

Field of Glory V2 Ancients - UK Umpire Clarifications

This document has been compiled by several players who regularly umpire at BHGS and other events. It is intended to provide clarity, particularly for competition players, on some regularly questioned issues. It is not intended to cover every scenario - that is what the rules are for, and most questions can still be answered by consulting the rule book. We hope that it will be adopted for non-BHGS events and also by international players. We have included some original V1 FAQs which we believe are still relevant.

This document has been reviewed by one of the original authors, Richard Bodley-Scott, prior to publication. His view is that the following are all sensible approaches to take. Thank you Richard.

Commanders

On page 28 we read that a Commander must be in edge to edge and corner to corner contact to be with a friendly BG. If operating independently, his base must not be touching any BG. Therefore, to be able to join a BG, the Commander must be within normal move distance to make both edge to edge and corner to corner contact.

Moving Through Friendly Troops

The section begins on page 49. A move through can be permitted, (an interpenetration) or not permitted, (a burst through).

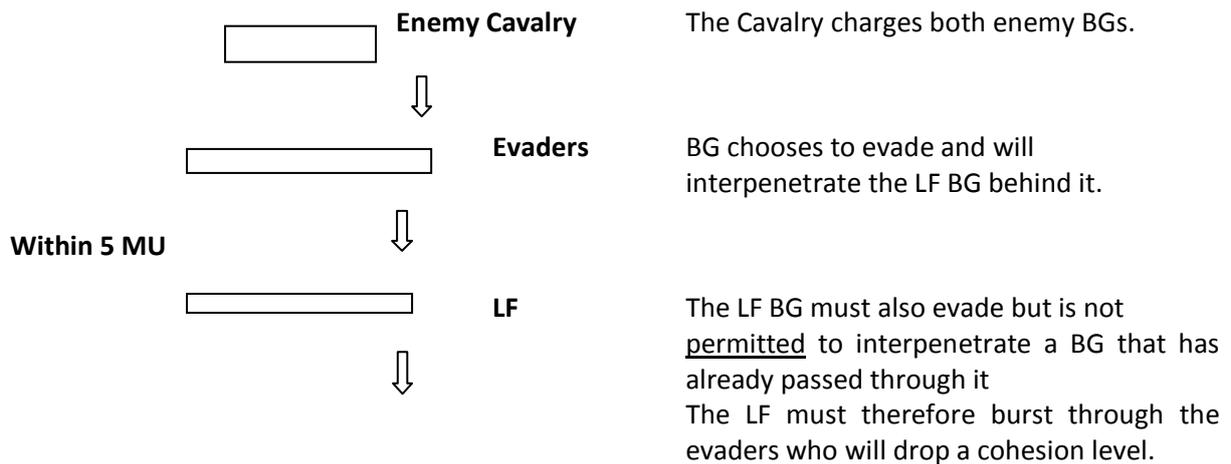
The first 6 bullet points on page 49 list permitted interpenetrations. The next bullet point tells us what happens when a BG does not have sufficient move to pass fully through. We then have 3 cases where additional movement is provided to allow the BG to complete the interpenetration.

If none of these 3 cases apply, or if there is no room beyond the BG being interpenetrated, it may not pass through at all. (Last bullet, page 49). This is reiterated on Page 72 - penultimate bullet point: BGs that cannot complete an evade move by any of the above means move as far as they can, and are likely to be caught.

The only exception to this is detailed on Page 51. A BG that is bursting through friends is placed beyond them if there is room but otherwise it is destroyed. This represents the evaders having enough move distance to escape the enemy but the presence of intervening friends results in the evaders being too dispersed to reform and hence are destroyed and removed from the table.

An evade move or a rout move may be a permitted interpenetration if it is listed within the first 6 bullet points. **But** -on Page 50 - no BG can pass through a BG that already passed through it this phase.

