

Infidel Errata/FAQ

March 13th, 2012

For use with Infidel rules version 1.1, available for download from www.gmtgames.com

Counter Errata:

There are two Lorraine Pike #2 units. One should be Burgundian Pike #2.

The Joscelin Crusader Leader erroneously has a name on the back, instead of Repl.

The Garnier Crusader Leader has the same values on both sides. The Activation and Command Range values on the Repl side should be 1 less. Repl Activation should be 3, Command Range should be 2, and there should be no Charisma bonus.

The Tatikios Crusader Leader has the name on the back and the same values as the front. The Activation and the Command Range values on the back side should be 1 less. Back side Activation should be 1 and Command Range should be 2.

The Templar Crusader leader Robert of Sable should not have a Charisma bonus on the Repl side.

Ayyubid Egyptian Pike #1 should have a Shock Defense DRM of +1 on the Disordered side.

Balduk of Sanosata should be from Samosata.

There are five extra counters that are not used in any battle: Burgundian Knights #7 & 8, Flemish Pike #3 & 4, Flemish Archers #2.

Player Aid Card #1:

In the list of Possible DRMs for Shock or Charge, add +/-? Weapons System Matrix table modifier.

Player Aid Card #2:

On the Flight Point Track, change the second 45 (the one without the Turk Flight Level for Dorylaeum) to 46 and change 46 to 47 (a replacement is available for download from www.gmtgames.com on the Infidel game page.)

Battle Book:

None of the set-up maps are updated in the 1.1 battle book, as I was unable to obtain the images in time to include changes. If there is a difference between the set-up map and the text, follow the text.

Questions:

11.2 When Units May Fire

Question: Does "frontal hexes" only include those next to the firing unit, or should this include those at two hex range?

Answer: The frontal hexes referred to are only those adjacent to the missile unit.

12.5 Advance After Combat

Question: If a unit is attacking two enemy units and the result of one of the attacks is "attacker disordered, retreat one hex," and the other result is "defender eliminated, continue attack," does the attacker ignore the retreat result and advance onto the vacated hex, albeit disordered, to continue the attack?

Answer: Yes, the single unit advances in the Eliminated enemy's hex and is marked with a Continued Attack marker, even though it is also Disordered. A Continued Attack result always forces the unit obtaining it to advance and attack, regardless of any other combat results that unit incurs.

13.2 Charge Procedure

Question: Is it true that Knights or HC that are Disordered by ranged units they are Charging or entering their ZOC during a Charge only Shock as a result of the accurate Reaction Fire?

Answer: Yes, per 13.2. If a Charging unit is Disordered during its Charge, the attack is resolved as a Shock attack against the original target of the Charge, the Disordered unit is not required to attack all units in its frontal hexes.

Player Aid Card #1

Question: When battling against a MC/A do you use the MC value on the weapons matrix table or do you use an A value on the weapons matrix table?

Answer: MC/A attack and defend using the MC row or column of the Weapon System Matrix.