

MEG MAXIMUS 2026 COMPETITION AMENDMENTS

1 Placement of Generals	
1.1	For a general attached to an UG, measure distances from the file they are attached to, not the model.
2 Risk to General	
2.1	A replacement for a legendary general that has been killed only claims +1 in combat.
3 Prompted Action to Fall Back	
3.1	Turn 180o with move easier for Formed and Tribal troops. Turn and move with pikes allowed.
3.2	M13 - Fall back for other troops. Only drilled may fall back and on a RED.
4 SuGs and Charges	
4.1	C1 - Extra restriction to C1 move in that it must move through the UG or UGs being allowed to charge.
4.2	SuGs that would be burst through by forced chargers are removed when the forced charge is marked.
5 Combat	
5.1	Cv, Cm, Ch and Elephants cannot claim +4 for flank (but not rear) charge against Elephants.
5.2	Pike. If in 3 ranks +2 vs any. If in 2 ranks +2 vs Cv, Cm, Ch and +1 vs others.
5.3	Spear. New weapon category for classical hoplites and thureophoroi. At impact If in 2+ ranks, +2 vs Cv, Cm, Ch, +1 vs others. In melee If in 2+ ranks, +2 vs Cv, Cm, Ch, +1 vs others; if in 1 rank +1 vs foot but cancelled by ME. Spear do not cancel mounted impact claims. 2+ deep Spear cancel mounted melee expert claims.
5.4	Files hit in flank by a frontal charge, only fight and are fought once. Calculate factors as if file was hit on its front edge.
5.5	Supporting files fighting pike except kiels, long spear or spear do not downgrade the colour of the additional dice.
5.6	Shatter. Replace existing rules with bonus roll of GREEN dice for the file inflicting a shatter.
5.7	Shove. Replace existing rules with bonus roll of WHITE dice for the file inflicting a shove.
5.8	Mounted long spear. In melee combat, no factor against 2+ deep Pike in good going.
6 Shooting	
6.1	Close/loose infantry PBw, Bw, XBw, Sl count S as a wound when shooting <= 1BW of the charge path replacing S = wound effect for XBw standing to receive a charge.
6.2	PBw upgrade colour when shooting at Cv, Cm, Ch <= 1BW.
6.3	KaB test if shot at by file of Guns or Cannons at <= 1BW of charge path, replacing KaB test if base charged.
7 Elephants	
7.1	Elephants shoot at foot ranges.
7.2	Elephant maximum movement distance in difficult going increased to 3BW.
8 Scythed Chariots	
8.1	At the end of any turn that they are not as close to the enemy rear table edge as another friendly UG within 10BW, scythed chariots are withdrawn and removed from the table.
9 Pre-Battle Sequence	
9.1	In the event of a tie on territory type, the invader selects the territory type.
9.2	Unused PBS cards may not be used for scouting.
9.3	If scouting difference 10, 20 or 30% then deploy 1/3rd of army, not percentage difference.
9.4	Alterations to the terrain table.
10 Flank Marches	
10.1	One dummy flank march is permitted. A general allocated to a dummy flank march loses one card from their normal card allowance in the first turn.
10.2	Two YELLOW cards may be treated as one RED card for determining flank march arrival.
11 Characteristics	
11.1	"Mounted Infantry" instead of "Dismountable". Dismountable rules for infantry no longer apply. Mounted infantry flank march as cavalry but arrive as infantry and scout as skirmish foot.
11.2	Protected infantry cannot claim Fleet of Foot for charges.
<i>A download with full clarifications for these amendments is available.</i>	