EG - an enemy cavalry BG charges an evade capable BG, behind which is a LF BG also within charge reach. The 1st BG evades through the LF. But the LF cannot make a permitted move through the 1st BG - it is specifically prohibited by Page 50. The 2nd LF must therefore burst through the 1st BG. The 1st BG must drop a cohesion level **as this is not a pass through by a BG who can interpenetrate normally**



Wheeling at the Table Edge

Page 54 is very clear that if any part of any base of a BG leaves the table, the BG is removed from play. The Shifting section of the rules (P47, 4th bullet) make it clear that you can shift in a normal move, but charges cannot shift – so what happens for them?

Our view is yes it can wheel. The base depth is representative only. When troops wheel it is the front edge that defines the position of the unit. Rear ranks would compress as in real life. Other similar situations can arise with a gap between a BG and a piece of impassable terrain and when a BG charges from between two friendly units.

Declaration of Charges

Page 56 - when charging, a VMD is only rolled if **ALL** targets evade. If there is a single target that does not evade and that can be legally contacted, do not roll a VMD for the charging BG.

Formation Changes when Charging

Page 58 - can I charge if there is insufficient room for me to contract the BG's frontage by one base width before I charge? Provided there is room to contract the bases before contact is made, the contraction may occur during the move.

Charges Not Qualifying as a Flank Charge - Contacting The Flank Edge of an Enemy Base.

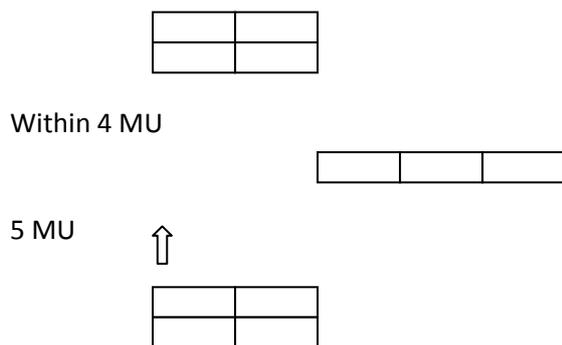
What POAs are used? The normal POAs are used as if the charge had contacted the front of the enemy file. Thus, for example, if the 3rd rank base of a 4 rank deep pikemen BG is contacted, the pikemen use their normal POAs for 3 ranks deep pikemen and for the 4th rank.

Similarly, if the 1st and 2nd rank bases of a MF BG with bow are contacted by an enemy cavalry BG, the cavalry will get 4 dice at impact. The MF BG will get 4 impact dice and 2 support shooting dice.

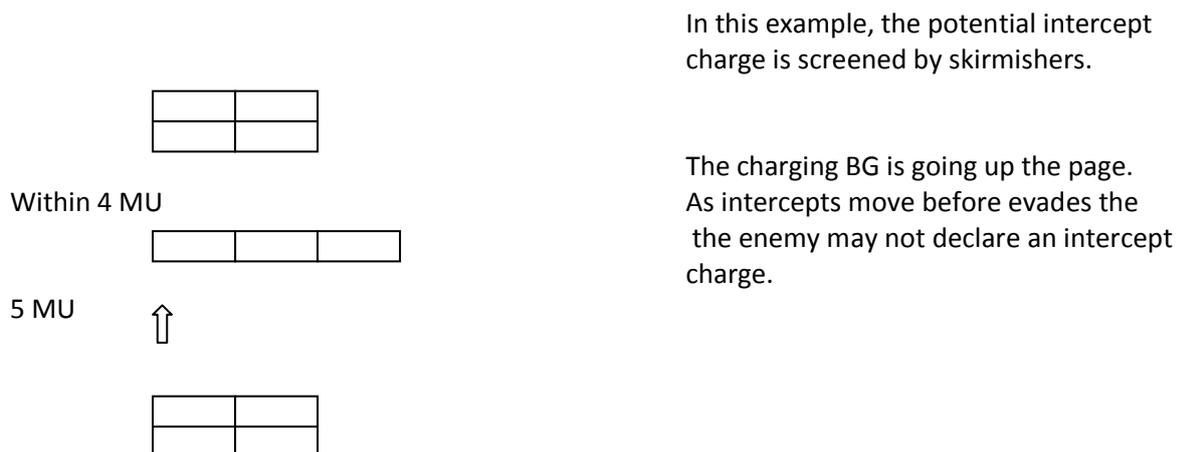
Which enemy ranks cannot be so contacted if the front base in the file is already in melee to its front? The first two ranks.

