

Field of Glory Renaissance
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Shock Troops Definition

Shock troops:

- Any battle group including mounted with Heavy Lancers, Light Lancers or Impact mounted capability, except Light Horse or Cavalry.
- Gendarmes
- Cavaliers
- Determined Horse
- Any battle group including foot with impact foot or salvo capability
- **Keils** (see **Battle Group Formations** below)

BATTLE GROUP BETTER ARMOUR AND QUALITY –QUALITY RE-ROLLS

The effect of **Better Armour** and the **Quality** difference of troop types is determined by re-rolling dice. Where a section of the rules states 'quality re-rolls apply' the following rules are used.

- ~~Elite troops can re-roll 1's and 2's.~~
- ~~Superior troops can re-roll 1's.~~
- ~~Poor troops must re-roll 6's.~~
- ~~A dice is only re-rolled once.~~

Quality Re-roll Ladder

Base troop quality	Can re-roll dice scores of
	1, 2, 3
Elite	1, 2
Superior	1
Average	No re-rolls
Poor	6
	5, 6

A dice is only re-rolled once.

A commander fighting in the front rank of a battle group in close combat allows the close combat 'to hit' dice (but not any other dice rolls) of that battle group to be one re-roll level higher on the Quality Re-roll Ladder above.: ~~Elite troops re-roll 1's, 2's and 3's; superior 1's and 2's; average 1's and poor troops need not re-roll their 6's.~~

If a base is in combat with an opponent which has **Better Armour** (see glossary), and it is not a type that ignores Better Armour (see below), the Melee close combat "to hit" dice (but not any other dice rolls) of that base are one re-roll level lower on the Quality Re-roll Ladder above. This is cumulative with the re-roll effect of a commander fighting in the front rank.

Types that ignore Better Armour:

- Shot
- Troops armed with Heavy Weapons
- Elephants
- War Wagons
- If fighting against mounted opponent:- Protected Horse, Protected Determined Horse, or Protected Cavaliers

For any re-roll of 1's, 2's and 3's the re-rolled dice is never taken as less than the original roll. This is rare but possible, e.g. an elite battle group rolling two 2's for a score of four gets two re-rolls. If these come up say 6 and 1, the score is counted as eight, 6 and 2. The re-rolled 2 cannot go down to a 1.

MOVE DISTANCES (MU) & TERRAIN DISORDER				
Troop type	Open	Uneven	Rough	Difficult
Light foot	4	4	4	3
Warriors	4	4	4	3
Medium foot, mob, Dragoons if move within 6MU of enemy (see below)	3	3	3	2
Determined foot	4	4	3	2
Heavy foot	3	2	2	1
Light horse and commanders	6	6	5	3
Gendarmes (if not fully armoured), cavaliers, horse, determined horse, cavalry and camelry	5	4	3	1
Fully armoured gendarmes	4	3	2	1
Elephants	4	4	3	1
Dragoons if move outside 6MU of enemy (see below)	5	5	4	3
Battle wagons	3	2	1	N/A
Light artillery	2	1	1	1*
Limbered artillery	2	1	1	N/A
Unlimbered medium artillery	1*	1*	1*	N/A
Unlimbered heavy artillery	1*	N/A	N/A	N/A
* Pivot only on either front corner of battle group				
NO EFFECT		DISORDER	SEVERE DISORDER	

Dragoons - any move that starts, ends or goes within 6MU of enemy is a maximum of 3MU unless in Difficult when it is 2MU. This includes evade, rout and pursuit moves. Other wise they can use the longer move distances allowed in the "Dragoons if move outside 6MU of enemy" line.

In either case they can still take a CMT to make a move to withdraw up to 3MU with two 180 degree turns as they are still Light Troops (see Simple and Complex Moves).

