

# MORTEM ET GLORIAM

CLARRIES 5.0 01-01-18

Note all being folded into MeG 2 reprint spring 2019

## CARD ACCUMULATION

- PAGE 50 correct bottom sentence add after "as desired" ..."and may keep a maximum of the generals normal allowance +1." So professionals can build up 1 extra card on sub-generals.

## HOW MANY "MOVES" per TURN

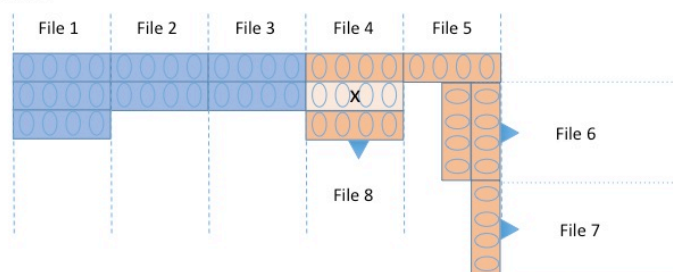
- An UG may only make a single Prompted Action, Free or Forced Charge, Run Away or Skirmish per turn with the exception of:
  - MF1, MF2 moves in their Movement or Fighting Phases - where you can do as you have cards for to adapt when in a fight.
  - If Skirmishing or Running Away, then M2, M9 and M10 moves can be used to move forward/backwards up to 2BW to a preferred position.
- Any number of Outcome moves can be taken (i.e. involuntary moves such as routs, being pushed back etc.).

## FILES AND SUPPORTING FILES

- A **File** is a single front rank base plus any bases behind it in the 1BW corridor directly to its rear, facing in the same direction and in contiguous contact with it. Most often this will be a column of contiguous bases, but as files of an UG may face in different directions when turning to face opponents in combat to their flank or rear it may also contain bases faces in different directions that are different files.
- A **Supporting File** or **Neighbouring File** (creating S bonuses) must always be adjacent to a File that is in combat and face the same direction for it to add its dice to the combat.

### WHAT IS A FILE?

The two TuGs below have 8 files in total – five to the front, files 6 and 7 to the side where bases have turned to fight enemy to flank, and file 8 to the rear which has been turned to fight but has since suffered a loss at X.



- Supporting Files (and S bonuses) are only created for a neighbouring file but do NOT need to be from the same UG, so:
  - So 3 and 5 could be Supporting Files for 4.
  - 6 and 7 can be Supporting Files for each other
  - BUT 5 and 6 cannot do either of these as not facing the same way.
- NOTE: the limitation on casualties flowing over from a single file has been removed, so the issues of whether bases behind are removed no longer exists – much simpler.

## ALLOWED CONTACTS WITH ENEMY

- The primary contact method in MeG is to charge, most other times UGs must stay away from contact with enemy, with a few exceptions.
  - Page 80 gives ways of "moving " into combat if you are already touching and enemy UG through past events. This happens in the Movement Phase and creates an expanded melee.
  - You can always move troops to a "Supporting File" position during the Movement Phase, thereby contacting the corner or side edge of an enemy UG to do so.
  - If already in combat, you can use MF1 moves to expand into frontal combat with any adjacent enemy., thereby drawing further enemy UGs into an expanding melee.
- Not that SuGs cannot charge any enemy TuGs unless within 1 base of breaking, but could do the other moves (although often it will be more dangerous to them than enemy TuGs!!)

## ALIGNMENT

Alignment is intended as a tidying up for simple situations as per the short and simple section in the rules, but needs expansion for wider situations. **My intent is that you cannot use it to wriggle out of flank charges, but in my purging and simplifying I have lost this from the section.** "Conforming" has always been a pain of an area so good not to have the main book clogged with it.

