

FIELD OF GLORY 3.1 Edition – UPDATES & ERRATA

Errata March/2018

3.1 Updates to March 2023

Page 13: "BATTLE TROOPS AND SKIRMISHERS" ADD "Light Camelry" after "Light Horse" (twice)
"TROOP TYPE" ADD "cataphract camelry, light camelry" after "camelry".

Page 17: "Skirmishers" ADD "or light camelry" after "light horse"

Page 19: "BATTLE GROUPS" 2nd bullet, ADD "heavy chariots, scythed chariots" after "elephants"

Page 36: TABLE "MOVEMENT RATES" ADD "Light Camelry" after "Light Horse", ADD "Camelry" after Cavalry
Light Chariots/Uneven CHANGE entry to "No Effect" and replace "3" with "4"

Page 37: RH column, ADD new bullet point under "Battle groups moving" as follows:

- Camelry, cataphract camelry and light camelry are treated as cavalry, cataphracts and Light Horse respectively for all "Simple and Complex Moves" and all terrain movement distances and effects, except that camelry and light camelry treat 'Soft Sand' as open terrain.

Page 39: TIP! Replace "4-MUs" with "3MUs" and "6MUs" with "5MUs"

Page 40: (Clarification) When wheeling as part of a normal move, measure the furthest distance moved during each wheel separately from any distance moved in a straight line and add together for total distance moved.

Page 45: 3rd Bullet – ADD "Camelry" after "cavalry" and "Light Camelry" after "Light Horse".

Page 46: RH COLUMN 1st & 2nd bullet points:

The Entry "(With the exception of Light Foot)" should be moved to the bullet point below, so that the entries become:

- No battle group can pass through a battle group that already passed through it this phase.
- (With the exception of Light Foot) no battle group can make any turns, expansions or contractions before or after ... "

Page 47: (Clarifications) "Movement of Commanders" ADD a new bullet after the 4th bullet "Commanders' bases ..."

- A Commanders base may not be moved to a position where it is even partially overlapping another base, and is displaced by a minimum amount by other friendly bases that end the move overlapping it.

Bullet 5.2 "His base can be moved ..." REPLACE "His-Base" with "A commander who is already with a battle group"

Page 50: (Clarification) "DECLARATION OF CHARGES" ADD the following: "A charge (or interception) may not be declared if it would even partially pass through another battlegroup or a supply camp."

Page 52: (Clarifications) ADD at the end of the 1st bullet "This must be specified before evades are announced."

FORMATION CHANGES WHEN CHARGING - 2nd sentence "If necessary to pass ... disorder them" ADD "or terrain that would reduce their move by enough to stop them contacting the enemy."

Page 56: RH column, Top bullet "If their move could end in contact with elephants ..." ADD "enemy" before "elephants".

Page 57: (Clarification) LH column 1st paragraph, 2nd sentence "They may also ..." INSERT "(and must)" after "may".

Page 59: "INTERCEPTING CHARGES" 1st Bullet 2nd sentence "It extends only" DELETE "front edge of the "

Page 60: (Clarifications) RH Column - 1st Bullet, 2nd sentence "It cannot include...." REPLACE "interpenetrations" with "pass through another battlegroup or a camp."

2nd bullet "Cross the path" ADD after "evaders" "End in a position where they will be contacted by the chargers before they can contact their original target, or they will stop at least one charging base contacting its original target."

Page 86: SACKING CAMPS - LH COLUMN - 2nd paragraph beginning "A fortified camp" INSERT "or elephants" after each of the 2 entries of "foot battle troops".

Page 88 (and QRS): TABLE "SHOOTING DICE" (clarification) - 7th Entry - Chariots, CHANGE to: "1 dice per front rank base"

Page 90 (and QRS): TABLE "IMPACT PHASE DICE" Scythed chariots – "4 dice per front rank base" Add "– 3 against elephants"

REDUCTIONS - LH COLUMN "Light foot or light horse ..." INSERT "support shooting from a 2nd rank" after "medium foot".

Page 93: (Clarification) TABLE "SHOOTING POAs": INSERT "Bow*" after each entry of "Bow" (4 times)

Entries for "Any" - Light Foot do NOT get an additional -POA for support shooting during the impact phase. For clarity INSERT "(not light foot)" after "Battle Troops"

Page 94 (and QRS): TABLE "IMPACT POAs" - RH COLUMN – 2nd entry INSERT "non-fragmented" in front of "shock".
- 3rd entry "Unless FRAGMENTED" REPLACE "if they are" with "that are not".
- 2nd item from bottom "Any BG declaring a charge..... CHANGE the "+" (plus) in the 2nd column to a "-" (minus)

Page 95 (and QRS): (Clarification) TABLE "MELEE POA's"
11th entry - LH COLUMN - INSERT "Troops other than skilled swordsmen" before "Fighting enemy in 2 directions" -
RH COLUMN - DELETE "except skilled swordsmen"
Last entry – RH column –DELETE last sentence "Note that against..." REPLACE with "Against STEADY polearms – only if at least 2 levels higher".

Page 96: RH column top line: Replace 2nd instance of "dice" with "2"

Page 98: (Clarification) LH column 1st Paragraph "Note that a BG" INSERT new sentence after "reason to test" A BG testing for BOTH these reasons can drop 2 levels of Cohesion, even if it only received 1 more hit than it inflicted."