SIMPLE AND COMPLEX MOVES		Troop Type	
Type of move	Move to be made (<i>advance</i> means a move from the Advance section below)	Light Troops	Others
Charge	Any charge move	Simple	Simple
Advance	Any other forward move with no more than a single wheel	Simple	Simple
Double Wheel	A forward move including 2 wheels	Simple	Impossible*
Pivot light or medium artillery	Pivot forwards up to 1 MU on one front corner of the battle group	N/A	Simple
Pivot heavy artillery	Pivot forwards up to 1 MU on one front corner of the battle group	N/A	Complex
Unlimber	Unlimber medium or heavy artillery	N/A	Complex
2 nd move	<i>Advance</i> by a single battle group or division if all requirements for a 2 nd move are met.	Simple	Simple
3 rd move	<i>Advance</i> by a single battle group of mounted troops or dragoons or a division entirely of mounted troops and/or dragoons if all requirements for a 3 rd move are met.	Simple	Simple
Expansion	Expand frontage by 1 or 2 bases while stationary	Simple	Complex
	Expand frontage by 1 or 2 bases followed by an <i>advance</i>	Simple	Impossible
Contraction	Contract frontage by 1 or 2 bases with an <i>advance</i> of at least 3 MUs before or after	Simple	Simple
	Contract frontage by 1 or 2 bases while stationary or with an <i>advance</i> of less than 3 MUs before or after	Simple	Complex
Formation change	Any of the following (singly or in combination): Turn a tercio or keil 90 degrees. Form square . Move bases around in the battle group, without changing its facing or the position of its front corners (except to turn a tercio or keil 90 degrees or form square).	N/A	Complex**
90 degree turns (not tercios or keils)	Turn 90 degrees while stationary	Simple	Simple
	Turn 90 degrees with an <i>advance</i> before or after – only possible for light troops and mounted troops	Simple	Complex
180 degree turns	Turn 180 degrees while stationary	Simple	Simple
	Turn 180 degrees with an <i>advance</i> before or after – only possible for light troops	Simple	Impossible
	Turn 180 degrees, move up to 3 MUs in an <i>advance</i> and turn back again – only possible for light troops	Complex	Impossible
	Turn 180 degrees, move up to 2 MUs in an <i>advance</i> and turn back again – only possible for Cavalry in a single rank	N/A	Complex

* Simple for a 1 base wide column moving entirely along a road
 ** Formation changes permitted or required in the impact phase do not require a CMT.

SHOOTING RANGES (MUs)	Short	Long
Musket, musket* and salvo	3	6
Foot bow, bow* and crossbow	3	6
Sling and mounted bow, bow* and crossbow	3	-
Arquebus and carbine	3	-
Bombs, pistols and javelins	2	-
Heavy artillery	3	36
Medium artillery	3	24
Light artillery	3	8

SHOOTING POAs		
Nearest rank of target is:		If shooting with:
Any one of	Unarmoured mounted battle troops unless entirely 1 base deep	+ Bow, bow*, sling or javelins
	Fully armoured gendarmes	- Bow, bow*, sling or javelins
	Any mounted troops	- Musket, musket*, salvo, arquebus, carbine, pistol, artillery
	Elephants	+ Any except bow, bow* or sling
	Battle wagons	- Any except bombs, or artillery or regimental guns
	Artillery	-- Artillery
	Fully armoured foot	-- Bow, bow*, sling, or javelins
		- Artillery, carbine, pistol or crossbow Any of the following at long range: musket, musket* or salvo
	Armoured or heavily armoured foot	- Artillery, carbine, pistol, crossbow, bow, bow*, sling, or javelins
		- Any of the following at long range: musket, musket* or salvo
Unarmoured foot	- Artillery, carbine, pistol or crossbow	
Any target	0 Regimental guns	
Any one of	Any	Any, if shooting at a battle group in close combat other than as an overlap only
	Any	- Any, if shooting by a battle group which is in close combat other than as an overlap only
	Any	Any, if shooting to rear (Light Horse with bow only)
	Any	Captured or recaptured artillery
	Any foot	Foot battle troops with threatened flank (see glossary)
Battle troops which	+	Artillery
<ul style="list-style-type: none"> • have any file of their battle group in 3 or more ranks (unless this is the 3 deep pike file of a Swedish brigade formation), or • are a tercio, or • are mob, or • are in square, or • are shot at from enfilade (see glossary) 		
In cover or behind field fortifications or an obstacle	-	Any except heavy or medium artillery

