

# Empire of the Sun Official Corrections and Clarifications

## *Living Rules version 1.3 (July 2005)*

This file (“Corrections and Clarifications”) is the first of two, and contains official addenda to the rules and components. The second file (“Frequently Asked Questions”) contains answers to questions that come up often despite being answered in the rules.

## ***Corrections and Clarifications***

### **Rules**

**5.32** Only the player currently cast in the role of the Reaction player may play Reaction cards as events. (The Offensives player may play Reaction cards as OC). (Correction)

**6.21** Offensives units must also be in supply to activate (unless otherwise indicated on an Event Card). (Correction)

**8.4 (Air Superiority DRM)** Amend the conditions for the Offensives player air superiority DRM to read:

If, after air-naval combat, only the Offensives player has surviving active air or carrier units participating in the battle, and there are no surviving inactive Reaction air or carrier units in the battle hex, the Offensives player adds +2 to the die roll for air superiority. (Clarification)

**8.5** Except for Offensives units using Amphibious Assault, units are always retreated to an adjacent hex and may not retreat across all-water hexsides. (Clarification)

**9.1** Reinforcements, including HQs, received by play of an Event Card must be placed according to the same restrictions as those during the Reinforcement Segment (not in an un-neutralized enemy air Zone of Influence, in a supplied port or airbase as appropriate - in addition to any restrictions given on the card) but are never subject to diversion to Europe or delay unless specifically indicated on the Event Card. (Clarification)

**10.0** Eliminated units returned to the map by replacement are never subject to delay or diversion to Europe. Replacements received by play of an Event Card must be used according to the same restrictions as those during the Replacement Segment (units receiving replacement steps must be in supply and not in an un-neutralized enemy air Zone of Influence, units returned to the map are placed like reinforcements, etc – in addition to any restrictions given on the card). (Clarification)

**10.31** The list of Allied ground units that can be rebuilt to full-strength or returned to play after elimination is not exhaustive. Any Allied ground units, including Marine, Special Forces and Armor brigades, and Commonwealth divisions, could receive replacements if it is not marked with a dot. Each step always requires one replacement, regardless of unit type or size. (Correction)

**12.75** Chinese control and (notional) occupation of the area around Kunming is not affected by Chinese collapse. (Clarification)

**12.77** If the Japanese Divisions in China marker reaches zero, one 9-12 intrinsic infantry step remains in each applicable hex; i.e. the track on the map is correct. (Clarification)

**12.85** Amend the conditions for conquest of New Guinea to:  
Whoever controls all the ports plus the resource hex on New Guinea **during a National Status Segment** automatically gains control of all named locations on New Guinea that are not occupied by opposing **ground** units. (Correction)

**14.1.C** Change the beginning of the first sentence to read “An **Allied** HQ may not activate both U.S. Army and U.S. Navy units during the same offensive ...” ISR activation restrictions cannot be avoided by using multi-national HQs. (Correction)

**14.2.B** If the Japanese player is subject to Inter-Service Rivalry, the “ASP’s Used” marker may not be voluntarily moved to a space greater than half (rounded up) the box occupied by the “ASP’s Available” marker. Thus, if the Japanese player has six ASPs (total) and has already used two when Inter-Service Rivalry goes into effect, he can use one more during the present turn. (Clarification)

**17.11** The game effects of the notional Allied naval units in Oahu and Manila during Operation IAI are as follows: Japanese units using Amphibious Assault to enter these hexes must begin and remain stacked with a naval unit for their entire move. Allied ground units in those hexes are not subject to losses in air/naval combat. The Japanese player cannot gain the +2 ground combat DRM for shore bombardment in these hexes. There are no other effects. (Clarification)

## Map

- Oahu (hex 5808) is a one-hex island, and is not connected to Hawaii (5908) by land (the small island of Maui straddling the hexside between them should be unplayable land).
- Bangka (hex 2017) is connected by land to Palembang (1916) and Teloekbetong (1917)
- Naval movement is allowed between Rangoon (hex 2008) and all adjacent hexes except 2107 (an all-land hex).
- Naval movement is allowed between Kure (hex 3407) and all adjacent hexes except 3406 and 3506.
- Ground movement between the two hexes of Formosa (2909 and 3009) is allowed, despite the intervening hexside being depicted (in white) as all-sea.

## Cards

**Arcadia Conference/Halsey:** HQ reinforcements may not be initially placed in an un-neutralized enemy air Zone of Influence. If the South Pacific HQ (Ghormley) is already on the map, it may be exchanged for Halsey regardless of enemy ZoI or supply status, however, since in this case it is not a reinforcement but simply a change of commander.

**Bridge on the River Kwai:** Japanese control of hex 2010 is not required to play this event; it does become a strategic transport route along with the other two hexes, however.

**Eastern Force/Central Force/Western Force:** The hex gained by paratroops is designated after unit activation, but before any units move. It may not contain any ground unit other than a Dutch regiment. It is considered controlled immediately, and any port or airbase may be used by Offensive units during subsequent movement. Allied air or naval units in the hex immediately use Emergency Movement to a friendly base and any Allied HQ is placed on the Game Turn track to re-enter next turn (if allowed) or permanently removed (ABDA or Malaya).

**Kamikaze Attack:** The attacking air unit need not be activated, or in supply.

**New China Army:** The Chinese replacement step is used at the beginning of the offensive, before any movement. If no Chinese unit is eligible, the replacement step is lost.

**New Operational Doctrine:** The +1 ground combat modifier applies to all battles on one-hex islands, including those during Japanese offensives. It is not a strictly defensive bonus.

**Operation IAI:** Per the card (and as an exception to the usual rules for reaction) the Allied player may choose which hex Force Z reacts to, even if the hex where it is based (Singapore) is itself declared a battle hex.

**Operation KE:** There are no supply or command restrictions on the units moved – any three units in or adjacent to a selected coastal hex may be moved.

**Skip Bombing:** The conditions of the top of the card are a pre-requisite for the bonus. The Japanese do not lose an ASP unless the conditions for the event (top half of card) are met. The qualifying air unit need not be activated, or in supply, to conduct the attack.

**Soviets Invade Manchuria:** This card can be played as an event (to move the China marker) even if Tojo Resigns hasn't been played. If Tojo *has* resigned, the China marker is still moved, in addition to the other effects. The marker moves up to two spaces toward "Stable Front", but may not enter that space. For instance, if the marker is in the "Major Breakthrough" box, play of this card moves it to "Unstable Front".

**Subhas Chandra Bose:** The unit(s) receiving replacements must be on the map when the card is played. The replacements may not be used to return an eliminated unit to the map.