



Medieval Herald

The Official Newsletter of Men of Iron

Winter 2022

An Introduction to
Men of Iron

The Crossbow

Membership

The Bead Challenge

Playing
Nine Men's Morris



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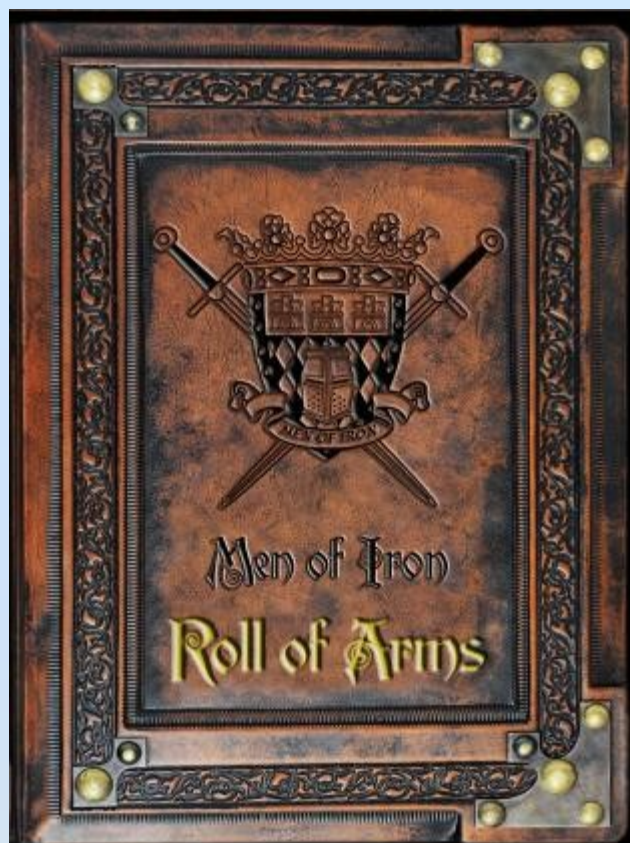
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The Men of Iron Roll of Arms

The Roll of Arms for Men of Iron is a digital registry of all of the coat of arms for the realm of Men of Iron.

When a Squire becomes a Knight, he submits an application for arms to the Herald of the Realm with his personally designed coat of arms.

The herald will review this submission and if any changes or corrections are needed he will notify the applicant. Once his arms are approved and his grant of arms has been issued, his arms are listed in the official roll of arms.

This roll can be found and viewed on the Men of Iron website at www.Men-of-Iron.org



Start a new Household

All of medieval life centered around the castle and its household. This is where meetings were conducted, work completed, plans made and feasts celebrated.

The Men of Iron household is no different than the household of ancient history.

The local Men of Iron household is the backbone of the realm.

Meetings, work, plans and feasts all happen here. Household tournaments too.

Start your own household today.

Request the Men of Iron household Manual by emailing:

Menofironknights@gmail.com





Men of Iron

An Introduction to the Need

Men of Iron. You have likely heard the name. What is Men of Iron?

Men of Iron is a fellowship and discipleship ministry that connects men both young and old. Based on the theme of the knight of the middle ages in service to his king, Men of Iron promotes modern day knighthood and service to the King of Kings while providing a path to adventure, creativity and fellowship to men in the local church.

Why Men of Iron? That is a great question. With all of the ministries that are available to men and young men, why create another? Who is this for? There are a few reasons for this that we will visit. First, Men of Iron is for young men and seasoned men to have a unique way to connect together that looks different from other ministries of the church. Men of Iron creates the opportunity for adventure, creativity, for fellowship and for mentoring to take place in a way that has not been done before.

Here is a truth that we may not wish to admit: the young men of our church are not staying after they turn 18. This can be because they go off to college, the military or get a job that interferes with church attendance. In some cases they just don't want to stay or don't have a real connection to anyone in the church so they leave. These are not the fringe students that you only see every month or so, these are the ones who were faithful attendees who were at every event, every camp, every bible study. They just seem to drift away. To work against this trend we must understand why this is happening.

Studies conducted by Lifeway Research and the Barna Research Group surveyed young adults age 18-29 to discover what the reason for this exodus might be. Both had similar finding after surveying thousands of former church attendees aged 18-29 and the results are eye opening.

The Lifeway Research found that 66% of young adults that attended church for at least a year as teenagers drop out of church for at least a year between 18 and 22. Interestingly, the research found that the dropout rate increased as the individuals grew older. So as time goes on, the chance to reconnect them to the church becomes less and less.

