Mortem et Gloriam Glossary 2020

	Term	Meaning
A	**Active Player**	The player holding the pack. Gets first choice of each step when alternating. Get to choose which combats to fight first, and which file to fight first within <u>each</u> combat. Gets first choice of *prompted action* in each *sub-phase*.
	<=	Less than or equal to …. So, at 2BW is equal to and therefore also part of ≤2BW
	>=	More than or equal to …. So, at 2BW is equal to and therefore part of ≥2BW
	Affected (by terrain)	Troops whose fighting is impaired by being in terrain. The penalty applies if the *line of fighting* is in such terrain. If a rear rank it can only support if its front edge is not even partially in the terrain.
	Ahead of …	The area ahead of the line extending the front edge of a file as seen from the base.
	Align (for combat)	Shifting front bases of files by up to (but not including) 1 BW to exactly align with the front bases of enemy files or their side or read edges and corners - all rear ranks follow and are not limited to the 1BW restriction but may not move more than 2BW.
	Allied Contingent	A command under an *allied general* that is not intrinsically part of the main army. Can be *hesitant*. Allowed allies are shown in the MeG army lists and may be of different nations or allies from the same nation built from the same army list. The composition of an ally is <u>fixed</u> when an army is designed and may not be adjusted thereafter during *deployment* – it simply becomes a command.
	Ambushes	Ambush cards deployed on the table to represent a single UG and should be marked underneath with a sticky note showing the UG no, or it can be left a blank as a *bluff*. Each player may place up to three of these
	Army Builder	Excel based application that allows you to create your armies using drop down menus. It has the point system, break points, along with a calculation of cards for scouting and the *pre-battle system*.
	Army Counter	Marker used in the *PBS* to show the location of the army on the *PBS map*.
	Army Commander	The main *general* in overall command of the entire army, with 1-3 *sub* or *ally generals* reporting to them. Can have a *command* of troops under direct control or, if they are *professional*, be a *floating army commander*, giving them greater capacity to support *professional sub-generals*.
B	**Badly Affected (by terrain)**	Troops who are severely impaired by fighting in terrain - and a more severe penalty that *affected*. The penalty applies if the line of fighting is in such terrain. If a rear rank it can only support if its front edge if it is not even partially in the terrain.
	Barricades	A *characteristic* covering all forms of fencing designed to give an advantage to the defender, and a permanent feature on a battlefield. *Fortified camps* have *barricades* all around. Troops with the *barricade characteristic* can deploy them across their frontage when deployed. Such troops must be deployed as the first *TuGs* after their *camp* is deployed. Used on the QRS as the generic for all "obstacles" and all other giving such benefits - different types claim the benefit in different situations.

B	**Block Move**	A move of more than one *UG* where all *UGs* involved are at least in some partial edge contact with each other at the outset. *Generals* can do *block moves* of 2/3/4/5 UGs for different grades of general from *mediocre* to *legendary*. <u>Each</u> *TuG* can push/pull a *SuG* with it - see *TuG a SuG* - but this NOT a *block move*; more a "stick with us "command to the lights from heavies - but can be part of one.
	Break off	Moving back out of combat in the *fighting phase* after all fighting has been completed. Requires expensive cards and carries a risk of losses wherever a *KaB* is noted on the *prompted action table*.
	Broken	A *TuG* that has reached >50% losses or a *SuG* that has reached >33% losses - stop fighting <u>immediately</u> but complete any shooting if broken in the *shooting phase*. The enemy may choose to continue fighting, but broken troops no longer roll their dice.
C	**Camelry**	*Troop type*. All troops mounted and intending to fight on camel-back. Less affected by certain types of desert terrain than *cavalry*. Foot troops riding camels for mobility purposes only and intending to fight on foot will have the *dismountable characteristic*.
	Camp	The first item deployed for any army - should it have one. Represented by a single 3BW x 2BW diorama. If attacked it breaks on its 4th wound – so effectively fights as a triple-base with all 1BW frontages able to fight. A *camp* can be charged but cannot be shot at.
	Cards	General terms for *command cards* in all their uses, or any other colour device used to drive the system, such as discs or cubes.
	Cavalry	*Troop type*. All troops mounted and intending to fight on horseback. Foot troops riding horses for mobility purposes only and intending to fight on foot will have the *dismountable characteristic*.
	Characteristics	Over 20 special capabilities which give troops their natural feel and are described in short in chapter 6 and fully in the appendices.
