

## Men of Iron Tri-Pack Errata/FAQ v2.1

7/18/2022

For use with rules as printed

**Research Assistance:** We accidentally left out a credit for assistance with research. Scott de Brestian kindly helped with some added research for Infidel. Thanks Scott!

### Counter Errata:

King Edward II should have three stars showing that he is an OC and a King.

Jan van Renesse should not have two stars showing that he is an OC and he should not have a -1 Effectiveness Rating.

Guy of Namur should have two stars showing that he is an OC and he should have a -1 Effectiveness Rating.

Use the Baldwin II Standard for Edessa, Baldwin was only Count of Edessa at Harran.

Black Command stripe Lancastrian Leaders have a tan Command stripe on their reverse side.

The Treachery Seizure counter should be Unsteady Troops.

King Edward IV should have an Effectiveness Rating of 0.

### Rule Book Errata:

**2.4 Definitions & Abbreviations: Active:** The leader and all units of the Battle (or Army) which is Activated (see Activation above).

**3.0 Victory (Men of Iron):** Add Archer to the 2FP list.

**11.3 Blood & Roses:** When resolving fire at a stack with an Artillery unit, roll once, with DRMs applied individually, and apply to both units.

**13.3 Number 5h:** Units may not Charge from any of these hexes (not just cross or Charge into).

**16.9:** Engaged units cannot enter Shield Wall or Schiltron. Engaged units may not Dismount or Remount. Engaged unit cannot Retreat Before Combat. Units cannot enter a hex with an Engaged unit. Artillery stacked with an Engaged unit is Engaged. When a unit attacks two units, ignore the Engaged result when combining Engaged and Retreat results. Also ignore the Engaged result in any combination when a Continued Attack results.

**Page 27** – Leader Efficiency ratings were added to all three games. Charisma was added to Men of Iron and Infidel leaders who did not already have it.

### Men of Iron Battle Book Errata:

**Courtrai** – Castle Contingent should be #3-4 -1. Change the final hex of Jan van Renesse's castle guards from 4818 to 4619. The French Castle Contingent do not have Flank or Rear hexes while in the Castle, only Frontal hexes.

**Bannockburn** – Edward II's Pike Infantry should be #1-2 -2, #3-4 -1, #5-11 0, #12 +1 setting up on map.

**Crecy** – Grimaldi and Doria have their own Standards, they do not all use the Genoese Standard (nor is there one).

**Poitiers** – Remove the English ability to enter Shield Wall. The French Dismount rule applies only during setup before the game begins; Saarbrücken's MM may not Dismount during the game. Use DM #1-4, since there are not DM #4-7.

**Example of Play** – The English MM counter images are switched. MM1 should be in hex 4818 with Scottish PK2 and Scottish PK4 in its Frontal hexes. MM2 should be in hex 4718.

### **Men of Iron Player Aid Errata:**

**Fire/Range DRM Chart** – Archers are range 1/+1, 2/0, 3/NA.

**Bannockburn** – the cost for foot units to cross a Burn hexside should be +2, not 2. The Shock/Charge DRM for Mounted for a Burn hexside should be NA, not -1. The cost for foot units to enter a Pothole hex should be 1, not +1. Looks like Pothole stole the +!

**Poitiers, Bannockburn, Najera, Crecy** – Any reference to Road or Track only applies to Roads and Tracks in otherwise Clear terrain hexes. In other words, Roads do not aid in movement.

### **Men of Iron Map Errata:**

**Courtrai Terrain Chart** – change Village to Town and both Movement costs to NA. Building is really only the Castle (4718).

**Agincourt** –Pas-de-Calais is misspelled on the map.

**Agincourt Terrain Chart** - Road should more precisely be called Road in Clear. Only in otherwise Clear terrain hexes. In other words, Roads aid movement only in the muddy Clear terrain hexes.

**Agincourt Terrain Key** – Pike hexside is really Stake hexside.

### **Men of Iron Flight Point Chart Errata:**

Box 50 should say French Crecy, not English Crecy.

### **Infidel Battle Book Errata:**

**Dorylaeum** - Tancred of Taranto should have a pink stripe, rather than a green stripe.

**Antioch** – Le Puy's Battle – the Provencal Knights should be (#1 -1), rather than (#1 -2).

**Ascalon** – Raymond of Toulouse - use grey command stripe Provencal Knights (#1 -2, #4 -1), rather than black command stripe since there are not two black command stripe Provencal Knights.

**Arsuf** – **Slow March:** This Activates all Crusader units and leaders, not just Crusader units. These may then move up to 3 hexes, just like units.

**Crusader Command:** Each Third Crusade leader (Gold command stripe) is his own Battle. He can then choose to add either the Crusader (Gold and Ghite command stripe) Knights or Crusader Infantry to his Battle. The other two Gold command stripe leaders are not a part of this Battle. They do not move with this Battle. You may roll for Continuation with either of the other two Gold command stripe leaders after Activating one of them, and then add either the Crusader Knights or Crusader Infantry to that Battle.

**Example of Play** – Page 26 and 27.  $1+-1+-1 = -1$ , not -2. The result on page 26 does not change. Change the DR to 5 on page 27 to keep the same result.

### **Infidel Player Aid Errata:**

**Antioch, Ascalon, Arsuf** - Any reference to Road only applies to Roads in otherwise Clear terrain hexes. In other words, Roads do not aid in movement.

## **Blood & Roses Battle Book Errata:**

**Barnet** – Some Battle Flight ratings are incorrect: Exeter = 7, Hastings = 6, Edward = 7.

## **Blood & Roses Player Aid Errata:**

Ignore the Art row of the Weapon System Matrix.

## **Box Errata:**

St. Albans is listed as being in Herefordshire, but it is really in Hertfordshire.

## **FAQ**

**Q:** Leaders have a MA of 5. Do they use this MA only when moving alone?

**A:** Yes, otherwise the leader moves with the unit it is moving with as specified in the movement rules.

**Q:** What happens when a unit becomes Engaged with an enemy unit in Schiltron or Shield Wall?

**A:** The two units are Engaged. If the unit in Shield Wall exits that state, it can either Disengage or attack during the Shock Phase. A unit in Schiltron must stay in Schiltron. If the unit stays in Schiltron or Shield Wall, it cannot move or attack. It can still change facing one vertex, but only if it keeps the unit it is Engaged within its frontal hexsides or turns in an attempt to place the unit it is Engaged with in its frontal hexsides.

**Q:** A MM attacks a PK in Schiltron and another unit, if it fails its Shock Reluctance roll, does it still attack the other unit or are both attacks cancelled?

**A:** The Shock Reluctance roll applies only to the attack on the PK unit in Schiltron, therefore the attack on the other unit must go through. Since the MM declared two attacks, and some of the MM tried to attack the Schiltron but the horses balked, it must Shock the other unit as a 1:2 attack.

**Q:** Can AX units stacked with a PK in Schiltron attack?

**A:** No, the AX unit is “behind” the PK unit.

**Q:** Can AX units retreat into a hex with a PK in Schiltron?

**A:** Yes, per 14.4 “It can enter any hex, or cross any hexside, that it is not prohibited from entering during movement.”

**Q:** At Poitiers, since there is only one gap in the Hedge, which units can Clermont and Audrehem Charge?

**A:** Hexside 2417-2517 is also not a Hedge hexside. Ignore the extraneous hedge iconography.

**Q:** At Falkirk, how does the Historical/Solitaire Scots Activation rule work?

**A:** It is a Free Activation and since we aren't using the Scots leaders for any real purpose (from the design note), the Scots cannot roll for Continuation.