Barna Research found much the same in their research. In 2011, Barna found that the drop out rate of young adults from church was 59%. In 2019 it had increased to 64%. Sobering data to say the least.

We must ask ourselves, why this is happening? We have some of the greatest resources that the

church has ever known. We have unlimited information at our fingertips. We have instant digital connection to individuals yet they are still leaving. Why?

Lifeway Research discovered these reasons during their data collection:

The top five reasons listed for leaving the church

1. Moved away for college and stopped attending 34%
2. The church seemed too judgmental or hypocritical 32%
3. I didn't feel connected to the people in my church 29%
4. I disagreed with the church's stance on social/political issues 25%
5. My work prevented me from attending 24%

The Barna Research Group found there was no single reason was given as the reason these young adults leave the church. Overall, the research uncovered six significant themes why nearly three out of every five young Christians (59%) disconnect either permanently or for an extended period of time from church life after age 15. These themes were:

1. The church seems too overprotective.
2. Teens and twenty-something's experience of Christianity is shallow.
3. The church come across as antagonistic to science.
4. Young Christians church experiences related to sexuality are often simplistic and judgmental.
5. They wrestle with the exclusivity of Christianity.
6. The church feels unfriendly to those who doubt.

Other reasons cited for this flight from the church is that they are simply bored with the church. They don't necessarily disagree with the doctrinal positions of the church or are angry with the church, but they find that the church no longer holds any interest for them. They feel restricted and are unable to use their creativity. They feel restricted by church traditions and the fact that the church can be a creativity killer. The repetitive nature of the church does not lend its self to creativity so they seek other more receptive creative outlets. They feel out of place in a church that limits the creativity and is dogmatic in its traditions so they naturally will seek out a place that they feel more comfortable in.

Most church ministry is geared toward children, youth and adult ministry. Most all adult ministry focuses on young married, middle aged and senior adults. There is the traditional men's ministry that normally consists of monthly pancake breakfasts at 7am that draws a group of old men who just sit around and drink coffee or going to retreats that hold little interest to these young adults. Those that fall into the 18-29 year old age group that don't fit into these ministries or have no interest in becoming an old man at 22 are expected to just hold on until they finally hit one of these groups that they can fit into.

Young men of the church are just not waiting until they do fit into these groups. The result of this void in ministry is that they will find places to belong that will accept them where they



are and they feel like they have value. By all appearances it is not in the church. We can look at this data and see that there are places that we can do better. We must provide a place that we can appeal to the creative nature of a young man and offer exciting activity to his adventurous heart and provide mentoring relationships that create deep and lasting bonds.

Some mid week discipleship groups that can offer a path to connection within the church for this age group but most find that the experience that they had as a youth is vastly different than that of an “adult” leader or sponsor or they are just not mature enough to be placed into a leadership role. When they experience this difference, most don’t continue.

For the young men in our churches, it is critical that we do everything that we can to keep them connected to a Godly mentor or group of mentors. Men who regularly attend church have stronger families, stronger marriages and less likely to divorce. These in turn create stronger faith within the family and stronger churches.

Unfortunately this paints what could be a bleak picture of the future of the church. The research is not all bad though. Barna found in their research that within this demographic there what have labeled as “resilient disciples”. This 10% of young adults is the group that will stay in the church. They have strong faith the Lord, attend church regularly, believe in the authority of scripture and want to see the Great Commission carried out. This is where we can focus our energies and build for the future.

So what can we do? The church must learn to be creative and approach these young adults with something that they can incorporate into their lives where they are now. This current generation of young adults are some of the most creative and inventive and we must find a way to engage them with something that can meet these needs.

Enter Men of Iron. Why knighthood?

Today’s young adult has grown up being saturated with pop culture that has idealized the theme of knighthood. Since the late 1970’s there has been a slow but building interest in pop culture surrounding the myth and lore of the medieval knight. Not just the European knight but the historical fascination with the sword.

