

MeG Compendium
Errata, Clarifications and Common
Questions
V3
02-03-2021

ERRATA AND ADDENDUM

- **ELEPHANTS FACING CALTROP** 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 Page 102 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 claimcancellation 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.
- **QRS Add “and cancellation effects” after All below claims... in the heading to both Preferred Claims table.** As written you cannot claim SSp, CL, etc. claims when making a flank/rear charge against pike, etc. who have stood to receive as it does not specify that it only prevents them if making a frontal contact However, diagram on page 151 has a flank charging unit claiming the SSp. The **diagram** is correct and the “cancellation effects” only apply to contacts to the **front of the file**; a flank/rear charge attracts the full claim. This also applies to the Melee Combat claim for mounted/chariot Melee Expert.
- **QRS** A KaB test on a general is claimed when any UG he is with breaks; the QRS “TUG” is a typo, and it applies to TUGs and SUGs.
- **BARRICADES** You cannot claim *supporting files* when fighting against troops defending Barricades. This was an accidental omission in the Compendium that existed previously.
- **ALIGNING** Add “any contiguous files in the same or an adjacent UG can align with a file” [note needed and implied by diagram on 137].
- **ALIGNING** Para 7 at the top of page 137 should read UGs may not align entirely out of frontal contact with an enemy UG unless another UG in the same alignment is taking its place **and it remains fighting enemy with its front edge**. This is more critical for Pacto.
- **DISPLACING SUGs** Page 114 K 1 should read “... *displaced* by the minimum necessary up to a maximum of 1BW ...” to be thereby consistent with Page 80 Universal Rule 16.

CLARIFICATIONS

- **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.
- **KAB FOR GUNS AND CANNONS BEING CHARGED** “Guns and cannons claim a KaB test per model (base) firing vs. enemy charging them.” So, “them” is the guns and cannons not a TuG containing them. So, it must be frontal contact with a base with the artillery classification for the KaB to be claimed. **Does the long edge of a BattleWagon count as 2 models as it counts as 2 base widths for fighting?** Yes, it does.
- **ALIGNING** The 1BW restriction for front rank bases only applies to bases that are in contact with enemy, not contiguous files. The 2BW restriction for rear ranks applies to any file in the aligning UG.
- **WHEN CONSIDERING PAGE 146 I 3.4 TO WHAT SPECIFICALLY DOES "ALIGNING" REFER?** It means the general process of aligning and therefore by either player. So, if any aligning by either player could create a supporting file it fights - a liberal version with more fights rather than less! Matters most in Pacto.
- **UGs BROKEN BY SHOOTING IN THE CHARGE PHASE WHO HAVE DECLARED A CHARGE** The only move a broken UG can make is a Rout move, thus if they are charging and broken, they no longer charge. Their rout moves are part of 2.8 outcomes and therefore at the end. There is deliberately not mention of routs at any earlier stage. This applies to any UG broken from shooting in the Charge Phase as well as those broken in Charge Phase combat. So, if you break them and you have charged them, you hit them. There is no fighting unless you want to do so for some reason (which I can't imagine unless it is to kill a general, but it remains your right). They then rout at 2.8 and you pursue. If you blow them away entirely with the shooting when you charge, which will be very rare, then you charge and don't hit them as they no longer exist on table but might smash into something behind them. That could be especially exciting as KaB tests are also at the end so you might hammer the ones behind and there is STILL the KaB test for having destroyed an enemy TuG to claim.
- **GENERALS IN COMBAT** A general in a file may be fighting in the front rank or not (the owner choosing whether the general joins combat prior to both sides rolling for that file). Once committed they can only leave combat using a CM1 prompted action, and this causes a KaB test unless the general is immediately committed to fight in another file of the same UG.

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 make 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 unless it must reform after combat (see Page 99 C2).
- **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 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 run-away move. 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 must 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 and/or side edge contact – can move away if desired. Of course, the enemy may make an MF1 move to create a *frontal combat* and stop this.
- **CAN YOU WHEEL THE MIDDLE UG OUT OF A LINE OF 3 UGS? TO DO SO THE BASES WOULD HAVE TO PASS THROUGH EACH OTHER.** There is no problem wheeling out of such a line. The only issue is whether all the bases fit at the end of their move. We do not look in between except for tuning where the move is done in two stages. This is of course realistic as the troops are not rigid rectangles in reality.
- **HOW MANY FIGHTS CAN A GENERAL ADD HIS CLAIM BONUS TO? A FILE CAN HAVE 4 FIGHTS SO COULD HE ADD TO ALL THOSE FIGHTS?** Yes, he counts for all. Should any bases turn, they create new files in the same corridor so the general would then have to choose which file to be with, and only that would be eligible for his claim bonus. It is fully consistent as written.
- **AFTER SUMMING UP THE SKULLS, WOUNDS AND "S" RESULTS FROM SHOOTING DO YOU COMPARE THE TOTAL WITH THE TARGET WIDTH BEFORE OR AFTER SHOOTING CASUALTIES ARE REMOVED?** Before any casualty bases are removed.
- **IF FOOT PURSUE AND CONTACT FRESH ENEMY IN THE FIGHTING PHASE AND ARE THEN CHARGED IN THE FOLLOWING CHARGE PHASE, DO THEY COUNT AS STANDING TO RECEIVE A CHARGE?** They do count as standing to receive the charge. Actual movement by bases is not what defines "standing to receive" it is whether they have declared a charge, etc. "Charge" is defined in the glossary on page 213 and starts "A move declared in the charge phase intended to end in combat." - and a pursuit that makes contact is not that. Doing it otherwise opens up too many gamey moves that would detract from the fun.
- **CAN AN UG THAT FORCED CHARGE MAKE A PROMPTED MOVE IF IT BREAKS ITS OPPONENTS IN THE CHARGE PHASE?** No, it cannot. A UG that makes a forced charge cannot

make a prompted action in the Movement Phase. See Universal Rule #14: "Prompted Action per Turn: An UG makes a single prompted action or charge per turn..."

- **IF YOU CONTACT AN ENEMY SIDE EDGE IN A CHARGE, BUT THE COMBAT COUNTS AS A FRONTAL COMBAT, CAN YOU SUBSEQUENTLY TURN ONTO THE FLANK OF THE ENEMY AND CREATE A FLANK COMBAT?** No. You can never turn or align from a frontal combat and create a flank combat. Imagine the reality which is that some part of the receiving bases have managed to adjust to face them frontally.
- **WHO IS THE ACTIVE PLAYER IN THE FIRST BOUND?** The invader (see glossary)
- **DOES AN ARMY COMMANDER COUNT AS IN LINE OF COMMAND OF ALL UGS IN AN ARMY WHETHER FLOATING OR NOT? DOES THIS APPLY TO ALLIED TROOPS?** Yes – see Page 170 B3; this explains the exclusion for allied troops.
- **DO ROUTING, ETC. TROOPS PASSING THROUGH BWg WHICH ARE IN A LINE CAUSE A KaB?** Yes, they do. This is not a "list permitted" interpenetration.