An adjacent friendly [commander](#) and his bodyguard battle group routs.
- An adjacent friendly [commander](#) was killed.
- On receiving two or more hits from [shooting](#).
- If [fragmented](#) and being [charged](#) by any enemy other than [light foot](#).
- On receiving more hits than it inflicted in a single [impact](#) or [melee](#) combat. *note:* Hits are not the quantity of losses inflicted but the number of attacks that succeed in inflicting significant losses on the opponent.

### How battle groups test [cohesion](#)

A battle group is given a score from the virtual roll of two six sided dice and these are added together to get a based cohesion test score. Then this score is modified as follows:

Test Modifier	Description
-1	Received three or more hits hits from <a href="#">shooting</a> .
-1	Received two more hits or more in a single <a href="#">impact</a> or <a href="#">melee</a> combat.
-1	Received two more hits than it inflicted in a single <a href="#">impact</a> or <a href="#">melee</a> combat.
-1	The battle group is at or below 75% of its initial strength.
-1	There are adjacent enemy battle groups their <a href="#">rear</a> arc

One of:-

- 1
  - Shot at by [artillery](#) or [firearms](#)
  - Testing as a result of lost a [impact](#) or [melee](#) combat to [elephants](#) or [scythed](#) chariots.
  - [Medium foot](#) testing as a result of losing an [impact](#) or [melee](#) combat to [mounted](#) or [heavy foot](#).
  - Testing as a result of losing an [impact](#) combat to [lancers](#).
  - Foot testing as a result of losing an [impact](#) combat to [impact foot](#).
- +1 There are adjacent friends other than [light](#) foot or [light](#) horse in their rear.
- +2 The battle group in [command range](#) of an [inspired commander](#).
- +1 The battle group in [command range](#) of a [field](#) or [troop commander](#).
- +1 The battle group is adjacent to a friendly [commander](#).
- 1 The battle group is currently [disrupted](#)
- 2 The battle group is currently [fragmented](#)
- 3 The battle group is currently [routed](#)

[↑ Start of page](#)

#### Results of a [cohesion](#) test

Final Score	Outcome
greater than 7	No change.
3 to 7	A battle group will drop one cohesion level.
less than 3	A battle group will drop two <a href="#">cohesion</a> levels if testing for friends <a href="#">routing</a> , the loss of a general or a major defeat in close combat otherwise one level.

[↑ Start of page](#)



## Field of Glory - Combat Mechanism

### Missile Combat

1. Determine the number of attacks
  - o [Artillery](#) : 4
  - o [Cavalry](#) or [medium foot](#) : 3
  - o [Others](#) : 2
2. Modify the number of attacks for battle groups current [cohesion](#) level
  - o [Fragmented](#) or [very disordered](#) : Quantity attacks = attacks x 2 / 3
  - o OR
  - o [Disrupted](#) or [disordered](#) : Quantity attacks = attacks x 1 / 2
3. Modify the number of attacks for battle group losses
  - o Quantity of attacks = Attacks x current strength / initial strength
4. Calculate the attacks POA's
  - o See [missile combat](#) for details
5. Calculate the number of hits
  - o POA ++ : 83% hit chance per attack
  - o POA + : 67% hit chance per attack
  - o POA none : 50% hit chance per attack
  - o POA - : 33% hit chance per attack
  - o POA -- : 17% hit chance per attack
6. Calculate manpower losses?  
Depending upon the number of hits the losses inflicted will vary randomly:
  - o 0 hits : 0.01% to 1%
  - o 1 hit : 0.25% to 3%
  - o 2 hits : 0.5% to 5%
  - o 3 hits : 2% to 9%
  - o 4 hits : 5% to 14%
7. Will the target battle group [Auto-Rout](#)?  
See [troop quality](#) for details.
8. Is there a cohesion test?
  - o If the target battle group receives two hits it will take a [cohesion test](#).
  - o A battle group may take multiple [cohesion tests](#) as a result of shooting hits per player turn.
  - o A battle group may only fail one [cohesion test](#) as a result of shooting hits per player turn.
  - o A battle group retains the die roll from its initial [cohesion test](#) as a result of shooting hits in a single player turn, and uses that same

die roll in all subsequent [cohesion tests](#) as a result of shooting hits per player turn.