For the last 25 years the number of “hero with a sword” books, movies, and television programs has increased tenfold. Lord of the Rings, Star Wars, The Hobbit, Kingdom of Heaven, The 13th Warrior, King Arthur, Robin Hood, Gladiator, Braveheart, A Knights Tale, the Man in the Iron Mask, Zorro and many others have filled our screens and there seems to be no end in sight. Most recently Amazon studios produced the series “The Rings of Power” based on the Lord of



the Rings series by J.R.R Tolkien. Amazon Studios believes that there is enough interest from the public at large to spend \$715 million on the series making it the most expensive TV series in history. In a similar fantasy series that depicts fantasy knights, HBO spent \$200 million to produce House of the Dragon. There is obviously a huge interest in knights and knighthood that has been recognized by major movie studios willing to spend massive amounts of money to capture the interest of the viewing public. This includes the Walt Disney Company. Disney has recently dusted off characters from the 1984 fantasy knight movie “Willow” to create a new series in that world for their streaming service. Disney introduced a game show for youth on Disney+ called The Quest. Based in a fantasy realm of knights and kings in castles the contestants compete against each other in medieval contests. The entertainment industry has locked onto this theme because they know their audience and what they are interested in.

There are numerous secular organizations that have adopted the theme of the middle ages to embrace those with interest in this genre. There is even a global event for nations around the world that engages in medieval armed combat. With all this interest around us, the church has never had a strong presence in this arena until now.

This is an opportunity for the church to be a light in a place that we have never been.

How can Men of Iron work to turn the tide of losing our young men from the church? That is answered in our mission. The mission of Men of Iron is found in Proverbs 27:17 “As Iron sharpens Iron, so one Man sharpens another.”

Through brotherhood, discipleship, mentoring, creativity and fellowship, Men of Iron will sharpen men both young and old to greater service to the King. Just as a file is used to sharpen a blade for use, Men of Iron will sharpen each other by contact. Creating bonds with the young men of the church that will keep them connected By working together, experiencing adventure together, by encouraging creativity, and mentoring young men to become knights in service to the King of Kings, we will recapture those who would wander away and get lost.

That is what Men of Iron is for. This is what it does.

Find Adventure. Become a Knight. Serve the King.
Men of Iron



Medieval Crossbow

The Weapon that Changed Medieval Warfare



Few things have had such a decisive impact on history as the crossbow. Crossbows played a significant role in the warfare of Medieval Europe and East Asia.

The first crossbows were invented in ancient China and caused a major shift in projectile weaponry's role. Unlike the bow, which required considerable training, physical strength, and expertise, the crossbow was simple to use, cheap to make, and physically undemanding. It was the perfect weapon for large numbers of untrained conscript soldiers.

A small body of evidence points out that the ancient European crossbow was primarily a hunting tool or minor siege weapon. The earliest European crossbow designs featured a transverse slot in the top surface of the frame. A vertical rod thrust up through a hole in the bottom of the notch forced the string out. A later design implemented a rolling cylindrical pawl called a *nut* held in place by wood, ivory, or metal to retain the string.

Crossbows were used at the battle of Hastings in 1066, and by the 12th century, they had become a common battlefield weapon. By the 13th century, European crossbows used winches and various spanning mechanisms such as winch pulleys, cord pulleys, gaffles, cranequins, and screws.

The crossbow is handheld in a similar fashion to the stock of a long gun. It didn't take a lot of skill to use a crossbow; especially in comparison to the years of training required for the longbow. Because of this, many young boys and injured soldiers used crossbows. This was generally seen as an issue: An untrained person could easily injure a knight in plate mail with this weapon.

Crossbows use a locking mechanism to maintain draw. The shooter only needs to pull the string into lock and then release the shot by pressing a lever or trigger. A crossbow-



man would average two or three shots per minute with a range of 320 to 360 meters. An archer, on the other hand, could shoot ten to twelve with a longbow. While slow and heavy to carry, the crossbow was still a very valuable weapon in the battlefield.

The medieval crossbow, or “arbalist” as it was called during the Middle Ages, was resurrected in the form of a hand-held weapon in the 10th century, and its use spread rapidly across Europe. From 1200 to 1480 it evolved through several stages to become a powerful and deadly weapon. Its popularity had much to do with the ability of its missile, called a bolt, to penetrate mail body armor at close range. As such, the crossbow became a class leveler—a man of even modest means could afford one, it was very easy to master, and unlike the knight who had to maintain armor, horse, and retainers at enormous expense, the owner of a crossbow needed only bring bow strings and bolts to the field of combat.



The medieval crossbow and its user were disparaged by the era’s military elite, i.e., the horse-borne knight. But aristocratic disdain could not erase the fact that the mounted warrior of the Middle Ages was at great risk from this plebeian, generally infantry, weapon. As the noble class (i.e., knights) realized the danger crossbows presented, it attempted to lessen the threat by donning heavier armor designed to cover the body more fully. The result, naturally, was the creation of heavier and more powerful crossbows with even more armor-piercing capability.

