

ERRATA

(SPUK 16.5.78)

RED SUN RISING ERRATA & CLARIFICATIONS (1)

The picture of the front of a typical combat unit is incorrect. The first number is the Combat Strength. The second number is the Command Value, not the Combat Value. The third number is the Movement Allowance.

(6.23)(addition) Disabled destroyer flotillas do not count towards modification of the die roll during a sighting phase.

(7.0) (addition) Japanese Merchant fleets that do not begin the game-Turn in a Japanese Home Port may not move during the first round of a Naval Movement Stage. Japanese Merchant fleets that do start the Game-Turn in a Japanese Home Port may move in the first and subsequent rounds of the Naval Movement Stage. On the second and subsequent rounds of Naval Movement, all Japanese Merchant fleets may move according to the rules of Naval Movement.

(7.2)(addition) A Russian fleet containing only destroyer and/or torpedo boat flotillas may not carry out raids (even if commanded by an Admiral).

(7.2) (addition) If a fleet has a morale of zero, it may not participate in raiding, even if it fulfills the requisite conditions (see case 8.76 addition).

(7.44) (addition) Japanese units may be transported and disembarked without being activated.

(7.45) (clarification) Land units may never be disembarked in a hex occupied by Enemy land units.

(7.71) (clarification) Ships may never sail individually: they must always be contained within a fleet led by an admiral.

(7.72) (addition) A fleet must always sail with all available ships (exception: see Case 7.73).

(7.73) (addition) A fleet may leave ships behind when it sorties if the ships being left behind in port are disabled and being repaired.

(8.2) (clarification) (Page 6 column 3) Example of distribution of excess capital ships should read - "...the Japanese player takes his excess ships from boxes 24 through 28 and places them in the Japanese secondary force section".

(8.24) (Naval CRT addition) if the die roll is reduced below 1, the result is no effect.

(8.53) (clarification) Ships in secondary line may not be fired on.

(8.61) (clarification) No flotilla may be moved out of numerical order. Thus if flotillas in boxes 1 and 2 are advanced to flotilla attack position and flotilla in box 3 is not, flotillas in boxes 4 and upward may not be advanced to flotilla attack positions.

(8.61)(clarification) Storm conditions do not have any effect on torpedo attacks.

(8.72) (clarification) A fleet's morale is reduced by one box on the morale chart for every defence strength point of ships lost, thus a fleet whose morale starts in box $\frac{5}{2}$ in the morale chart which loses 5 ship defence points would go to box $\frac{1}{2}$ thereby losing one complete morale step.

(8.76) (addition) When a fleet's morale reaches zero through naval combat and the fleet breaks off the action, it must move to the nearest Friendly port by the shortest path possible and may not engage in raiding (see Case 7.2 addition).

(8.77) (exception) The Baltic fleet commanded by Rozhestvansky, upon reaching a morale of zero, must always open the range but it may open the range only 5 instead of the usual 6.

(9.46) (clarification) Railway stacking limitation applies only for rail movement. In every other case apply the stacking limit most favourable to the moving player. Thus, Port Arthur hex, which

I think it should be made clear that these errata are produced by SPUK in conjunction with SPI themselves and as such should be taken as official rules interpretations. The dates should be used if questioning them at any time since there may well be more than one produced c.f. HTRR.

I emphasise that this column is not limited to SPI games, errata from other publishers are welcome. Editor.

contains fortress plus rail plus rough, would apply fortress stacking limit.

(9.46)(correction) River is +1 movement point to cross.

(10.33)(clarification) Friendly units do negate enemy ZOC for the purpose of supply judgement.

(10.37)(clarification) No die roll is required, the defender elim is totally automatic with no loss to the attacker.

(16.00) (Clarification) Russian fleet activation is considered movement for the purposes of mine attack.

(18.4) (addition) A unit does not have to be activated to use rail movement but the unit must begin the Game-Turn on a rail hex and fulfill the conditions of Case 18.4.

(18.43) (addition) Hex 3116 and Hex 3337 are connected by rail line off the map. There is no additional Movement Point cost to move from one of these hexes to the other as long as the unit doing so is using rail movement.

(18.83) (clarification) Torpedo sneak attack takes place at the beginning of Turn 1 before any other action is taken.

(18.85) (addition) Chinampo and Chemulpo are considered Friendly Japanese ports on Game-Turn 1.

(addition) No fleet may move into or out of Vladivostok during Winter Game-Turns.

(18.9)(addition) Japanese siege artillery equals 0 command points for supply purposes but are liable to attrition if cut off from their supply source. Siege artillery is liable to automatic elimination if forced to defend in an out of supply hex.

Initial Set up

(19.1) (addition) Kuroki-Hex 27.

(19.2) (addition) Alexiev-Hex 0801.

Note: (Counter Errata) Russian Des. Flot. 8 erroneously reads 8 D 5: it should read instead 1 D 5;

(19.3) (correction) This case replaces the original Case in the rules. If an admiral dies, depending on whose side he is on, the following procedures are instituted.

(19.31) Japanese

If a Japanese Admiral dies, he is replaced by Shinamura. If another Japanese Admiral dies, he is replaced by an incompetent with an Initiative Rating 1.

(19.32) If a Russian Admiral dies, he is replaced by the next admiral to arrive on the Turn Record Track unless that admiral is Rozhestvansky. If no other admirals are scheduled to arrive except Rozhestvansky, then the last living admiral to leave the game is in command. If all else fails, then Vitgeft is in command. If another admiral dies, then an incompetent with the same Initiative Rating as Vitgeft is in command.

Miscellaneous

Clarification: Japanese merchant ships not carrying troops are considered to have docked prior to the Japanese supply phase and can be used for supply during the turn they move. Example: a ship docks at Chinampo, debarks its troops and remains there for several moves giving supply to those troops. Due to manoeuvre it is no longer practical to supply through Chinampo therefore the ship moves to a new port/coastal hex during a Naval Movement Phase to set up a more desirable supply source/route. In such a case the ship is considered to be in a position to supply in the Japanese Supply Phase of the same game turn in which it moves.

Clarification: Units shown on the Turn Record Chart in brackets are removed from the game on that turn.