

Men of Iron FAQ v1.3

January 26th, 2018

For use with Men of Iron rules version 1.2, available for download from www.gmtgames.com

The latest version of the Battle Book is still v1.1, as there have been no updates to it.

Questions:

Q: 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?

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

Q: Do MAA need to make a charge reluctance roll when making a continued attack against pike in schiltron?

A: No. They already did that.

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

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

Q: At Crecy and Poitiers, the Aggression rule says that if a French Men-at-Arms unit moves through a hex with a CB unit it is automatically Disordered, or Eliminated if already Disordered. Does this replace rule 8.0?

A: No, this should only apply for a Charge Path that passes through a CB unit. This Charge Path can include hexes with CB units as an exception to the normal Charge rules.

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.