

MORTEM ET GLORIAM 2019

OFFICIAL RULE CHANGES 01-01-2019 ALONG WITH THE RATIONALE FOR THEM

Welcome to 2019 skull rolling I am now in the process of recovering a master after losing it due to the unfortunate death of the artist who laid out the original document. Very sad event that alas got in the way of the plan - otherwise I would have reissued 6 pages in 2018. Thank you for your patience. I am yet to decide whether to issue a few pages or a more complete print. Bit one or the other will occur. I have therefore not updated the carries yet as most will disappear!: -)

The great news is that we have largely perfected both the rules and points in just two years, showing the power of the online updates and of mass player input that is considered properly by the team, rather than ignored. Mission accomplished! I feel this validates the method used as most rule sets are far from optimised after a decade. And in recent poll on FB we were a strong second already behind Hail Caesar only in popularity. Given are just launching the small table options this bodes every well indeed.

Just a reminder that I think in terms of **rules** and **data**. Data = 1) Quick Reference Sheets, 2) Characteristics Document, 3) Army Lists and 4) the Army Builder. Any of these can be tweaked without changing the rules and this was always the intent to do. So little tweaks to factors etc. you will find on the new QRS or built into the army builder. These we will issue as a PDF just to have mass eyes check for errors and then we will reprint a 2019 official version. If they are ever in conflict, the latest data takes precedent over anything in the rules.

We have also reviewed all of the lists and made quite a few changes mainly minor changes to improve consistency and the feel of several armies. All the points values are adjusted to get the correct relative balance. You will find that generals cost more (which was always the plan), but troops a bit less. On average 10,500pts in 2019 is about 11,000pts 2018. This fits with a goal of working towards the tidy number of 10,000 as the main standard for singles and 12,000 for doubles. As usual I have no intention of enforcing this -it is for local organisers to decide their format and anything between 8,000 and 13,000 works fine. Variety is good anyway.

Below the 2019 changes you will find in addition an explanation of the *rationale for each change in italics*. Games will just get better and more balanced still. Have fun and I hope to see as many of you as possible at events this year - do come along to the World Championships at SkullRollers2019 at Battlefield Hobbies, Daventry, UK. It's going to be epic.

Simon Hall
MeG-Meister

RULE DEVELOPMENTS FOR 2019

FORCED CHARGES

- **Battle Chariots** are henceforth subject to **Forced Charges**. *This makes them more aggressive when not missile armed and designed for combat. You will see that their factors have improved on the QRS making them more viable.*
- Any **UG with missile weapons** does not have to **Forced Charge** (but may **Free Charge**). *So chariots above with bow do not have to, but also DCs or CLs with bow (such as byzantine cavalry TuGs) do not have to Forced Charge. These two combined create a better feel for chariots and armies with shooty lancers. It brings two important periods into better balance.*

New for 2019

CHARGE-ONLY SHOOTING

- A **new shooting type** in addition to Skilled/Experienced/Unskilled. **Charge-Only** troops shoot only when **charging** or being **charged**. If charging they shoot as **Shoot&Charge**. They always shoot as experienced shooters. *This allows us to deal with several troops types whose tactical doctrine was to shoot and immediately follow up with a charge, and sorts out points for troops with Shoot&Charge in the past who couldn't really make use of their shooting. It has been added to the Army Builder, and priced at less than normal weapon cost, as they don't shoot all the time. Note also that in the new lists many skirmishers with javelin will have Shoot&Charge.*

FLEET OF FOOT

- A **new characteristic** that gives a TuGs SuG movement distance for its troop type. The TuG still suffers any penalties for terrain, it is simply extra BW of movement. *This allows us to boost many unprotected troops who had the benefit of being light and agile, and a few others who were renowned for moving quickly. Its a way to create the feel of desert armies without having weather rules. It has been added into the Army Builder. It makes the feel of unprotected desert armies better against their heavier opponents.*

ARMoured HORSES (ArmHrs)

- A **new addition to armour types** to distinguish troops with proper armour protecting horses. The Army List and Army Builder allow combinations of **ArmHrs-Prot**, **-/FArm**, **ArmHrs-FArm** to cover all types of Cv and Cm. **ArmHrs** slows movement to 4BW and gives protection vs. missile fire. *This allows us to get a much better representation for cataphracts vs. medieval knights on unprotected horses. The knights now move 5BW so are a bigger threat to bowmen in the open, but also suffer more from missile fire. Cataphracts and late medieval knights with horse armour are better against bow fire but slower. Crusade games become much more balanced between knights and Arab/Turks, and the Knights become less expensive so easier to field.*

PBS refined

- Three changes make this phase more interesting and balanced:
 - Movement is allowed now between the top line and the bottom line
 - Battle location must stay within a square with the right territory type
 - A winner rolling a skull can choose a **Strategic Intercept** allowing them to place the defenders army at the start of the PBS game (representing the invader catching the enemy army before has reached its ideal location).

