

Mortem et Gloriam

15-11-19 but unchanged from last 2019 other than a bit of word tightening and adding a 2020 change a few times

Q&A = clear as written, but players are not sure; CLARRY = words are not clear enough → added to make intent clear; CORRECTION = error or omission; AMENDMENT = change by the author.

Q&A: Card Accumulation

A *professional general* hold onto 1 card more than their allowance at the end of a *turn*. This hand may not be added to in the next *turn* when *command cards* are dealt out. A *professional Army Commander* may still *gift cards* to such a *general*.

CLARRY: How many “Actions” per Turn?

An UG may only make a single *prompted action*, *free/forced charge*, *run away/ skirmish* per turn with the exceptions:

- Troops who stopped *Force Charges* may then make another action later in the turn.
- MF1, MF2 actions in their *movement* or *fighting phases* - you can do as you have cards for when in a fight.
- After a *skirmish* or *run away*, an M2, M9 or M10 action can be used to move forward/backwards up to 2BW.
- All actions in the *fighting phase* and *end of turn phase* can be done after making an earlier PA.
- Any number of *outcome moves* can be made (i.e. involuntary moves such as routs, being pushed back etc.).
- “Evaders” who are forced to evade can make a *run away* after doing its first evade if then otherwise hit by a different *charger*.

CLARRY: Files and Supporting Files

- A **file** is a single front-rank base plus any bases directly behind 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** (for 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 or shatter/shove effect 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.

CLARRY: There are only 4 ways of making contact with enemy UGs

1. A charge making contact with front edge or corner.
2. If you are in combat, an MF1 move used to expand to **frontally** fight (with your front edge) an enemy base adjacent to your UG to cancel an enemy supporting file. This can thereby draw a new enemy UG into a frontal Melee Combat. Note no such move is allowed if it creates only a flank contact with an enemy (e.g. to thereby avoid being charged in the flank); but if there were a base to fight frontally, then they could do so and would then face a front and flank melee combat.
3. If not in combat, but UGs are touching in corner-to-corner/edge-to-edge contact, then by the *turn* or *wheel* moves on page 80. Note an MF1 is not allowed, as you are not in combat (you are not rolling dice you are giving a supporting file dice to the file next to you) at the time of making the move.

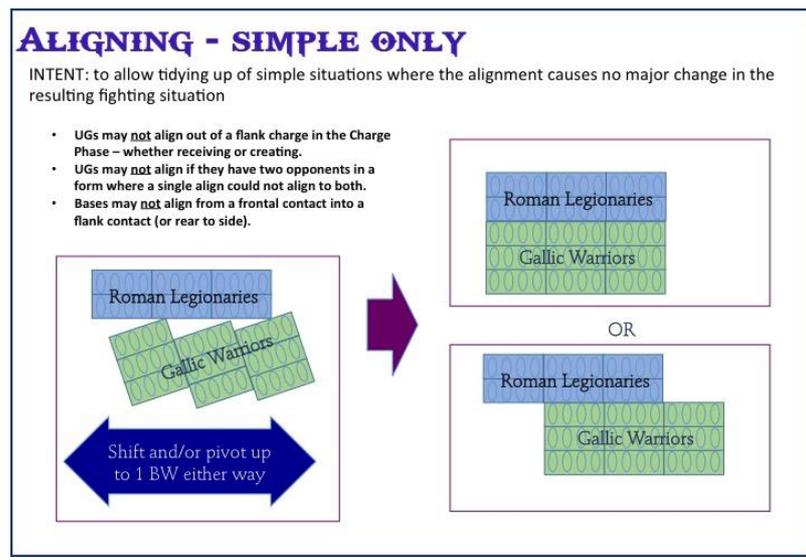
AMENDMENT: Alignment

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.**

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

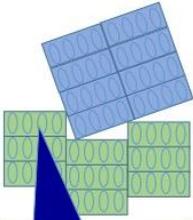
- UGs may not align out of a *flank charge* in the CHARGE PHASE – i.e. if enemy are in a position to claim the +4 bonus.
- UGs may not align if they have two or more opposing UGs in contact at different angles such that a single alignment could not align to both.
- UGs may not align entirely out of contact 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 combat* into a *flank combat* (or from a rear to a side).
- "Up to 1BW" for alignment section $\leq 1BW$ 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.



