

24-Dec-18

# MORTEM ET GLORIAM 2019

## OFFICIAL RULE CHANGES 01-01-2019

**Welcome to 2019 skull rolling ....**

We have largely perfected both the rules and points in just two years, showing the power of the online updates and of mass player input that is considered properly, rather than ignored, by a progressive team. Mission accomplished!

I feel this validates the method used - most rule sets are far from optimised after a decade. In recent poll on FB we were a strong second already, behind Hail Caesar only in popularity. Given we are just launching the small table options this year this bodes every well indeed for the future of MeG.

Just a reminder that I think in terms of **rules** and **data**. Data = 1) Quick Reference Sheets, 2) Characteristics Document, 3) Army Lists and 4) the Army Builder. Any of these can be tweaked without changing the rules and it was always the intent to do. So little tweaks to factors etc. you will find on the new QRS or built into the army builder. If they are ever in conflict, the latest data takes precedent over anything in the rules.

Below the 2019 changes that follow you, will an explanation of the *rationale for each change in italics*. Games will just get better and more balanced still.

We have reviewed all of the lists to improve consistency and the feel of several armies. All the points values are adjusted to get the correct relative balance. You will find that generals cost more (which was always the plan), but troops a bit less. Armies cost a little less on average than in 2018 so 10,000 is the main standard for singles and 12,000 for doubles. Although anything between 8,000 and 13,000 works fine.

I am now finalising a print of MeG 2 with all these and the clarries folded in and with 20 fantastic pieces of artwork by Giuseppe Ravi. This will be printed in early 2019. The new QRS sheets will be printed earlier and are as usual free to the 300 Spartans out there.

Have fun and I hope to see as many of you as possible at the World Championships: SkullRollers2019 at Battlefield Hobbies, Daventry, UK. It's going to be epic.

**Simon Hall**  
**MeG-Meister**

## RULE DEVELOPMENTS FOR 2019

### FORCED CHARGES

- **Battle Chariots** are henceforth subject to **Forced Charges** but those with missile weapons have **Shoot&Charge**.
- Any **UG with missile weapons** does not have to **Forced Charge** (but may **Free Charge**).

### CHARGE-ONLY SHOOTING

- A **new shooting type** in addition to Skilled/Experienced/Unskilled. **Charge-Only** troops shoot only when **charging** or being **charged**. If charging they shoot as **Shoot&Charge**. They always shoot as experienced shooters.

### FLEET OF FOOT

- A **new characteristic** that gives a TuGs SuG movement distance for its troop type. The TuG still suffers any penalties for terrain, it is simply extra BW of movement.

### ARMoured HORSES (ArmHrs)

- A **new addition to armour types** to distinguish troops with proper armour protecting horses. The Army List and Army Builder allow combinations of **ArmHrs-Prot, -/FArm, ArmHrs-FArm** to cover all types of Cv. and Cm. **ArmHrs** slows movement to 4BW and gives protection vs. missile fire.

### PBS refined

- Three changes make this phase more interesting and balanced:
  - Movement is allowed now between the top line and the bottom line
  - Battle location must stay within a square with the right territory type
  - A winner rolling a skull can choose a **Strategic Intercept** allowing them to place the defenders army at the start of the PBS game (representing the invader catching the enemy army before has reached its ideal location).

## DATA TWEAKS - QRS AND CHARACTERISTICS

### SHOOTING

- **Elephants**; + vs. elephants with jav removed..
- **Downgrade for armour** becomes: "Shooting at **Cv/Cm with ArmHrs** or **Foot/El with FArm**, unless Art/Firearm or PBw/XBw  $\leq 1$ BW"
- **XBw** lose +colour when charged replaced with "**XBw TuGs when standing to receive a charge = S on dice causes a Wound**"
- **Skilled shooters** keep their dice upgrade and add "Skilled vs. Superior = S on dice causes a Wound".

### MOVEMENT TABLE

- **Cv/Cm movement distance**: cavalry moving 4BW changed to "Close Cv/Cm or Cv/Cm with ArmHrs".

24-Dec-18

#### PROMPTED ACTION TABLE

- **Prompting through Fire** made a little harder: "Generals within 2BW Prompting through fire"
- **Double Wheels** no longer possible close to enemy: "Each wheel  $\leq 90^\circ$ , must have 1BW directly ahead between wheels, and  $\geq 2$  BW from enemy TuGs."

#### COMBAT TABLE

- **Battle Chariots** improved in charge phase: "0 vs.EL, CL or standing\*\*  
Foot LSp, Foot PA or PK; +2 vs. others"

#### **2018 changes for reference**

#### UG BREAK POINTS

- Change UG break points on page 97 A2 to  $> 50\%$  for TuGs and  $>33\%$  for SuGs. So a 4 now break on a wound above 2 base losses.

#### TuGs PUSHING BACK ENEMY SuGs

- ADD to page 67 E3 "Exception: Foot Skirmishers entirely inside terrain are not pushed back by enemy TuGs and must be charged to remove them (and may stand therefore and fight for the terrain).

#### SuGs HIT BY TuGs IN GOOD GOING

- Alteration on page 47 7.2 becomes 6.2a in sequence and SuGs are now removed as soon as contacted by chargers and the charging TuG continues its charge to the full distance of its charge move.

#### TROOPS THAT ARE BROKEN WHO WERE ATTACKED FROM MORE THAN ONE DIRECTION

- Broken UGS who have enemy in contact with them in two or more directions (Front, Flanks or Rear) are unable to rout and are simply removed. The opponents have the option to pursue directly ahead after any reforming.

#### MOUNTED POLEARMS added

- See QRS - added for Chinese armies.

#### EXCESS CASUALTIES ON A FILE

- DELETE Page 89 I2 such that casualties do flow over onto other files.

#### FORCED CHARGERS BURSTING THROUGH FRIENDS

- Forced charges do not burst through friends who are already in combat, instead they stop behind them and both suffer a KaB test. When a burst through is by forced chargers, both the chargers and those burst suffer a KaB test.

#### UNIVERSAL 1/2 BW SHIFT

- Add to P45-6 "e) avoid enemy if making a Run Away, Skirmish or Break Off action."