This enriches a fun part of MeG in several ways without any material change to the core system - which is already very good and not broken at all. It gives armies that depend on terrain more chance to hold on to something useful and feels more realistic that an enemy might draw you into the most open part of your territory but not into theirs. It also gives more incentive to attack at times anytime you win with a skull. A new map and PBS sheet is being produced. We should find: a) more barbarian armies appear and b) more invading is chosen.

DATA TWEAKS - QRS AND CHARACTERISTICS

SHOOTING

- **Elephants**; + vs. elephants with jav removed. *We feel this is a wargaming myth based on Zama. The Velites do quite enough damage with no boost. The reduction in elephant vulnerability should have us seeing more on the tabletop.*
- **Downgrade for armour** becomes: "Shooting at **Cv/Cm with ArmHrs** or **Foot/El with FArm**, unless Art/Firearm or PBw/XBw $\leq 1BW$ "
Consequence of the above. Much better range of outcomes.
- **XBw** lose +colour when charged replaced with "**XBw TuGs when standing to receive a charge = S on dice causes a Wound**" *Crossbows retain their special short range effects which I like, but it is softened so no longer completely deadly to charge them and the randomness is reduced.*
- **Skilled shooters** keep their dice upgrade and add "Skilled vs. Superior = S on dice causes a Wound" *A neat way to balance average/ superior/ exceptional targets in terms of effect. This will assist horse archers armies quite a bit and bring them into use more without needing quite the skill they do today. I feel the combination of small tweaks make the balance for horse archers and foot spot on now. But they cost more still now.*

MOVEMENT TABLE

- **Cv/Cm movement distance**: cavalry moving 4BW changed to "Close Cv/Cm or Cv/Cm with ArmHrs" *This means knights can charge from 5BW so PBw only gets one shot at them. More realistic if fighting Agincourt, as the mud would then give them 2 shots. Longbow need their stakes which is good. Also improves crusades fights and the balance with Seljuks/Arabs.*

PROMPTED ACTION TABLE

- **Prompting through Fire** made a little harder: "Generals within 2BW Prompting through fire" *Assist shooting armies in causing disruption. A little too easy today to recover. Wanted a bit more than I am seeing.*
- **Double Wheels** no longer possible close to enemy: "Each wheel $\leq 90^\circ$, must have 1BW directly ahead between wheels, and $\geq 2 BW$ from enemy

12-Nov-18

TuGs." *Changed to get rid of a cheesy double wheel to get round flanks when close to enemy.*

COMBAT TABLE

- **Battle Chariots** improved in charge phase: "0 vs.EL or standing** Foot LSp, Foot PA or PK; +1 vs. CL; +2 vs. others" *Material improvement for Battle Chariots both in period and in open play. Hopefully we will see a few more on the table. In period they are quite scary to most enemy foot.*

2018 changes for reference

UG BREAK POINTS

- Change UG break points on page 97 A2 to > 50% for TuGs and >33% for SuGs. So a 4 now break on a wound above 2 base losses. *This makes 4s viable for mounted.*

TuGs PUSHING BACK ENEMY SuGs

- ADD to page 67 E3 "Exception: Foot Skirmishers entirely inside terrain are not pushed back by enemy TuGs and must be charged to remove them (and may stand therefore and fight for the terrain). *This allows skirmishers to better defend terrain.*

SuGs HIT BY TuGs IN GOOD GOING

- Alteration on page 47 7.2 becomes 6.2a in sequence and SuGs are now removed as soon as contacted by chargers and the charging TuG continues its charge to the full distance of its charge move. *This is more in the spirit of skirmishers not getting in the way of heavies.*

TROOPS THAT ARE BROKEN WHO WERE ATTACKED FROM MORE THAN ONE DIRECTION

- Broken UGS who have enemy in contact with them in two or more directions (Front, Flanks or Rear) are unable to rout and are simply removed. The opponents have the option to pursue directly ahead after any reforming. *This is simpler and gives the advantage to the victor.*

MOUNTED POLEARM added

- See QRS *Added for Chinese armies which came out earlier than planned.*

EXCESS CASUALTIES ON A FILE

- DELETE Page 89 I2 such that casualties do flow over onto other files. *Simpler and more death.*

FORCED CHARGERS BURSTING THROUGH FRIENDS

- Forced charges do not burst through friends who are already in combat, instead they stop behind them and both suffer a KaB test. When a burst through is by forced chargers, both the chargers and those burst suffer a KaB test. *Removal of potential cheese.*

UNIVERSAL 1/2 BW SHIFT

- Add to P45-6 "e) avoid enemy if making a Run Away, Skirmish or Break Off action." *Buttocks of death has to be a more than 1/2BW rather than fiddly micro mm.*