

Red Sun Rising Derived Clarifications **by Donald Johnson 07/30/2020**

Here are some derived clarifications. Justifications are in parentheses.

[Sea Map]

- 1) Hexes B and C should each contain a port symbol, corresponding to Chinampo and Chemulpo, respectively.
- 2) The SPI map has an impassable hexside between hexes 22 and 31, and it is not clear why. The Six Angles map moves this impassable hexside to between hexes 31 and 42, restricting movement around Port Arthur somewhat, which makes more sense.

[Land Map]

- 1) Remove the road from hex 1103 and also remove the road crossing the river, instead put a road from Fuchou 1203 to 1104 to 1004 connecting with the road already in 1004.
- 2) Remove the roads in hexes 1806 and 1907, instead the road follows the railroad in 1707 and 1807. The short road to Yingkou 1706 remains.
- 3) Add road hexes in 2109 and 2209 connecting Liaoyang to Mukden.
- 4) Usiho 1116 is a coastal hex and may be invaded.
- 5) A Japanese Merchant Fleet cannot move into hexes 3036 or 3037 near Vladivostok. (Hex 2936 has a peninsula that enters the Vladivostok hex.)

[7.5] The transfer of Merchant Fleets from the Sea Map to the Land Map is discussed, but the method to land ground units is not. Land units must pay the cost of the hex the merchant fleet is on to land on a coastal hex. The coastal hex cannot contain a Russian land unit.

[8.78] More precisely, a fleet's morale track marker subtracts 5 from the defense strength points lost for every turn it spends entirely in port, up to the Morale limit imposed by the Initiative Rating of the commanding admiral.

[9.1] See 4.23. The order of activating units MUST be as follows:

- A. SHQ, if on the map.
- B. Army HQs on the map, in any order.
- C. Combat units of activated HQs, in any order.

Each command unit (HQ) or combat unit is moved upon activation if it wishes to move. (As HQs move first, one might move an HQ forward and then find out later that no units can move to protect it.) If a unit does not activate, it cannot move or fight, except that it can move entirely by rail.

[9.2] When moving from a road hex along a road to another road hex, all other terrain costs are ignored, including rivers.

[9.46] Terrain Effect Chart: The stacking limit on a Rail Line says 4 this means that at most 4 command points of units may end up on a rail hex when using rail movement.

[10.21] Siege guns have a CP of 0 and do not cost anything for the merchant fleet CP limit of 4, but must still trace a supply line to a merchant fleet.

[10.27 addition] Japanese units in Japan are in General Supply. (Obvious.)

[15.0] A. Note that the table specifies the minimum number of defense strength points to be damaged, a player may choose to damage a stronger unit than required and more than the minimum might need to be damaged to fulfill the result if the exact number cannot (or is not desired to) be obtained.

B. If all ships in a blockading fleet are disabled, then no further disable results are possible. (This is implied by the response to Q&A question 3.)

C. If a blockading fleet does not have any battleships, then treat a 7 or 8 result as if the player had rolled a 6.

[16.0] A fleet's destroyers and torpedo squadrons add to the end of the line of capital ships for purposes of determining potential damage from mines. If this extended line has fewer than 6 ships, then higher die rolls will result in no effect from mines.

[18.1] Note that in order for a damaged ship to be in a port to be repaired, the fleet with the damaged ship needed to have entered a port and therefore have ended its movement for the turn. The Japanese flexibility in having a second fleet might aid them in doing this, as well as if a Russian fleet succeeds in combining with another.

[18.4] Garrison units (including naval brigades) cannot move by rail, see 18.6.

[18.42] The rule is extended to include the rail line from Vladivostok if the Japanese take Vladivostok. (Vladivostok is a port on a rail.)

[18.5] It takes a minimum of 25 Defense Strength points to be permanently disabled to create a naval brigade. (Obvious that more might be needed.)
Play hint: Permanently damaged ships may be flipped and inverted to show permanent damage.

[18.5] The 2 Naval Brigades are garrison units, see 3.2. See 18.6 for their restrictions. (The PA and Vlad garrison units are 5-0-0 and so are the 2 naval brigades.)

[18.7] Stoessel must stay in Port Arthur. (If allowed to move out, the player could try to get him killed before Port Arthur falls, thwarting the Port Arthur Follies rule.) Smirnov must move to Port Arthur when he arrives by rail on turn 1 and once there, he must stay there. (If allowed to move elsewhere, he thwarts the Port Arthur Follies rule.)

[18.9] A Siege gun rolls for activation with a response value of 0 just like any other land unit, it can only attack if it activates. Its response value of 0 is added to its general's response value to determine if it activates just like other land units. Siege guns may move by rail even if not activated. (18.9 and 18.4 errata). Note that if not activated they may not attack, but could defend.

Suggested Rule Changes (to improve historicity)

[15.15] Historically, the Japanese battleships Hatuse (8 5) and Yashima (8 4) were sunk by mines during blockade attrition, but with the rules as written the weakest battleships (Chin Yen 8 3 and Fuso 6 1) will be selected by the Japanese player to be sunk. The battleships sunk should be determined randomly from all the blockading first class battleships (those with a defense strength of 4 or 5).

[8.5] Torpedo boats have the best defense strength of all naval units and are therefore the hardest naval units to disable or sink while destroyers have the same defense strength of the best battleships; this is not accurate as these units represent a group of smaller ships each of which is easier to disable or sink. Destroyer and Torpedo boat squadrons were usually composed of 4 or 5 ships.

To keep things simple, when firing on a destroyer or torpedo boat squadron, the opponent may choose to fire on a subset of the defense strength. The opponent designates the number of defense strength points at which the ship is firing. The owning player keeps track of the number of DSPs damaged and sunk for each squadron. When all the DSPs are at least disabled, then the squadron itself is disabled. When all the DSPs are sunk, the squadron is sunk.

[18.81] The game starts in Feb 1904 and it is winter for the first two turns so an invasion may only be at a port and that port cannot be occupied by a Russian land unit. Chinampo was closed by ice in Feb 1904. The Japanese may land at Chemulpo in Feb 1904 and at Chinampo in March 1904 assuming it meets all other requirements.