

# FIELD OF GLORY II



# FIELD OF GLORY II

## Game Manual

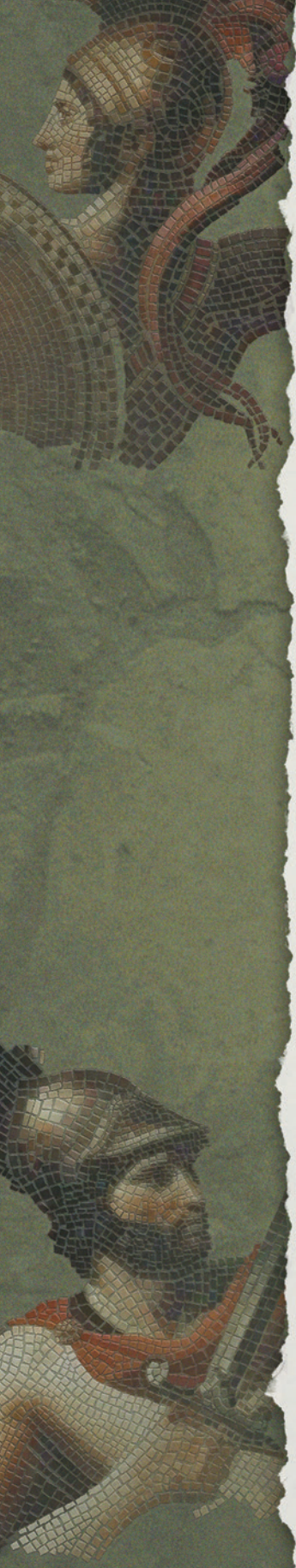




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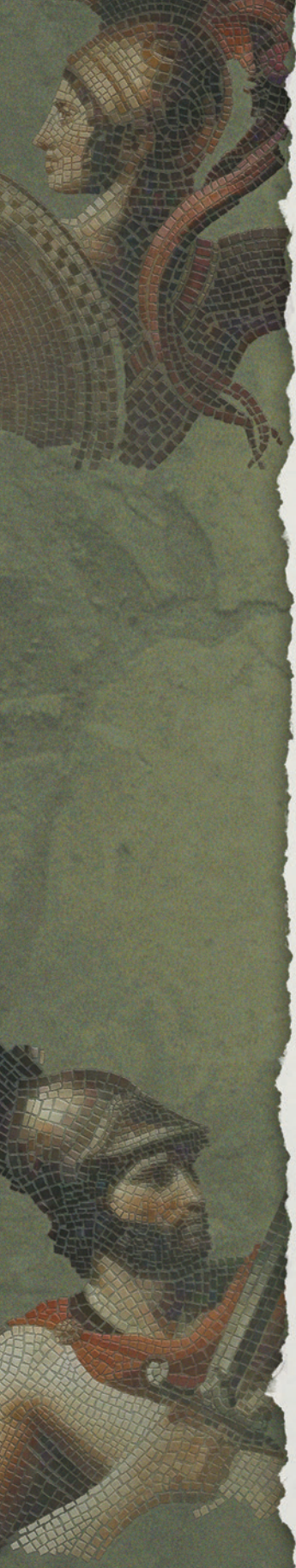
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Then click on “Create” to start the battle.

If you want greater control over the battle setup, select “Custom Battle” in the main game menu.

## 6. CUSTOM BATTLES

Custom Battle mode allows an infinite number of what-if scenarios to be played. The player (or challenger in the case of multiplayer games) can choose the size of the forces involved, the size of the map, and the nationality and date of the opposing forces. The battle will be fought on a computer-generated battlefield.



*Custom Battle – Setup.*

### 6.1. ARMIES

The armies for Custom Battles are chosen from historically-based army lists for a particular nation and date range.

You can select with army you will use using the top button.

The list of armies can be sorted either alphabetically, by start date, geographically from west to east, or geographically from north to south.





*Custom Battle – Own Army.*

If you select “Pot Luck”, the computer will set up a battle between two historically possible opposing forces of the same date and geographical region.

If you choose to select the nations involved, you can either pick them from historically possible opponents or turn the Date and/or Geographical filters off.



*Custom Battle – Enemy Army.*

If you click the “Preview Army Options” button for either army, a preview of the army selection options will be shown. The minima and maxima of each unit type will vary according to the currently set battle size.