IMPACT POAs					
Any one of	Foot using salvo. Pike in the same battle group as foot using salvo		++	against any foot	
	Impact foot. Pike in the same battle group as impact foot.		+	against any foot	
	Pike or protected shot, if not charging and not FRAGMENTED or SEVERELY DISORDERED		+	against any mounted	
	Spearmen in 2 or more ranks, if not charging and not FRAGMENTED or SEVERELY DISORDERED		+	against any mounted	
	Spearmen in 2 or more ranks, if not FRAGMENTED or SEVERELY DISORDERED		+	against any foot except pike in 3 or more ranks, protected pike, protected shot, foot with bayonet or impact foot	
	Heavy weapon		+	against any foot except pike in 3 or more ranks , protected pike, protected shot, foot with bayonet, or impact foot or STEADY pike in 3 or more ranks	
	Foot with light spear unless they are charging mounted shock troops		+	against any except pike in 3 or more ranks, protected pike, protected shot, foot with bayonet or impact foot	
	Regimental guns		0	against any	
	Elephants		+	against any	
	Battle wagons		+	against any mounted	
	Pistol		+	against any except elephants, battle wagons, impact mounted or non-charging STEADY foot who are any of pike, protected shot or foot with bayonet	
	Heavy lancers		Only in open terrain (see glossary)	+	against any except elephants, battle wagons, pistol or non-charging STEADY foot who are any of spearmen, pike, protected shot or foot with bayonet
	Light lancers			+	against any except elephants, battle wagons, heavy lancers, pistol or non-charging STEADY foot who are any of spearmen, pike, protected shot or foot with bayonet
	Impact mounted			+	against any except elephants, battle wagons, heavy lancers or non-charging STEADY foot who are any of spearmen, pike, protected shot or foot with bayonet
Pike in 4 or more ranks whether charging or not, unless FRAGMENTED or SEVERELY DISORDERED		+		against any	
Any mounted		+	against any light foot, dragoons, warriors or unprotected medium foot without bayonet		
Protected cavaliers, protected horse or protected determined horse		+	If they are at an overall disadvantage against any mounted after all other POAs of both sides have been totalled and netted out (raising - to 0, worse to -)		
Uphill or foot defending field fortifications, an obstacle or a riverbank		+			
Charge counting as on flank or rear		++	Final overall POA regardless of all other factors		

MELEE POAs			
Any one of....	Pike or protected shot, unless FRAGMENTED or SEVERELY DISORDERED	+	against any mounted
	Pistol	+	against any except: <ul style="list-style-type: none"> • elephants • STEADY foot who are any of pike, protected shot or foot with bayonet • mounted swordsmen if the pistoliers are not STEADY
	Swordsmen	+	against any except elephants, STEADY pistols, or STEADY foot who are any of spearmen, pike, protected shot or foot with bayonet
	Spearmen in 2 or more ranks, unless FRAGMENTED or SEVERELY DISORDERED	+	against any except pike in 3 or more ranks, protected pike, protected shot or foot with bayonet
	Heavy Weapon	+	against any except pike in 3 or more ranks; protected pike, protected shot, or foot with bayonet or STEADY pike in 3 or more ranks. Also cancels enemy 'better armour' POA if any.
	Elephants	+	against any
Pike in 4 or more ranks, unless FRAGMENTED or SEVERELY DISORDERED	+	against any	
Protected cavaliers, protected horse or protected determined horse	+	If they are at an overall disadvantage against any mounted after all other POAs of both sides have been totalled and netted out (raising - to 0, worse to -)	
Better Armour (front rank)	+	against any except shot, heavy weapon, elephants or battle wagons	
Fighting enemy in two directions	-	unless early tercio, or later tercio/keil not in contact to its rear	
<i>Uphill</i> or foot defending field fortifications, an obstacle or a riverbank	+		
If fighting as an overlap - foot with swordsmen or heavy weapon capability or warriors	+	Final overall POA regardless of all other factors	

ARTILLERY IN CONTACT WITH ENEMY

Artillery bases **never** take part in close combat.

Limbered artillery are automatically destroyed and **immediately** removed from play if the artillery or their limber markers are contacted by any part of any non-broken enemy battle group.

When any base of an unlimbered artillery battle group is contacted by an enemy base in a way that would normally result in close combat, the whole artillery battle group is automatically **captured** unless **all** contacted bases have **rear support** (see below). If the artillery loses its rear support (e.g. if the supporting troops rout or break off) while the enemy are still in such contact, it is **captured**.

A battle group in contact with captured artillery conforms to them in the **Movement Phase**. Whilst in contact with captured artillery a battle group counts as in combat.

Rear support:

- When an unlimbered artillery base has the front edge of a base of unbroken friendly foot battle troops lined up in edge to edge and corner to corner contact with its rear edge, it has rear support.
- Artillery base depths vastly over-represent their actual historical depth. Hence a battle group in a position to give rear support to artillery is treated for **all purposes** as if its front edge was in the position of the front edge of the artillery, except that the files actually providing rear support cannot shoot.
- When an artillery base with rear support is in contact with enemy in the impact or melee phase, close combat takes place between the supporting troops and the enemy in contact with the artillery base. (The artillery crews are assumed to have withdrawn behind their friends, but the artillery base is left in place and takes **no** part in close combat. If the enemy cease to be in contact with the artillery battle group and it has not been captured, the crews are assumed to return, and the artillery then functions normally again.)

