



PLAYERS INDEX

A

active player	133
first turn	138
play sequence	37
advance	
definition	41, 133
during contractions	46
restriction on movement of battle lines	41
restriction on movement of schythed chariots	41
second moves	75
shifting sideways during	45
table of simple and complex moves	42
when charging	53
within restricted area	74
allied commanders	
and outflanking marches	144
line of command	29
points cost reduction	149
allied troops	
and battle lines	30
and line of command	29
ambushes	
deploying dismounted	147
markers, and second moves	75
markers, deployment of	138
markers, placement	142
markers, representation	143
omission from order of march at deployment	146
revealing	143
terrain restrictions	142
arc of fire	
diagram	83
shooting	82
armour	
better armour	133
descriptions of armour classes	127
levels of protection	14
armour class	
table	129
army rout	37, 118, 133
artillery	
charging with	57
conforming to enemy	71
death roll adjustment	115
disorder	132
feeding bases into melee	73
heavy, description	128
heavy, movement	41
interpenetrating	48
light, description	128
light, movement	41
moving and shooting	81
outflanking marches	144

overhead shooting	82
pursuit	101
restricted area	74
routing	101
second moves with	75
terrain restriction on deployment	146
attrition points	
for troops leaving the table	50
required for army rout	118
table	37
auto-broken troops	
losses required by troop quality	116
removal of BGs	109
average (troop quality)	
definition	15
B	
baggage	<i>See</i> supply camp
bases	
BGs reduced to 1 base	109
in more than one type of terrain	26
removal	116
removal and cohesion test for seeing break	112
removal for each pursuing enemy in contact	114
removal from routers in contact	109
sizes	126
width	12
battle groups	22
commander with	28
definition	9
mixed troops, move distances	41
permitted formations	23
battle line	
definition	30
elephants	30
making a CMT	43
mixed foot and mounted	30
move distances	41
movement restriction to "advances"	41
wheeling, move distance restriction	44
battle wagons	
and flank or rear charges	56
charging or intercepting with	57
conforming to enemy	71
death roll adjustment	115
defending fortifications	96
description	128
feeding bases into melee	73
movement	41
movement into contact	75
outflanking marches	144
pursuit	101
restricted area	74
routing	101

-FIELD of- GLORY

second moves with	75	receiving a charge	61
shooting with	82	shifting when charging	45
turning to contact	56	shooting when	81
better armour	133	stepping forward	54
bisecting the angle		through restricted area	74
broken troops routing in the JAP	107	when disrupted	60
during initial rout	100	when fragmented	60
when evading	66	when in overlap	50
bolstering	109	with missile-armed troops	60
breaking off	106	with skirmishers	60
diagram	106	chariots	
broken troops		as shock troops	18
and battle lines	30	heavy, description	128
effects	114	light, description	128
fighting	100	scythed, description	128
movement	100	C-in-C	<i>See</i> commanders, commander-in-chief
movement during JAP	107	CMT	<i>See</i> complex move test
turning bases	25	cohesion level	24
bursting through friends		dropping as a result of flank or rear charge	56
by more than one friendly BG	49	effects	114
diagram	49, 59	methods of indication	25
procedure	48	cohesion test	
when evading	67	for seeing commander lost	112
C		for seeing friendly battle groups break	112
camelry	120	mechanism	112
and soft sand	120	more than one reason to test	114
description	128	order or resolving with respect to death rolls	115
evading with	64	outcome	114
heavily armoured	120	reasons for testing	112
camels	<i>See</i> camelry	table	113
camp	<i>See</i> supply camp	column	
capabilities		formation	23
description of combat capabilities	129	move distances	41
list	16	moving along a road	44
cataphracts		wheeling	23
description	128	combat capabilities	
cavalry		table	130
description	128	combat mechanism	90
evading with	64	determining outcome	98
interpenetrations	48	command range	134
charging		definition	28
charge declaration, procedure	52	commander loss	
charge range	133	base removal	112
charge responses	61	fighting in the front rank	99
charging into broken troops	108	when routing	109
CMT requirement, restriction	52	commanders	28
contacting evaders	68	and battle lines	30
flank or rear	<i>See</i> flank or rear charge	and cohesion tests	113
formation changes when	54	and quality re-rolls	24
fragmented troops	61	cohesion test for seeing commander lost	112
interception charges	62	commander loss	99
interpenetrations during	47	commander-in-chief	28
into supply camp	78	contacted by enemy	50
legal charge contact	52	depiction	125, 127
movement, procedure	53	displacement to avoid obstructions	49
over the table edge	50	fighting, procedure	50
permitted move options	42	in close combat	24, 99
		influencing CMTs	43