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*Army Options Preview.*

## 6.2. SCENARIO TYPES



*Custom Battle – Scenario Type.*

### 6.2.1. OPEN BATTLE

Both sides are eager for battle on an open battlefield.

### 6.2.2. REINFORCEMENTS (ENEMY)

The enemy is expecting reinforcements. Best defeat him before they arrive.

### 6.2.3. REINFORCEMENTS (OWN)

You are expecting reinforcements. Can you hold the enemy off until they arrive?

### 6.2.4. SEND FLANK MARCH

You have decided to send part of your forces on a flank march, to catch the enemy at a disadvantage. Alternatively he might overrun you before they arrive.

There is no scenario selection to make the enemy send a flank march, but they may choose to do so in any of the other scenario types.

### 6.2.5. REARGUARD

The enemy are advancing with overwhelming force. You have been left in command of a rearguard, with orders to slow down the enemy advance to allow the rest of our army to escape. You must hold out for as many turns as possible.

### 6.2.6. ADVANCE GUARD

Your army and the enemy army have blundered into each other on the march. The main armies will not arrive before nightfall. You must make best use of your advance forces as they arrive to secure the battlefield before nightfall, whatever the cost.

### 6.2.7. REMOVE THE HEAD

The enemy are led by a charismatic C-in-C. If you can kill him, they should break. Of course, you also need to protect your own C-in-C.

### 6.2.8. ESCORT BAGGAGE TRAIN

Your army is advancing through hostile territory. You must protect your baggage train at all costs, otherwise your army will be forced to withdraw. Your task is to get at least half of your baggage train safely to the far side of the map before nightfall, while avoiding defeat by the enemy forces.

## 6.3. FORCE SIZE

You can choose the size of battle you wish to fight. There are preset Very Small, Small, Medium, Large and Very Large sizes, or you can specify other sizes in the Advanced section. The points balance between the two sides in the preset

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options will depend on the scenario type, difficulty setting (in Single Player games) and whether you opt to choose your own force or let the program do it automatically for you.

## 6.4. MAP SIZE

You can choose the width of the battlefield. The program will automatically increase the map width setting for larger force sizes unless you set the map width manually in the Advanced section.

## 6.5. MAP TYPE



*Custom Battle – Map Type.*

The general terrain type of the region in which the battle will take place can be specified. The types are Agricultural, Hilly, Wooded, Mountains, Steppe, Desert or Tropical. The first four have Mediterranean, North European and Middle-Eastern variants.

The terrain type and region modify the parameters the random map generator uses to set up the map, but note that even in mountainous regions there may be some valleys wide enough to allow a fairly open battlefield.

## 6.6. FORCE SELECTION

You can choose whether to have the computer pick the armies (few historical commanders had the luxury of choosing the forces available to them) or allow the player(s) to tailor their forces within specified limits. If you choose the latter option in single player games you will get a slightly smaller force.

## 6.7. ADVANCED OPTIONS



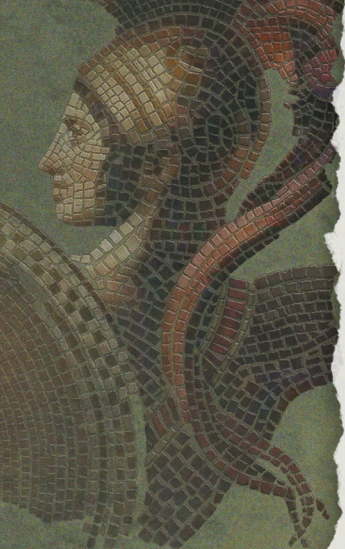
*Custom Battle – Advanced Options.*

The Advanced Options panel allows you to customise the Turn Limit, Map Width, Map Height and Force Size for each side.

## 7. EPIC BATTLES - HISTORICAL SCENARIOS

Each of the scenarios in the Epic Battles section of the game is a historical battle, and is closely modelled on the real battle. Most of them can be played from either side. Victory conditions vary from scenario to scenario, as specified in the scenario briefing, but an army will generally break when a certain proportion of its units are routed or destroyed. The commonest goal is to defeat the enemy army.

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However, as noted above, if losses in a previous battle exceed 15%, subsequent battles will be more difficult than the above estimate, and if they are less than 15% subsequent battles will be easier than the above estimate.

## **8.11. VICTORY**

To achieve ultimate victory, the player must achieve the required victory conditions in all stages of the campaign. Replaying individual campaign stages does not prevent victory in the campaign.

