

# Mortem et Gloriam

## *Official Amendments, Omissions, Corrections, Expansions and Clarifications vs. 2 14-02-17*

### OFFICIAL AMENDMENTS

#### 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.** [Note to players: I have been observing army designs and some concerns about army sizes. This simple change makes small UGs more viable compared to large ones. - especially making 4s vs. 6s for cavalry a more balanced choice. It also allows smaller armies to feel right on the table. I have found 10,000pt armies now work well for Classical. You will find it important when we get to High Medieval where often the better knights have to be in 4s due to the cost.

#### WEAPONRY

- **Factors changed so that only standing Long Spear, Pike and Polearm cancel mounted factors out.** This will make it much more difficult for a foot army to force mounted off table, rather they will be looking to get close and incite the mounted to charge them. [Details below and on new QRS].
- **Mounted Long Spear set to fight in single rank and not to cancel Melee Expert.** So now only need 2 ranks if claiming Devastating Charger bonus. [Details below and on new QRS].

### OMMISSIONS

#### GENERALS

- 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 his moves in Charge and Movement Phases in any Sub-Phase where UGs can move. It counts as an action, so choice passes back to opponent thereafter.

#### 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 moves where you can do as you have cards for to expand in a fight.
  - An M14 double move which can include an M8 within it to switch Flexibles as one of those two moves.
  - If Skirmishing or Running Away, then M2, M9 and M10 moves can be used to move forward/backwards to a more preferred position.
- Any number of Outcome moves can be taken (i.e. Involuntary moves such as routs, being pushed back etc.).

## **CORRECTIONS (an updated QRS 2.0 has the changes on it)**

### CHARACTERISTICS SHEET

- **SHOVE SECTION:** Residual reference to "Dense" in the SHOVE section should read "Close". Dense and Close are synonymous if you find any others. This one is a legacy that somehow escaped the find and replace.
- **CANTABRIAN SECTION:** Delete (and 3BW down ...). [This is a legacy error from before we changed the impact to a -1 on the variable movement dice]

### RED BORDERED QRS SHEET

- **CHARGE COMBAT TABLE:** Mounted Charge claims cancelled only by standing Foot Long Spear and Pike (i.e. not charging or countercharging or pursuing).
- **CHARGE COMBAT TABLE:** Mounted Long Spear corrected to minimum depth of 1 (this then allows Cataphracts to be shallow or deep).
- **MELEE COMBAT TABLE:** 3/4 minimum for pikes should read 2-4 and the text tells you which is needed for which Claim.
- **MELEE COMBAT TABLE:** Only foot Long Spear and Pike cancel Melee Expert.

### GREEN BORDERED QRS SHEET

- All references to being  $\geq$  distance from enemy refer to the entire move the move not the start position. Read "if staying  $\geq$ XBw from enemy TuGs throughout"

### BLUE BORDERED QRS SHEET

- **SHOOTING UPGRADE/DOWNGRADE TABLE ;** Remove entirely the upgrade for Cantabrian and African from the shooting table. They instead shoot skilled as per characteristics sheet.
- **RANGE TABLE:** Add Firearms to Javelin giving them a 2BW range. Add Darts to Sling giving them 3BW range.

## **EXPANSIONS**

### 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 – whether receiving or suffering the +3 charge 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.**
- **Bases may not align from a frontal contact into a flank contact (or from a rear to a side).**

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

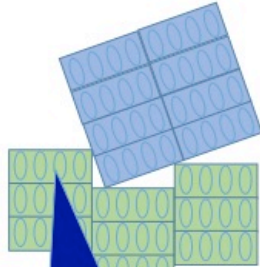
- UGs may not align out of a flank charge in the Charge Phase – whether receiving or creating.
- UGs may not align if they have two opponents in a form where a single align could not align to both.
- Bases may not align from a frontal contact into a flank contact (or rear to side).

