

MeG 2020 CHANGES

See the larger pdf on MeG in 2020 for a rationale for each change.

RULE ADDITION FROM ME

PBS variety improved. By adding 1 card for all armies and playing 6, with the first being for who gets to choose territory type from the options within the defenders army list, we will get a the fill variety.

QRS TWEAK FOR BALANCE

Prompting through fire more difficult. This one I nearly did in 2019 but didn't want to overshoot. Now 1BW = Yellow to recover, 2BW = Red to recover, 3BW = impossible to recover. Rest as is.

RULE FIXES FOR ISSUES RAISED BY PLAYERS IN 2019

- ◇ **Flank Charges altered to fix cheesy flank charges.** Retain 'past the line' as today, but adding a second condition that there must be a 1BWx1BW free space on the flank being charged qualify as a flank charge.
- ◇ **Fix for Break Offs that go too far.** Maximum of movement distance -1BW.
- ◇ **Fix of wounds on Mediocre Generals.** A wounded Mediocre General loses his cards as if *stunned*.
- ◇ **Uneven terrain removed.** Replaced with OPEN AREA which blocks other terrain placement.
- ◇ **Fix of a deployment flaw.** Deployment in 4s doesn't work well with big armies and will be replaced with deployment in 1/3rds.
- ◇ **Forced Charges for Byzantines etc.** CL/DC with **charge-only** shooting are subject to **forced charges**.
- ◇ **Use of allies cards when they are unreliable.** *Hesitant* (term will change from *unreliable*) allies cannot discard cards. .
- ◇ **ArmHrs vs. Powerbow.** ArmHrs to protect cavalry from PBw at long range.
- ◇ **Shieldwall** always 2+ deep to count.
- ◇ **BWgs redone.** New rules for them that are far better representation. These will not be issued Dec 1 to avoid distractions as we want to test them on the two BWg players first, but will be out once that process is complete.

LISTS

- ◇ **Chariots adjusted.** All are now **chariots** and can **run away** or **skirmish** if they have missile weapons, better ones are loaded with characteristics and still very dangerous in a charge.
- ◇ **Feigned flight.** Added to those armies that can use it.
- ◇ **External Allies.** Lists now ensure that external allies are only allowed together when they operated together.
- ◇ **Fixed a few list flaws.** There are a few flaws noted by players which we will fix. The Longbow/MAA 7s doesn't work. Samurai had PBw too early for the development of the Yumi.

ARMY BUILDER

- ◇ **PBS dominance of professionals reduced.** PBS cards will be done off **Army Commander** only with Professionals getting 2 more cards.
- ◇ **Bows.** Points for bows reduced a bit for loose/close and cavalry - it may give an small extra TuG to a horse archer army or a 8-base TuG to a foot bow army.
- ◇ **Minor internal inconsistencies.** A range of this fixed by minor tweaks that in reality will barely affect an army design.

That's all folks.... go roll skulls and spread the good news! Si