

# MEG MAXIMUS AND MAGNA - PROMPTED ACTION TABLE

		SuG/ Skirm	TuG			Notes
			DRILLED	FORMED	TRIBAL	
C1	Move SuG to allow others to charge	W	N/A	N/A	N/A	Any WHITE SuG move; must move through UG or UGs being allowed to charge.
C2	Prompt charges	G	G	G	G	Wheel up to 90° at beginning of charge. Unengaged files of engaged UG 1BW ahead.
C3	Stop forced charges	N/A	G	Y	R	No forced charge if down 3 or more claims in charge combat.
C4	Countercharge or Intercept	Y	Y	Y	R	Only countercharge can wheel, Normal move - 1BW. Not < 1BW from chargers.
CM1	Move general	G				General can upgrade his own card.
CM2	Prompting through fire	YELLOW 1BW; RED 2 BW				General must be within 2BW.
M1	Switch flexibles (a) or redress ranks (b)	G	G	Y	R	a) Convert formation. b) rearrange bases on same frontage. Not if in combat.
M2	Advance directly ahead	W	W	W	W	*% May move short if desired.
M3	Advance with wheel	W	G	G	Y	% One wheel <=90° at any time in the move.
M4	Advance with double wheel	G	G	Y	R	+ Each wheel <=90° with 1BW directly ahead between wheels.
M5	Full ahead with shift	W	G	R	N/A	++ Move max distance ahead then shift up to 1BW to either side at end of move.
M6	Advance and contract	W	G	G	R	+ >= 2BW directly ahead, contract 1 or 2BW behind, no wheels allowed.
M7	Expand while stationary	W	G	G	Y	Expand by 1BW on either or both sides while stationary. Can redress ranks.
M8	Contract on the spot	W	Y	Y	R	++ Contract 1 or 2BW while stationary. Can redress ranks.
M9	Turn 90° or 180° on the spot	W	G	Y	Y	* Can redress ranks.
M10	Turn 180° with move	W	Y	Y	R	* Turn at beginning or end. Move -1BW and may include 1 wheel.
M11	Turn 90° and move	W	Y	R	N/A	As M9 but with move -1BW per file before turning, may include 1 wheel.
M12	Fall back <=3BW with Cv, Cm, Ch or skirmish infantry	G	Y	Y	R	Directly to rear, no change of facing.
M13	Fall back <=2BW with other troops	N/A	R	N/A	N/A	Directly to rear, no change of facing.
M14	Double move: 2 consecutive GREEN (or WHITE) moves	G	Y	Y	R	++ TuGs cannot push back enemy SuGs on second move.
M15	Move independent artillery	R	N/A	N/A	N/A	Cannot move as block. Only directly ahead, wheel, turn 90° or 180°.
MF1	Move unengaged bases to a single different file	W	G	G	Y	Create supporting files, fill gaps, add ranks, fight enemy files. Multiple actions allowed. Not if it would reduce file's combat factor.
MF2	Turn UG 90° or 180° to face enemy in contact	W	W	G	G	Turn any or all bases with enemy in frontal contact with their flank or rear.
F1	Control pursuit	G	Y	R	N/A	Not permitted to DC/CL. Cv, Cm, Ch, El to 2BW, others 1BW.
F2	Break off Cv, Cm, Ch from slower foot	G	G	G	Y	Directly to rear facing same direction, 2BW to normal move distance -1BW. Speed defined as prior to breaking off and as affected by terrain.
F3	Break off from slower enemy	G	Y+KaB	Y+KaB	R+KaB	
F4	Break off from equal speed enemy	Y+KaB	Y+KaB	R+KaB	N/A	
E1	Recover wounds	RED if in combat, if not YELLOW.				General must be within 4BW.
C= Charge phase. M= Movement phase. F= Fighting phase. E= End of turn phase.						Moves marked + allowed only if >= 2BW from enemy TuGs. Moves marked ++ allowed only if >=4BW from enemy TuGs. Moves marked * allowed after run away or skirmish. Up to 2BW and/or 180° turn only. Moves marked % allow SuGs to contract/expand <= 2BW within the move.
<p style="text-align: center;">A general can upgrade one card by one colour once per phase. Must be with UG to upgrade. Block move requires an extra COLOURED card. General can upgrade a card if attached to the block. A general can only move once per phase, so cannot move and then move with UG in same phase.</p>						