

Men of Iron Errata/FAQ

May 7, 2011

For use with Men of Iron rules version 1.0, included in Men of Iron volume 1

Rules Errata:

pg. 8: 2. Position Advantage: There are 3 (not 2) types:

pg. 8: EXAMPLE CONTINUED.... +2 for the Weapons System Matrix (Dismounted Men-at-Arms attacking Longbow (not Crossbow))

pg. 9: 11.4 Charge Reluctance: Hedges (and Shield Walls) add +1 DRM to Charge Reluctance.

pg. 11: 12.7 Continued Attack: it should be frontal hexes, not ZOC.

Rules Changes:

4.2 add the following sentences:

After his first successful Continuation die roll, a player adds one (+1) to his Continuation die roll for each such attempt.

Example: Giuseppe has rolled successfully for Leader A's Continuation. He now seeks to roll for Leader B; he must add one (+1) to that die roll. If he also succeeds there, he now adds two (+2) to the next such die roll, etc.

9.4 replace the second bullet with the following sentence:

- if any intervening hex (or hexside) is higher - of greater elevation - than both the firing and target hex. E.g., ridges block LOS.

11.3 change the third paragraph to read:

Cavalry may not charge across Woods, Marsh, Rough hexes or any terrain that prohibits a charge per scenario rule. Nor may they Charge a unit in a Woods, Marsh or Rough hex or behind hexside terrain that prohibits a charge per scenario rule. They may Shock into/across those hexes/sides without a charge. They may not move through a ZOC when charging, but their charge may end in one.

Rules Clarifications:

5.1 Movement Procedure

Roads negate other terrain in the hex for movement, except elevation changes.

9.1 Missile Units

When a missile unit fires through its flank hex side, enemies 2 hexes away that are exactly down a flank hex spine may be targets.

9.2 When Units may Fire

When a missile unit prompts reaction fire, the reacting unit gets to fire BEFORE the activated unit gets to fire because it is reacting to the movement.

9.3 Resolving Fire

If missile fire passes down a hex spine between front and flank or rear and flank, it is not considered from the flank for purposes of Angled fire at Mounted Men-at-Arms.

10.3 Shock Resolution

When multiple attacking units are involved in an attack, any negative combat results apply to all attacking units (disorders, etc.).

10.5 Advance after Shock

Advancing after shock does not trigger reaction fire, as it does not expend movement points.

11.1 Charging in General

A Mounted MAA that *starts its Activation adjacent* to an enemy unit may not Charge during Activation.

11.3 Charge Procedure

If a charging unit is Disordered during its charge, it must still attack. However, just like a disordered counter-charging unit, it resolves the attack on shock table, not the charge table.

12.4 Retire

Retired units have no ZOC and may not Shock or Fire.

12.7 Continued Attack

If a Pike unit in Schiltron is not eliminated and does not retreat when a continued attack results against it, the attacker does not move, but must continue to attack.

13.2 Standards

A Standard is Activated instead of a Command and the only action allowed is to Rally retired units in or adjacent to the Activated Standard. If a player has more than one Standard in a scenario, each must be Activated with separate activations and that Activation only Rallies retired units that belong to the Standard's command.

15.2 Command Range

Command Range uses mounted movement costs for terrain.

16.0 Victory

After a Free Activation, both players must conduct a Loss Check and each rolls their own die to add to their Flight Point total.

Questions:

8.0 Stacking

Question:

At Crecy, what happens if a Genoese crossbowman is in a pothole hex and a French Mounted MAA tries to move through and is unhorsed, this would leave them overstacked which is disallowed by Rule 8.0?

Answer:

Move the Crossbowmen back one hex, if this is not possible then eliminate them.

11.4 Charge Reluctance

Question:

What is the precise sequence of play for resolving a Charge, specifically Reluctance and Reaction Fire? Does the Reluctance die roll come before or after Reaction Fire?

Answer:

Reaction fire precedes Reluctance (as the latter is a result of being closer to the target than the former . . . it helps if you try to visualize what the rule is attempting to "simulate").

Question:

Do MAA need to make a charge reluctance roll when making a continuation attack against pike in schiltrons?

Answer:

No. They already did that.

Question:

If a MAA unit fails the Reluctance roll against a Schiltrons, has it still engaged that Schiltrons for the purposes of allowing another unit to ignore it when performing its own attack?

Answer:

Yes, per 10.3 "All Shock Attacks must be pre-designated before any are resolved." The fact that the MAA is trying to attack allows other units to carry out their attack(s).

11.5 Counter-Charge

Question:

A Mounted Men-At-Arms that is being shock attacked simultaneously by two or more enemy units cannot counter-charge, right?

Answer:

If it can counter-charge all attacking enemy units, it can attempt to counter-charge. The counter-charging Mounted Men-at-Arms only becomes the attacker, per 11.6 paragraph 2 bullet 2, if none of the enemy units are Mounted Men-at-Arms. Otherwise see 11.6 paragraph 2 bullet 1.

Question:

A defending MM successfully passes the counter-charge roll against a shocking, but not charging, MM. Does it then a) defend normally against the shock attack, b) become the attacker on the shock table, or c) become the attacker on the charge table (and if so, with or without charge DRM)? Variations of this question were asked before, but seemed to receive contradictory answers.

