

## RONIN ERRATA & CLARIFICATIONS (OCTOBER 2013)

**Combat Pool (p.4):** Generally, Ranks 1 and 2 have a Combat Pool of 2.

**Morale (p.9):** If the Buntai is at less than 25% strength, there is an additional +1 modifier.

**Withdraw (p.10):** A model may only make one attack at one model that withdraws from base-to-base contact with it per turn. A model may not withdraw into contact with another model.

**Multiple combatants (p.17):** Note that if a model is killed before it expends any or all of its attacks, the appropriate number of counters must be removed from the Combat Pool.

**Hand-to-hand weapons (p.17):** Nodachi: +1 initiative in the first round of combat, -1 in all subsequent rounds. Tetsubo: If an Attack Roll is Enhanced, add an additional +1 modifier.

**Wounds (p.19):** Just to reiterate, two Light Wounds equal a Grievous Wound and three Light Wounds equal a Critical Wound. One Light Wound and a one Grievous Wound equal a Critical Wound (no matter the order in which they were received) and, of course, two Grievous Wounds equal a Critical Wound. It was never intended that Stunned results would contribute to this system (though the paragraph in question was poorly worded), so a model that has a Grievous Wound and then suffers a Stunned result would not be killed. However, if players prefer that system, then they should stick with it.

**Action Phase (p.21):** A model may not use a missile weapon in this phase if it fought in Close Combat this turn.

**Banners (p.23):** A model with a Banner may only voluntarily engage in combat if it is the only unengaged model from its Buntai.

**Ride-by attack (p.23):** A mounted model may only use a ride-by attack against unengaged enemy models.

**Acrobatic Ability (p.24):** A model with this Ability still suffers a penalty for moving through shallow water, but may also move through deep water at half move (so long as it is not wearing Medium or Heavy armour).

**Bandits (p.36):** The limit on teppos in a Bandit Buntai should be 20%.

**Koreans (p.38):** Composition: You may choose to field a Korean force that comprises solely of Rank 3 or higher models.

**Peasants (p.42):** The force composition restriction (at least 30% spent on Peasants) reflects totals after Swords-for-Hire have been added, which is different from other factions. Peasants can also select one Sword-for-Hire as Leader. If this model is a Ronin, it will not be Unreliable.

**Ronin (p.42):** A Buntai may never have more than one Ronin for every two non-Ronin models.

**Fatigue (p.57):** The Fatigue rules are ambiguously worded. Check for Fatigue in the End Phase for each model that fought in Combat that turn OR has at least one Fatigue Counter. There is an additional +1 modifier for models wearing Heavy armour. If the test is passed, remove one Fatigue Counter. If the test is failed, add one Fatigue Counter. A model with one or more Fatigue Counters suffers a -1 penalty to its Initiative, Shoot AND Fight characteristics.

## NEW RULES SUGGESTIONS

**Challenges:** Models of Rank 3 or higher can issue a challenge to a model of equal or higher rank that is within 6" of it in the Priority Phase. Both models must be unengaged, and the model that is challenged cannot have any wounds or Stunned markers. If the challenge is accepted, the two should enter combat as soon as possible. No other model can then join that combat, until one of the two is killed. The Buntai of the victorious model received an additional +1 Victory Point. If the challenge is refused, the refusing side will suffer a -1 Victory Point penalty. Bandits and Ronin do not suffer this penalty.

**Multiplayer games:** *Ronin* can easily be played with 3 or more players. Simply determine Priority for each player and play as normal.