The following expansion of additional rules are needed to keep the intent on charge bonuses and flanks correct:

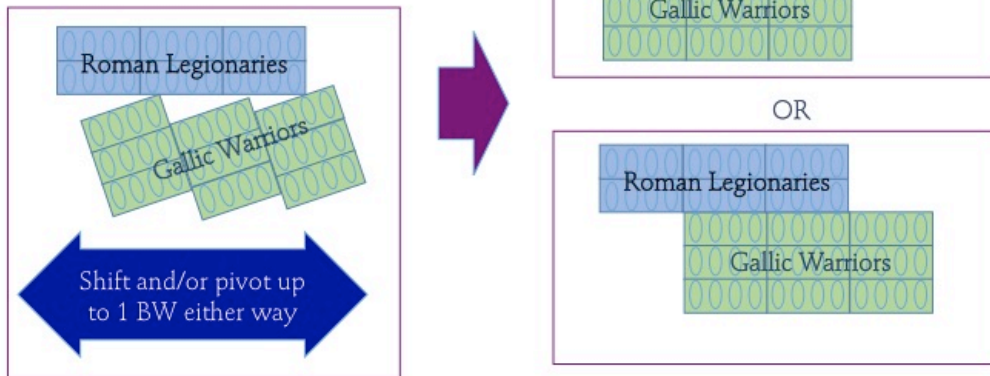
- **UGs may not align out of a flank charge in the CHARGE PHASE - i.e. if enemy are in a position to claim the +3 bonus.**
- **UGs may not align if they have two or more opposing UGs in contact at different angles such that a single alignment could not align to both.**
- **UGs may not align entirely out of contact with an enemy UG (i.e. if the charge hit an enemy TuG that you would fight at that point you cannot align to a position where you no longer fight them frontally) UNLESS another of your UGs is part of a block and replacing them in frontal contact. So two UGs A and B could hit 2 UGs C and D off alignment, and A/C could align with A losing contact with D, as long as a base of B has moved across to fight that base of D.**
- **Bases may not align from a frontal contact into a flank contact (or from a rear to a side).**
- **"Up to 1BW" for alignment section =<1BW so you cannot align an entire file to right or left (it was poor wording with hindsight)**

So simple aligns are allowed as in the rule book, but many more complex ones - often involving flank contacts that would disappear with an align are not. Here are a couple more diagrams to help.

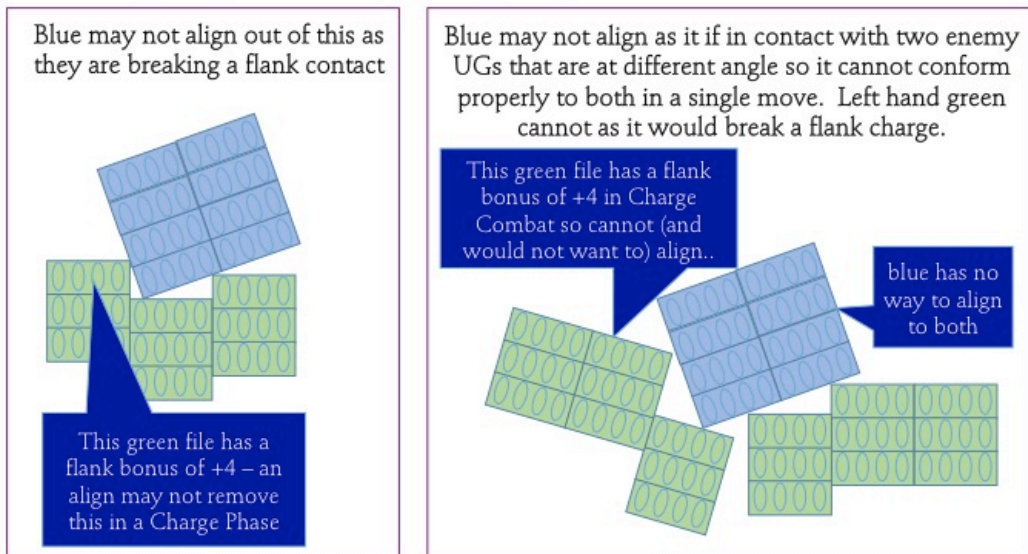
## ALIGNING - SIMPLE ONLY

INTENT: to allow tidying up of simple situations where the alignment causes no major change in the resulting fighting situation

- UGs may **not** align out of a flank charge in the Charge Phase – whether receiving or creating.
- UGs may **not** align if they have two opponents in a form where a single align could not align to both.
- Bases may **not** align from a frontal contact into a flank contact (or rear to side).