## Impact Combat

1. Determine the number of attacks
  - [Scythed chariots](#) : 6
  - [Medium foot](#) with [bow](#), [crossbow](#) or [longbow](#) : 5
  - [Light foot](#) vs. any other than [light foot](#) and [fragmented](#) troops : 2
  - [Light horse](#) vs. any other than [light horse](#), [light foot](#) and [fragmented](#) troops : 2
  - [Others](#) : 4
2. Modify the number of attacks for battle groups current [cohesion](#) level
  - [Fragmented](#) or [very disordered](#), quantity attacks = attacks x 2 / 3
  - OR
  - [Disrupted](#) or [disordered](#), quantity attacks = attacks x 1 / 2
3. Modify the number of attacks for battle group losses
  - Quantity of attacks = Attacks x current strength / initial strength
  - This does not apply until a battle group is at or below 50% of its initial start strength.
4. Minimum number of attacks  
A battle groups attacks never drop below one.
5. Calculate the attacks POA's
  - See [impact combat](#) for details
6. Calculate the number of hits
  - POA ++ : 67% hit chance per attack
  - POA 'None' or + : 50% hit chance per attack
  - POA - or -- : 33% hit chance per attack
7. Calculate manpower losses?  
Depending upon the number of hits the losses inflicted will vary randomly:
  - 0 hits : 0.01% to 1%
  - 1 hit : 0.25% to 3%
  - 2 hits : 0.5% to 5%
  - 3 hits : 2% to 9%
  - 4 hits : 5% to 14%
  - 5 hits : 9% to 18%
  - 6 hits : 12% to 24%
8. Will either battle group [Auto-Rout](#)?  
See [troop quality](#) for details.
9. Is there a cohesion test?
  - A battle group that receives more hits than it inflicts will take a [cohesion test](#).
  - A battle group may take multiple [cohesion tests](#) as a result of [impact](#) or [melee](#) combat per player turn.

- A battle group may only fail one [cohesion test](#) as a result of [impact](#) combat per player turn.
- A battle group retains the die roll from its initial [impact](#) combat in a single player turn, and uses that same die roll in all subsequent [cohesion tests](#) from losing an [impact](#) combat in a single player turn.

## Melee Combat

- Determine the number of attacks
  - [Scythed chariots](#) : 0
  - [Light foot](#) vs. any other than [light foot](#) and [fragmented](#) troops : 2
  - [Light horse](#) vs. any other than [light horse](#), [light foot](#) and [fragmented](#) troops : 2
  - [Others](#) : 4
- Modify the number of attacks for supporting battle groups
  - A supporting battle group is:
    - Not attacking or being attacked in the current combat.
    - Not [routing](#).
    - Adjacent to a battle group that is attacking or being attacked in the current combat.
  - Each adjacent supporting enemy battle group reduces a battle groups attacks by one.
- Modify the number of attacks for battle groups current [cohesion](#) level
  - [Fragmented](#) or [very disordered](#), quantity attacks = attacks x 2 / 3
  - OR
  - [Disrupted](#) or [disordered](#), quantity attacks = attacks x 1 / 2
- Modify the number of attacks for battle group losses
  - Quantity of attacks = Attacks x current strength / initial strength
  - This does not apply to [knights](#), [elephants](#), [battle wagons](#) or [artillery](#) until they are at or below 50% of their initial start strength.
- Minimum number of attacks  
A battle groups attacks never drop below one.
- Calculate the attacks POA's
  - See [impact combat](#) for details
- Calculate the number of hits
  - POA ++ : 67% hit chance per attack
  - POA 'None' or + : 50% hit chance per attack
  - POA - or -- : 33% hit chance per attack
- Calculate manpower losses?  
Depending upon the number of hits the losses inflicted will vary randomly:
  - 0 hits : 0.01% to 1%
  - 1 hit : 0.25% to 3%
  - 2 hits : 0.5% to 5%
  - 3 hits : 2% to 9%
  - 4 hits : 5% to 14%



- 5 hits : 9% to 18%
  - 6 hits : 12% to 24%
9. Will either battle group [Auto-Rout](#)?
- See [troop quality](#) for details.
10. Is there a cohesion test?
- A battle group that receives more hits than it inflicts will take a [cohesion test](#).
  - A battle group may take multiple [cohesion tests](#) as a result of [impact](#) or [melee](#) combat per player turn.
  - A battle group may only fail one [cohesion test](#) as a result of [melee](#) combat per player turn.
  - A battle group retains the die roll from its initial [impact](#) or [melee](#) combat in a single player turn, and uses that same die roll in all subsequent [cohesion tests](#) from losing a [melee](#) combat in a single player turn.