	Chariots	*Troop type*. All troops with wheeled platforms towed by horses, oxen, etc. Initially designed as mobile shooting platforms before the emergence of good horses and cavalry. The heaviest 4-horse versions proving quite a dangerous shock troop in their era.
	Charge	A move declared in the *charge phase* intended to end in contact with enemy. Can always include a *wheel* of up to 90° at the beginning. Can always *shift* 1/2 a base around friends and/or contract by 1 base to get through a gap subject to remaining at least 2BW wide. Must be able to reach their target when declared. May include shooting for some troops. Note all troops are assumed to make a small real-world counter-charge where tactically normal and the effect of these are built into the factors, so there are no bonuses for charging
	Charge Combat	File-to-file fighting in the *charge phase*.
	Charging Lancer	*Weapon type.* Troops with lances, usually used couched, who depended on a powerful first impact for effect. Benefit from Shatter in most circumstances. Tend to want to use break off moves to charge again.
	Charge Only	*Shooting type.* Troops who may only shoot when either charging or being charged.
	Charge Response	Range of responses to enemy charges, including *skirmish, run away, countercharge, intercept* or *stand to receive*.
	Claims	Individual +s accumulated for combat and compared to your opponent's file-by-file to decide which combat dice to roll. Different *claims* apply to *charge combat* and *melee combat*.
	Close	*Formation type.* Troops operating in type formations that are resilient but easily affected by terrain.

	Coloured Cards	All GREEN, YELLOW and RED cards, or other such devices.	
	Combat	A contiguous set of *files* that are in combat - so a line can be traced between all files fighting without going out of fighting UGs. The *active player* gets to choose which combat to do first. Usually the order will not matter - the order of files matters more.	
	Command	A set of *TuGs* and *SuGs* allocated to be under the direct control of a *general* at the <u>end of deployment</u>. Representing the *army commander's* choice of allocated tasks for his key *sub-generals* for that battle. Typically, 2-6 UGs per *general*, but any number is allowed. *Allied commands* are fixed at the time an army is designed so reduce this flexibility – they simply become a *command* at *deployment*.	
	Command Cards	The *cards* in five colours in the starter set that are used to drive the colour system of *command and control* decisions through all phases. Synonymous with *command discs*.	
	Command Discs	Neat circles with five colours that are used to drive the colour system of command and control decisions through all phases. Synonymous with *command cards*, but many people find them better once they are used to the game.	
	Committed	Ally status. An ally that is <u>not</u> *hesitant*.	
	Competent	*General grade*. An average *general* with 3 *cards* per turn.	
	Countercharge	A *charge response* by an *UG* that is itself being charged. Does not contact enemy but is moved BEFORE charges are moved. May include a wheel of up to 90 degrees at the start.	
	Corner	The four corners of a base being two front and two rear.	
D	**Death Dice**	The dice in five colours used to simulate the effects of all shooting and fighting. These dice are used to evaluate most of the consequences of your choices and results can be read from them directly. Synonymous with *Skull Dice*.	
	Defender	The player who is invaded and usually gets to choose the starting location of the *army counter* on the PBS map. Deploys first if there is no *outscouting*. Also gets first choice of terrain items to place.	
	Desertion	An effect on a *hesitant* ally if they draw all black cards (including at first draw). Gives the enemy a *KaB* on each *UG* in the *allied command* each time it occurs. The risk stops once the ally becomes reliable.	
	Devastating Chargers	*Characteristic*. Troops with a particularly ferocious *charge* that can be on foot or mounted. Gives bonuses in *charge combat* if 2+ deep at first contact and generally benefits from *shatter*.	
	Directly Ahead	All area that is both <u>ahead</u> of the line extending the front edge of a file and <u>also</u> between the two lines extending the side edges of the base, all as seen from the base facing frontally.	
	Discard	Throwing away a *card* rather than *passing* or making an *action*. Often a good use for BLACK cards.	
	Dispersion	The fragmentation and dissipation of *SuGs* when contacted in g*ood going* by any *TuG*. Happens immediately on contact and *SuGs* are removed and lost, with the *TuG* continuing its charge.	
	Displacement	The shunting of an *UG* in any direction up to 1BW to make room for another *UG* to complete a move: usually *SuGs* being displaced to allow *TuGs* to move, but also friendly *TuGs* to allow troops to *align* for combat.	
	Downgrade	Moving a *card* or *dice* <u>down</u> a colour level. The best is always RED and then YELLOW, GREEN, WHITE, BLACK.	

E	**Edge**	Term for the four sides of a *base* being front, rear and two flanks.	