## CHARGE PHASE ALIGNMENTS

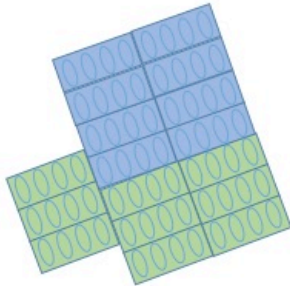


IN TWO CASES GREEN CANNOT ALIGN IN THE CHARGE PHASE DUE TO HAVING FLANK BONUSES BUT THE RIGHTMOST GREEN UG COULD ALIGN TO THE RIGHT IF IT DESIRED.

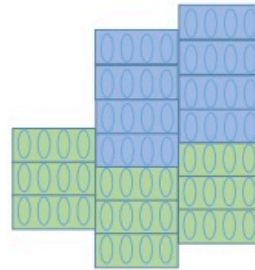
And here are the possible options prior to Melee Combat for those two situations.

## MELEE COMBAT ALIGNMENTS (1)

Green may align as below



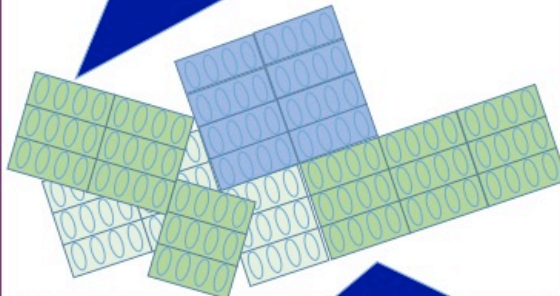
Blue may align as below.



## MELEE COMBAT ALIGNMENTS (2)

Blue cannot align as still facing two UGs at different angles.

Cannot align to side to the side as it would convert the bottom file from a frontal to a side contact, but it could align to the front if it so desired (as shaded).



Simple align by green to the front tidies things up and allows one more base to fight as bottom left blue base now has only 1 opponent.

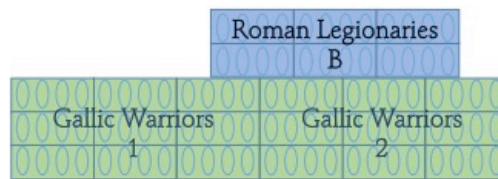
## ALIGNING OUT OF CONTACT

INTENT: to stop players avoiding fighting something they have contacted

"UGs may not align entirely out of contact with an enemy UG (i.e. if the charge hit an enemy TuG that you would fight at that point you cannot align to a position where you no longer fight them frontally) UNLESS another of your UGs is part of a block and replacing them in frontal contact. So two UGs A and B could hit 2 UGs C and D off alignment, and A/C could align with A losing contact with D, as long as a base of B has moved across to fight that base of D."



A & B may align in either direction as B is allowed to lose contact with 1 as A is taking its place



B may not align to the right as it would lose fighting contact with ! Which it has contacted

## PBS and TERRAIN

### TERRAIN PLACEMENT ON A SECURE FLANK

- On 1 or a 5 the terrain must still touch a real table edge and fit into the 10BW zone.
- Items can touch a river/coastline as stated in the rules (as terrain often did) but this does not make it a table edge.

### BOUNDARIED FIELDS

- **MUST be placed touching a BUA that has ALREADY been placed on the table or touching another field adjacent to a BUA (the 2BW spacing rule is ingored for these). There is no placement roll but the opponent still gets an adjustment die roll. Prior to 800AD they a bounded by OBSTACLES, thereafter they may be BARRICADES at the choice of the placing player (using the date of the defending player). If chosen and there is no BUA at the time of placement, they are lost.**

### PASSING DURING PRE-BATTLE STRATEGY

- You may only pass if you do not have 5 cards. So to have the option to save cards for scouting your army needs at least 6 PBS cards.

## GENERALS

### MOVEMENT AND DISPLACEMENT

- Generals contacted by any enemy get a free single move in any direction.
- Likewise they get a free move away from any pursuit they are caught by (as long as they survive the KaB test for being with a TuG that breaks).
- If such a move places the general with new troops they CAN enter combat if the opportunity arises later in the TURN.
- Generals do not Skirmish, Run Away or Rout off the table edge, even if an UG they are attached to does so - instead they stop at the table edge (and then use free moves as above if contacted to avoid enemy chasing them).

- A General can make moves in both Charge Sub-Phase 2.1 and the Movement Phase 4.3. It counts as an action, so choice passes back to opponent thereafter.
- If no upgrade has been used by the general to make a move, then an UG can move away and leave him behind to do something else; if he has used his upgrade he must go with them.
- A General can always be moved with an UG, even if the move was triggered by another general or was a free charge.