By the late 14th century the race between increased defense (armor) and a more powerful offense (the crossbow and later the longbow) resulted in a standoff. The general advancement in metallurgical skills wrought technological improvements that allowed for stronger, lighter armor, but also for better crossbows. By this date, wood, horn, and sinew bows of the century before had given way to tempered-steel bows, which in most circumstances, and at the right ranges, negated the protection afforded by the new body armor. This fact was not lost on the nobles.



The mounted class, on the one hand refusing to openly acknowledge the seriousness of the crossbow problem, but on the other realizing that body armor alone was not going to save their hides, did as many noble Christians did when faced with a difficult problem—they turned to the Catholic Church for help.

Crossbows were primarily infantry weapons during the medieval period, but on occasion they were put to good use by mounted soldiers. Philip Augustus, King of France, used mounted crossbowmen against King John of England during their war in the early 13th century. In 1238 Frederick II, the Holy Roman Emperor, employed a corps of Hungarian mercenary, mounted crossbowmen as rapid-moving skirmishers. They not only harried with impunity the enemy on the march, but also repeatedly severed their lines of supply. In 1239 Pope Gregory IX successfully used provincial mounted crossbowmen as part of his mobile defense against incursions by the Lombard League.

Regardless of the snobbish contempt that knights showed crossbowmen, the latter's participation in support of the high-brow horsemen during battle was essential. Two examples suffice. After the fall of the Muslim fortress of Acre in July 1191, Crusader forces under Richard the Lionheart moved south toward Jerusalem. Constantly menaced by the trailing army of Saladin, Richard nevertheless favorably completed the two-month trek with his 50,000-man army. His movement owed its success not least of all to a good plan, strict discipline, and counterfire against Muslim archery by Crusader crossbowmen dispersed throughout his moving column.

Seventy years later, when King Louis IX of France battled Islamic forces at the Battle of Mansura (February 8 and 11, 1250), the medieval crossbow was again decisive. Louis and a small force were in a poor situation— isolated and unsupported on one side of a wide canal near the Muslim camp 50 miles south of Cairo—when a Muslim force attacked. Louis and his band of knights were about to be finished off when supporting infantry arrived. Crossbowmen laid down such a concentrated and deadly hail of bolts on the attackers, that the enemy fled.

Although underrated and unappreciated by nobles and knights, crossbowmen continued to serve well into the 15th century. Their demise came not from the horse set that always disregarded and derided them—even while



fearing them—but from commoners like themselves who were not covered in body armor and who also plied their trade on foot. These were the longbowmen of England who, by their weapon's extended reach and extensive firepower that was first demonstrated at the Battle of Crécy in 1346, proved that after 400 years the crossbow and its practitioners would no longer have an effective role in warfare.

Building Medieval Garb for Modern Knights

Where do you begin to transform into a modern version of the knight of the middle ages? Your clothes! But where do you find a tunic? What about a hood and collar? You can be sure that your local clothing retailer won't have these fashions on the shelf.

There are a few options for the aspiring modern knight. The first and easiest would be to browse the internet and find a site that can provide you with your garb. While this is the