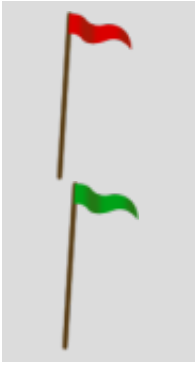
[↑ Start of page](#)

## COMMANDERS

A commander is an individual of high rank, responsible for influencing one or more battle groups. All commanders have a *command range* i.e. the distance within which they can influence battle groups. There are three levels of commander.

The closer your battle groups are to a commander, particularly an Inspired commander, the less likely they are to [charge](#) the enemy [without orders](#), or lose [cohesion](#). Also, the more likely they are to [charge](#) the enemy when [ordered to](#), and to [rally](#) and gain [cohesion](#).

Icon	Command Range	Summary
	8	<p>Inspired commanders such as Julius Caesar, Ghenghis Khan, Timir, Hannibal, Pyrrhus and Alexander all fit into this category.</p> <p>This indicates that there is a enemy/friendly Inspired <a href="#">commander</a> with a battle group. The closer a battle group is to an inspired <a href="#">commander</a> the more inspired it will be!</p>
	5	<p>Field commander: A competent commander, able to command an army, or a reliable subordinate.</p> <p>This indicates that there is a enemy/friendly Field <a href="#">commander</a> with a battle group. The closer a battle group is to a <a href="#">commander</a> the more supported it will feel.</p>



3

Troop commander: A junior officer able to command a small part of the army, or a very weak commander of a large army such as Darius.

This indicates that there is an enemy/friendly Troop commander with a battle group. The closer a battle group is to a commander the more supported it will feel.

[↑ Start of page](#)

[Back](#)

[Main Help Index](#)




## Field Of Glory - Common Questions and Answers

- Q. I was playing the game and it just seemed to just stop and I could not click any unit.  
A. Try saving the game and then loading the same game. There is no need to exit the 'Field of Glory' application completely. This forces the game engine to reset and the game should continue with no data loss.
- Q. The game crashed to the PC desktop (1)  
A. Reload the Field of Glory application and you should be given the option to open a 'Restore' the game and it should reload and continue the normally.
- Q. The game crashed to the PC desktop (2)  
A. If you are using a laptop PC ensure that you are connected to a mains power supply and that the Laptop power management is not set to low power.
- Q. The game animation is very slow (1)  
A. Load the 'preferences' option from the game menu and check the setting for the game animation speed.
- Q. The game animation is very slow (2)  
A. If you are a Windows Vista user try using the Vista basic theme, turning off Aero.
- Q. The game animation is very slow (3)  
A. If your PC does not have discreet graphics card with at least 128Mb of memory or at least 1Gb of system memory try closing any other applications, such as your internet browser or email application, before playing the game.

[↑ Start of page](#)

## Field Of Glory - Complex Move Tests

When battle groups make complex move tests

See the section on  anarchy for details as to when a complex move test is executed.

How a complex move test is calculated

A battle group is given a score from the virtual roll of two six sided dice and these are added together to get a base complex move test score. Then this score is modified as follows:

Test Modifier	Description	
+2	The battle group is within <a href="#">command range</a> of an <a href="#">inspired commander</a> .	
+1	The battle group is within <a href="#">command range</a> of a <a href="#">field</a> or <a href="#">troop commander</a> .	
+1	The battle group is adjacent to a <a href="#">commander</a> .	
-2	The battle group is currently <a href="#">fragmented</a> or <a href="#">severely disordered</a> .	
OR	-1	The battle group is currently <a href="#">disrupted</a> or <a href="#">disordered</a>

Results of a complex move test

	Score To Pass
<a href="#">Training</a>	
<a href="#">Drilled</a> or <a href="#">Light Horse</a> or <a href="#">Light Foot</a>	greater than 6
Others	greater than 7



## Field Of Glory - Evading

### Summary


Some troops are able to harass the enemy then retreat rapidly out of the way if charged. This is called evading. The distance moved by both evaders and chargers is variable so there is a risk that evaders may get caught.

