

## IHMN Errata – 25 June 2013

A few errors slipped through the proofing process in the IHMN rules – our apologies for any confusion or angst caused! There are also areas where we feel a little clarification may be in order. The following alterations should be made:

### 3.3.2 Moving and Shooting

**Correction.** Edit the example as follows:

*... so the best tactic was for each of them to Shoot at ~~a soldier who hadn't moved yet (remembering that each player moves 1 figure at a time)~~ or at Private Davies who didn't move this turn.*

### 5.2 Weapons

**Correction.** A spear is a 1 handed weapon.

**Correction.** A machine gun costs 26 points.

### 5.4 Personal Transportation

**Addendum.** Unless otherwise stated in their descriptions, vehicles are unaffected by either Arc or flame attacks. Their drivers may be attacked but get +1 to their Pluck roll if the vehicle has Armour less than 10, +2 if it has Armour 10-12 and +3 if it has Armour 13 or better.

**Clarification.** An ornithopter can fly at any height above the table. It cannot Run but because of its manoeuvrability always counts as having Run if shot at (i.e. -3 penalty to the attack roll). Its pilot can drop grenades from any height but must descend within range if attempting to shoot with a 1 handed weapon. Any hit on an ornithopter (i.e. including Arc or flame) will cause it to enter a controlled dive and crash at the end of the Shooting phase in which it was hit; the pilot can determine where (within 9" horizontally) it crashes. On impact the pilot is treated as being hit by an attack and therefore must make a Pluck roll (unmodified).

### 5.5 Mechanised Walkers

**Addendum.** Unless otherwise stated in their descriptions, walkers are unaffected by either Arc or flame attacks. However, if such an attack hits a walker and a "steersman hit" result occurs then the steersman can be affected. His Pluck roll will be at +1 if the walker has Armour less than 10, +2 if it has Armour 10-12 and +3 if it has Armour 13 or better.

**Correction.** A Johnson Mk XII Cherokee walker costs 56 points (increased because of the machine gun cost).

**Correction.** A Kaiser Wilhelm walker with a machine gun costs 93 points (ditto).

**Correction.** A Scout walker costs 59 points (ditto).

**Correction.** A Bulldog walker costs 63 points (ditto).

### 6.0 Talents

**Addendum.** A figure with the Engineer talent can turn off or disable devices such as Arc generators; this takes a Shooting action and cannot be done if the figure is Fighting.

**Addendum.** The Marksman talent is for precision shooting weapons such as pistols, rifles, bows and thrown knives. It cannot be applied to Arc weapons, flame weapons or any other weapon capable of attacking groups.

#### 8.4.1 A British Rifle Company

**Correction.** A Sapper costs 51 points.

**Correction.** A machine gun team costs 48 points.

**Correction.** A Blues & Royals figure costs 34 points.

**Correction.** Upgrading from a horse to a walker costs a Blues & Royals figure +54 for a Scout or +58 for a Bulldog.

#### 8.4.2 The Explorers' Club

**Clarification:** The Ape counts as attacking with a club.

#### Lord Curr's Company

**Correction.** Mohan Singh costs 47 points.

**Addendum.** Lord Curr can upgrade his Jack Armour to a Faraday Coat for +4 points.

**Addendum.** Mad Mick MacFarlane can carry an Arc Generator for +20 points.

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### 8.4.3 Scotland Yard

**Correction.** The Chief Inspector costs 26 points.

**Correction.** The Consulting Detective costs 38 points.

**Correction.** The Consulting Detective and the Good Doctor can take Faraday coats (+4 points each) or Vulcan coats (+1 point each).

**Correction.** Any policeman may buy a Vulcan coat (+1 point each).

### 8.4.4 The Society of Thule

**Correction.** A machine gun team costs 60 points.

### 8.4.5 The Black Dragon Tong

**Clarification.** The Dragon Lady costs 32 points plus up to another 30 depending on the Mystical Powers chosen.

**Clarification.** Master Wu-jen costs 35 points plus up to another 20 depending on the Mystical Powers chosen.

**Clarification.** A Boxer with a knife costs 12 points; a Boxer with a club costs 11 points.

### 8.4.6 The Servants of Ra

**Clarification.** Akhenaton costs 76 points, plus up to 30 depending on the Mystical Powers chosen.

**Clarification.** Professor Abir costs 18 points plus up to another 20 depending on the Mystical Powers chosen.

**Correction.** A Hashashin costs 28 points.

**Correction.** Any figure with a Leadership bonus may be mounted on a horse (+5 points).

### 8.4.7 The Wild West Show

**Correction.** Bill Dooley costs 77 points.

**Correction.** Ben Dooley costs 62 points.

**Correction.** Sioux Ironjaw costs 36 points.

### 8.4.8 The Legion Étrangère

**Correction.** Sergeant-Major Baptiste costs 39 points.

**Correction.** A Bedouin costs 23 points.

**Correction.** A machine gun team costs 52 points.