

Empire of the Sun Official Frequently Asked Questions

Living Rules version 1.3 (July 2005)

This file is the second of two, and contains questions that arise often despite being addressed in the rules.

5.32.B (Attack reaction cards) Are attack reaction cards played against an offensive, or against a chosen subset of units taking part in it?

A: They are played against the entire offensive. Unless otherwise indicated on the card, the unit selected to take any losses may be any of those activated for the offensive.

6.26 (Reaction movement) May ground units use reaction movement to enter a battle hex where only air/naval combat will occur (due to absence of enemy ground units)?

A: Yes.

7.34, 7.48 (Air stacking, ground stacking) Is the stacking limit three ground units plus three air units, or some combination of three ground and/or air units.

A: The latter. A hex may contain three air units, or three ground units, or two air units and one ground unit, or one air unit and two ground unit. A pair of US air units with the same unit designation count together as one unit for stacking purposes, however.

7.34, 7.48 (Air stacking, Ground stacking) May a player voluntarily create an over stacked situation by offensive or reaction movement?

A: Yes. Note that reinforcements and replacements may not be placed in violation of stacking limits, however. Stacking limits are enforced after any battles are concluded, prior to post-battle movement.

7.41 (Ground movement) May reaction ground units pass through, or use the reduced movement cost of a transport route to enter, a battle hex where enemy and friendly ground units co-exist pending battle?

A: No.

7.44 (Strategic ground transport) May the destination port for strategic ground transport (or destination airbase for strategic air transport) be a hex captured by a ground unit moving overland earlier in the offensive?

A: Yes. A land unit moving through a hex by controls it immediately. Units moving later in the offensive may treat it as controlled for all purposes. A hex captured by amphibious assault (even if no battle results because the hex was empty) is not controlled until after battles are resolved, however.

7.44 May units which are not Amphibious Assault-capable (see 1.3) use strategic ground transport?

A: No.

7.45, 14.1.C, 14.2.A: If Army units conduct Amphibious Assault while Inter-Service Rivalry is in effect, may U.S. or Japanese HQ's activate Navy units to escort them during the same offensive?

A: No.

7.5, 8.5 (HQ, Retreat) When an HQ is in a hex being attacked and the defenders are forced to retreat, can the HQ be included?

A: No. HQs are not ground units. The HQ would be involuntarily repositioned, and placed on the Game Turn Track (if allowed) or permanently eliminated (ABDA/Malaya).

7.54, 7.56 (HQ placement) HQ's entering the game during the Reinforcement Phase may be placed in any port that can be supplied. But HQ's returned by play of an OC are restricted to certain areas. Is this difference intended?

A: Yes. "Early" return to the map is more restricted.

8.0 (Battle resolution) Is a modified battle die roll result of less than zero treated as a roll of zero on the combat results tables?

A: Yes.

8.11 (Air and carrier units in battle) When, exactly, do the Offensive and Reaction players announce which activated air and carrier units are participating in which battles?

A: The Offensives player commits his air and carrier units to specific battles when each battle hex is declared (prior to reaction). The Reaction player commits his activated air and carrier units to specific battles during reaction movement. After all reaction movement is complete, activated but uncommitted Offensives air and carrier units within range may be added to any additional battles created by Special Reaction.

8.2.E.4 (Losses in Air/Naval combat) Are losses to non-carrier units outside the battle hex (escorts) limited by the number of opposing air/carrier units?

A: No.

8.2.F, 8.4.B (Assigning combat losses) Must a player apply as many hits as possible, up to the number to which he is entitled, or may he decline to apply some hits?

A: The player assigning hits may apply them as desired, in the order of his choice, but if hits remain at the end, and can be applied to some enemy unit, then they must be applied.

8.4.A (Ground combat modifiers) Does an Offensive aircraft carrier in the battle hex count for both naval superiority and air superiority, and (if no reaction air/naval units remain) grant a net +4 DRM to ground battle?

A: Yes (as in the comprehensive example).

8.4 (Reaction Player Modifiers) If a hex is attacked by both Amphibious Assault and overland attack, does the Reaction player still receive a +3 DRM?

A: Yes, assuming he had ground units in the hex prior to reaction movement. In the more rare case where the only Reaction ground units arrive by reaction movement, the reaction player is not entitled to the +3 DRM.

8.6 (Post-battle movement) Can parenthesized air range be used in post-battle movement?

A: Only if the unit in question did not participate in a battle. The parenthesized range can always be used for Emergency Air Movement.

8.61 (Post-battle movement) Under what circumstances may the Reaction player's units use post-battle movement, and how far may they move?

A: All activated Reaction air and naval units may conduct post-battle movement, including activated Reaction units not actually in a battle hex. Units use the same movement allowance they had available during reaction movement. Reaction ground units only conduct post battle movement when forced to retreat, and are subject to 8.5.

8.62 (Post-battle movement) Under what circumstances may the Offensives player's units use post-battle movement, and how far may they move?

A: All activated Offensives air and naval units, except those which used strategic movement, may conduct post-battle movement, using the same movement allowance they had available during offensives movement. Post battle movement is allowed even if a unit did not participate in a battle, and even if no battles were declared at all. Ground units only use post-battle movement when forced to retreat. If retreating from a hex they entered by land, they are returned to the hex they entered from. If retreating after an unsuccessful Amphibious Assault, they conduct post-battle movement like a naval unit.

13 (Supply) Are Dutch and Australian units out of supply and subject to Attrition during Turn 2, if an HQ capable of activating them is not on the board or in range?

A: Yes. The Dutch air unit, for instance, cannot have a ZoI until a multi-national HQ enters the game (and then only if it is able to trace supply to the Dutch unit). Note that any HQ in range, even if it cannot activate the units, is sufficient to prevent elimination (but not step reduction) of isolated units. If, for instance, the SW Pacific HQ ends Turn 2 on the Game Turn Track, and no other Allied HQs are nearby, Dutch regiments will be eliminated by Attrition.

13.1 (Supply) May a unit trace supply directly to an ultimate supply source, without an HQ, for instance if the unit actually occupies an ultimate supply source?

A: No. In general, all units must trace supply through an HQ. Japanese units stacked with the Tokyo Express marker are an exception, and Allied units may trace supply to Kunming by land (only) rather than through an HQ if the conditions in 12.75 are met.

13.1 (Supply) May supply be blocked by moving an Offensives unit into the hex with a Reaction HQ?

A: No. The precise wording of the relevant rule is important. Both the supply path between HQ and ultimate supply source, and the supply path between the HQ and a given unit are traced starting from the HQ's hex. 13.1 says a supply path is blocked if it enters an enemy-occupied or controlled hex, or if it enters or exits a hex in an un-neutralized enemy air ZoI through a sea hexside. Supply may be traced into a battle hex containing a friendly unit whose hex also contains enemy units.

17.25 (1942 Scenario) Are the Allies allowed to automatically draw the Arcadia event on Turn 2 of a 1941 Campaign Scenario?

A: No, this rule is only applicable to the 1942 Scenario and the 1942 Campaign Game.

Example of Play (Col. Tsugi Event Card): Doesn't the Tsugi Event Card prohibit activation of air and naval units, and doesn't overland movement of the 25th Army into Kuantan require 3 movement points, and thus a 3 OC card?

A: Yes to both. Several rules are ignored for purposes of this example, which is also reproduced at the bottom of page 13.