#### IN COMBAT AND OUT OF COMMAND

- A general can choose whether to fight in the front rank of a file at the time the file fights.
- If he does so is he at then at risk and treats all other UGs/Generals as **Out of Command**.
- If not fighting in the front rank he cannot be killed/wounded/stunned.
- Floating Army Commanders in combat lose the ability to distribute cards to any sub-general unless they themselves are with the same UG (so close to them that they can communicate).

#### MULTIPLE GENERALS WITH A SINGLE UG

- As many generals can join a unit as desired. They can all fight. This is often the last act of a general who has lost all troops in his command.

#### KILLING GENERALS

- Dice rolled for KaB is based on the current number of dice a general has not his original title.
- A Legendary general can therefore be killed by a WHITE dice dropping them to 4 cards and a Skull KaB on them thereafter.

#### DISCARDS BY FLANK MARCHING AND DEAD GENERALS

- **Players may not discard cards from generals who are Flank Marching or who are Dead and not yet replaced.**

### **TROOP TYPES**

#### CHARIOTS

- Light and Battle Chariots are considered in same category as Cavalry for flank marches (2 red cards required), but nothing with an Expendable characteristic is allowed to flank march.

#### CAMPS

- Camps cannot be shot at.
- Camp bases do not have any flanks or rears and fight frontally in all directions contacted.
- Camps cannot recover wounds as they are not UGs.
- SuGs can attack them as they are not TuGs, but as they fight as TuGs they get a +2 claim vs. SuGs (so its risky).
- Basic camps fight as Poor Loose Protected foot - Army Builder corrected to lock Protected in the relevant cell.

#### ELEPHANTS

- Always have SHATTER as a characteristic, so get them on S and Skull results - but do not automatically cause a SHATTER.

#### BATTLEWAGONS

- Add to page 103 B4 so it reads "they may not charge, skirmish, run away, pursue, flank march or ambush".
- Note they claim barricades benefits in Charge Combat, Melee Combat and shooting - so have cover all round.
- BWg changing from 2x2 to 4x1 formation can only drop back a single BWg base into the forming column per contraction action, so they go through an intermediate formation with 1 wide at the front and 2 side by side at the back of the forming column.

#### KAB BOOST FOR ELEPHANTS AND BATTLEWAGONS

- Elephants and Battlewagons are always white dice irrelevant of quality but DO suffer the dice upgrade if they are responding to broken Elephants or a dead Legendary Army General.

#### FLEXIBLE MOUNTED

When in SuG/Skirmisher form:

1. Move at SuG speed and with SuG effects from terrain.
2. Use the SuG column for prompted action cards, including reforming back into Loose.
3. Cannot TuG a SuG, but can be pulled along if in SuG formation.
4. Fight and shoot as "Skirmishers" if operating as a SuG - so until regrouped give the +2 bonus to any TuG they are fighting in combat, and need to shoot 3 deep for full effect.
5. Can be deployed in the flank sectors as Skirmishers, or in centre as either.
6. When flank marching can arrive as SuGs; or can wait until they can come on as TuGs with more red cards (representing forming up off table before arriving). There is no need to declare the formation in which they are flank marching - it is assumed within the above. Note you cannot charge onto the table - all entry is in the Movement Phase. But you can arrive in TURN1 if you get the requisite number of red cards on the first deal!
7. Are forced to Run Away/Skirmish as SuGs, but do not flee of table, instead stopping and taking a KaB. And if caught by a charging TuG they fight rather than disappear.
8. Are pushed back by enemy TuGs as SuGs.
9. Can be charged by enemy SuGs, and are treated as SuGs for Forced Charges and Responses.
10. Still count as a TuG towards your army and for losses.
11. As a TuG, if lost (even in Skirmish formation), they cause KaBs on friends.
12. Can switch part of a double move if cards allow (using the SuG column when in skirmish formation)
13. **Cannot switch when in combat (on new QRS)**

#### **MAINLY CHARGE PHASE**

##### SHATTER AND SHOVE BONUS (Charge and Fighting Phase)

- Can only be used **on an original forward facing** to support a file fighting parallel and next to them; you cannot claim a benefit for a file fighting perpendicular a corner/fighting to flank. A "neighbouring" file as referred to in the Combat Factor table has therefore to be a) next to it, b) facing the same way, and c) parallel to it - i.e. a contiguous block of bases.