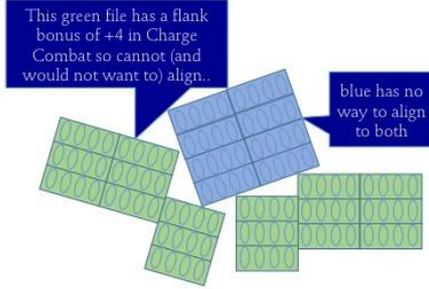
CHARGE PHASE ALIGNMENTS

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



This green file has a flank bonus of +4 – 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 +4 in Charge Combat so cannot (and would not want to) align.

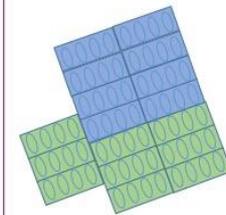
blue has no way to align to both

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.

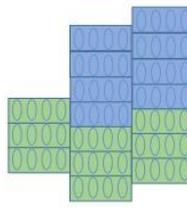
And here are the possible options prior to Melee Combat for those two situations.

MELEE COMBAT ALIGNMENTS (1)

Green may align as below



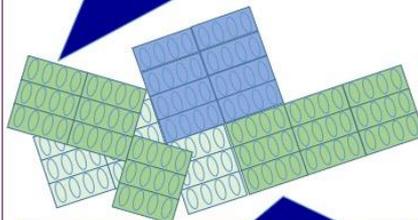
Blue may align as below.



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).

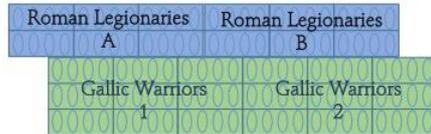


Simple align by green to the front tidies things up and allows one more base to fight as bottom left blue base now has only 1 opponent.

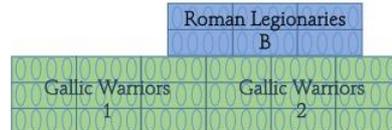
ALIGNING OUT OF CONTACT

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 1 Which it has contacted

PBS AND TERRAIN

Q&A: Terrain Placement on a Secure Flank

On 1 or a 5 the terrain must still touch a 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.

AMENDMENT: Boundaried Fields

These MUST now 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 ignored for these). There is no placement roll, but the opponent still gets an adjustment die roll. Prior to 800AD they are 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.

CLARRY: Passing During PBS

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

GENERALS

CLARRY: Movement and Displacement

- Generals contacted by any enemy get a free single move in any direction.
- They also 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 may choose to enter *combat* if the opportunity arises later in the *turn*.
- Generals do not *skirmish*, *run away* or *rout* off the table, even if an UG they are attached to does so - instead they stop at the table edge (and then get a free move as above if contacted by enemy chasing them).
- A General can make moves in both *charge sub-phase 2.1* and *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 an *upgrade*, he must go with them.
- A general can always be moved with an UG, even if triggered by another general, or a free or forced charge, but does not have to do so.

CLARRY: 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, he is then at risk and treats all other UGs/Generals as *Out of Command*.

- If not fighting in the front rank or with an UG that is broken, he cannot be killed/wounded/stunned.
- *Floating Army Commanders* in combat lose the ability to distribute cards to any sub-general unless that sub-general is the same UG.

Q&A: Multiple Generals in Combat

As many generals can join an UG as desired. They can all fight. But only one per file.

Q&A: Killing Generals

- Dice rolled for KaB is based on the current number of dice a general has not his original title. So exactly as stated on the QRS.
- A *legendary general* can therefore be killed by a WHITE dice dropping them to 4 cards, and a *skull* roll on a Green KaB thereafter.

