

MORTEM ET GLORIAM 2019

OFFICIAL RULE CHANGES

RULE CHANGE

FORCED CHARGES

- **Battle Chariots** are henceforth subject to **Forced Charges**
- Any **UG with missile weapons** does not have to **Forced Charge** (but may **Free Charge**).

NEW DEVELOPMENTS 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.

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.

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.

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).

DATA CHANGES

SHOOTING

- **Elephants**; + vs. elephants with jav removed.
- **Downgrade for armour** becomes: "Shooting at **Cv/Cm with ArmHrs** or **Foot/El with Farm**, unless Art/Firearm or PBw/XBw $\leq 1BW$ "
- **XBw** lose +colour when charged replaced with **"XBw TuGs when standing to receive a charge = S on dice causes a Wound"**
- **Skilled shooters** keep their dice upgrade and add "Skilled vs. Superior = S on dice causes a Wound"

MOVEMENT TABLE

11/11/2018

- **Cv/Cm movement distance:** cavalry moving 4BW changed to "Close Cv/Cm or Cv/Cm with ArmHrs"

PROMPTED ACTION TABLE

- **Prompting through Fire** made a little harder: "Generals within 2BW Prompting through fire"
- **Double Wheels** no longer possible close to enemy: "Each wheel $\leq 90^\circ$, must have 1BW directly ahead between wheels, and ≥ 2 BW from enemy TuGs."

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"