-FIELD of- GLORY

interpenetrations.....	48	conforming to enemy.....	72
leaving front rank combat.....	50	contracting during an evade.....	164-65
loss when routing.....	109	contractions.....	46
lost off table, cohesion tests for seeing.....	50	evade move sequence.....	65
move to other BG in range if contacted or shot at.....	50	evade with a wheel.....	67-68
movement during JAP.....	109	evading with a shift.....	162-63
movement of.....	49	example of combat.....	102-3
shot at.....	50	expansions.....	46
test for seeing lost.....	112	feeding bases into melee.....	73
with a battle group.....	28	flank or rear charges.....	57
with a battle group, declaration.....	49	interception charges.....	62-64
complex move test.....	42	interpenetrations.....	47
and commanders.....	43	melees that cannot line up.....	87
by pursuers to avoid contacting fresh enemy.....	108	orb formation.....	122
dice rolling procedure.....	43	overhead shooting.....	84
effects of disorder.....	132	permitted formations.....	23
for battle wagon movement.....	41	reforming.....	71
for charging, restriction.....	52	restricted area.....	74
for light artillery movement.....	41	shifting.....	45
preventing shock troops from charging.....	58	shooting and close combat.....	84
table.....	43	stepping forward.....	56
to halt pursuit.....	107	terrain causing disorder.....	26
complex moves		terrain piece sizes.....	132
definition.....	41	terrain placement.....	141
conforming to enemy.....	70	terrain placement and deployment area.....	146
diagram.....	72	troops eligible to fight at impact.....	91
contractions		troops eligible to fight in melee.....	93
diagram.....	46	turning 90 degrees.....	44
move restrictions.....	42	turning 90 degrees to evade.....	66
procedure.....	46	turning when charged in flank.....	167
shifting.....	45	wheeling.....	44
countercharges.....	<i>See</i> interception charges	dice	
cover		allocation of combat dice.....	93
definition.....	134	impact.....	92
D		melee.....	93
death roll.....	115	shooting.....	90
deployment.....	145	difficult forward move	
commanders.....	147	definition.....	41
distances.....	146	difficult terrain	
deployment area		move distances.....	40
diagram.....	146	dismounted troops.....	147
destroyed battle groups		disorder	
failing to clear all friends when evading or routing....	49	camelry.....	120
DIAGRAMS		combined with cohesion state.....	132
ambushes.....	142-43	effects.....	132
arc of fire and line of sight.....	83	elephants.....	120
bases eligible to fight.....	86	partial interpenetration.....	48
battle lines.....	30	recovery from.....	132
breaking off.....	106	terrain.....	40
bursting through.....	49	disrupted	
bursting through friends.....	59	charging when.....	60
bursting through when evading.....	163-64	combined with disorder.....	132
charges.....	54	effects.....	114
charging into contact.....	55	interception charges when.....	62
cohesion level, indication of.....	25	distance	
complex evade.....	166	restricted area.....	74
complex pursuit move.....	101	shooting ranges.....	81
		double wheels	