# **9. BATTLE**

## **9.1. CAMERA CONTROLS**

### **9.1.1. SCROLL**

The map can be scrolled by moving the mouse cursor to the edge of the screen or by holding down the left mouse button and dragging. Alternatively: W scrolls the map up, S scrolls the map down, A scrolls the map left, D scrolls the map right

### **9.1.2. ZOOM**

The map can be zoomed using the mouse wheel or the up and down arrows. Alternatively: F zooms the map out. R zooms the map in.

### **9.1.3. ROTATE**

The map can be rotated using the left and right arrows, or by holding down the right mouse button and dragging. Alternatively: E rotates the map clockwise, Q rotates the map anticlockwise

### **9.1.4. PITCH/TILT**

The map can be tilted by holding down the right mouse button and dragging. Alternatively by using SHIFT-up and down arrows.

### **9.1.5. OTHER HOT KEYS**

A full list of the standard keyboard shortcuts can be seen by pressing the F1 key.

## 9.2. FORCE SELECTION



### *Force Selection*

At the start of each battle, unless the forces for the scenario are preset, or you have chosen auto-selection or pot luck in a custom battle, you will see the force selection display. Some units are fixed, these are the core units in the historical army. The rest are available for selection according to your choice. You can select units from those available up to the points limit specified. The points available will often depend on the difficulty level you have set. When you mouse over the unit list, the moused over unit's appearance and stats are shown, along with a basic text description.

L-clicking on the unit list adds a unit to the forces you will deploy for the battle, R-clicking removes it. You can also remove purchased (brown-highlighted) units by R-clicking on them on the map when no unit is selected on the map. In epic battles you can also choose as yet unpurchased (blue-highlighted) units by clicking on them on the map.

You can auto-purchase units to fill up your remaining points by hitting "Autofill". After an Autofill you can still remove units and replace them with different ones.

In most epic battles the position of the units is fixed – according to the historical deployment. In some, however, and in custom battles, you can rearrange the deployment of your troops during or after force selection. You can move the units manually into position by clicking or dragging, or select Autodeploy to automatically put the currently selected units into a sensible formation. After an Autodeploy you can still move the units around manually.

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### 9.3. THE BATTLEFIELD

The battlefield is covered with an invisible square grid. Each unit occupies one square (tile). Units move from square to square and never end up part way between squares. Units can face in any of 8 directions. Diagonal movement costs 1.5 times the AP (action points) of straight movement.

There can never be more than one unit in a square (although light infantry can pass through other units, ending up on the far side).

Buildings, woods and hills block line of sight. You will only see enemy units on tiles you have line of sight to and that are within visibility range. Squares you cannot see into are darkened - representing the "fog of war".

Squares on the edge of concealing terrain that might be concealing enemy are marked with yellow question marks if that option is turned on.

Different terrain types have different effects – see the Terrain section below.

### 9.4. BATTLEFIELD DISPLAY

Information about the currently selected unit appears on the left-hand side of the screen. Information about any non-selected friendly or enemy unit appears on the right-hand side of the screen when the mouse is hovered over the unit. The unit's available AP, troop-type, quality rating, armour, combat capabilities and cohesion state are also displayed.



Battle – Unit UI.





Detailed unit info.

More detailed unit information can be displayed by selecting Toggle Detailed Unit Info from the right hand tools menu (see below) or CTRL-L-clicking on the unit.

### 9.4.1. CURRENT SCORE

At the top left of the screen the % of each side's units currently routed or dispersed is shown. The difference in rout % is also shown – in green if the side is winning, in red if it is losing.

### 9.4.2. BRIEFING PANEL



Battle – Briefing Panel.

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The briefing panel is opened using the button at the top left of the screen.

The briefing panel shows the victory conditions for the battle as well as any briefing notes provided. It also contains the Retreat button and the Settings button. If the Retreat button is selected and confirmed, the player is deemed to have conceded victory to the enemy.

### 9.4.3. END TURN BUTTON

The End turn button is in the top right hand corner of the screen. When this is clicked, you are asked to Confirm that you really want to end your turn. You can cancel End Turn by clicking anywhere other than on the Confirm button.

The End Turn button also show the current turn number and any turn limit.

### 9.4.4. TOOLS MENU BUTTONS

There are buttons at the bottom left and right of the screen that open the tools menus. These contain the following buttons:

#### TOGGLE BRIEFING

This opens and shuts the briefing panel.