Interception Charges

An intercept charge may only be declared if an enemy charge will enter the ZOI. A BG screened by friendly troops who will evade, may not declare an intercept charge through the evaders. See diagram below for an example.



This diagram shows an intercept charge. The charging BG is going up the page. As part of the BG will enter the enemy ZOI, the enemy may declare an intercept charge.



In this example, the potential intercept charge is screened by skirmishers.

The charging BG is going up the page. As intercepts move before evades the the enemy may not declare an intercept charge.

The issue is that the intercept charge must cross the path of the charge. And the path of the charge is to the front of the LF, until the LF evade at which time the path may become longer if there is a target in reach. But you cannot anticipate the evade and declare an intercept.

Page 66 - the ZOI does not extend through terrain that disorders or severely disorders it. So what happens if the entire front base edge of the potential intercepting BG is clear of the terrain? Our view is that the BG can intercept up to its normal intercept charge range of either 2MU or 4MU as appropriate, even if a rear part of the base is still in the terrain which would normally reduce its move.

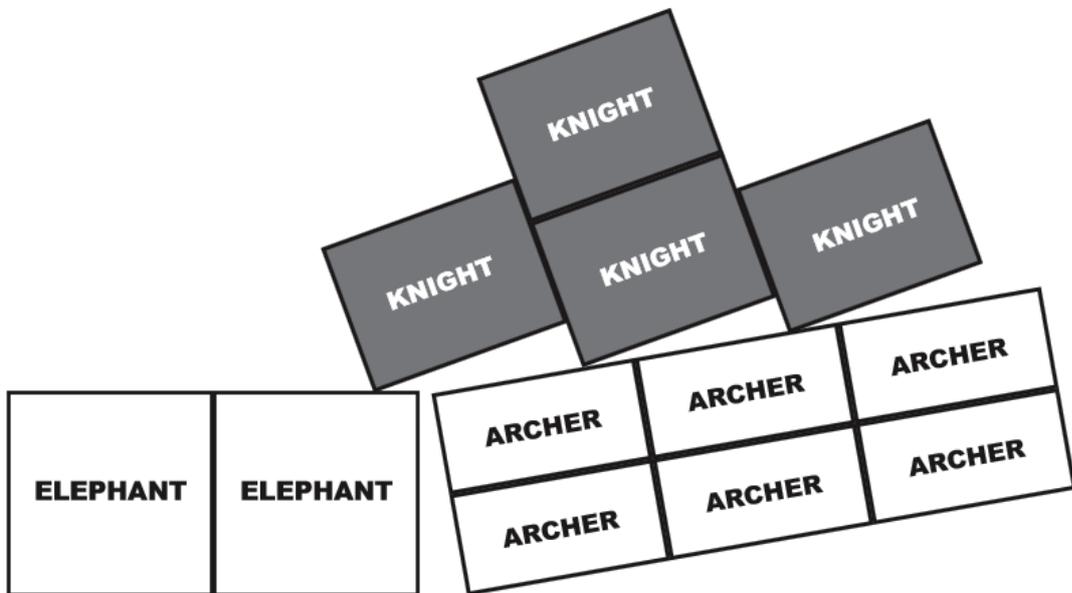
Evade Moves

Can a BG evade more than once during a phase? Normally not - no. But a BG that has evaded from a charge during the Impact Phase, may evade again as a response to an initial pursuit move that would contact it. In our view this is expressly permitted by the rules for Routers and Pursuers - see page 117 for the specific paragraphs.

Conforming to the Enemy in Close Combat

The words on page 77 differ to the diagrams on pages 97 & 99 and this has created a lot of differing opinions. In our view, the over-riding principle is that bases should conform to the enemy bases in contact at impact or over to an overlap position at the end of the enemy BG.