### When will a battle group evade?

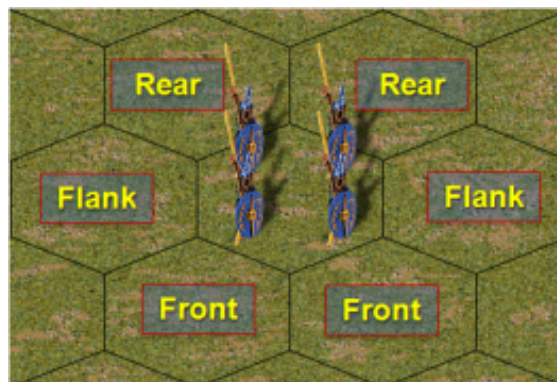
On being charged, some battle groups will automatically evade away from the enemy in an attempt to avoid combat.

- [Light foot](#) will always evade from anyone other than [light foot](#). They will always evade stronger [light foot](#) opponents where they are likely to lose any resulting [impact combat](#).
- [Light horse](#) will always evade from anyone other than [light foot](#) and [light horse](#). They will always evade stronger [light foot](#) and [light horse](#) opponents where they are likely to lose any resulting [impact combat](#).
- [Cavalry](#), [Camelry](#) [Light Chariots](#), unless armed with a [lance](#), will always evade stronger opponents where they are likely to lose any resulting [impact combat](#).

### How a battle group evades

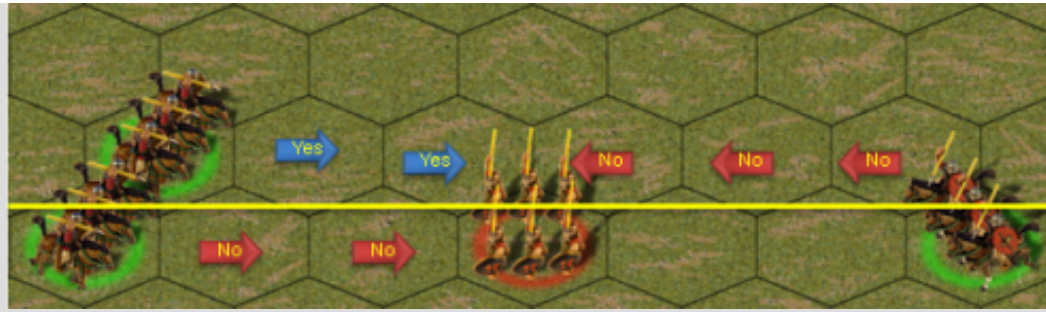
- A battle group will evade its full movement allowance directly away from the charger.
- If the charge target evades [through friends](#), and if the charger is allowed to, it will now charge the battle group moved through.
- Otherwise if the charger is unable to contact the evader it will stop in its original target hex.
- An evading battle group may [burst through](#) friends, and reduce the [cohesion](#) level of friends in their evade path.
- Once a battle group has evaded during a player turn it will be indicated with an evade  icon.
- Battle groups may only evade once during a single player turn.

## Field Of Glory - Front, Flanks & Rear



Name	Description
Front	This is the normal facing for fighting <a href="#">impact</a> and <a href="#">melee</a> combat with any enemy battle groups in their front arc. Battle groups may only <a href="#">charge</a> through their front arc.
Flank	<p>A battle group contacted to their flank at the start of an <a href="#">impact</a> or <a href="#">melee</a> combat by an enemy battle group, usually automatically turns to fight any opponents at the instant of the combat.</p> <p>A battle group other than <a href="#">light foot</a> or <a href="#">light horse</a> with an adjacent enemy battle group other than <a href="#">light foot</a> or <a href="#">light horse</a> in their rear arc after turning will suffer a penalty in <a href="#">melee combat</a>.</p>
	<p>A battle group charged in its rear by a battle group, other than <a href="#">light foot</a> or <a href="#">light horse</a> unless also, <a href="#">light foot</a> or <a href="#">light horse</a>, that started its <a href="#">charge</a> move behind a line extending across the rear of the target battlegroup will suffer an instant <a href="#">cohesion</a> loss before the <a href="#">impact combat</a> takes place and may <a href="#">rout</a> automatically on contact.</p> <p>A battle group charged in its rear by a battle group, other than <a href="#">light foot</a> or <a href="#">light horse</a> unless also, <a href="#">light foot</a> or <a href="#">light horse</a>, will always suffer the maximum combat penalty difference during the <a href="#">impact combat</a>.</p> <p>Only the battlegroup with the blue arrows starts its <a href="#">charge</a> movement behind a line projecting across the rear of the enemy battlegroup to be able to cause an automatic <a href="#">cohesion</a> loss to the target unit.</p>

## Rear



A battle group contacted to their rear at the start of a [melee](#) combat by an enemy battle group, usually automatically turns to fight any opponents at the instant of combat.