CLARRY: 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, or from *hesitant* allies.

CLARRY: Sniveling Little Coward KaB test.

Is intended for leaving troops fighting in combat. Thus a) a *break off* is not leaving a combat as the entire combat has stopped, so there is no KaB test, b) a fighting general may move to a different file within an UG (paying to move), and as long as committed immediately into combat there is no KaB test.

TROOP TYPES

CORRECTION: Chariots

- *Chariots* are considered in same category as *Cavalry* for flank marches (2 red cards required).

CLARRY: 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 it's risky).
- Basic camps fight as Poor Loose Protected foot.

CLARRY: Elephants

- Always have *shatter* as a characteristic, so get them on *S* and *Skull* results - but do not automatically cause a *shatter*.
- Caltraps give a barricade bonus vs. Elephants at the factors for other mounted - so **+4**.
- Elephants *KaBs* are always WHITE dice irrelevant of quality but they do suffer the dice upgrade to GREEN if they are responding to broken Elephants or a dead *Legendary Army Commander*.

Q&A: 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 being blocked you lose in more space needed. We are not so millimetric as to care.

CLARRY: Battlewagons

- Add to page 103 B4 so it reads "they may not *charge, skirmish, run away, pursue, flank march* or *ambush*" to cover the obvious but unstated.
- *BWgs* have no flanks or rears for combat purposes - all edges fight as if front edges. In total a *BWg* base may fight 6 times if it could be contacted on every front. They can shoot 4 times

if they have suitable targets for both long edges. 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.
- Battlewagons always fight one deep so cannot claim 2 ranks for polearms.
- Battlewagons KaBs are always WHITE dice irrelevant of quality but the do suffer the dice upgrade to GREEN if they are responding to broken Elephants or a dead *Legendary Army General*.

CLARRY: Flexible Mounted

When in *SuG/Skirmisher* form:

- Move at SuG speed and with SuG effects from terrain and are pushed back by enemy TuGs as SuGs.
- Use the SuG column for prompted action cards, including reforming back into Loose.
- Cannot TuG a SuG but can be pulled along if in SuG formation.
- 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.
- Can be deployed in the *flank sectors* as Skirmishers.
- 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).
- 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.
- Can be charged by enemy SuGs and are treated as SuGs for *Forced Charges* and *Responses*.
- Still count as a TuG towards your army and for losses and, being a TuG, cause *KaBs* on friends if *broken* or *destroyed*.
- Can switch part of a M14 *double move* if cards allow (using the SuG column when in skirmish formation) but cannot switch when in combat.
- A TuG moving as a SuG does not displace SuGs due to its own rules where it is itself acting like a SuG.

AMENDMENT: Keil

Add "Keil can only be claimed by an UG that is 2BW wide".

Add "Keils are exceptions to *pursuits* and *press forward* moves: they only *pursue* if the entire Keil can do so (so if there are 4 TuGs in a block, all must be able to pursue) and they never *press forward* after first contact." As per 2020 characteristics.

AMENDMENT: Mounted Infantry Limitations

Add to characteristics sheet for DISMOUNTABLE "Mounted infantry (i.e. *infantry* 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. As per 2020 characteristics.

MAINLY CHARGE PHASE

Q&A: Limits on 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 straight ahead. The TuG can of course wheel in the *movement phase* as they can *push back* the SuGs in front of their movement.

Q&A: You cannot charge through a friendly unit

Add to front of charging section for extra clarity. "A charging UG, other than a forced charge, 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 is illegal it is simply cancelled when this is noticed"

CLARRY: Shatter and Shove Bonus

Can only be used on an original forward facing to support a file fighting parallel and next to them. 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. In addition:

- The benefit will apply if there is a $\leq 1BW$ 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 chargers* cannot claim a *shatter* to the side if they get an S.
- It is possible to have a *shatter* by one player and a *shove* by the opponent on the same file - chaos in reality! Net +1 to the shatter.
- You can only create one of these effects from a single file, so if your troops have both in *charge combat* you get a *shatter*.