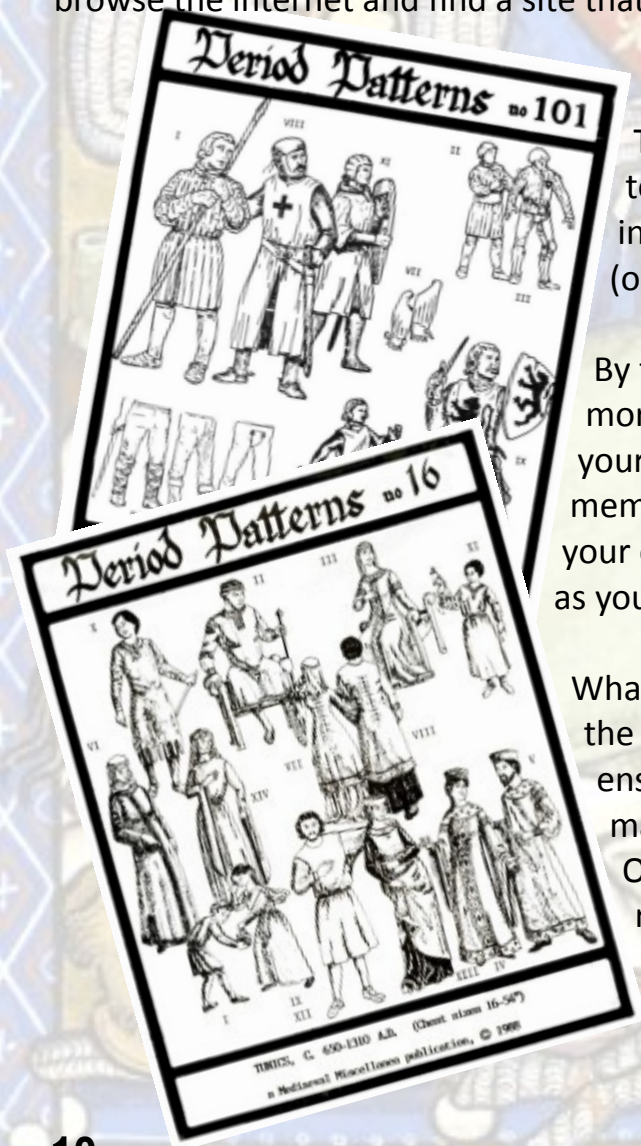
easiest, this will also be the most expensive.

The next way would be to purchase a set of patterns to make your garb. More economical than purchasing a pre-made outfit but much less in price since you (or someone you know) will be making it.

By far the most economical option but requiring much more skill is to make your own patterns and then make your own garments. This will be where you would ask members of the Tailors Guild to assist you in creating your own custom patterns that you can then use as often as you wish.

Whatever option you choose, do your research. Discuss the styles and looks for your garb with your mentor to ensure that your look fits our time period. Find or make the patterns you are looking for.

Once you have an idea of what you want, find the right fabric and then create away.





So you are ready to become a member of Men of Iron. How do you become a member?

You may already have a household at your church. Talk to the head of your household about how to become a member. You may have already attended a household meeting or feast and you are ready to join. Or, you are new to Men of Iron and have not attended a household meeting at all. Either way, you can join men of Iron.

The first step is to download the Men of Iron Membership Application from the Men of Iron website, www.Men-of-Iron.org. The application link can be found on the Membership page or on the Forms page of the website.

Fill out the information that is requested in the first section. In the current advancement level, if this is your first time to join you will check New Member. If you have earned any of the advancement levels of Men of Iron then select one of those. If you have no rank, leave that blank.

Be sure to select a T-shirt size. This will be important to get the correct size for the membership package.

On the back of the page, you will need to get several signatures. Make sure that all of the required signatures are signed before submitting.

Why should you become a member of Men of Iron?

Becoming an official part of Men of Iron will strengthen the ministry of Men of Iron. Individually, it will grant access to parts of Men of Iron that non members will not be able to receive such as participation in events and the ability to advance within the organization.

So what are the benefits of becoming a member of Men of Iron?

- Receive the annual membership package.

- Able to attend a Quest for the Cross event.

- Receive annual Challenge beads.

- Participate in the Bead Challenges.

- Apply for advancement levels and charter of arms.

- Serve in leadership roles above the local household.

- Participate in state and national level events such as the Tournament of the Realm or the Barons Tournament.

- Stay informed and up-to-date on all things concerning Men of Iron through various member only media.

The annual membership period for Men of Iron runs from October 1st through September 30th. The membership package for each year ends June 30th each year. After that date, the membership package items for that year cannot be guaranteed. Memberships received after July 1 will be considered part of the next year's membership package available after October 1.

Men of Iron

Membership Package for 2022/2023

Each year, Men of Iron members are presented with a membership package for renewing their membership to remain an active member.

There are a number of benefits to being an active member of Men of Iron, including:

- The Annual Membership Package
- Eligible to attend the Quest for the Cross event
- Receive annual challenge beads and able to participate in the bead challenges
- Apply for advancement and charter of arms
- Participate in Household tournaments, the Barons Tournament and the Tournament of the Realm.

The membership package for 2022/2023 will be a special grouping of items that are only for members of Men of Iron.

The following items are part of the package:

Inaugural Men of Iron T-shirt, Special Men of Iron collectors patches and vinyl Men of Iron Arms of the Realm indoor/outdoor stickers.



The Challenge Beads



The bead challenge is a way for members of Men of Iron to create their own friendly competition between each other for a fun and exciting way to gather personal honor.