-FIELD of- GLORY

move restrictions.....	42	with skirmishers	60
shifting.....	45	foot	
E		as shock troops	18
effective range		definition.....	14
arc of fire	82	formations	
elephants.....	120	battle groups.....	23
breaking off.....	106	diagram of permitted formations	23
death roll adjustment	115	fortifications	
description	128	and flank or rear charges	56
elite		defending with battle wagons.....	96
definition.....	15	description.....	129
quality re-rolls.....	24	field.....	121
end of game		fortified supply camp	
determination	37	sacking.....	20
evading.....	64	sacking mechanism.....	88
being caught by chargers	68	fragmented	
bursting through friends when.....	48	and battle lines.....	30
diagram	65	being charged when	61
from corner to corner contact.....	76	charged when	112
from overlap position	50	charging when	60
from side edge contact.....	78	combined with disorder.....	132
meeting obstructions.....	67	effects	114
shooting when	81	interception charges when.....	63
expansions		front 3 ranks only counting for unit size.....	135
diagram.....	46	front corner to front corner contact	
move restrictions.....	42	movement options	76
procedure	46	full turn sequence.....	168
shifting.....	45	H	
when charging.....	54	heavy chariots	
extreme range		description.....	128
arc of fire	82	heavy foot	
F		description.....	128
FC.....	<i>See</i> field commander	hits per x bases.....	135
feeding bases into melee		I	
diagrams	73	IC.....	<i>See</i> inspired commander
field commander		impact phase	52
command range.....	28	description.....	37
definition.....	28	mechanism	91
field fortifications	121	number of bases fighting.....	91
defenders conforming to enemy	71	POAs	96
deployment	142	shooting during the impact phase	98
fighting enemy in two directions	88	impassable terrain	
definition.....	134	obstructing 90 degree turns	44
when enemy turn on a side edge	78	troops forced to enter	131
figures		impossible moves	
figures per base	126	definition.....	41
representation.....	125	initial pursuit.....	101
flank charge		initial rout	100
turning - diagram.....	167	inspired commander	
flank marches	<i>See</i> outflanking marches	command range.....	28
flank or rear charge		definition.....	28
contacting evaders.....	68	interception charges	62
declaration, restriction	53	diagrams.....	62-64
qualification	55	with skirmishers	60
flank or rear charges		interpenetration	47
diagram	57	diagram	47

-FIELD of- GLORY

insufficient move to clear	48	and shooting	81
restriction on interpenetrations specified by Army Lists48		battle lines, move distances	41
when charging	47	battle wagons	41
J		breaking off	106
JAP	<i>See joint action phase</i>	commanders	49
joint action phase	105	difficult forward move	41
description	38	distance in column	41
movement of routers and pursuers.....	107	double wheels.....	42
K		from overlap position.....	50
knights		general movement rules	40
description	128	heavy artillery.....	41
L		into overlap position	75
lancers		leaving the table.....	50
as shock troops	18	light artillery.....	41
leaving the table.....	50	manoeuvre phase	70
light chariots		move distance of commanders	49
description	128	move distances	40
evading with.....	64	of broken troops.....	100
Parthian shot	82	restrictions during partial interpenetrations.....	48
light foot		scythed chariots.....	41
description	128	second moves	75
interpenetrations.....	48	simple and complex moves	41
light horse		taking moves back	40
description	128	through friendly troops	<i>See interpenetration</i>
Parthian shot	82	wheeling.....	43
line of command		movement units.....	12, 135
definition.....	29	MU	<i>See Movement Units</i>
seeing commander lost	112	N	
line of sight		non-skirmishers.....	135
diagram.....	83	definition.....	18
shooting	82	number of dice to roll	
long range.....	<i>See extreme range</i>	impact	92
M		melee.....	93
manoeuvre phase	70	shooting	90
description	37	O	
melee phase	86	obstructing troops	
description	37	restricting 90 degree turns.....	44
diagrams	86–87	open terrain.....	135
feeding bases into melee.....	72	move distances	40
mechanism.....	92	orb formation	122
POAs	97	and flank or rear charges.....	56
mixed battle groups		conforming to enemy.....	71
and cohesion tests.....	113	diagram	122
containing shock troops	59	restricted area	74
making a CMT	43	order of march.....	138
turning	45	outflanking marches	144
mob		straggling	144
description	128	test for arrival	144
more than one reason to test.....	114	overhead shooting.....	82
mounted		diagram	84
definition.....	14	overlaps	
movement		charging from overlap position.....	50
along roads.....	41	conforming to overlap position.....	71
		evading from overlap position.....	50
		moving from overlap position	50
		moving into overlap position.....	75

