

IHMN Errata – 16 February 2014

While developing the new **Sleeping Dragon, Rising Sun** supplement for IHMN we identified a few extra things which need to appear in the errata. Most of what follows is the same as in the errata published on 26 June 2013; new changes for 12 January 2014 appear in blue text.

A further change was identified on 19 January and appears in red.

As of 16 February we have to own up to an error that's been lurking in IHMN since the original book was published. Somehow we got the points costs for Arc weapons wrong ... d'oh! The correct costs appear below.

The following alterations should be made:

3.3.2 Moving and Shooting

Correction. Edit the example as follows:

... so the best tactic was for each of them to Shoot at ~~a soldier who hadn't moved yet (remembering that each player moves 1 figure at a time)~~ or at Private Davies who didn't move this turn.

5.2 Weapons

Correction. A spear is a 1 handed weapon.

Correction. A machine gun costs 26 points.

Correction. A crossbow costs 5 points.

Correction. An Arc pistol costs 6 points.

Correction. An Arc rifle costs 8 points.

Correction. An Arc cannon costs 11 points.

5.4 Personal Transportation

Addendum. Unless otherwise stated in their descriptions, vehicles are unaffected by either Arc or flame attacks. Their drivers may be attacked but get +1 to their Pluck roll if the vehicle has Armour less than 10, +2 if it has Armour 10-12 and +3 if it has Armour 13 or better.

Clarification. An ornithopter can fly at any height above the table. It cannot Run but because of its manoeuvrability always counts as having Run if shot at (i.e. -3 penalty to the attack roll). Its pilot can drop grenades from any height but must descend within range if attempting to shoot with a 1 handed weapon. Any hit on an ornithopter (i.e. including Arc or flame) will cause it to enter a controlled dive and crash at the end of the Shooting phase in which it was hit; the pilot can determine where (within 9" horizontally) it crashes. On impact the pilot is treated as being hit by an attack and therefore must make a Pluck roll (unmodified).

5.5 Mechanised Walkers

Addendum. Unless otherwise stated in their descriptions, walkers are unaffected by either Arc or flame attacks. However, if such an attack hits a walker and a "steersman hit" result occurs then the steersman can be affected. His Pluck roll will be at +1 if the walker has Armour less than 10, +2 if it has Armour 10-12 and +3 if it has Armour 13 or better.

Correction. A Johnson Mk XII Cherokee walker costs 56 points (increased because of the machine gun cost).

Correction. A Kaiser Wilhelm walker with a machine gun costs 93 points (ditto).

Correction. A Scout walker costs 59 points (ditto).

Correction. A Bulldog walker costs 63 points (ditto).

6.0 Talents

Addendum. A figure with the Engineer talent can turn off or disable devices such as Arc generators; this takes a Shooting action and cannot be done if the figure is Fighting.

Addendum. The Marksman talent is for precision shooting weapons such as pistols, rifles, bows and thrown knives. It cannot be applied to Arc weapons, flame weapons or any other weapon capable of attacking groups.

Correction. The Hunter talent can be used with any precision shooting weapon (see the Addendum for the Marksman talent above), not just with the hunting rifle.

Correction. There is no limit on the number of figures in a company which can have the Leadership Talent.

8.4.1 A British Rifle Company

Correction. A Sapper costs 51 points.

Correction. A machine gun team costs 48 points.

Correction. A Blues & Royals figure costs 34 points.

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Correction. Upgrading from a horse to a walker costs a Blues & Royals figure +54 for a Scout or +58 for a Bulldog.

8.4.2 The Explorers' Club

Clarification: The Ape counts as attacking with a club.

Lord Curr's Company

Correction. Mohan Singh costs 47 points.

Addendum. Lord Curr can upgrade his Jack Armour to a Faraday Coat for +4 points.

Addendum. Mad Mick MacFarlane can carry an Arc Generator for +20 points.

8.4.3 Scotland Yard

Correction. The Chief Inspector costs 26 points.

Correction. The Consulting Detective costs 38 points.

Correction. The Consulting Detective and the Good Doctor can take Faraday coats (+4 points each) or Vulcan coats (+1 point each).

Correction. Any policeman may buy a Vulcan coat (+1 point each).

8.4.4 The Society of Thule

Correction. A machine gun team costs 60 points.

8.4.5 The Black Dragon Tong

Clarification. The Dragon Lady costs 32 points plus up to another 30 depending on the Mystical Powers chosen.

Clarification. Master Wu-jen costs 35 points plus up to another 20 depending on the Mystical Powers chosen.

Clarification. A Boxer with a knife costs 12 points; a Boxer with a club costs 11 points.

8.4.6 The Servants of Ra

Clarification. Akhenaton costs 76 points, plus up to 30 depending on the Mystical Powers chosen.

Clarification. Professor Abir costs 18 points plus up to another 20 depending on the Mystical Powers chosen.

Correction. A Hashashin costs 28 points.

Correction. Any figure with a Leadership bonus may be mounted on a horse (+5 points).

8.4.7 The Wild West Show

Correction. Bill Dooley costs 77 points.

Correction. Ben Dooley costs 62 points.

Correction. Sioux Ironjaw costs 36 points.

8.4.8 The Legion Étrangère

Correction. Sergeant-Major Baptiste costs 39 points.

Correction. A Bedouin costs 23 points.

Correction. A machine gun team costs 52 points.