

The Intelligence Condition Table

An Empire of the Sun Optional Rule

Defender Reaction in EOTS tends to be one of two extremes: either a massive reaction from the defender (with ships and aircraft coming from all corners of the Pacific), or a complete surprise achieved by the attacker. Players wishing to add some intermediate results can use the Intelligence Condition Table below.

Procedure: The Reaction Player uses the Operation number on the Offensive player's Strategy card to determine which column to use on the table. He rolls a 10-sided die and adjust the result using the modifiers listed below the table. The result is the extent of the Reaction.

Note that a die roll of 9 is no longer an automatic failed Reaction die roll if the Reaction Player has favorable modifiers.

Intelligence Condition Table (ICT)

Reaction Player's Die roll	Operations Value of Strategy Card		
	1	2	3
0	1	2	3
1	1	2	3
2	P	1	2
3	P	1	2
4	P	P	1
5	Surprise	P	1
6	Surprise	Surprise	P
7	Surprise	Surprise	Surprise
8	Surprise	Surprise	Surprise
9	Surprise	Surprise	Surprise

DRM Modifiers:

- 2 Allied Player rolling for Reaction
- 2 Offensive Player used the Strategy Card as an Event
- 2 If at any time during the movement of any of the Offensives force's units, those forces moved into, out of, or through an Air ZOI of the Reaction Player.

EXPLANATION OF RESULTS:

- 3 = Reaction Player can React using a 3 as the Operation Value
- 2 = Reaction Player can React using a 2 as the Operation Value
- 1 = Reaction Player can React using a 1 as the Operation Value
- P = (Patrol) Reaction Player *cannot move* any units but some reaction by air units within normal range is allowed (see the Patrol rule). The Offensive player *does not* receive the Surprise modifier nor First Strike*.
- Surprise = Offensive player receives the Surprise modifier (+3) to the Air/Naval CRT and First Strike* per existing rules. No defender reaction of any type is allowed.

*First Strike: the name I've given to rule 8.2D which allows the Offensive Player to apply his hits before the defender rolls on the Air/Naval Table.

The Patrol Result: The Reaction Player may activate an HQ within Range and use its Efficiency Rating to activate air units, but no movement or post battle movement is allowed. Therefore, if the player had an air unit within *normal range* of the battle hex it could contribute to the battle. There are no additions to the Efficiency Rating so an HQ with an Efficiency of 1 could only activate one air unit.

Taking out the Certainty

The Ambush, Intercept, Counter Offensive and Surprise cards are often a nasty experience to any EotS player who is on the receiving end of these 'Acts of God.' To soften these cards some and to take out the certainty of their benefits use the following modifications to accompany the ICT:

Ambush Strategy Cards are no longer always successful. Instead they provide a **-3 drm** to the ICT die roll. If the modified result is 0 or less then rule 8.2E goes into effect. Note that in some situations an Ambush is still guaranteed as in the example below:

EXAMPLE: The Japanese player plays a Military Event and during his movement some of his forces enter an Allied Air ZOI. The Allied player responds by playing an Ambush Card. He would modify his die roll by -3 for the Ambush Card, -2 for Japanese forces entering his Air ZOI, -2 because the Japanese player used a Military Event, and -2 for being the Allied player. The total drm is -9 which will ensure an Ambush.

Intercept cards are no longer always successful. Instead they provide a **-3 drm** to the ICT die roll. Use the Operation Value on the Offensive Player's card to determine the column on the ICT—not the # on the Intercept card.

Surprise Strategy Cards are no longer always successful. Instead they provide a **+3 drm** to the ICT die roll *and* ignore the -2 drm for using the Strategy card as an Event. If the Logistic Value of the Surprise card is less than the Operations Value, then use the Logistic Value to determine the ICT column (example, you would use the 1 column for Operation Brewer [Logistic Value 1]). Note that rule 8.2D is only used if the result on the table is a Surprise.

Counter Offensive Cards: Each of these cards provide a **-3 drm** to the ICT. Use the Operation Value on the Offensive Player's card to determine the column on the ICT—not the # on the Counter Offensive card. The conditions of the cards must be followed. If the modified result is 0 or less, then the Reaction Player may use the Logistic Value printed on the Counteroffensive Card instead of the ICT result. Any bonuses on the card can be used even if the modified die roll is greater than 0.

How Does It Affect the Game?

Basically, the Reaction levels on the ICT matches statistically the original numbers on the Strategy Cards. For example, on the 3 column, a player trades away two '3' results to gain two 2's, two 1's and a 'P' result. On the 2 column he trades away a '2' result for two 1's and two 'P' results. On all three columns there is a 30% reduction in the number of surprise attacks—events which I felt were happening too often in the original system. Since this reduction in surprise attacks works for both the Japanese and Allied players equally, it should not affect playbalance.

Because the Reaction numbers are nearly the same if using the original system or the ICT, it would be a legitimate game element to allow players to use either one and let him decide on a card-by-card basis (before he rolls the die). He could go for all or nothing and use the original system, or decide to spread out his luck a little and use the ICT (with the full reaction being less likely).

While testing the Optional Rules I was careful to study how the table influenced my playing decisions. As the offensive player I noticed that I felt slightly safer conducting an offensive because the ambush and response cards are watered down some and I was not overly worried about the 'P' and '1' results. As the defender I felt less anxiety from a surprise attack and was grateful that there were 'P' and '1' results. The 'P' and '1' results give the defender some measure of protection—although they are not enough to mount a powerful reaction against a Military Event or a 3 OPs card. All-in-all it was a positive experience for me and helped me to enjoy this extraordinary game even more.

—Mark Simonitch

Special Reaction Moves

It seems to me that the limitations on Special Reaction Moves are too restrictive, especially given the small number of air and ground units in the game. For example, most Allied players don't garrison Johnston Island so the Japanese can land there unopposed. Why would a massive Japanese invasion force heading to Johnston Island have no chance of being intercepted, yet the same force heading to Midway might (assuming the Allied player still has an air unit there)? Why would a ground unit on Midway help the Allied naval units intercept the invasion convoy? I also noticed that an Allied invasion force can sail into the Sea of Japan and land troops in the hex northeast of Tokyo without the Japanese player having any chance at intercepting it—because the hex contains no airfield or port.

Why not allow Special Reaction Moves against any friendly hex? If you are open to this, use the following rule: If the hex contains a friendly airfield or port, allow Special Reaction per normal rules. If the offensive player's forces enter an enemy air ZOI on the way to that unoccupied hex, apply a -2 drm to the Special Reaction roll. If the unoccupied hex does not contain an airfield or port, apply a +2 drm to the Special Reaction die roll. These two modifiers are cumulative.