

# **RAN Errata & Clarifications**

August, 2008

## **RULE BOOK**

**6.49** Should read: RW takes place during the opposing player's Movement or Advance after combat. The attacking/moving unit may continue to complete its movement in the face of RW.

**8.61 Gunfire Induced Aggression:** Enemy units receiving a Must Shock that will attack in a friendly Shock segment cannot be targets of friendly Shock attacks. All Gun Fire induced Shock attacks are resolved before any of the phasing players Shock attacks. In the Design Note "Reaction Fire" should read "Ordered Fire".

**9.12** 2<sup>nd</sup> Sentence should read: "Engaged Disrupted units also must Shock; however, before doing so they undertake the following Pre-Shock Commitment Check (9.23) "

Bullet #1 should read: "if the die roll is higher than their printed TQ they suffer a Hit and Retreat one hex away from the defending unit maintaining their current facing"

**9.23** 2<sup>nd</sup> Paragraph should read: All units with a "MUST CHECK" marker undergo a Commitment check by rolling one die for each unit, all such checks being simultaneous. Disrupted Engaged units perform the check in described 9.12. For all other units, if the die roll is higher than a unit's TQ, the unit does not Shock Attack."

**9.27** Replace case with: "The Clash of Arms Chart—which compares the relative effectiveness of the unit Types and their weapon systems and armament—is now consulted to determine under which column of the Shock CRT the combat will occur (prior to any adjustments. If there is more than one type of defending unit, defender chooses which Type will be used for determination. If there are more than one attacking unit, the attacker determines the Type he will use.

**9.28 #1** Replace 1<sup>st</sup> Paragraph with:

1. DETERMINE POSITION SUPERIORITY: If a friendly unit is attacking an enemy through its Flank or Rear it is considered Position Superior (PS) to the defender. If a single unit is attacking two defending units, the defender chooses which unit to use for Position determination. However, if the attacker is attacking with more than one unit, and such attack is coming from more than one "angle", the attacker chooses the angle of attack most advantageous to him. In either case, whichever unit the attacker or defender uses to determine Position Superiority must also be used to determine the Shock Column on the Clash of Arms Chart.

**10.29 Replace with:** “At the conclusion of the Individual Combat, all Busho/Samurai are returned to their owning Busho or the hex the Busho occupied at the start of the phase and the Samurai Challenge Phase is over.”

**11.4** Replace the 1<sup>st</sup> sentence with: “Any unit that receives at least twice as many Cohesion Hits as the opposing unit(s) from Shock Combat—regardless who is attacking or defending—must Retreat one hex away from the opposing unit, maintaining its current facing.” Add at end: “A unit that Retreats cannot use RW in reaction to the advance of the unit that caused the Retreat”

## **SCENARIO BOOK**

### **MIMASETOGE**

**Reinforcements:** Reinforcements are considered In Command and under Orders on the turn of entry.

### **SURIAGEHARA**

Ashina’s Contingent begins the game active and remains so until that Contingent enters play, then Activation is determined by 5.21

### **OKITANAWATE**

**Reinforcements:** Reinforcements are considered In Command and under Orders on the turn of entry.

**Ryuzoji Entry:** The extra MP cost per unit only applies to units that use the same entry hex during the same Orders Phase.

### **TENOJI**

**Tokugawa Initial Deployment:** The Todo contingent of Hidetata’s Command deploy in hexes 4104–4107, 4204-4207, 4304, 4305

**Reinforcements:** Reinforcements are considered In Command and under Orders on the turn of entry. It costs the first unit entering a given hex that Orders Phase 1 MP to be placed on the map, the second unit entering the same hex 2 MP, etc.

**The Flanking Force of Asano Nagaakira:** If Asano’s contingent enters as a normal reinforcement, it enters via 6022.

**Akashi Morishige:** Use the same procedure described in the The Flanking Force of Asano Nagaakira to determine the entry hexes should this unit be brought into play via a Flank March.

## **CHARTS & TABLES**

**Card #3 Nagakute Terrain Chart** – The cost for Changing facing one vertex in and the Cost for Moving Through another unit in Open Order is 0 MP

**Key for all Terrain Charts:**

The Fire Table and Shock Table DRMs are cumulative.

Note e should read: “AS-T, AS-B, KB-B, and SI-B pay 1 MP regardless of number of vertices changed after the first”

**Card #4 Nunobeyama Terrain Cart** – The cost for Heavy Woods in Close Order is 3.

**Card #5, Leadership Summary Chart** – Ignore the Busho Movement Order row in the Rating section of the chart.

**MAPS**

**NAGAKUTE**

The following hexes are should be Rice Paddies: 2611, 2612, 2614-2620; 2511, 2412, 2512, 2515-2519; 2712, 2714-2719, 2416-2420, 2315, 2316, 2114, 2115, 2212, 2311;