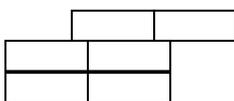
See diagram below for an example.



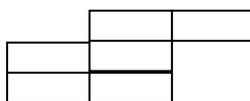
At impact, the Knights fight the Elephants and 2 bases of Archers. They are unable to conform but fight as if conformed. The rear Knight base may expand to fight against either the Elephants or the Archers. In the following turn, the Elephants and Archers will conform to the Knights. The left hand Archer base will conform to the middle Knight base. The middle Archer base will conform to the end Knight base. This allows the Elephants to also conform to the Knights.

A simpler example:

At impact:



Conformed:



Feeding More Bases into an Existing Melee

Page 79 - A BG that is already in contact with enemy can expand its frontage by one file (a base frontage) on one side only.



In this diagram, the Knights have charged down the page into another body of Knights. After Impact, the BG conforms and chooses to expand as shown. The enemy BG may match the existing overlap or stay as they are. The phasing player is not required to expand to match the non-phasing player's overlap.

Page 80 - A BG can only expand into contact with a new enemy BG if either of the following apply: 'The new enemy BG was already fighting it as an overlap.' Close Combat is defined in the Glossary on Page 142 as being a general term for impact and melee combat. We take this to mean that an overlap exists during the Impact Phase - but it does not add dice at this point. So if a BG charges an enemy Battle Line - it can expand in the following phase into new enemy since those enemy are deemed to be in combat.

NB - as a result it is unwise to have Skirmishers in the front line with battle troops since you may risk being expanded into with no opportunity to evade.

Restricted Area

Does an enemy Restricted Area extend through friendly troops? Yes. If you want to move reserves about freely, keep them further back.

Can Portable Defences be placed while in an enemy Restricted Area? Yes

Shooting

Arc of fire is detailed on page 88. A shooting BG may fire with bases at the same enemy BG at both long and short range but the shooting arc is restricted to just 1 base width.

A shooting BG may fire at one enemy BG at short range and another at long range.

Does a Commander Fighting in the Front Rank Affect Re-rolls for Support Shooting?

Yes

Fragmented BGs

Page 123 - a fragmented BG has its normal move reduced by 1MU. We are regularly asked, when it breaks or evades, is its move still reduced? The answer is no. Page 84 is very clear that the minus 1MU only applies in the manoeuvre phase.

Portable Defences

Page 129 - if a BG that has placed PDs moves away without picking up the PDs, the PD markers are removed. We take 'moving away' to be any move that ends with no base edge in contact with the PD marker(s). So if a BG is charged in flank or rear, the PD markers are retained.

Bases that have turned away from PDs to conform to enemy, shoot in the direction they are now facing - not in the directions of the PDs.

Orb

The rules for Orb appear on Page 130. It - 'Fights in any direction with 1/4 of its bases, rounded up. 1/2 of these, rounded up, count as front rank bases.' So a 6 or 8 base BG fights with 2 bases, 1 of which counts as front rank, the other as rear rank. If charged on one side, it fights with 2 dice at impact and 2 in melee. Page 97 - last bullet - makes it clear that if the number of eligible bases fighting is unequal, it is always the lower number that is used. So the charging BG will get the dice for a single base in contact at impact, no matter how many bases are touching. In melee, It will only get the dice for one file in contact as an orb cannot be overlapped, no matter how many bases are touching.

A 10 or 12 base orb would count 3 bases, 2 of which would be front rank, 1 rear. Giving it potentially 4 dice at impact but only 3 in melee. A 4 base BG fights with 2 dice at impact and 1 dice in melee.

As orb is a special all round defensive formation we believe that all bases count for hits per base.

Forming Orb takes the complete move. Leaving Orb takes the complete move. Both require a CMT.

Troop Types

Page 136 - Elephants disorder horses **and** camels.

Visibility Effects

Page 140 confirms that where concealed LF shoot, they become visible and can be shot at. We believe the same principle applies to any concealed shooters including those in a gully. If they shoot they are revealed and can be shot at by the BG they are shooting at.

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