CLARRY: UGs Broken by Shooting in the Charge Phase

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

CLARRY: Shooting Distance for Shooting at Chargers

For factors, the range is considered to be 1BW - so any short ranges bonuses that apply do so (so *unprotected* SuGs give an *upgrade* to those they charge).

CLARRY: Shooting at chargers, if target file is in doubt

Always shoot at the front base of any file coming within 1BW. If the target file is in doubt, shoot at the first file that comes within 1BW of shooting file.

CORRECTION: Shooting at countercharges and interceptors

Counterchargers or *interceptors* who go within 1BW of enemy are shot at in the *charge phase* as if shooters. Alter 2.4 on turn sequence to "Prompt and move any counterchargers or intercepts, and take any fire on them"

CORRECTION: Charging at troops that moved

It is intended that if a target has 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 "*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."

Q&A: Free Charges as a Block

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

Q&A: Prompting through Fire as a Block Charge

Once declared as a *block charge* it is now a single charge: you have combined them. You can prompt 1BW back for any or all within the block with a single YELLOW card, and so on; but they are all slowed by the most slowed UG in the *block*.

CORRECTION: Contacting Enemy when doing a run away/skirmish

When making a *run away* or *skirmish* troops can use a *1/2BW universal 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 enemy SuGs do stop "evades".

Q&A: Shoot & Charge

Is exactly as written, and only applies when you declare a charge. You cannot *countercharge* or *intercept* and claim it.

CLARRY: Charging SuGs that would hit non-charging TuGs

It is not intended that SuGs charge TuGs, except when a TuG is near breaking. When a SuG charges another SuG, and a stationary enemy TuG is revealed as a target, the SuG stops 1BW from it unless the TuG is within 1 base of breaking.

CLARRY: SuGs that have declared a charge hit by charging TuGs

Charging SuGs or Flexible TuGs in skirmish order that have declared a charge cannot then *run away* or *skirmish*. They fight any enemy *chargers*, *counterchargers* or *interceptors* that they hit.

CLARRY: Skirmish when Charged from Flank or Rear

It is allowed to get a free turn towards chargers by choosing to *skirmish* if you are prepared to take the risk, but troops so doing have done a shooting action (skirmish and run away being shooting actions where they had no target) and therefore cannot shoot in the shooting phase.

CLARRY: Countercharges cannot be used to avoid contact

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 it cannot end further away."

CORRECTION: Troops attacking Barricades/Obstacles/Stakes/Caltrops

Now all to read: "Troops fighting defenders behind XXX do not count any factors that are cancelled as if they were *affected* by terrain (but are only actually *affected* or *badly affected* by terrain if in such terrain). *Caltrops* gives no cover against shooting (including from *Shoot & Charge*)".

CLARRY: Bursting through friends in combat

Forced chargers may not burst through FILES that are *engaged* in combat but may burst through ones that are not.

CORRECTION: Pavise, Caltrops and Stakes and Charge Combat only if stationary

Benefits for Pavise, Caltrops and Stakes only occur if *standing to receive* a charge, not when charging themselves. Add "when standing to receive a charge" to characteristics after +s in *charge combat*.

CLARRY: KaB test for charging gun/cannons

The intent is that UGs charging *guns* and *cannons* suffer a SINGLE KaB when charging them for each file of guns shooting at them. So more accurately replace text in shooting with "UGs charging any guns or cannons suffer a single KaB test per gun or cannon file shooting at them". Battlegagons or Elephants carrying guns do cause such KaBs.

SHOOTING PHASE

CLARRY: Shield Cover

- Can only be used in the *shooting phase* not a *charge phase*.
- Bases using shield cover it cannot shoot in that *turn*, unless stated in army lists.