*Battle – Tools Menus.*

#### TOGGLE UNIT LIST (L HOTKEY)

A list of your units (excluding those that are irretrievably dispersed or currently off the battlefield) can be obtained by selecting the Tools button at



### Unit List.

the bottom left of the screen and then selecting Toggle Unit List or by hitting the L key on the keyboard. Units that have already moved are greyed out. Units with a shooting capability that currently have a valid shooting target and have not yet shot this turn have “Can Shoot” shown in yellow. Those who have a melee to resolve this turn have “Melee Due” shown in orange. You can select a unit by clicking on it in the list.

### CASUALTIES (K HOTKEY)

This shows a display of both sides losses so far.



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forth between your units in close combat (with no unit currently selected) you will see the estimates change slightly each time as they have been recalculated.

## 14.7. END OF CLOSE COMBAT

When a close combat ends as a result of one side breaking or breaking off from melee, the victors and breakers off cannot move again or shoot in the same turn. They may be able to turn 45 degrees if they are in command range and not unmanoeuvrable.

Close combats that end in the enemy turn do not affect movement in the following turn.

## 15. COHESION (MORALE)

### 15.1. COHESION STATES

There are 4 states of Cohesion.

STEADY

DISRUPTED

FRAGMENTED

BROKEN (ROUTING)

DISRUPTION and FRAGMENTATION reduce a unit's fighting capability. FRAGMENTATION also reduces its AP. FRAGMENTED units cannot charge.

BROKEN units flee away from the enemy. If they leave the battlefield or continue to rout for several turns they are considered irretrievably dispersed.

Cohesion states and losses are indicated visually by a banner above the unit – see below. Losses are also indicated by models “dying”.

### 15.2. COHESION TESTS

Troops take a Cohesion Test if they suffer significant total shooting casualties (> 10%) in a turn, lose a round of close combat (inflict significantly less total close combat damage in the turn than they suffer), see a friendly unit break or a general in line-of-command incapacitated nearby, or attempt to Fall Back when in the charge range of enemy non-light troops.

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The cohesion test is based on the equivalent of two six-sided dice added together, with some “re-rolls” depending on troop quality. There are shades of quality, and the effect of these variations is fully represented mathematically by the game engine. However, as a general guide, Untrained troops re-roll 6s, Superior troops re-roll 1s, Elite troops re-roll 1s and 2s. A score of 6 (after modifiers have been applied) is required to pass the test. If a unit fails it drops a cohesion level, and can sometimes drop two levels if the score is bad enough. (It cannot double drop from shooting, nor from close combat unless it lost badly).

COHESION TEST			
MODIFIERS			
Unit suffered heavy total shooting casualties this turn (> 16%)*	-1	Unit is heavy or mixed foot	+1
Unit suffered significant total close combat damage this turn (> 5%) **	-1	Unit is inspired by a friendly general fighting in close combat within (command range / 4) squares. (Allied units are only inspired by their own general, and ally-generals only inspire their own units)	+1
Total close combat damage suffered this turn exceeds total close combat damage inflicted by a large margin	-1		
Unit has lost over 25% of its original men	-1	Current Cohesion State	
Unit has lost over 50% of its original men	-1	Disrupted or Severely Disordered	-1
		Fragmented	-2
Foot battle troops with threatened flank	-1	Broken	-3
		* Only applies when testing as a result of shooting. The modifier for being shot at by artillery applies whether or not they inflicted any casualties. ** Only applies when testing as a result of losing a close combat. The modifier for fighting specific enemy troop types applies whether or not these inflicted more damage on the unit than it inflicted on them. Other tests do not use these modifiers even if they occur in the same phase.	
Any one of...	-1	Any troops shot at by artillery*	
		Any troops testing for having lost close combat even partly against elephants or scythed chariots**	
		Medium foot, warriors, bowmen, light foot or mob testing for having lost close combat even partly against mounted troops or mixed or heavy foot in open terrain**	
		Any troops testing for having lost impact phase combat even partly against lancers or heavy chariots **	
		Foot testing for having lost impact phase combat even partly against impact foot**	

As a unit may have to take multiple cohesion tests for the same reason in the same turn, the random cohesion test score for each of shooting and close combat is retained for the whole turn. (But replaced in the enemy turn). This means that

(for example) subsequent cohesion tests for shooting after the first will get the same result unless there are additional modifiers – such as -1 for being shot at by artillery, or -1 for the total shooting casualties this turn exceeding 16% of the unit. The program remembers if the unit has already been shot at by artillery this turn, so it does not matter which order the shooting is done in. For example, if the unit is shot at by artillery first, it might not reach the threshold of 10% shooting casualties this turn necessary to trigger a Cohesion Test. If it is subsequently shot at by archers, and the total losses from shooting this turn exceed 10%, a Cohesion Test will be taken, with a -1 modifier for being shot at by artillery.