- The benefit will apply if there is a  $\leq 1$ BW gap between files because files haven't aligned if they are in a position whereby if they aligned they would be in the correct position.
- Can only be claimed for a front base edge - so if hit in flank Devastating Charges cannot claim a SHATTER to the side if they get an S.
- It is possible to have a SHATTER on one side and a SHOVE by the opponent on the same file - chaos in reality!
- You can only create one of these effects from a single file, so if your troops have both in Charge Combat they cause a Shatter. There is no "MegaShatterShove" where you can claim both.

#### UG BROKEN BY SHOOTING IN CHARGE PHASE

- Immediately ceases activity in line with broken troops in combat.
- Are "broken" where they stand.
- Resolve that rout in SP 2.8 at the same time as any other routs from the CHARGE PHASE.

#### SHOOTING DISTANCE FOR SHOOTING AT CHARGES

- Troops shoot at them if their path comes within 1BW.
- For factors, the range is considered to be 1BW - so any short ranges bonuses that apply do so (so there is value in Protected SuGs who can clear out enemy SuGs in hand-to-hand without getting shot up).

#### FREE CHARGES AS A BLOCK

- A free charge is NOT a *Prompted Action* and therefore cannot be upgraded to a block charge with a single card. Instead the charge must be declared as a prompted charge and then can be made into a block charge with an extra card.

#### PROMPTING A BLOCK THROUGH FIRE

- Once declared as a block charge it is now a single charge. You have combined them. So you can prompt 1BW back for any or all within the block with a single green card, and so on. This gives some benefit to doing a block charge when faced with firepower.

#### CONTACTING ENEMY WHEN "EVADING"

- When making a Run Away or Skirmish response troop can use a  $1/2$ BW shift to avoid enemy but otherwise have to stop when they contact them. Note that the pushing of SuGs is in the MOVEMENT PHASE only. So if Skirmishing or Running Away, enemy SuGs that have got round your back hold their ground and potentially shorten how far back you go, making it more likely that you get caught.

#### SHOOT & CHARGE

- Only applies when you declare a charge. So you cannot Countercharge or Intercept and claim it. ( these being viewed as a hasty reaction rather than normal doctrine of engagement).

#### CHARGING SUGs THAT WOULD HIT TuGs

- **It is not intended that SuGs charge TuGs except when a TuG is near breaking. When a SuG charges another SuG, and after opponents Run Away/Skirmish the charger would reach an enemy TuG, then it stops 1BW from it unless the TuG is within 1 base of breaking.**

#### SKIRMISHING WHEN CHARGED FROM FLANK/REAR



- **Is allowed to get a free turn if you are prepared to take the risk, but troops so doing are considered to have done a shooting action and cannot shoot in the shooting phase (they just had no real target).**

#### UNIVERSAL 1/2BW SHIFT

- **Can be used to avoid enemy when doing a Skirmish or Run Away response - so enemy getting more than 1/2BW behind the rear are a problem (note always allowed for Break Off moves).**

### **SHOOTING PHASE**

#### SHIELD COVER

- Can only be used in the SHOOTING PHASE.
- Opponents will get at least that shot at them normally - when they are moving in a way that would make such good protection impossible.
- Cannot be used if troops shot in the shooting phase with a few list exceptions.

#### OVERHEAD SHOOTING

- Bases may fire over any bases in their own file but a file may only ever roll a single dice for shooting. 91 A 1 "a [SINGLE] dice for each file".
- Artillery may shoot at an enemy UG which has part only of its formation >2BW from friends. In this case revert to official base depths to determine if this is possible.

#### SHOOTING AT UGS IN COMBAT

- Troops are engaged if they are contributing to the next combat they will fight - so after charge phases the 2nd reank of DCs is a fair target unless they are contributing ranks for another reason.

### **MOVEMENT PHASE**

#### DISPLACING FRIENDLY SUGs

- Page 44 item 7, "refers to any moving TuG...". So subject to the (a) and (b) exclusions this can be used any time a TuG is moving (charging, routing, Skirmish or Run Away moves, Break Offs ... the lot).