Q&A: Overhead Shooting

- Bases may fire over any bases in their own file, but a file may only ever roll a single dice for shooting. As per 91 A1 "a [SINGLE] dice for each file".
- Artillery may shoot at an enemy UG which has part of its formation >2BW from friends as long as in arc etc.

CLARRY: Shooting at troops in combat

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 engaged in fighting (front rank, contributing ranks, factors or 4th ranks of pikes) but you can shoot at a *supporting*

file (with a colour reduction).

MOVEMENT PHASE

CORRECTION: M moves are not allowed when in Combat

Only *MF* actions and *break-off* actions are allowed until out of combat. This is an omission on the QRS print. The blank box on the left should have read " Movement Phase if not in Combat".

AMENDMENT: M6 Advance and Contract only if >2BW from enemy TuGs

Adjustment to stop cheesy contractions and bypasses when close to enemy – we made a mistake in the 2019 and oversimplified. Add to QRS notes: "Only if >2BW from enemy TuGs". Note this is in *movement phase* only, so if a free contraction is necessary to make contact in the *charge phase*, then it is allowed.

Q&A: 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, run away, break off ...* the lot). A TuG moving as a SuG does not displace SuGs due to its own rules where it is itself acting like a SuG.

Q&A: TUG a SUG Speed

- 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.
- A TuG can pull any SuG – foot can pull mounted- as this is a not a *block move*.

Q&A: Slowing Effects on Double Moves

Only affects the first move of an M14 Double Green move, after which it has been paid for.

Q&A: SuGs Pushed Back by Enemy

- A TuG declares its move first and then SuG decides how to respond. Just show where they end up and SuG owner then chooses which of the two options as a response.
- SuGs *pushed* can still make a *prompted action* thereafter if they haven't already done so this *turn*.
- As this occurs in the *movement phase* there is no firing even if choosing to *run away* - the skirmishers will either have shot already or shooting will be positioned to next turn.
- SuGs in terrain are not pushed back (see minor rule change above).

Q&A: 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* shoot first and then place back into normal formation and respond with the added -1 on the variable distance dice for *cantabrian*.
- Cannot be used by *unskilled* shooters as the upgrade is to *skilled* from *experienced*.

CLARRY: Mixed TuGs with losses keep their original speed

A mixed TuG keeps the speed of its original base composition even if it loses all of one type. For example, a mixed Knight and Sergeants formation that loses its front rank ArmHrs bases still moves as ArmHrs - 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.

FIGHTING PHASE

Shove Bonus - see charge phase above

CLARRY: Break Off Moves

- Must be directly backwards other than use of the *1/2BW Universal Shift*.
- Cannot push back enemy SuGs as it is in the *fighting phase*.

- Troops breaking off consider only enemy in front-edge contact with them for determining the move needed and KaBs rolled - ignore enemy in *supporting files*.
- An UG with bases turned to face *flank* or *rear* cannot break off.

CARRY: Removal of a Base that is yet to Fight (charge combat also)

The general principle when removing bases is to avoid losing contact with an enemy TuG you are fighting. Where this results in a different base being removed, then if this base is also in combat and has not yet fought, its combat is rolled immediately.

Q&A: Opponents of UGs broken in Combat

The rules clearly state that once broken an UG stops fighting and rolls no further dice. However, this does not apply to its opponents. 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 file. Usually there will be no point in any further rolls.

GLOSSARY

ADDITION: Unengaged Bases

- Bases who will contribute anything 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 as a characteristic such as *shieldwall*, or as a *supporting file* as either front rank or supporting ranks thereof (the *supporting file* is all bases in the file contributing).
- *Pikes*, 16-deep being their standard form, are the exception with any 4th rank still counting as *engaged*, even though the *melee combat* + is for 3+ ranks.

ADDITION: Outcome Move

- A move where an UG is forced to move by the rules with no choice whether to move or not, but potentially with a choice of options for which type of outcome move to execute.

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