The Beads

After becoming a member of Men of Iron, you will receive 15 beads on a lanyard as a part of your annual membership package. These beads are looped over your belt and worn as part of your knightly garb. All the beads will be on one side of the lanyard. These are called your member beads. On the other side will be the beads you have won from other members. These are called your honor beads.

As you will find, each level or rank of Men of Iron is indicated by different colors of beads. There are beads from the member level bead all the way to the Crown Prince of the Realm.

Only members get beads to use in the challenge. You must only use your beads, you cannot trade beads, offer another member beads, or exchange honor beads for more beads should you lose all your beads. Everyone will begin with 15 beads and if you are skilled enough end the year with 15 beads.

The only way you will be able to increase the number of beads in a year will be to earn an advancement level. For example as a member, you will be awarded your 15 beads. In the course of the year you may challenge a few other members and lose a few beads, let's say you now only have 8 beads and you have 9 months until you get your annual challenge beads. If you were to complete the Page Level advancement become a Page you would get a new set of 15 Page beads and you would have the rest of the year to use them. Earning the advancements does have its benefits.

How it works

Once you have your beads, you can then engage in bead challenges. Any member can challenge any other member to a challenge as long as both have at least one bead to forfeit. There is a catch, you do not get to choose the challenge. The member that you challenge gets to choose the challenge, so he gets to pick what he is good at not what you are good at.

If you challenge another member and he accepts the challenge, he chooses the challenge. The challenge must be a Men of Iron event or other medieval style event (chess, backgammon, nine men's morris, etc.) Foolish dares, stunts or dangerous activities are strictly prohibited. The challenge must be safe and present no potential harm to spectators, members or property.

A judge will need to be appointed to oversee the challenge. This person must be of equal or

greater rank than the challenger.

If the member who is challenged does not wish to compete, he must forfeit a bead. If the challenger refuses to accept the event selected by the challenger, he must forfeit a bead. The date, time and location of the challenge must be agreed upon and must be during a Men of Iron household meeting or event. If either member does not show up on the agreed upon date and time, the one who does not show must forfeit a bead to the other. Once a person has been challenged, he may not be challenged again until that challenge is complete.

For the challenge, the exact competition and rules of what constitutes a victory will be agreed upon prior to the event.

The judge will have complete authority to start and stop the challenge at any time. He will oversee the challenge and will ensure the exchange of beads takes place.

Any appeals in the judges decision may be made to the household marshal, but his ruling on the matter is final.



Bead ranks and colors

Member- Orange

Page- Light Blue

Squire-Green

Knight- Black

Knight Baronet- Blue

Guildmaster- Red

Baron- Yellow

Viscount- White

Earl-Copper

Duke-Silver

Archduke- Gold

Crown Prince- Gold Oval

And that is it! Before you go and start challenging everyone you meet, stand back and watch everyone to see what they might be skilled at and if you think you might be able to beat them should they choose that event.

But be cautious! Some members may be hiding hidden talents that will cost you a bead.

So use wisdom, have fun and collect you own honor beads!





Knightly Games

Nine Men's Morris

Nine Men's Morris is a strategy board game for two players, and one of the world's most ancient games.

The game has many names: Nine Man Morris, Mill, Mills, The Mill Game, Merels, Merills, Merelles, Morelles and Ninepenny Mari in English.

The game is so ancient that no one knows its origin. From the stones of ancient Kurna in Egypt, to the stones of Bronze age burial sites of Cr Bri Chualamm, in County Wicklow in Ireland, the pattern for the board has been found in many ancient contexts.

The earliest known board for the game includes diagonal lines and was "cut onto the roofing slabs of the temple at Kurna in Egypt" c. 1400 BCE.

Some of the diagrams at Kurna include Coptic crosses, making it doubtful that the diagrams date to 1400 BCE. The presence of the Coptic crosses make it difficult to date the diagrams.

It is believed the game was probably well known by the Romans, as there are many boards on Roman buildings, even though dating them is impossible because the buildings have been easily accessible since they were built.

By medieval times the game had spread far across the three continents of the world.

It was the game of choice for many particularly bored monks and priests, who carved its board into the stones and seats of their magnificent abbeys and cathedrals.

Boards have been found carved into the cloister seats at the English cathedrals at Canterbury, Gloucester, Norwich, Salisbury and Westminster Abbey.

The rules of the game have undergone remarkably little change since they were first recorded.