	Engaged Bases	Bases who will contribute to a fight if viewed in their present position at the present time - either fighting (including to flank or rear), providing necessary *ranks* to claim a + to a front base, creating a benefit in the fight via a characteristic such as Shieldwall, or as a *supporting file* as either front rank or *supporting ranks*. Pikes are an exception with the any 4th rank still counting as <u>engaged</u> even though the Melee Combat + is for 3+ ranks, 16-deep being their standard form.	
F	**Feigned Flight**	*Characteristic*. Representing the ability of some troops to fool an enemy to charge them. Generally, a mounted tactic much used by Mongols and Arabic armies, but also by some infantry from armies who fought in terrain.	
	File	A base facing to its front and all bases in the BW corridor behind them that are facing in the same direction and in contiguous contact as a column of bases. A single corridor may have *files* facing to front flank and rear (4 in principle - although hard to achieve).	
	Flank March	Up to 4 UGs with a *general* sent around the right or left flank of the battlefield, or both. Kept off-table until they arrive after accumulating the necessary number of RED cards, with the *general* being placed next to the camp with the relevant *flank march card* underneath to signify which flank it is on. Cards are dealt face upwards until arrival.	
	Flank/Rear	The area behind the line extending the front of the edge of a file. Always judged by file to determine who can claim any bonus in *charge combat*. Lesser *claims* apply in *melee combat* if the opposing player has not turned bases to face such that a file is still in contact with a side edge.	
	Flexibles	*Formation Type.* For *UGs* with alternative *formation* options. *Foot* can be *close* or *loose*; *mounted* can be *loose* or *skirmish*. Also, for *camps* which are fortified when invaded but mobile when invading.	
	Floating AC	A *professional army commander* who does not control troops directly, but instead *gifts* his cards to his *professional sub-generals*, thereby allowing them great capacity to command and himself great capacity to vary the part of the battlefield with the most *cards*.	
	Forced Charges	*Charges* that must be declared unless *cards* are spent to stop them. *Charging lancers* and *devastating chargers* generally have *forced charges* when within 3BW of enemy in the open, unless they are *missile armed.*	
	Free Charges	*Charges* that do <u>not</u> need *cards*. Available to most *TuGs* who are <u>not</u> *missile armed* when within 1BW of enemy. Those who are *missile armed* usually need to prompt a charge. *Forced charging* types get *free charges* when they have missile weapons.	
	Free Reign	Happens after any player has *passed* <u>twice</u> in a *phase*. That player may no longer *prompt* actions and the opposing player can now do what they want with the rest of their *cards*. Show a first *pass* by putting a card from the discard pile face up next to your *camp*.	
G	**Grade**	General term of *legendary, talented, competent* and *mediocre* for *generals*.	
	General	One of the 2-4 senior commanders in your army, whose decisions you are making on the tabletop. In practice there would be 10-15 more junior *generals* in a battle, and these would be commanding individual *TuGs* and *SuGs* as their smaller commands. There is no need to represent these in the rules, but players may choose to represent them as one base within their *UGs* for artistic effect.	
	Gifting	The process of an *army commander* passing cards to their *sub-generals* in the *card phase*. Only available for *professional army commanders* to give cards to *professional non-allied sub-generals*. Most effective when the army commander is *floating*.	

	Good Going	All parts of the battlefield without *terrain*, *open areas* and un-terrained *slopes*. Certain *terrain* also counts as *good going* for certain troops.
H	**Hesitant**	Status of an *ally command*. An *ally* that gets no coloured cards at first deal (i.e. draws all WHITE or BLACK). Only becomes *committed* again when it draws a RED *card* (or a YELLOW if it has been attacked). Makes no moves other than moves in combat (MF1/MF2) and fights as *combat shy* until reliable again. *Cards* may not be used to *discard*.
I	**Instinctive**	A type of *general* (as opposed to *professional*). These have learned their trade on the job and are not part of a formal command structure. Must play with the *cards* they draw.
	Intercept	A *charge response* by an *UG* that is NOT itself being charged but wishes to advance to get in the way of an enemy charge. Does not contact enemy and is moved <u>before</u> charges are moved.
	Invader	The player who starts the game *active*, usually gives the other player choice of initial *PBS territory type* and *map position* for the *army counter*.
J	**Joining friends**	A "lock to grid" effect to allow moving troops to form a block with friends. Always allowed up to 1/2BW when moving close to friends under the *universal 1/2BW shift* rule.
K	**Kill**	A *skull* result on a dice, or a *second wound*. Removes the *base* against which the dice has been rolled.