If troops providing **Rear Support** to artillery break, enemy troops in contact with the artillery, other than only as an overlap, **do not** make a pursuit move but remain in contact with the artillery.

A **captured** artillery battle group counts as 2 attrition points towards its original side's break point. ~~These attrition points are recovered if the artillery is recaptured (even if by troops other than pike and/or shot), lost again if the enemy captures it again, and so on.~~

~~Once captured, artillery cannot be recaptured until either:~~

- ~~● A battle group belonging to the previous owner, and already in contact, routs (all) the capturing enemy battle group(s).~~
- ~~● A battle group belonging to the previous owner **moves** into contact (in a way that would normally result in close combat) with an artillery base that does not have rear support from the current owner's troops.~~

~~If captured or recaptured by pike and/or shot, captured or recaptured artillery is subsequently controlled by the capturer or recapturer. If so, it is treated as a normal battle group of the army controlling it. (It is not necessary for the pike and/or shot battle group to remain in contact.) While under the control of the original enemy, it does not affect their break point, nor does its subsequent recapture or destruction cause them any attrition points.~~

~~If captured or recaptured by any troops other than pike and/or shot, artillery remains uncontrolled (out of action) until a battle group of pike and/or shot of the same side moves into contact with it, or it is recaptured by a battle group of pike and/or shot of the opposing side. (It is not necessary for the pike and/or shot battle group to remain in contact.) While it is uncontrolled it cannot move, shoot or suffer drops in cohesion. Uncontrolled artillery does not count as enemy to either side.~~

~~When control of a battle group of artillery switches, it becomes steady immediately, but it is treated as Poor and shoots at reduced effect. It can subsequently move as normal, with the additional option of turning 180 degrees if it passes a GMT.~~

Captured Artillery that is in contact with the front edge of enemy troops in the JAP is removed (see Full Turn Sequence).

If in the JAP the Captured Artillery are not in contact with the front edge of enemy troops, it ceases to be Captured and the 2 attrition points no longer apply. NB in this case the artillery has the same quality as it had initially and suffers no shooting penalty.

The need to take a Cohesion Test for seeing friendly artillery captured (P146) is changed as follows:

- Test a battle group if a friendly battle group within 3 MU's breaks or friendly artillery within 3 MU's is captured ~~for the first time~~:

Also:

~~Note — no cohesion test is required when artillery that has been captured earlier in the game is recaptured, broken or destroyed.~~

BG Size	Base Losses to Auto Break				
	Poor	Average	Superior	Elite	Light Troops and Artillery
2	1	1	1	1	1
3	2	2	2	2	2
4	2	3	3	3	2
6	3	4	4	4	3
7	3	4	4	5	N/A
8	4	5	5	5	4
9	4	5	5	6	N/A
10	5	5	6	7	N/A
12	5	6	7	8	N/A
14	6	7	8	9	N/A
16	7	8	9	10	N/A

BG Size	Bases Remaining to Auto Break				
	Poor	Average	Superior	Elite	Light Troops and Artillery
2	1	1	1	1	1
3	1	1	1	1	1
4	2	1	1	1	2
6	3	2	2	2	3
7	4	3	3	2	N/A
8	4	3	3	3	4
9	5	4	4	3	N/A
10	5	5	4	3	N/A
12	7	6	5	4	N/A
14	8	7	6	5	N/A
16	9	8	7	6	N/A

Commanded Shot

Faced by Polish cavalry that generally outclassed his own, Gustavus Adolphus used bodies of musketeers in close support of his mounted troops in order to equalise the cavalry fight. This was continued after the Swedish entry into the Thirty Years War and inspired other nations to copy the tactic, although it fell out of favour towards the end of the conflict. During the English Civil War it was occasionally used by both sides when on the defensive. These supporting infantry were called "commanded shot".

Commanded Shot are bought on a per BG basis and are represented by a marker attached to the BG - which armies can get them and how many BGs can be so supported is detailed in the relevant army list so that they can only be bought for the type of troops that had them historically.

The marker is placed with the BG in the same way that a Regimental Gun marker is (i.e. centre base of the front rank of the BG, or players choice of which if 2 bases apply).