A battle group other than [light foot](#) or [light horse](#), with an adjacent enemy battle group other than [light foot](#) or [light horse](#), in their rear arc after turning will suffer a penalty in [melee combat](#).

If there is an adjacent friendly battle group other than [light foot](#) or [light horse](#) in their rear arc when the battle group has to take a [cohesion test](#) it will gain a benefit taking the test.

If there is an adjacent enemy battle group other than [light foot](#) or [light horse](#) in their rear arc when the battle group has to take a [cohesion test](#) it will have a penalty taking the test.

[↑ Start of page](#)

## Field Of Glory - Game Design Credits

### Computer 'Field Of Glory'

- Game System Design: Keith Martin-Smith, Eric Skea, Iain McNeil
- Physical Systems Design and Graphics: John Slorach, Eric Skea, Keith Martin-Smith, Jessica Leggatt, Carola Martin-Smith, Tony Leggatt, Rebekah Mayhew, Ellie Leggatt, Louis Slorach, Cara Henderson, Philip Veale
- Figure Painting: Keith Martin-Smith, Rebekah Mayhew, Stephen Miller, Brenda Martin, Bill Martin, The Essex miniatures painting crew
- PC Game Design: Keith Martin-Smith, Eric Skea, Iain McNeile
- Game Software Development: Eric Skea, Keith Martin-Smith
- Multi-Player Software Development: Eric Skea, Andrea Nicola, Philip Veale
- Playtesting: Keith Martin-Smith, Eric Skea, John Slorach, Wayne Dare, Graham Evans, Louis Slorach, John Martin-Smith, Iain McNeil & everyone on the Slitherine 'Field of Glory' Beta test forum.
- Production: Slitherine Software Ltd., HexWar Ltd.

### Miniatures Rules

- Authors  
Richard Bodley Scott, Simon Hall and Terry Shaw
- Publishers  
Osprey Publishing  
Web Site  
<http://www.ospreypublishing.com>  
Telephone  
01865 727022 Address  
Osprey Publishing  
Midland House,  
West Way,  
Botley,  
Oxford OX2 0PH  
UNITED KINGDOM

## Miniatures used to develop the battlegroup graphics

- 1st Corp Miniatures

Web Site

<http://www.1stcorps.co.uk>

Telephone

01405 860094 Address

1st Corp

3 The Parkway,

The Snaith,

East Yorkshire, DN14 9JN

UNITED KINGDOM

- Essex Miniatures

Web Site

<http://www.essexminiatures.co.uk>

Telephone

01268 682309

Address

Essex Miniatures Ltd.

Unit 1, Shannon Centre,

Shannon Square,

Thames Industrial Estate,

Canvey Island,

Essex, SS8 0PE

UNITED KINGDOM

- Warload Miniatures

Web Site

<http://www.warlordgames.co.uk>

Telephone

0115 9784202

Address

Warlord Games

Unit U-15,

Lenton Business Centre,












Nottingham, NG7 2BY












UNITED KINGDOM

See the section for [Armies on the Field of Glory](#) to get information on which figures suppliers models were used in which army.

[↑ Start of page](#)