Page 106: RH COLUMN 3rd Bullet "Any battle group which pursued ... " REPLACE with
• Any battle group contacting or contacted by fresh enemy during a pursuit but which has not yet fought the impact combat for this contact.

Page 107: ROUTERS AND PURSUERS" DELETE 1st bullet "~~Broken troops...~~" and Last paragraph "~~Note:...~~" REPLACE with:

- Broken battle groups not in contact with enemy must reform (if necessary) directly facing their own rear edge The procedure is as follows:
 - If it is 1 base wide and at least 5 bases deep expand by one base.
 - If it is 4 or 5 bases wide contract by 1 base
 - If it is 6 or more bases wide contract by 2 bases
 - In all other cases they must remain in the same formation.
 - The battle group then turns to directly face its own rear edge,
 - After completing the above the battle group should end with its centre as close as possible to its original centre.

Page 108: (Clarifications)

INSERT the following 2 entries above 3rd bullet "Pursuers who remain ..."

- Broken troops can pass through friendly drilled troops in the joint action phase without disrupting them, provided that the first part of the friendly battle group contacted is its front edge or a front corner.

Note *: Routing elephants cannot slide or contract to avoid bursting through friends.

Page 115: TABLE "COHESION TEST" ADD a new entry at the bottom:

Any undrilled troops testing for having lost close combat even partly against scythed chariots***	-1	In addition to the -1 above.
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Page 115: TABLE "DEATH ROLL" 2nd entry "Add +1 ... "after "2 bases only" ADD: "OR if the testers are mounted and have taken combat hits from enemy infantry battle groups only."

Page 118: "ELEPHANTS AND CAMELS" REPLACE the first 5 bullet points with:

- Knights, cataphracts, cavalry, light horse and chariots are DISORDERED if they are less than 1 base width from elephants or camels.
 - Light camelry must have their front edge or front corner in contact with enemy mounted to disorder them. (Corner to corner contact has no effect)
 - Mounted in armies which have 3 or more battlegroups of elephants are not disordered by elephants. Likewise, mounted in armies with 3 or more battle groups of camels are not disordered by camels.
- Camelry of any type are only so affected by elephants.
- Camelry and light camelry (not cataphract camelry) treat soft sand as open going,
- Cataphract camelry, camelry and light camelry otherwise move as undrilled cataphracts, cavalry and light horse respectively.

"SCYTHED CHARIOTS" 5th Bullet ADD "drilled" before "enemy" and "and -2 for undrilled enemy" after "against them"

Page 119: "FIELD FORTIFICATIONS" Add another bullet as follows:

- If field fortifications are used, they must be placed in groups of at least 4 bases, with every base in each group touching and aligned parallel or at right angles to each other base in the group.

Page 120: "ORB FORMATION"

Bullet 1 – "Orb formation .. " INSERT before "pikemen" "heavy foot".

Bullet 2 – "It is depicted .. "ADD at the end "and has at least 4 bases"

Bullet 7.1 – "Can move .. " ADD at end "It cannot move if it is in the restricted area of enemy battle troops."

Bullet 7.5 - "Fights in any..." REPLACE with: "Fights as if 2 bases wide on each side if it has more than 8 bases, or 1 base per side if it has 8 or less bases."

Bullet 7.9 - "Cannot count ..." REPLACE with: "Fights as if a single rank of its weapon type in any direction."
Bullet 7.10: "All bases count ..." REPLACE with: "When calculating 'Hits per Base' count only 3/4 of its bases (round up) if fighting on 1 face, and all bases if fighting on 2 or more faces."

Page 124: TABLE "BASE SIZES" After "Light horse" ADD "Light Camelry", after Cataphracts ADD "Cataphract camels"

Page 132: TABLE "GLOSSARY OF TERMS" - ARMY BREAK POINT –

Definition: "The break point of the army is ..." - 1st Sentence - Delete "~~whichever is less of~~"
> 1st bullet - ADD: "Do not count scythed chariots." > 2nd bullet - REPLACE entire bullet with :

- Count each battle group of skirmishers as half a point each. Round up to the nearest whole number.

Definition: "Column" before "Exception –" INSERT "A kinked column is not "facing in more than one direction". It is always considered to be facing in the direction of its front-rank base. Although the facing of each base is assessed separately for being charged in the flank or rear."

Page 133: TABLE "GLOSSARY OF TERMS" – HP2B & HP3B –

Definition: INSERT "(at the start of the phase)" before "in the battle group". (clarification).

Page 134: Definition: "Skirmishers" after "Light horse" ADD "and Light camelry"

Page 135: 1st entry - STEADY. Replace the first instance of "Disordered" with "Disrupted"

Page 137: TABLE "PRE_BATTLE INITIATIVE MODIFIERS" – INSERT "light camelry" before "or light chariots"

Page 140: FIELD FORTIFICATIONS, SUPPLY CAMPS AND AMBUSHES 3rd DELETE "~~nor in a position surrounded on more than two sides by impassable terrain~~" REPLACE with "nor in difficult terrain other than in a village."

Page 145: TABLE "DISMOUNTING" – INSERT "or HCM" after "Ct", INSERT "or LCM" after "LH"

Page 146: Table "POINTS COST" - REPLACE "50(FC)" with "40(FC)"

Light Artillery: Insert "2" in the "Extra if drilled" column

Page 148: LH COLUMN bottom bullet. ADD at the end "Additionally, Battle groups of elephants heavy chariots, scythed chariots or Knights may be in battle groups of 3 if so specified in their army list."