A BG with a Commanded Shot marker counts **any or all** of its bases as **Protected** (see Glossary).

A BG with a Commanded Shot marker is still Mounted Troops.

The BG gets to shoot with 1 die up to maximum Musket range with PoA modifiers as Musket. There is no reduction to the number of bases shooting for long range. The shooting base is the one the marker is with and range is measured from that base (not the Commanded Shot marker).

The effect of Protection **only applies against mounted opponents** and mitigates a – or - - PoA (see PoA tables) or Better Armour (see Battle Group Better Armour and Quality). If there is no PoA or Better Armour to negate, then a Protected file fights as 1 **Quality Level** higher for close combat dice re-rolls (but not for any other dice rolls).

The mounted BG moves at MF rate or its usual mounted rate for the terrain it is in whichever is the slower. It suffers **Disorder** as the mounted type. The BG counts as mounted troops and can, therefore, make 3rd moves when appropriate.

If a BG with a Commanded Shot marker **Breaks Off** the distance moved is the same as for foot BGs.

The BG can voluntarily "discard" its Commanded Shot at any time and move faster than the restricted rate, in which case the marker is removed and the BG cannot gain the benefits for the rest of the game. The marker (and benefits) are also removed if the BG charges, intercepts, pursues, or breaks (regardless of the actual distance moved).

Glossary of terms entry:

Commanded Shot	<p>Commanded Shot are bought on a per BG basis and are represented by a marker attached to the BG - which armies can get them and how many BGs can be so supported is detailed in the relevant army list</p> <p>Battle groups of cavaliers, horse or determined horse with Commanded Shot count as Protected against mounted opponents – see the Protection rule section in the Combat Mechanism section, and the Commanded Shot section.</p>
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POINTS VALUES	Basic cost				Combat capabilities & other attributes	
Commanders (-10 points if ally)	80 (GC)	50 (FC)	35 (TC)			
Quality	Elite	Superior	Average	Poor	Foot (Multiply by 3 for battle wagons)	
Foot battle groups						
Fully-armoured	11	9	7	-	Arquebus, Bow, Bombs	1
Heavily-armoured	10	8	6	4	Musket*	2
Armoured	9	7	5	3	Musket, Salvo	3
Unarmoured	8	6	4	2	Impact Foot, Pike, Heavy Weapon	1
Dragoons	-	7	5	3	Swordsmen	1
					Determined Foot	1
Heavy artillery	-	-	25	17	Each shot base in BG with pikemen	1
Medium artillery	-	-	20	14	Each base with bayonet in BG with no pikemen	2
Limbers	-	-	0	0	All other weapon capabilities	0
Light artillery	-	-	12	9	Mounted	
Battle wagons	-	-	14	8	Light Lance	1
Battle wagons with light artillery	-	-	20	14	Heavy Lance, Impact Pistol	2
Regimental guns	14	12	9	7	Impact Mounted	3
Mounted battle groups					Melee Pistol	
Armoured determined horse	19	15	10	7	Melee Swordsmen	1
Unarmoured determined horse	16	13	8	6	Bow, Pistol/carbine (shooting)	1
Fully-armoured or heavily armoured gendarmes	20	16	11	8	Camelry (Battle Troops)	2
Armoured cavaliers	18	14	9	6	Camelry (Light Troops)	1
Unarmoured cavaliers	15	12	7	5	All other weapon capabilities	0
Heavily armoured cavalry or camelry	17	15	11	7	Defences per base frontage	
Armoured cavalry or camelry	14	12	9	6	Portable defences	3
Unarmoured cavalry or camelry	12	10	7	5	Field fortifications	3
Heavily Armoured Horse	16	13	9	5		
Armoured Horse or Light Horse	12	10	7	4		
Unarmoured Horse or Light Horse	10	8	5	3		
Commanded shot	16	13	10	8		
Others						
Elephants	-	-	20	-		
Naval units	-	-	30	-		
Fortified camp	-	-	-	24		