## Field Of Glory - On Map Icons

Icon	Description
	A battle group is composed of <a href="#">shock troops</a> when the battle group group image, to the lower left of the screen, is surrounded by a gold border. <a href="#">shock troops</a> are more prone to <a href="#">anarchy</a> and may charge enemy battle groups without orders if you place them within charge range of the enemy. <a href="#">Shock troops</a> are usually your most powerful combat troops and many enemy battle groups losing a combat to <a href="#">shock troops</a> suffer a penalty in any resulting <a href="#">cohesion tests</a> .
	When a battle group has an <a href="#">Evaded</a> indicator on it, it has evaded from an enemy battle group earlier in this player turn and can do nothing else. If charged again it will not evade again.
	When a Break Off indicator floats above a <a href="#">mounted</a> battle group it is leaving the current combat and moving away from its <a href="#">steady melee combat</a> opponents on <a href="#">foot</a> .
	When a battle group has an <a href="#">Anarchy</a> indicator on it, it has either charged impetuously or refused to charge earlier in this player turn and will do nothing else this player turn, other than <a href="#">shoot</a> with any <a href="#">missile weapons</a> , if otherwise allowed.
	When a <a href="#">Charge!</a> indicator rises above a battle group, it has ' <a href="#">charged impetuously</a> ' without instructions. The battle group will also be marked with an ' <a href="#">Anarchy</a> ' indicator.
	When a support indicator appears on a hex this battle group is helping friends in combat by reducing the number of enemy attacks by one (down to a minimum of one).
	When a percentage floats above a battle group it has suffered this percentage of casualties based upon its initial start strength. The battle groups 'actual' remaining strength can be seen by moving the cursor over a battle group and looking at the detailed battle group information to the lower left of the display.
	Each skull indicates that the battle groups has lost 25% of its start strength strength. Move the cursor over a battle group to get more detailed battle group strength information.
	The battle group is in a <a href="#">Disrupted</a> cohesion state. The white image also hovers above a battle group as it becomes <a href="#">Disrupted</a> .
	The battle group is in a <a href="#">Fragmented</a> cohesion state. The white image also hovers above a battle group as it becomes <a href="#">Fragmented</a> .
	The battle group is in a <a href="#">Routed</a> cohesion state. The white image also hovers above a battle group as it becomes <a href="#">Routed</a> .

	The white 'Rally' image hovers above a battle group as it recovers a <a href="#">cohesion</a> level. A <a href="#">Disrupted</a> has become <a href="#">Steady</a> , A <a href="#">Fragmented</a> has become <a href="#">Disrupted</a> , A <a href="#">Routed</a> has become <a href="#">Fragmented</a> .
	This battle group is armed with missile weapons. It may or may not have shot already. There is an option to show this indicator on your battle groups in the 'Preferences' display.
	This battle group can be shot at by the currently selected friendly battle group. If a target has a 'white' border then that is the currently selected target. Click on this image to shoot at the target battle group.
	This enemy battle group has been highlighted as a possible charge target by the currently selected friendly battle group. If a target has a 'white' border then that is the currently selected target. Click the target icon to execute the charge and charge impact combat.
	This battle group is currently outside the command range of any friendly leader. Such battle groups will not be able to receive any leadership benefits and shock troops will be more prone to charge the enemy impetuously.
	When this image floats above a battle group it indicates that the <a href="#">commander</a> with this battle group has just died in combat. The battle group image will remain the same but the <a href="#">commanders</a> flag no longer appears.
	This indicates that there is a enemy/friendly 'Inspired' <a href="#">commander</a> with this battle group. An inspired <a href="#">commander</a> usually has a command radius of 8 hexes. The closer a battle group is to an inspired <a href="#">commander</a> the more inspired it will be!
	This indicates that there is a enemy/friendly 'Field' <a href="#">commander</a> with this battle group. A field <a href="#">commander</a> usually has a command radius of 5 hexes. The closer a battle group is to a <a href="#">commander</a> the more supported it will feel.
	This indicates that there is a enemy/friendly 'Troop' <a href="#">commander</a> with this battle group. A troop <a href="#">commander</a> usually has a command radius of 3 hexes. The closer a battle group is to a <a href="#">commander</a> the more supported it will feel.
	This is a friendly battle group indicator.
	This is an enemy battle group indicator.



[↑ Start of page](#)

## Field Of Glory - How To Charge

### Summary

- Battle groups may only charge in the direction they are facing. See [Front, flanks & rear](#).
- A battle group may not turn and charge.
- Left click a battle group to highlights its charge path and targets.
- All its possible charge targets are highlighted with a sword ✖ icon.
- Left click a highlighted hex on that path or a sword ✖ icon and the battle group will charge the enemy battle group.
- An [impact combat](#) will be resolved automatically.

### Step One

Left click a battle group to highlights its movement path.

All the enemy battle groups that can be charged will now be highlighted with a sword ✖ icon.


