

# MeG Compendium

## Errata, Clarifications and Common Questions

### V10 19-02-2022

This document covers any errata and addendum and also any official umpire interpretations for unusual situations in line with the author's principles on page 203. The rulebook is not intended to be cluttered with every eventuality of nuance that people will come up with, but any that occur will have a ruling from us as lead umpires with input from the author on his intent.

#### 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 4<sup>th</sup> 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. **Also, barricades and obstacles can only be defended by Foot UGs.**
- **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.
- **BLOCK MOVES** Page 105 section E second paragraph should read "**All actions on the prompted action table except MF1 and MF2 "micro-moves" and E1 "Recovering Wounds" can be done as block moves. Additionally, a block move can be used to Form Orb or Dismount as long as all the UGs in the block perform the same action.**"
- **CALTROP** The QRS is in error and there is **no** Melee Combat claim for these.
- **DEPLOYMENT ZONES** Page 69. Paragraphs 1. 2. & 3. Should say "Unless on a flank march or ambush, UGs are deployed  $\geq$ 6BW from the table centre line and only SUGs or flexible mounted TUGs in skirmish formation may deploy within 5BW of a table side edge without a secure flank from the PBS map.

- **EXPENDABLES** Expendable TuGs do not count to the army break point total. They have their own lines in the army builder, so do not affect the TuG break point. Broken or destroyed expendable TuGs do not count towards the army break point or scoring in competitions.
- **RUN AWAY AND SKIRMISH MOVES** Page 128 4.6 the first sentence should say “Troops who have made a *run away or skirmish* response may only use MF1, MF2 or the following three prompted actions thereafter in that turn’s movement phase.
- **CANTABRIAN** Page 206 item 5 should say “**If contacted by enemy other than when being pushed back they immediately revert to normal formation.**”
- **CHARGE MOVES** amend Page 84 6.4 to read: “**SuGs that charge into or that are caught by TUGs in good going are broken immediately and removed from the table unless the TuG is within 1 base of breaking such that the SuG could charge them. A TuGs charge then continues its full distance.**” When the old (2018) clarification that a charging SuG cannot hit a TuG was removed the update to this section was missed. It is not the intention that a SuG could hold up a TuG by fighting it.
- **RUN AWAY AND SKIRMISH RESPONSES** –The three options provided are intended to allow the evader the best means to escape. You cannot simply evade towards an enemy to gain some advantage or avoid a disadvantage (such as a KaB should you break) this is clearly not the intent or spirit of the rules. Add new point **4.5.4 to Page 128** to cover this ... “**A Skirmish or Run Away may only end nearer to any enemy UGs charging if they have managed to entirely escape the chargers’ path of charge. As VMD is rolled after choosing direction, if your VMD roll is poor and you cannot thereby comply no move is made, you remain in place and may be hit.**”
- **SHOOTING DICE** Amend Page 159 G6 to “**Some shooters (in addition to any dice upgrade they may get), cause a wound on S results in addition to kills from Skulls and wounds from Xs. Foot crossbows standing to receive a charge get this bonus, as do skilled shooters vs. a superior target.**” In the left-hand column of the Die Colour For Shooting table delete “(WHITE+)”. [Note From SAH - the “do not” only applied to white and was not intended to exclude better shooters].
- **QRS** Amend M9 Notes to read “**Expand either side to achieve legal formation if needed and then redress ranks as M1 if desired. 180 allowed after run away/skirmish**”. Amend M10 Notes to say “**Turn at beginning or end and redress ranks as M1 if desired. -1BW + may include 1 wheel. Up to 2 BW after run away/skirmish**”.
- **ALIGNING** Para 7 at the top of page 137 in the *Reprinted Compendium only* “replacement” should say “replaced”. An UG that aligns entirely out of contact must still fight an enemy with its front edge – **NB:** supporting files whilst “engaged” are not fighting with their front edge so you cannot align out of contact into a supporting file position only.