-FIELD of- GLORY

overlap position, definition	75	riverbank	
POA	86	defenders conforming to enemy	71
restrictions	86	defending	134
shifting to move into	45	roads	
P		move distance adjustment	41
Parthian shot	82	moving along	44
PD	<i>See</i> portable defences	rough terrain	
pinning	<i>See</i> restricted area	move distances	40
play sequence	168	routing	
POA	<i>See</i> points of advantage	bursting through friends when	48
points of advantage	94	S	
impact	96	scale	
melee	97	figure	124
overlaps	86	ground	126
shooting	95	time	126
points system	148	scythed chariots	
poor		and attrition	37
definition	15	and battle lines	30
quality re-rolls	24	description	128
portable defences	121	move restrictions	41
pre-battle initiative	138	outflanking marches	144
modifiers	138	removal	106
pursuit		summary	120
battle wagons and artillery	101	second moves	75
by more than one BG	108	shifting	45
contacting fresh enemy	108	sequence of play	168
diagram	101	setup	137
movement during JAP	107	severe disorder	
over the table edge	50	and battle lines	30
Q		combined with cohesion state	132
quality re-rolls		effects	132
and CMT to prevent shock troops charging	59	terrain	40
and CMTs	43	shifting	
commanders	24	and the table edge	50
definition	24	diagram	45
re-roll score less than original roll	24	during evade moves	67
sacking fortified camps	88	from corner to corner contact	76
R		to make room for friends in melee to conform	71
rallying	109	when moving into overlap	75
range		while advancing	45
charge	133	shock troops	136
command	28	bursting through friends	48
shooting	81	charging without orders	58
rear support	135	definition	18
receiving a charge	61	foot giving pursuit	101
reduced to 1 base		in mixed battle groups	59
removal of BGs	109	shooting	80
reforming	70	and movement	81
diagram	71	at BGs of mixed armour class	95
restricted area	74	death roll adjustment	115
diagram	74	during the impact phase	98
movement into overlap position	75	in close combat	84
river		line of sight	82
difficulty	131	mechanism, number of dice	90
troops in a river conforming to enemy	71	overhead	82
		POAs	95
		ranges	81

-FIELD of- GLORY

ranks permitted to shoot.....	82	dismounting.....	147
target priority	81	effects of disordering terrain	133
terrain effects	132	impact phase dice	92
shooting phase	79	impact POAs	96
description	37	melee phase dice.....	93
side edge to side edge contact		melee POAs.....	97
movement options	76	move distances and effects of terrain	40
simple moves		outflanking march arrival test.....	144
definition.....	41	points cost of troops.....	149
skirmishers	136	pre-battle initiative.....	138
attempting interceptions charges	63	shooting dice	90
charging with	60	shooting ranges.....	81
CMT ro receive a charge	64	shooting rolls to hit.....	95
definition.....	18	simple and complex moves	42
deployment	146	straggling	144
receiving a charge.....	60	terrain selection	139
soft sand		terrain types.....	131
and camels	120	troop types.....	128
special features	119	variable move distance.....	47
stakes.....	<i>See portable defences</i>	target priority	
steady		shooting	81
cohesion level.....	24	TC	<i>See troop commander</i>
effects	114	terrain	
effects of disorder.....	133	blocking line of sight	82
stepping forward		description.....	131
diagram.....	56	move distances	40
procedure	54	placement - diagram	141
superior		placing dice rolls	140
definition.....	15	placing sequence.....	140
quality re-rolls.....	24	restricting interception charges.....	62
supply camp		selection	139
as a battle group	22	shift to avoid.....	45
depiction	126	sizes of terrain pieces.....	136, 139
deployment	142	threatened flank.....	136
evading into	67	troop commander	
moving in contact.....	78	command range	28
routing around/through.....	100	definition.....	28
sacking.....	20, 88	troop quality	
shooting at looters	84	definition.....	15
stopping looting.....	107	troop types	14
		points cost	149
T		turning	
table edge		180 degrees, procedure	45
and shifting	50	90 degrees from side edge contact.....	77
charging across.....	50	90 degrees, diagram.....	44
leaving the table	50	90 degrees, procedure	44
pursuing across.....	50	caused by part.....	48
shifting to avoid during evade move	67	during partial interpenetrations.....	48
TABLES		move restrictions	42
armour classes.....	129	shifting while.....	45
attrition points	37	to contact flank or rear chargers	56
base sizes	126	when charging	54
close combat rolls to hit.....	94	when evading	66
cohesion level and effects	114		
cohesion test.....	113	U	
combat capabilities.....	130	uneven terrain	
complex move test.....	43	move distances	40
death roll.....	115	uphill	136



V

variable move distance 46
 pursuit..... 101
 table..... 47
 when charging..... 68
victory and defeat 117
visibility
 and interception charges 62
 effects 132
 in terrain types..... 131
VMD *See* variable move distance

W

wheeling
 and flank or rear charges..... 56
 battle line, move distance restriction 44
 diagram..... 44
 double wheels..... 42
 in column..... 23
 more than two wheels..... 44
 procedure..... 43
 when charging..... 53

Z

ZOI..... *See* zone of interception
zone of interception..... 62, 136

Index created by Andy Bascombe