### Step two

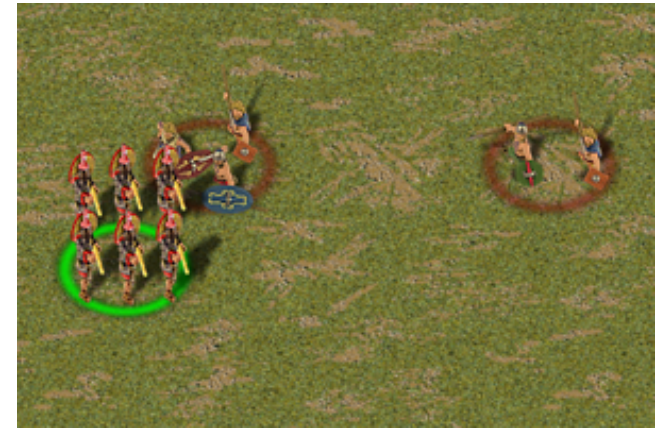
Move the cursor over the highlighted hex along the path that you would like your battle group to follow. As the path moves adjacent to or over an enemy battle group that it can charge a white shield icon appears with two percentages.

- The green percentage at the top of the shield is the chances of victory in combat against this battle group.
- The red percentage at the bottom of the shield is the chances of defeat fighting this battle group.
- The balance of the two percentages from 100% is the chance of the combat being drawn.



### Step three






Left click the highlighted hex you wish the battle group to end its move in and it then moves to that hex.  
Alternatively click a sword  icon on an enemy battle group and your battle group will move to charge it.  
An 'impact' combat will be resolved automatically.




[↑ Start of page](#)

## Field Of Glory - How to conduct a melee combat

### Summary

- When a battle group charges it first conducts impact combat using [impact weapons](#) and [points of advantage](#).
- If two or more battle groups remain locked in combat they fight their following combats using [melee weapons](#) and [points of advantage](#).
- All melee combats are highlighted with an outstanding red combat  arrow.
- Left click a battle group and all its possible melee targets are highlighted with a sword  icon.
- Move the cursor over the sword  icon and a white  shield appears with combat success percentages.
- Click the sword  icon to execute the combat.

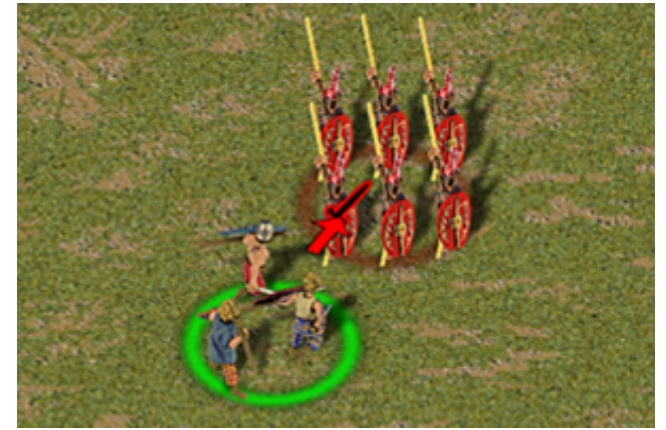
### Step One

All outstanding melee combats are highlighted with a red combat  arrow. It is not possible to end the player turn until all such highlighted combats have been completed.





## Step two


Left click a battle group and all its possible melee targets are highlighted with a sword  icon.



## Step three


Move the cursor over the sword  icon and a white  shield appears with two percentages.

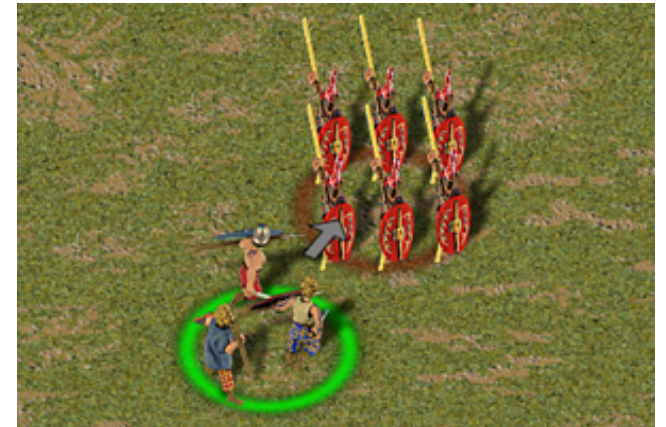
- The green percentage at the top of the shield is the chances of victory in combat against this battle group.
- The red percentage at the bottom of the shield is the chances of defeat fighting this battle group.
- The balance of the two percentages from 100% is the chance of the combat being drawn.

Click the sword  icon to execute the combat.



## Step four

All completed melee combats are highlighted with a grey  arrow.



## Field Of Glory - How to move a battle group

### Summary

- Left click a battle group and all the hexes it can move to appear 'white'.
- Left click a highlighted hex and the battle group will move to that hex.