Shift and/or pivot up to 1 BW either way

OR

## CHARGE PHASE ALIGNMENTS

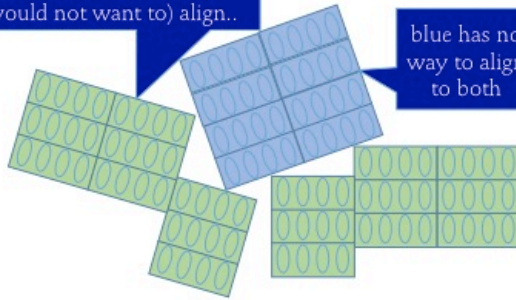
Blue may not align out of this as they are breaking a flank contact



This green file has a flank bonus of +3 – an align may not remove this in a Charge Phase

Blue may not align as if in contact with two enemy UGs that are at different angle so it cannot conform properly to both in a single move. Left hand green cannot as it would break a flank charge.

This green file has a flank bonus of +3 in Charge Combat so cannot (and would not want to) align..



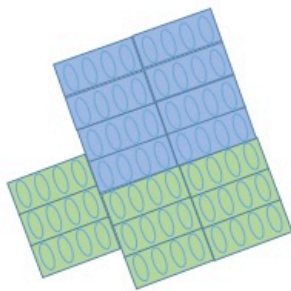
blue has no way to align to both

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.

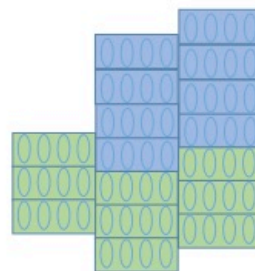
And here are the possible options prior to Melee Combat for those two situations.

## MELEE COMBAT ALIGNMENTS (1)

Green may align as below



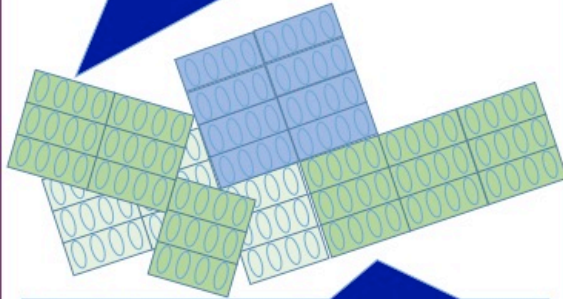
Blue may align as below.



## 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.

## **CLARIFICATIONS / ANSWERS TO REGULAR QUERIES**

### CAMPS

- Camps cannot be shot at.
- Camp bases do not have any flanks or rears.
- Camps cannot recover wounds as they are not UGs.

### SHIELD COVER

- Can only be used in the SHOOTING PHASE. I consider it to be very controlled creation of protection from large shields.
- When charging therefore opponents will get at least that shot at them normally - when they are moving in a way that would make such good protection impossible.

### 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
3. 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.
4. Can be deployed in the flank sectors as Skirmishers, or in centre as either.
5. 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!
6. Are forced to Run Away/Skirmish as SuGs, but do not flee of table, instead stopping and taking a KaB
7. Are pushed back by enemy TuGs as SuGs
8. Can be charged by enemy SuGs
9. Still count as a TuG towards your army and for losses
10. As a TuG, if lost (even in Skirmish formation), they cause KaBs on friends.

NOTE ON SWITCHING FORMATION AS PART OF A DOUBLE MOVE. Switching can be part of an M14 double move (paying it as extra on top of the double move) i.e. it becomes one of the two moves within a double move but requires the additional card to formation switch. So GREEN to double move a SuG and another GREEN to change formation = 2 GREEN cards to move 6BW and switch back to loose formation, or 1 GREEN to double move 12BW without changing formation.

### SHATTER AND SHOVE BONUS

- Can only be used facing forwards 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 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.

#### ELEPHANTS

- Always have SHATTER as a characteristic, so get them on S and Skull results - but not automatically causing a SHATTER as some people read it.

#### 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 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).

#### 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 card to any sub-general unless they themselves are with the same UG (so close to them that they can communicate).

#### MOVING AN UG AWAY FROM A GENERAL

- 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.

#### PUSHING ENEMY SUGS WHEN SKIRMISHING OR RUNNING AWAY

- 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.

#### 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).

#### 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.
  - 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.
  - 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!!)

#### 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.

#### 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.

#### 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.