#### TUG a SUG

- Is still limited to the speed of the slowest UG as per the movement table on the QRS - so cavalry TuGs pulling infantry SuGs along are slowed to 4BW in Good Going.

#### SLOWING EFFECTS

- Only affect the first move of an M14 Double Green move.

#### SuGs PUSHED BACK BY ENEMY

- Can still make a Prompted Action thereafter if they haven't already done so this term.
- As this occurs in the Movement Phase there is no firing at this stage - the skirmishers will either have shot already or shooting will be positioned to next Turn.
- The Run Away option is simply there to give players the opportunity to "bug out" and tidy things up - if this option is chosen you do not shoot as - again it is happening in the Movement Phase.
- SuGs in terrain are not pushed back (see minor rule change above).

#### CANTABRIAN

- Continues to have a front and a rear for movement purposes. Leave both front bases facing "forwards" and turn 1/2 of rear files to represent.
- When charged place back into normal formation and respond with the added -1 on the variable distance dice for Cantabrian.

### **FIGHTING PHASE**

SHOVE BONUS - see charge phase above

### BREAK OFF MOVES

- Must be directly backwards other than use of the Universal 1/2BW Shift.
- Cannot push back enemy SuGs as in the Fighting Phase.
- Troops breaking off consider only enemy in front edge contact with them for determining the move needed of KaBs rolled - ignore enemy in supporting files.

### BASE REMOVAL OF A BASE THAT HASN'T YET FOUGHT (Charge combat also)

- The general principle is to avoid breaking contact with an enemy TuG. Where this results in a different base being removed, then if this base is also in combat and has not fought, its combat is rolled immediately at this time.

### UNENGAGED BASES FOR MF1 MOVES

- An Unengaged base is any base that is not currently in a position to contribute to a fight by either fighting in the front rank, providing rear ranks to a front rank in order to claim a +, or doing these as a supporting file. So for example, 2nd and 3rd ranks behind Devastating Charger - Melee Expert are unengaged in Melee Combat, but second to fourth ranks behind pikes are still engaged. Engaged bases added to glossary.

### 2019 FROM TEMPORARY FILE UNTIL MEG II IS OUT

### **Flexible TUGs in SuG form caught by and enemy TuG**

Are forced to Run Away/Skirmish as SuGs, but do not flee of table, instead stopping and taking a KaB. And if caught by a charging TuG they fight rather than being automatically destroyed.

### **Flexible TuG in SuG form can be part of a TuG a SuG move as a SuG**

Amend in carries under Flexible Mounted

3. Cannot TuG a SuG, but can be pulled or pushed along by a friendly TuG if in SuG formation.

### **Multiple Prompted Actions in a turn**

Current carry reads ...

### **"HOW MANY "MOVES" per TURN**

- An UG may only make a single Prompted Action, Free or Forced Charge, Run Away or Skirmish per turn with the exception of :
  - o MF1, MF2 moves in their Movement or Fighting Phases - where you can do as you have cards for to adapt when in a fight.

- o If Skirmishing or Running Away, then M2, M9 and M10 moves can be used to move forward/backwards up to 2BW to a preferred position.
- Any number of Outcome moves can be taken (i.e. involuntary moves such as routs, being pushed back etc.)."

ADD

1. All Action in the Fighting phase and EoT phase - these can always be done after making an earlier PA [including laying caltrops or stakes].
2. Troops who stopped Force charges may then make another action later in the turn.

### **Pavise etc and charge combat**

Benefits for Pavise, Caltrops and Stakes only occur if standing and receiving a charge - not when charging themselves. ADD "when standing to receive a charge" to characteristics after +1 in charge combat.

### **Mounted Infantry**

Add to characteristics sheet for DISMOUNTABLE .... "Mounted infantry (i.e. Inf with dismountable) are intended to move mounted, but fight on foot. As a result, while mounted they cannot: a) shoot if missile armed, b) charge, or c) make run away or skirmish moves (their mounted abilities are limited to just moving to where they want to get off! ).

### **Countercharges**

Add "A countercharging UG must wheel towards the enemy that is charging it (i.e. wheel it as far as possible towards a direction where some part of the enemy is directly ahead) and cannot end further away."