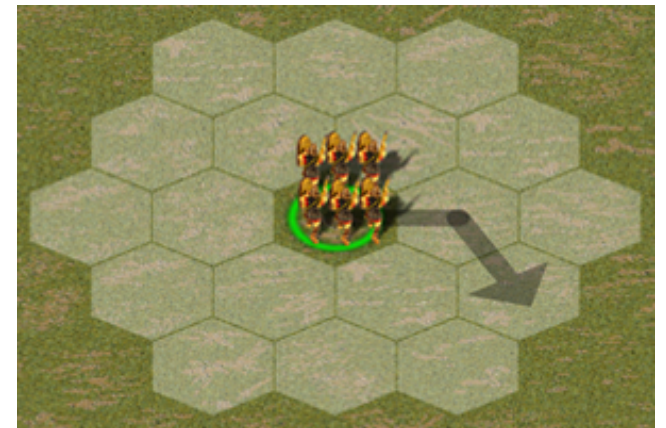
### Step One

Left click a friendly battle group with the mouse and all the hexes it can move to will be highlighted.



### Step two

Move the cursor over the highlighted hex along the path that you would like your battle group to follow.



### Step three




Left click the highlighted hex you wish the battle group to end its move in and it then moves to that hex. The battle group will automatically make any required facing changes to get to its destination.




[↑ Start of page](#)

## Field Of Glory - How to shoot

### Summary

- Left click a battle group to highlight all its possible targets. These will be marked with a target  icon.
- Left click a target  icon and your battle group will turn to face and then shoot at the enemy battle group under that target  icon.

### Who can shoot?

- See the 'cursor over' battle group display to the lower left of the screen for detailed information on your battle groups. Any ranged weapons will be listed under [missile weapons](#).
- In the preferences display there is an  option that allows you to highlight which of your battle groups are armed with [missile weapons](#).



### Step One

Left click a battle group to highlight all its possible targets. These will all be marked with a target  icon. All its possible [normal moves](#) and [charge targets](#) will also be highlighted.







## Step two

Move the cursor over a shooting target  icon and a shield  icon appears listing the percentage chance of causing a [cohesion test](#) on the target battle group by shooting at it.

All shooting will usually inflict some manpower losses on a target and this is usually shown by a rising percentage image after shooting at a target. This is the percentage of the enemy battle group (based up its start strength) killed by the shooting attack.



## Step three

Left click a target  icon and your battle group will turn to face and then shoot at the enemy battle group under that target  icon.



## Step four

A battle group ends its move by shooting so its image now changes shade to indicate it is no longer available for this player turn.



[↑ Start of page](#)

## Field Of Glory - How to Turn/Change Direction with a battle group

### Summary

- Right click a battle group and a grey and white grid will appear underneath it.
- The 'white' tile indicates the direction the battle group is facing.
- Click on the grid at any point and the battle group will turn to face that direction.
- This will end all movement for an undrilled battle-group.
- Battle groups will automatically make any direction changes required during movement and charging.
- Battle groups will automatically turn to face any battle group they shoot at.

### Step One

Right click a battle group and a grey and white grid will appear underneath it.

The 'white' tile indicates the direction the battle group is facing.



### Step two

Move the mouse around the grid and the white area will change direction.

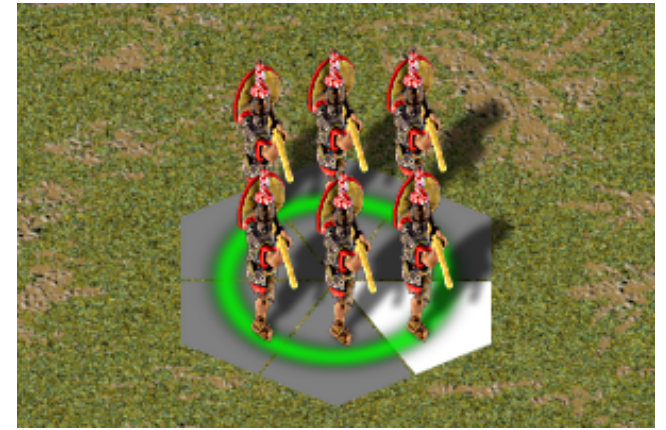
This indicates the direction the battle group will turn to face by clicking the mouse at that point.



### Step three

Click on the grid at any point and the battle group will turn to face that direction.

This will end all movement for an undrilled battle group..



[↑ Start of page](#)