

MeG Compendium

Errata, Clarifications and Common Questions

Vs2 10-08-2020

ERRATA AND ADDENDUM

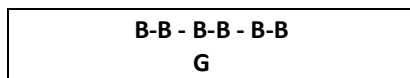
- **ELEPHANTS FACING CALTROPS** Elephants do suffer the 'barricade' factors of +4/+2 as stated in the *caltrop* characteristics, even though they are not mentioned in the QRS. Their ignoring of actual Barricades does not apply to caltrops.
- **CHARGE ONLY** All such bases shoot as *experienced shooters*.
- **CAMELS MELEE CLAIM** Applies to *camelry*, so camel mounted infantry are excluded from the bonus.
- **DOUBLE WHEEL** The diagram on Page102 is in error and should have been updated. It should have a 1BW directly forward advance between the two wheels, to then agree with the QRS.
- **TWO BASES FIGHTING ONE** 141 9.5 E 3. Add "or corners" after edges. Thereby the diagram is correct.
- **CONTRIBUTING** Add a definition to glossary. "**Contributing: a base whose presence is required for any claim or claim cancellation in the claims tables that is applying**". It is relevant for whether a base can be shot at or not when in melee combat, and is different to engaged which affects whether they can be repositioned with MF1 moves. Thus a second rank of shieldwall is contributing if it is cancelling mounted ME, but a 4th rank of Pike is not as it is never necessary for the melee claim.
- **KEIL** Add a sentence which somehow we lost off the end. **Bases fight to flank as if they were turned to face, but only 1 rank deep (therefore gaining no rank factors but negating any +s to the enemy for a flank charge or flank melee).**" As with all pike formation, the bases will keep the choice to fight to the side or add factors frontally as per options on the diagram on page 151.
- **PACTO QRS** The comments in notes about expansion and contractions of SuGs are a legacy from the Maximus version that I failed to remove. Please ignore them all.

CLARRIES

- **HESITANT AND FLANK MARCHING GENERALS** When it says that hesitant allies and flank marching generals may not *discard* this means in the course of playing alternate actions. Clearly, they can discard cards as part of SP1.1 to return unwanted cards into the pack.

COMMON QUESTIONS

- **CAN YOU MOVE AFTER PURSUING IN A CHARGE OR SHOOTING PHASE?** This is written as intended on page 80 item 14. If it made a charge this turn it cannot do another Prompted Action other than those stated. If, however, it was in combat and some other friends somehow caused its enemy to break then it is free to make an action
- **WHERE DO GENERALS GO WITH BATTLEWAGONS?** As BWg have 2 files each model facing to their flanks a general can be located to them to the side when in column and may only join 1 such file in any combat if so positioned. A column of 3 BWg and a general could be like the below diagram (the general is with a file).



- **CAN YOU SHOOT AT THE 4TH RANK OF PIKE WHEN IT IS IN MELEE?** Yes when it is in melee as they are not *contributing*. But you cannot move them around with MF2 moves as they are engaged bases. This gives a minor opportunity to weaken pike blocks if you can get around their flank to shoot at them. The two effects are deliberate.
- **WHEN DO YOU LOOK YOU AT THE 1BW SQUARE FOR FLANK CHARGES?** Always at the time a charge is moved, the same as for considering whether a base starts behind the line.
- **WHEN YOU OPT TO RUN AWAY INSTEAD OF BEING PUSHED BACK DO YOU GET TO SHOOT?** No. The only shooting is in SP2.5 and SP3.1, as stated in the turn sequence. You simply do a move it as a run away. It is not a charge response (which is when it gets to shoot).
- **CAN A SUPPORTING FILE MOVE AWAY FROM COMBAT.** Yes. If you are in *frontal combat* you are tied up and have to use MF1 and MF2 moves only. *Frontal combat* is defined as having an enemy fighting you with their front edge. So a supporting file – having only corner contact – can move away if desired. Of course the enemy may make an MF1 move to create a *frontal combat* and stop this.