The board consists of a grid with twenty-four intersections or points. Each player

has nine pieces, usually colored black and white. Players try to form 'mills' allowing a player to remove an opponent's man from the game. The aim of the game is to reduce the opponent to two pieces, rendering them unable to form any more mills.

How to play Nine Men's Morris

What is Needed

Two Players; Nine Men's Morris board; Nine markers per player

The game of Nine Mens Morris (also called Merels or Mill) is played on a board consisting of three concentric squares connected by lines from the middle of each of the inner square's sides to the middle of the corresponding outer square's side. Pieces are played on the corner points and on the points where lines intersect so there are 24 playable points. Accompanying the board, there should be 9 black pieces and 9 white pieces usually in the form of round counters.

Game Setup

Each player starts with nine markers. Markers will be placed on the board on intersections. There are 24 intersections on the board indicated by the circles. White will start by placing one of their markers.

Preparation

The basic aim of Nine Mens Morris is to make "mills" - vertical or horizontal lines of three in a row. Every time this is achieved, an opponent's piece is removed, the overall objective being to reduce the number of opponent's pieces to less than three or to render the opponent unable to play. To begin with the board is empty.

Objective

The object of the game is to capture your opponent's markers. When a player gets three of their marker in a horizontal or vertical row, they get to capture one of their opponent's markers.

Any marker can be removed as long as it is not in a row of three. A captured marker is removed from the board and is out of play.



Game Play

Player's toss a coin to decide who will play white - white moves first and has a slight advantage as a result.

Rules

The board consists of a grid with twenty-four intersections or *points*. Each player has nine pieces, or "men", usually colored black and white. Players try to form 'mills'—three of their own men lined horizontally or vertically—allowing a player to remove an opponent's man from the game. A player wins by reducing the opponent to two pieces (where they could no longer form mills and thus be unable to win), or by leaving them without a legal move.

The game proceeds in three phases:

1. Placing men on vacant points
2. Moving men to adjacent points
3. (optional phase) Moving men to any vacant point when the player has been reduced to three men

Phase 1: Placing pieces

Nine men's morris starts on an empty board.

The game begins with an empty board. The players determine who plays first, then take turns placing their men one per play on empty points. If a player is able to place three of their pieces on contiguous points in a straight line, vertically or horizontally, they have formed a *mill* and may remove one of their opponent's pieces from the board and the game, with the caveat that a piece in an opponent's mill can only be removed if no other pieces are available. After all men have been placed, phase two begins.

Phase 2: Moving pieces

Players continue to alternate moves, this time moving a man to an adjacent point. A piece may not "jump" another piece. Players continue to try to form mills and remove their opponent's pieces as in phase one. A player can "break" a mill by moving one of his pieces out of an existing mill, then moving it back to form the same mill a second time (or any number of times), each time removing one of his opponent's men. The act of removing an opponent's man is sometimes called "pounding" the opponent. When one player has been reduced to three men, phase three begins.

Phase 3: "Flying"

When a player is reduced to three pieces, there is no longer a limitation on that player

of moving to only adjacent points: The player's men may "fly" (or "hop" or "jump") from any point to any vacant point.

At the beginning of the game, it is more important to place pieces in versatile locations rather than to try to form mills immediately and make the mistake of concentrating one's pieces in one area of the board. An ideal position, which typically results in a win, allows a player to shuttle one piece back and forth between two mills, removing a piece every turn.

During both of these phases, whenever a player achieves a mill, that player immediately removes from the board one piece belonging to the opponent that does not form part of a mill. If all the opponents pieces form mills then an exception is made and the player is allowed to remove any piece. It is only upon the formation of a mill that a piece is captured but a player will often break a mill by moving a piece out of it and then, in a subsequent turn, play the piece back again, thus forming a new mill and capturing another piece.

Captured pieces are never replayed onto the board and remain captured for the remainder of the game. The game is finished when a player loses either by being reduced to two pieces or by being unable to move.

Winning the Game

When a player has only two markers remaining, he has lost and the game is over .

Variations

Sometimes a "wild" rule is played for when a player is reduced to only three pieces. In this case, any player with only three pieces remaining is allowed to move from any point to any other point on the board regardless of lines or whether the destination point is adjacent.

On the following page, a Nine Men's Morris board has been included for you to play the game.

Print it out and use checkers, stones or even pennies and nickels to play.

Enjoy!





Men of Iron

Nine Men's Morris Board