	Kill a Base	Simple test using the *Death Dice* that your opponent claims anytime a) there is an effect on an *UG* that might cause a degredation in *morale*, or b) a *general* might be at risk. The colour of dice used reflects the *quality* of the *UG* or *general* being tested.
L	**Legendary**	*General grade.* The top type of *general* with 5 *cards* per turn. Only possible as for an *army commander*, except for rare special case in our lists.
	Line of Command	Line from the *army commander* down to *UGs*. *Allies* have their own *line of command* and are unaffected by generals from the main army where *line of command* is stated, and vice-versa.
	Line of Fighting	The physical line where 2 bases meet such that *combat* occurs (being at least the front edge of one of them). If they are not *aligned* each base uses its own *edge* as the *line of fighting*.
M	**Mediocre**	*General grade.* The poorest *generals* with only 2 cards a turn. Something of a liability if given more than a very basic task.
	Melee Combat	File-to-file fighting in the *melee phase*.
	Missile Armed	Troops that have both a missile weapon and *skilled, experienced* or *unskilled* shooting. Therefore, the *integral shooter characteristic* alone does not count, nor does *charge-only* shooting as designed to shoot immediately before *combat*, rather than sustained shooting.
	Mounted Infantry	Foot troops with the *dismountable characteristic* intended to fight on foot but using mounts for speed of manoeuvre. Always fight as infantry but are *combat shy* if not dismounted by cards prior to combat. Duplicate mounted bases or markers are needed.
	Micro moves	*MF1* and *MF2* on the *prompted action table*. An *UG* can make as many of these as *cards* allow. But <u>only</u> when in *combat*.
N	**Non-coloured**	All WHITE and BLACK cards.
O	**Out of Combat**	All *UGs* who do not have at least one base *in contact* with an enemy front *edge* such that they will fight file-to-file in *melee combat*.

P	**Passing**	Choosing <u>not</u> to play a *card* and *prompt* an action - a player may do this <u>once</u> in a phase and still carry on prompting actions thereafter, but if they pass <u>twice</u> then they may <u>not</u> *prompt* further, and the opposing player has *free reign*.	
	Passing through	An *UG* moving through a *friendly UG*. At times creates *KaB tests* on those passed through and/or those passing through.	
	Phase	The six individual parts of a *turn* covering charging, shooting, melee etc.	
	Pre-Battle System	The set-up system for a battle. *PBS* for short.	
	Press Forward	Movement of files forward by up to 1BW beyond the point of the UGs <u>first</u> contact with enemy to create further contacts with enemy, or for free files from their current position if the UG is already in combat. As a result, enemy within 1 BW can always be *charge* by any free files even if they have other files in *combat* already.	
	Professional	*General type.* One type of *general* (as opposed to *instinctive*), trained in formal command structures and are typically full-time soldiers. Have benefits in *command range* and the ability to *gift* and receive cards.	
	Prompted Action	All the actions that can be triggered by the playing of *cards*. All can be done as single *UG* or *block moves*.	
	Prompted Action Table	The main table on the *QRS* which is used to make all your tactical decisions. The page where you play at being a general commanding the battle.	
	Prompted Charges	All *charges* needing *cards* to be triggered.	
	Prompting through Fire	Spending of *cards* to recover movement speed lost from enemy *shooting*, *KaB tests* or use of *shield cover*. Applies for chargers, charge responses or movement as long as a *general* is within 2BW.	
	Pursuits	Chasing of *broken* troops who make a *rout* move. Compulsory for some types, such *charging lancers*, optional for some, and for many troops can be shortened through use of *cards*.	
Q	**Quality**	General term for *exceptional, superior, average, poor* for troops *fighting* and *KaBs*	
	QRS	The folded *A3 quick reference sheet* which has everything for the *turn sequence* and *movement* on the outside and can be opened to show everything needed for *shooting* and *combat* on the inner pages. The "data" to go with the "rules". Enabling "data" to be changed without changing the rules.	
R	**Recover Wounds**	Use of cards in the *end of turn phase* to remove *wounds* from *UGs*.	
	Routs	First and <u>only</u> move by *broken* troops, soon after which they are removed from the battlefield. Has a *variable move* roll.	
	Run Away Move	A *charge response* where troops make a fleeting shot and move way from chargers as far as possible. Has a *variable move* roll and shooting is downgraded one dice colour.	
	S	Special result on the dice which gives *slowing effects from fire*, *shatter* and *shove* effect in combat. Also use for a few other special effects (e.g. *artillery* when firing or *expendables* when in charge combat).	
