

An Explanation of *Empire of the Sun* Optional Units found in C3i #19

From the article:

Empire of the Sun: Six Optional Rules

by Mark Simonitch

S Seas HQ 12 1	C Fleet HQ 13 1	South HQ 10 1	C Fleet HQ 12 1
S Pac HQ 10 1	C Pac HQ 25 1	SW Pac HQ 20 1	S Pac HQ 7 1
			SEAC HQ 10 1

3. New HQ Units

Replace the old HQs with the new HQ units provided with this issue of C3i. The new HQs have reduced Efficiency Ratings but have Bonus Activation numbers. The numbers above their Efficiency Rating indicate the type of unit that may be activated, green square = land unit, yellow diamond = air unit, blue circle = naval unit. For example:

- The Combined Fleet and the Central Pacific HQs can activate any 1 unit, plus 2 naval units.
- The Japanese South Seas HQ and the Allied SW Pacific HQ can activate any 1 unit, plus 1 air unit.
- The Japanese South HQ and the British SEAC HQ can activate any 1 unit plus 1 additional land unit.
- The Allied South Pacific HQ (Halsey) can activate any 1 unit, plus 1 air unit, plus 1 naval unit.

EXAMPLE: The Allied player activates Halsey (S PAC) with a 2-OC. He can now activate any 3 units, plus 1 additional air unit and 1 additional naval unit.

WHY: This gives the HQs more character. Before, the Japanese player would always use Yamamoto if the HQ was within range. Now there is a reason to use the South Seas or South HQ instead of the Combined Fleet HQ. Note that the Japanese South HQ and the British SEAC receive a small benefit in this optional rule—they can now activate one additional unit as long as that unit is a Land unit.

EFFECT ON PLAY BALANCE: None, but will change the way you play significantly.

Mark H.: Of all of the variants proposed in this article I find this one the most intriguing. I agree with Mark S. in his play balance assessment. For example, with a reduced ability to generate Japanese naval power in the CBI (assuming no re-positioning of HQs), the British fleet will have an easier time surviving. This will impact player decisions. I particularly like the fact that it may have its intended effect of reducing the importance of Combined fleet HQ in Japanese planning. This is one variant that I think I will have a go at when this issue is published.

4. Major Port Installations



Each player can build Major Port Installations (Installations for short). An Installation acts like an HQ in all respects (activation of units, supply source, and placement of reinforcements) except it has an Efficiency Rating of 0. You can still use an Installation to activate units, but you would not add any value to the OC rating or Logistic Value of the Strategy Card. For example, activating an Installation with a 2 OC card would allow you to move only two units. It cost a player one strategy card to build an Installation. An Installation may only be built on a friendly controlled port hex that is within 15 hexes of another Installation or friendly HQ and the port hex is not in an unnegated enemy Air ZOI. An Installation may also be placed **for free**, in any hex where an existing HQ is voluntarily removed.

WHY: Installations will allow a player to move an HQ using only one card without causing a large number of his units to loss a step (if that was the only HQ providing supply to those units). Previously, the only way to avoid this was to spend one card to remove the HQ and another card to bring it back into play before the Attrition Phase. Installations will also allow the Japanese player to extend his activation range into the “Timor dead zone” and south to Australia.

EFFECT ON PLAY BALANCE: Favors the Japanese since the Allies already have more HQs with better ranges.

Mark H: This is a different take on the logistics game. One of my design intentions was to avoid any elaborate logistic infrastructure rules as was the opposite case in my earlier Pacific War game published by Victory Games. I wanted this design to focus on the big muscle movements and less on the fuel that makes it run. Toward that end I made the movement of HQs more restrictive as this represented a major muscle movement and would take significant resources. This variant is less restrictive than the published design and should make the Japanese more offensively capable in the early part of the war. This should introduce another layer of interesting decisions, but may significantly unbalance the game if the Japanese can use this rule to generate an unstoppable Australian or Hawaiian Island offensive. The published rules make these two offensive options riskier and harder to accomplish. Only through play will this issue be addressed, so have at it.

7. Breakdown Units



ALLIED: The Allied player has two US army division breakdown units. These may be used to breakdown a full-strength US corps size unit into two units—the US corps on its reduced side (11-12) and a 1-step army division (11-12). Breakdown may occur after Activation of units if the corps and the division do not enter a Battle Hex—for example,

if the corps simply drops off the division on its way to a different hex. Otherwise, breaking down a corps must occur before activation. Breakdown may occur during Reaction (an army division requires only 1 ASP if it conducts an amphibious assaults). An army division may recombine at any time with any reduced-strength US army corps unit it is stacked with.



JAPANESE: The Japanese player may breakdown a 9-12 into three 3-4 regiments. These regiments are perfect to garrison Okinawa, Iwo Jima and Marcus Island in 1942 and 1943. Allow the Japanese player to activate a 9-12 and strategic move it to those three hexes dropping off a 3-4 in each hex (then remove the 9-12). Once the 3-4 is separated it counts as a full unit for activation purposes. Three 3-4's can recombine into a 9-12.

EFFECT ON PLAY BALANCE: Very little.

From the article:
***VARIANT RULES FOR MARK HERMAN'S
 EMPIRE OF THE SUN***

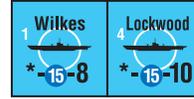
by Don Chappell



The Chitose for the Japanese Search And Float Plane Doctrine Optional Variant



Airfield markers for the Allied Airfield Construction Optional Variant



Sub Base Markers for the Submarine Warfare Optional Variant



Extra Markers Requested by Mark Herman

To help players keep track of these items during a turn.