Moreover, a unit cannot drop cohesion twice in the same turn from shooting, nor from impact close combat, nor continuing close combat. (But can drop once for each, and in some circumstances can double drop). Also, a unit that is Fragmented may break (without waiting to be contacted) if charged by another unit, even if it became Fragmented as a result of a previous impact close combat this turn.

Note also that the % casualties calculation only takes into account up to 12 ranks of men - equivalent to 3 ranks of models. Thus very deep units such as pike phalanxes will be deemed to have suffered 10% or 16% casualties when the overall % losses are somewhat lower - the logic being that beyond a certain depth, extra ranks do nothing much to counteract the morale effect of casualties on the front rank.

## 15.3. RALLYING

There is a chance at the start of each of its side's turns that a Disrupted, Fragmented or Routed unit will take a Cohesion Test to improve its cohesion state. The chance of testing is much lower if it is routing. However, a unit with a general will always test.


If it does take a test and scores 6 or more, it rallies and goes up one cohesion level.

Units cannot test to rally if they dropped Cohesion in the previous own or enemy turn. Routing units cannot test to rally if they are being pursued, or if they suffered more than 10% losses from shooting in the previous enemy turn.

## 15.4. AUTOBREAK

In addition units will Autobreak if their losses get too high. For example an average quality unit will autobreak if it falls below about 50% of its original

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strength. Higher quality units will stick it out longer and Raw units won't hang around as long.

## 15.5. FLANK/REAR ATTACKS

Troops may also automatically drop a cohesion level if charged in flank or rear (see the Flank/Rear Attacks section under Battlefield Orders > Charge).

## 15.6. ROUTING AND PURSUING

If a unit breaks, nearby friendly troops take a Cohesion Test, unless the broken unit was artillery or baggage, or the broken unit was light troops and the nearby friends aren't.

Units normally only have to take such tests if they are in a square adjacent to the breaking unit when it breaks, but this distance is increased to 2 squares if the breaking unit is Elephants or Scythed Chariots.

Broken units rout. Their close combat opponents will sometimes pursue:

- Mounted troops and elephants normally pursue at least once.
- Foot warbands normally pursue foot at least once if they originally initiated the close combat, and have a 25% chance of doing so if they didn't. They have a 10% chance of pursuing mounted or light troops.
- Raw or untrained foot also have a chance of pursuing, but this is never more than 25%. They have a 10% chance of pursuing mounted or light troops.
- Other foot never pursue after close combat. However, foot units that charge fragmented enemy who break before contact will pursue the routed enemy on that turn only.

If pursuers end their pursuit move within 2 map squares of the routers they are still considered to be pursuing, and will inflict some casualties on the routers.

After each turn, routers will rout again. Pursuing units test to see if they continue to pursue, the chance of which depends on their troop type.

Troops pursuing routers cannot perform any other actions until the unit decides to stop pursuing. However, if the pursuers meet fresh enemy in an

adjacent map square that is within 45 degrees of straight ahead, they will charge them if they have enough move left and they (the AI on their behalf) fancy their chances. For the purpose of determining whether such charges count as flank/rear attacks, the starting position of the charger at the beginning of the pursuit is what is taken into account, not its starting position at the start of the whole turn. If the charged unit breaks and the pursuer pursues again, the starting position is once again reset.

If the routers go off the battlefield they are considered irretrievably dispersed. The pursuers test to see if they follow them off. If they do, they subsequently have a chance each turn of returning to the battlefield close to the place where they left it.

Routers that have no route of escape are dispersed. Routers are also dispersed if they have not rallied after 5 consecutive rout moves.

## 16. UNIT STATE - BANNERS

The banners above each unit become progressively more tattered as the unit suffers losses. They also show a yellow upper section if the unit is Disrupted or a red upper section if the unit is Fragmented. If the unit is Broken, the banner turns white.



*Unit banners showing Disrupted and Fragmented unit status.*

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