	Sacked Camp	A *camp* that has suffered 4+ wounds. Causes *KaBs* for sacked camp in the *end of turn phase*.	
	Shatter	Special effect in *charge combat* for certain troops that gives a +2 claim to adjacent files. Occurs with a *Skull* or *S* result, unless facing something that cancels it out.	

S	**Shieldwall**	A *characteristic* which at times cancels our *shatter* and *shove* results from S or *Skull* results on *Death Dice*, or <u>mounted</u> *melee expert* claims by keeping them at bay.
	Shift	A shunt of an UG directly sideways at no movement cost (i.e. do not measure the shift itself). Can be 1/2 BW in most moves to avoid certain things and can be 1BW as part of a Move and Shift prompted action.
	Shove	Special effect in all combat for certain troops that gives a +1 to adjacent files. Occurs with a *Skull* or *S* result unless facing something that cancels it out.
	Skill	General term for *skilled, experienced, unskilled* and *charge-only* for *shooting.*
	Skirmish Move	A *charge response* by an *UG* where the troops sacrifice some move distance in order to pour as much fire as possible onto charging troops.
	Skirmishers	All troops operating in an open and thin formation. All *SuGs* and *mounted flexibles* <u>when</u> operating in *skirmish* formation.
	Slowing Effect of Fire	Reduction in movement speed caused by shooting that can be regained by generals prompting through fire. Calculated by comparing total hits (*Skull, Wound* and *S*) to the frontage of the target *UG*.
	Standing to Receive	Staying in position to receive a *charge* - so not having declared a *charge, run away, skirmish, countercharge* or *intercept.*
	Sub-Generals	The 1-3 senior *generals* reporting to the army commander. Can be allies and therefore potentially *hesitant.*
	Sub-Phase	Individual line items within in the detailed *turn sequence*. Important to follow in order for some game mechanisms to function as intended. Referred to in the rules as SPX.X
	SuG	**Skirmish Unit Group:** A group of individual units of *skirmishers* bundled together into a single mass under a junior *general* for the purposes of a battle. Used to harass and slow the enemy and to protect your own troops for similar effects.
	Supporting File	A file <u>next to</u> a file that is fighting and gives an additional *dice* one colour lower level than it would have if fighting the enemy file frontally (see table Dice to Roll in Combat on *QRS* for ordering).
T	**Talented**	*General grade*. Above average general with 4 cards per turn.
	TuG	**Tactical Unit Group:** A group of individual units of main battle troops bundled together in a single mass under a junior *general* for the purposes of a battle. Expected to carry the main fight to the enemy, carry out the main tactical moves and make the decisive blows.
	"TuG a SuG"	A move where a *TuG* pushes or pulls a single *SuG* with it as long that *SuG* is entirely within 3BW of the *TuG* and at least in partial edge contact with it. Can be done as part of a single *TuG* move or a *block move*. In a *block* <u>each</u> *TuG* can move <u>one</u> attached SuG.
	Turn	A complete sequence from dealing cards back to replenishing cards. A single player is *active* <u>throughout</u> a turn. A game is typically 5-8 turns.
	Turn Sequence	The entire sequence of a *turn* comprising 6 *phases* and 24 *sub-phases*. The order is important and referred to often in the rules as turn sequence SPX.X.
	Triumph	A complete (but possibly bloody) victory where the opponents is broken. 15 *victory points* and a ride down Rome's high street in a chariot!
U	**Unit Group/ UG**	General term for <u>all</u> *TuGs* and *SuGs*.
	Unengaged Bases	See *engaged bases* – all bases not so *engaged*.

U	**Universal ½ BW Shift**	An overriding rule allow *UGs* to shift up ½ BW to get around friends, form *blocks* with them, avoid terrain or table edges and around enemy when making *break off* moves. Also allows you to "lock to grid" to form *blocks* once within ½ BW.
	Uphill	Entire *front edge* of a *base* on a slope or mountain <u>and</u> above *front edge* of opponent at all points where they touch.
	Upgrade	Moving a *card* up a colour level or moving a *dice* up a level.
	Up to …	As far as the distance noted but not to it. Up to 4BW = anything that is <4BW.
V	**Variable Move**	Random increase or decrease in *movement distance* when making a *run away*, *skirmish* or *rout move*.
W	**Within …..** **XXX**	At that distance or nearer
	Wound	A "half kill" if using bases. A marker if using bases of removal of some figures if using individual figures.