Example Comparative Costs		
Troop Type	Old	New
Gendarme, Sup, FA, HL/Sw	21	19
Gendarme, Ave, FA, HL/Sw	15	14
Cuirassier (Horse), Sup, HA, Pi/Pi	16	17
Cuirassier (Horse), Ave, HA, Pi/Pi	12	13
Horse, Sup, A, Pi/Pi	13	14
Horse, Ave, A, Pi/Pi	10	11
Reiter, Ave, A, Ca/Pi	11	10
Reiter, Ave, UA, Ca/Pi	9	8
Polish Hussar, DH, A, IM/Pi	23	20
Polish Hussar, DH, A, IM/Sw	23	19
Determined Horse, Sup, A, Pi/Pi	21	19
Determined Horse, Ave, A, Pi/Pi	15	14
Determined Horse, Sup, UA, Pi/Pi	18	17
Determined Horse, Ave, UA, Pi/Pi	12	12
Cavaliers, Sup, A, Pi/Pi	19	18
Cavaliers, Sup, UA, Pi/Pi	16	16
Cavaliers, Ave, A, Pi/Pi	14	13
Cavaliers, Ave, UA, Pi/Pi	11	11
Rajputs (now Horse), Sup, A, LL/Sw	15	12
Tuareg Camel, Sup, UA, LL/Sw	13	14
Tuareg Camel, Ave, UA, LL/Sw	10	11
Cavalry, Sup, A, Bw/Sw	16	14
Cavalry, Ave, A, Bw/Sw	12	11
Cavalry, Sup, UA, Bw/Sw	13	12
Cavalry, Ave, UA, Bw/Sw	10	9
Cavalry, Ave, UA, LL/Sw	9	9

FULL TURN SEQUENCE
1) IMPACT PHASE
Roll for arrival of outflanking marches and straggling
Declare all charges (designating at least one charge target for each).
CMT for any troops requiring a CMT to charge. Any that fail have their charge cancelled.
Mark wheel direction (if any) for each charge for which evasion or interception might be possible.
Resolve CTs for FRAGMENTED troops being charged. If they break: Resolve CTs for seeing them break. Make their initial rout move.
Declare and move all interception charges . (If it counts as a legal flank or rear charge it cancels the enemy charge.)
CMT (if required) for light troops not wishing to evade battle troops.
Make all evade moves.
Resolve CTs for FRAGMENTED troops being charged as a result of intervening friends evading. If they break: Resolve CTs for seeing them break. Make their initial rout move.
Make all charge moves in any order. Wheel direction can be changed if all targets evaded out of the original charge path. Troops contacted by a charge counting as a flank or rear charge (except battle troops by light troops) drop 1 cohesion level.
Resolve impact combats.
For each BG in turn, resolve post-combat CT (if it lost), then death roll, then roll to inflict commander losses.
After the above is completed for all combats, resolve CTs for seeing friends break or commanders lost.
Make initial rout moves for troops broken this phase (other than FRAGMENTED troops that broke when charged). Make initial pursuits and remove a base for each pursuing BG remaining in contact at the end of its initial pursuit move. Roll to inflict commander losses. Resolve CTs for seeing commanders lost.
2) MANOEUVRE PHASE
Reform BGs and active player conforms his troops in close combat to enemy if possible.
Feed additional bases into existing melees. Active player expands or shifts first.
Make normal movement (first taking a CMT if required) for each BG or division individually and move commanders.
3) SHOOTING PHASE.
Resolve all shooting – both sides shoot. Resolve post-shooting CTs, then death rolls.
After the above is completed for all shooting, resolve CTs for seeing friends break.
Make all initial rout moves for troops broken this phase. Make all initial pursuits and remove a base for each pursuing BG remaining in contact at the end of its initial pursuit move. Roll to inflict commander losses. Resolve CTs for seeing commanders lost.
4) MELEE PHASE
Resolve all melee combats.
For each BG in turn, resolve post-combat CT (if it lost), then death roll, then roll to inflict commander losses.
Roll for assaults on a fortified camp.
After the above is completed for all combats, resolve CTs for seeing friends break or commanders lost.
Make all initial rout moves for troops broken this phase. Make all initial pursuits and remove a base for each pursuing BG remaining in contact at the end of its initial pursuit move. Roll to inflict commander losses. Resolve CTs for seeing commanders lost.
5) JOINT ACTION PHASE. BOTH SIDES
Make break-offs, active player first.
CMT to stop pursuing or looting.
Move commanders.
Commanders attempt to bolster or rally BGs but only those whose cohesion level did not drop this turn.
Move routers & pursuers. Remove a base for each pursuing BG remaining in contact at the end of its pursuit move. Roll to inflict commander losses. Resolve CTs for seeing commanders lost.
Remove any BGs that are autobroken and no longer pursued or are reduced to 1 base.
Remove any Captured Artillery that is in contact with the front edge of enemy troops.