Answer:

From 11.6 "If it is counter-charging against attacking Mounted MAA, it negates the +2 (or +1) Charge DRM (but you still use the Charge section of the Table). All other shock DRMs are still in effect. The original attacker is still the attacker, and no units are moved."

Since the attacking Mounted MAA isn't Charging, the only benefit to the counter-charging unit would be allowing it to change facing which might keep it from being attacking in the flank.

14.1 Shield Wall

Question:

Shield Wall. I'm playing the Courtrai scenario and have a question on Shield Walls. If a formation decides to go into Shield Wall, assuming all units in the formation are eligible, can you decide to put only a part of the formation into shield wall, or is it an all or none situation?

Answer:

Putting a formation in Shield Wall applies to ALL normal status units in that formation, even if Out of Command.

Question:

Which side, in which scenarios can use Shield Wall?

Answer:

Falkirk and Bannockburn

Scots - Schiltron

English - No Shield Wall

Courtrai

Flemish - Shield Wall

French - No Shield Wall

Crecy

French and English - No Shield Wall

Poitiers

English - Shield Wall

French - No Shield Wall

Najera

English - Shield Wall

Spanish and French - No Shield Wall

Scenario Clarifications:

FALKIRK:

English Reinforcements

The entry hexes for Surrey's Battle should be 3423-4, rather than 3422-3.

No Scots unit may end movement within three (3) hexes of an English entry hex.

COURTRAI:

Initial Deployment

The Flemish Crossbowmen listed as starting in 3912 should instead begin in 4012.

The Town of Courtrai and the Buildings

Monastery hexes: 3912, 4013, 4112 are impassable (monastery map graphic was changed during production).

The town of Courtrai - the bridges are blown (and logically the gates are closed, what else would they be). With the exception of the activity around the castle, where the French are besieged, units cannot cross the town wall.

BANNOCKBURN:

Initial Deployment

The Setup Map does not include: English LB hex 4317, English PK hex 4608.

The Scots Schiltron

Change the third Schiltron bullet to read:

Mounted units may not Charge thru the Frontal hexside of a Schiltron formation unit; they may Shock normally, but do so only upon passing a Charge Reluctance die roll. Use the section of the Reluctance Chart that refers to Scots Schiltrons.

Scots Hobilars

The Scots Hobilars use the King's Standard when retired.

English Disorder

The English Disorder Historical rule applies to the Pike units that begin the game disordered and only unit they Rally once.

English Commands

Edward II is not replaced if he is killed.

CRECY:

French Reinforcements

King Phillip's Command

After John's command has entered, any attempt to activate King Phillip requires a die roll. On a free activation the die is rolled and if an even number, King Phillip activates. On an odd number, the free activation is transferred to any other French leader. On a Continuation attempt, the die is rolled and if even number under King Phillip's activation rating, King Phillip activates. If an odd number under King Phillip's activation rating, this successful Continuation is transferred to any other French leader, regardless of their activation rating. If the die is greater than King Phillip's activation rating, the Continuation attempt has failed and play passes to the English player.

Terrain

Potholes

For those of you who want more historical flavor (and watch the French get slaughtered to a greater extent):

If mounted units attempt to Charge (not just move to Shock) through a pothole hex, the 0-2 = Unhorsed die roll applies, but if that same die roll produces a 3-6, the Charge is negated and reduced to a normal Shock.

Elevations

A unit Charging up the hill at Crecy would incur a -2 DRM for the two elevation levels, one for each level.

POITIERS:

The Duke of Orleans Battle

When checking to see if the Duke of Orleans stays to fight, add the die roll to the French Flight Point total. If the total is 25 or more, he and all of his units are removed from play.

Clermont and Audrehem

Clermont and Audrehem (the two French mounted MAs in front of Saarbrücken's command) have to charge the English line when activated. Let them use an activation rating of '4', but they cannot use Seizure. The Chivalry aggression rule (or removal thereof) does not effect these two guys.

NAJERA:

Initial Deployment

No Cross of St. George counter is included in the game, use the Prince of Wales Standard instead.

Terrain

ZOCs and Missile unit "Frontal Hexes" do not extend across the Najarilla river.

Chart Clarifications:

CHARGE RELUCTANCE:

Mounted Men-at-Arms Against Scots Pike in Schiltron Formation

- If the DR is a 0-7, Shock not allowed; unit does not attack at all
- If the DR is a 8-9, Shock attack allowed.

TERRAIN EFFECTS CHARTS:

Falkirk

The MP for marsh in Falkirk are reversed with respect to foot and mounted (should be foot:2 mounted 3)

Courtrai

The MP for marsh, village, and ditch are reversed with respect to foot and mounted on the TEC sheet (the map one is OK - foot:2 mounted: 3).

Crecy

The MP for woods and villages in Crecy are reversed with respect to foot and mounted (should be foot:2 mounted: 4).

Change the entry for Pothole Hex to Enter Pothole Hex but not Unhorsed.

Footnote [a] should refer to the Crecy Scenario Rules, not section 8.0 of the rulebook.

Poitiers

Footnote [a] should refer to the Poitiers Scenario Rules, not section 8.0 of the rulebook.