## UMPIRE CLARIFICATIONS AND UNUSUAL SITUATIONS

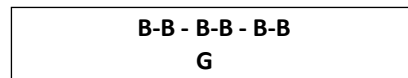
- **HESITANT AND FLANK MARCHING GENERALS** When it says that hesitant allies and flank marching generals may not *discard* this means in the course of playing alternate actions. Clearly, they can discard cards as part of SP1.1 to return unwanted cards into the pack.
- **KAB FOR GUNS AND CANNONS BEING 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.
- **UGS WHICH BECOME THE TARGET OF A CHARGE, BUT WEREN'T WHEN THE CHARGE WAS DECLARED CAN RUN AWAY OR SKIRMISH BUT CANNOT SHOOT AT THE CHARGERS** After an “evader” is moved in 2.5 if the charger would contact another enemy UG (taking into account any charge direction towards a target that moved), this UG is allowed to respond to the charge in the same way as in 2.5 with a *skirmish* or *run away* response if allowed to do so, and has to if a SuG charged in the open by a TuG. Shooting at chargers only happens in 2.5 before anything has been moved so they **cannot** shoot at the chargers. They are in effect taken by surprise and do not have time to shoot. This is the same as the situation covered on Page 84 6.3.
- **CAN SHOOTING RESULT IN A GAP IN AN UG'S FORMATION?** – No. You can't remove a base that creates a gap if not in combat. Take the closest base that maintains a gap free formation; if more than one base qualifies the owner chooses.
- **A TUG OF MISSILE ARMED CAVALRY ARE CHARGED BY ELEPHANTS IN FRONT OF THEM, THE CAVALRY RESPOND BY SKIRMISHING. THE SHOOTING KILLS A BASE SUCH THAT THE ELEPHANTS WILL NOT CONTACT THE TUG OF CAVALRY. THE CAVALRY COULD NOW IN THEORY SKIRMISH FORWARD. IS THIS ALLOWED?** It is an unusual situation, however, as the cavalry UG chooses their skirmish direction after shooting they can skirmish forward if they have shot away their opponent.
- **IF A SHOOTING UG HAS ITS FRONT EDGE OUT OF A WOOD, BUT BASES BEHIND ARE IN THE WOOD, DOES IT SHOOT AS IF OUT OF THE WOOD OR DOES IT SUFFER THE LIMITATION ON RANKS ABLE TO SHOOT FOR BEING IN THE WOOD?** Treat it as similar to combat and only use the front edge for determining whether the shooters are in the wood or out. Remember shooting is by file and so different files of an UG may be affected differently.
- **PAGE 69 POINT 3 IN DEPLOYMENT ORDER (AMBUSHES AND OUTSCOUTING) APPEARS DIFFERENT TO THE QRS, WHICH IS CORRECT?** This is slightly clumsy wording and appears to differ from page 61 and page 179 which agree with the QRS. The QRS is correct (also pages 61 and 179) and Ambushes and Flank Marches are decided upon **after** the outscouting %age troop deployment by the outscouted player and **before** any deployment by the outscouting player.
- **IS THERE A COLOUR UPGRADE FOR SHOOTING AT AN UNPROTECTED FLEXIBLE TUG IN SKIRMISH FORMATION FROM OVER 1BW AWAY?** No, they are shot at as SUGs.
- **DO YOU HAVE A FORCED CHARGE IF YOU WILL BE 3 OR MORE CLAIMS DOWN IN THE CHARGE COMBAT?** No. See C3 on the Prompted Action Table. In this case the Forced Charge does not need to be stopped, however, it can be a Free Charge.
- **IF I HAVE A LINE OF 3 TUGS, EACH 3BW WIDE, AND THE TUG ON THE LEFT ROUTS, DO BOTH THE OTHER TUGS TAKE A KAB TEST?** Yes. Both the TuG in the centre and on the right must take a KaB test for seeing the TuG rout. UGs within 3BW take tests for seeing friendly TuGs rout. Within is defined as  $\leq 3BW$ . Note - some bases are not exactly 1BW (gasps of amazement)! If TuGs are separated by a 3BW TuG, they will be deemed to be within 3BW. You can't remove the UG, then take out a measuring stick and claim that they aren't....
- **CAN A TUG PUSH AN ENEMY SUG OFF THE TABLE IN THE MOVEMENT PHASE?** No. If a SuG would be pushed back off a table edge it must take the option of running away instead. It then follows the normal rules for running away (9.3I 3.1 page 111). The same would apply for impassable terrain or any enemy UG. In these situations, enemy SuGs can never be destroyed by being pushed back (it is not a charge) unless they run away off table.
- **DOES THE “CHARGE PATH” OF AN UG INCLUDE THE INITIAL FOOTPRINT OF THE UG BEFORE IT IS MOVED?** Yes it does. Thus the UG is part of the area used to decide who can shoot at the chargers. The diagrams on pages 120, 125, and 130 should have included the charging UG within the grey box indicating path of charge.
- **SHOOTING AT CHARGERS** For the purposes of drawing a line from both front corners of a shooting file (page 156 D 2) the Path of Charge is treated as the target base, and the ability to draw the lines is assessed at 1 BW from the shooters as that is the range at which shooting at chargers is considered to happen (or less than 1 BW if the shooters are already  $< 1BW$  from the target when the charge is declared).
- **WHAT IS THE DEFINITION OF “FIGHTING”?** Fighting = a file rolling combat dice. **NB** as supporting files do not roll dice themselves, but *add* dice to the fighting file this means that supporting files are “engaged” but not “fighting”; this can be important in some situations such as those detailed on page 132 section M.