### **Mixed TuGs with losses**

A mixed TuG keeps the speed of its original base composition even if it loses all of one type. So for example, a mixed Knight and Sergeants formation that loses its front rank F Arm bases still moves as F Arm - it doesn't suddenly gain 1 BW speed. In reality not all the Knights are dead (indeed losses represent dead and cohesions break downs). They are just no longer a formidable front rank any more.

### **Charging at troops that moved**

It is intended that if a target is moved then charge direction can be changed in an attempt to catch it. The rules state this for "evaders" but it also applies to targets that moved because they charged first or countercharged. Add in Charges "Charges must stick to their declared direction of charge except that if a target moves for any reason prior to charge execution the direction may be changed to attempt to catch said target. Where two or more targets exist the charge must target that most easily reached, so if one has stayed where it is you must charge that rather than altering direction to attempt to catch one that has moved."

### **Troops attacking Barricades/Obstacles/Stakes/Caltrops**

A slight confusion where wording didn't exactly match intent so relevant clause in all four not to read: "Troops fighting defenders behind XXX do not count any

factors that are cancelled if Affected by terrain (but are only Affected or Badly Affected by terrain if in such terrain). Caltrops gives no cover against shooting (including from Shoot & Charge)." So indeed they do cancel Lancer +s, whereas my use of Good Going in the initial version actually didn't if you refer to the table [well spotted].

### **Close order foot base depth**

Players can choose 15mm or 20mm base depths for close order and the game is played with the bases as they are. What you gain in more space blocking you lose in more space needed.

### **KaB test for charging gun/cannons**

"those" refers to UGs and should read "UGs" charging them. The intent is that UGs charging guns and cannons suffer a SINGLE KaB when charging (when we get to Napoleonics it become one per gun). So more accurately replace txt in shooting with "UGs charging guns or cannons suffer a single KaB test". Battlewagons or Elephants carrying guns do cause such KaBs.

### **Battlewagons and ranks**

Battlewagons always fight one deep and cannot claim 2 ranks for polearms therefore.

### **Shooting at troops in combat (EDITED JUNE 29 DUE TO AUTHOR ERROR)**

You cannot shoot at enemy bases that have enemy in frontal contact with them - even if this is to flank or rear. This is the intent of the rule on page 93. You cannot shoot at any bases that are fighting (front rank or contributing ranks) as these are too close to friends (bases being about 4x real depth) but you can shoot at ones not fighting as these in reality will be set back from the fight a la Romans. Take a 1 colour reduction for shooting a Supporting File but anything further still from the fight is a normal target. Add "or with enemy in frontal contact with them" after "enemy" on page 91.

### **Contacting enemy when "evading"**

When making a Run Away or Skirmish response troop can use a 1/2BW shift to avoid enemy but otherwise have to stop just before they contact them. Note that the pushing of SuGs is in the MOVEMENT PHASE only. So if Skirmishing or Running Away, enemy SuGs (and TuGs of course) that have got round your back hold their ground and potentially shorten how far back you go, making it more likely that you get caught.

### **SuGs that have declared a charge hit by TuGs**

Charging SuGs or Flexible TuGs in skirmish order that have declared a charge cannot run away or skirmish. If contacted by a TuG during the charge phase in open terrain a SuG is automatically destroyed, flexible TuGs fight in skirmish order.

### **Wheels when charging**

In addition to the 90 limit, troops can only wheel as much as physically possible at the time of a charge being declared. So while SuGs cannot stop a charge at all,

if they are prepared to get very close they do at least keep chargers attention by making them charge largely straight ahead. They can of course wheel in movement as they can push the SuGs back.

**UGs broken in combat and their opponents**

The rules clearly state that once broken an UG stops fighting and rolls no further dice. However this does not apply to its opponents. So it is quite correct to carry on rolling the victors dice if it can make any difference - for instance by giving a chance to kill a general in combat, or by getting an S adjacent to a neighbouring fight. [well done La France for spotting this and indeed I prefer their accurate interpretation of the words as to falsely lose these chances is less realistic]. Usually there will be no point in any further rolls.

**Charging - cannot declare a charge through a friendly unit**

Add to front of charging section for extra clarity. "A charging UG must be able to contact its target if it were moved at the time of declaration (i.e. before anything is moved in response). If a charge is declared that illegal it is simply cancelled when this is noticed"