## 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 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 MF1 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 run-away move. It is not a charge response (which is when it gets to shoot).
- **CAN AN UG PROVIDING A SUPPORTING FILE ONLY 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, an UG providing 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. A combat that starts as a frontal combat cannot subsequently become a flank combat, therefore, 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.
- **WHEN DOES A FILE BECOME DEFINED AS A SUPPORTING FILE?** This is all about the position you are in not whether you have fought yet. Immediately you are in a supporting file position you are one. Therefore, you have the protection of the reduction in colour when shot at from that point onwards and count as an *engaged base*. You are, in reality, busy in the fight from as soon as you get there.
- **CAN UGs CHARGE ACROSS UNDEFENDED BARRICAEDS OR OBSTACLES?** On page 119 it states that troops behind barricades or obstacles cannot charge; this applies to troops *defending* the barricades or obstacles. Infantry who are not defending barricades may make any moves across them including charges but are slowed by 1 BW. Similarly, any troops may do so across obstacles and are slowed by 2 BW.
- **WHAT MOVES CAN YOU DO WITH A BLOCK MOVE?** The following explains what can and cannot be done with a Block Move:
  - In a C1 block move, withdrawing skirmishers, each SuG must move the same distance and direction and allow a UG to charge.
  - In a C2 block move, all UGs must charge in the same direction and have a valid charge target.
  - In a C4 countercharge or intercept move, all UGs must move the same direction and distance and must comply with all the other requirements.
  - In a M2 or M5 block move directly ahead all UGs must move the same distance ahead and cannot exceed the speed of the slowest UG.
  - In a M3 or M4 block move including a wheel, all UGs must wheel through the same angle and no UG can exceed its normal maximum distance.
  - In an M9 turn 90 block move the UGs may not necessarily end up in a block. All UGs must turn.
  - In an M10 block move all UGs must move the same distance after turning 180 and may not exceed their move distance after turning.
  - In a M11 block move including a turn 90 degrees and move, no UG can exceed its normal movement distance after turning - but UGs may move less than their normal distance. This may allow some or all of the UGs to reform as a block.
  - In M12, M13 block moves all UGs must move back the same distance.
  - In a M6, M7 or M8 block move that involves contracting or expanding, all UGs must perform the action and must remain in a block. In effect this limits the action to two UGs.
  - In an M14 double move, the UGs must remain in a block at the end of the first block move.
  - In C3 or M1 block moves that allow UGs to redress ranks or stop forced charges, not all UGs have to perform the action. UGs that don't perform the action remain stationary (but are still regarded as have made a prompted action).
  - In an F2, F3 or F4 block move to break off, all UGs must break off the same distance from the enemy.
  - In an F1 block move, control pursuit, all UGs must be reduced to the same distance.
  - Block moves **cannot** be used to recover wounds, MF1 and MF2 moves
  - Block moves can be used to Form Orb or Dismount as long as all the UGs in the block perform the same action.
- **CAN MULTIPLE BASES BE MOVED IN AN MF1 MOVE WHEN MOVING UNENGAGED BASES TO A SINGLE FILE?** Yes – the wording is “Unengaged Bases” so multiple bases can be moved for a single card.
- **IF YOU HAVE THE DISMOUNTABLE CHARACTERISTIC, CAN YOU DISMOUNT AND MOVE IN THE SAME PHASE?** No you cannot. Dismounting is a Prompted Action (see Glossary definition on page 218) and is not one of the exceptions to being restricted to a single prompted action or charge per turn listed under Universal Rule #14 on page 80.
- **IF YOU SHOOT AT INFANTRY WHO HAVE THE DISMOUNTABLE CHARACTERISTIC BUT HAVE NOT YET DISMOUNTED DO YOU SHOOT AS IF THEY ARE INFANTRY OR CAVALRY?** You shoot at them as *Infantry*; they only count as Cavalry (or Camelry) for movement. Therefore, Powerbows will not get the colour upgrade for shooting at cavalry and if the infantry are FArm shooters may have a colour downgrade depending on shooter and range.
- **IF AN UG IS HIT IN THE REAR AND LOSES BASES, DO YOU MOVE BASES BACKWARDS TO MAINTIAN CONTACT?** Yes, if there are available bases. The principle is the same as moving bases forward (or removing bases in a file) when fighting to the file's front – the intention is that if possible fighting files remain in contact.
- **A LATER MEDIEVAL POLISH UNIT OF CHARGING LANCER FRONT RANK AND 2 RANKS OF CROSSBOW SHOOTERS STANDS TO RECEIVE A FRONTAL CHARGE. IF THEY SHOOT, CAN THE ENEMY CLAIM +1 FOR FIGHTING Cv WHO SHOT?** No. The front rank of the file has not shot.

- **WHEN ARE SUGS *NOT* IMMEDIATELY DESTROYED BY BEING CONTACTED BY A TUG?** A SuG contacted by a TuG or contacting a TuG is **not** immediately destroyed if the SUG is pursuing, behind Barricades, entirely in rough or difficult terrain, already in combat, or the TUG is within 1 base of breaking.