

# *Imperial Sunset*

## Addenda as of Nov. 18<sup>th</sup> 2006

### The Rules:

**5.3 US Activation Markers.** See next page below an “unofficial” variant for the USN and IJN Activation markers.

**6.5.4 CAP** (clarification). Air units on CAP are flipped to their Exhausted side (not placed in an Exhausted space/box as mentioned in the rule).

**6.5.9 Japanese Air Fleets** (correction). The rule should read north (not west) of the 2500 hex row. The legend and Japanese Air Fleet indicators are correct as depicted on the map.

**7.2 IJN Detection** (clarification). A DR result of 1-4 on the IJN Detection Results table is treated as No Detection vs. an already Detected TF. With such a result the already detected TF becomes undetected.

**Sample Naval Unit and 8.0** (clarification). The naval unit Protection Factor (PF) is not used in the present version of the game. During play testing this was dropped (originally the PF was subtracted from the attacker's attack factor). However, there is a variant that is being worked on and will be released once it is proven to work with more play testing. My apologies for not getting this clarification regarding the PF into the rules. See below and stay tuned!

**8.3.1 Deployment for Surface Combat** (clarification). US units are turned face-up (unfired) after the Japanese ships are deployed and before the first battle round is played.

**10.4 Japanese Submarine Attack** (correction). The Japanese player's DR modifier is -1 (not -2).

**11.2 PT Boats** (correction). The hex reference for the set-up of the PT Boat unit should be 3521 (not 3308)

**13.1.1 Japanese Set Up** (corrections): Japanese TF set up as follows (the hex numbers are from the playtest, and not the final, version of the map. For some reason the final edits didn't make it to the printers): *Force A* in 3009, *Force B* in 3009, *Force C* in 4010, *Shima Force* in 3410, *Reinforcement Force* in 2512, *Transport Group* in 4120, *Destroyer Div 21* in 2512.

**13.1.2 Japanese Reinforcements** (correction). The *Ozawa TF* enters between hexes 1015 and 1028 (inclusive), not 1023-1030.

**The Counters.** The following USN units have some minor spelling issues:

- *St. Lo* (not St. Louis)
- *Gambier* (not Gambler) *Bay*
- *Intrepid* (not Entrepid)
- **Clarification:** The BB *Dakota* is the *South Dakota*

The following counters have incorrect factors:

- CVL *Ryuho* MF is 3 /4 (not 4/5)
- BB *Haruna*, fired side, MF should be 3 /4 (not 4/6)
- USN CVE units *Taffy* 1/ 2, 2/2, 3/2, fired side, MF should be 2/ 3 (not 3/ 4).

**The Ship Damage Logs.** Both the IJN and USN damage logs have goofs on them. Download the corrected copies here in our header area or off of our website.

## More Imperial Sunset Ideas

### 14.7 Variant Damage Control Rule (un-official)

The following rule adds another degree of realism to the game, but does slightly increase the “wristage factor.”

Any time one or more hits are scored on the Damage Table the owning player rolls a die. Add 1 to the DR for each of the following (use all that apply):

- Damage resulted from a Kamikaze attack.
- Damage resulted to a carrier (any type) from any air unit attack (in addition to the DRM for Kamikaze if applicable).
- Damage resulted to a Destroyer or Cruiser (any type) from a torpedo or submarine attack (not from PT boat attack).
- Damage results from any battleship attack upon any other non-battleship type naval unit.
- Damage resulted from attacks by the Battleships *Yamato* or *Musashi*.
- Damage resulted from hit by an enemy naval unit 6 to 10 columns away on the Naval Battle Board.  
**Note:** +2 to the DR if damage resulted from hit by an enemy naval unit 5 or less columns away on the Naval Battle Board.

**Note:** *The above DRMs are the subject for play testing and may be modified/discarded before becoming “official.”*

The modified DR is compared to the ship’s Protection Factor (PF):

- Modified DR < half of the ship’s PF (round up if a fraction). Any and all hits from the attack have no effect and are NOT marked off of the ship’s damage log.
- Modified DR greater than half and less than the ship’s PF. One hit is applied (any others are ignored) and marked off of the ship’s damage log.
- Modified DR is  $\geq$  ship’s PF but less than or equal to 10. All hits are applied and marked off of the ship’s damage log.
- Modified DR is more than 10 and the ship’s PF  
**(Note:** The DR must be 3 or more higher than the PF for a BB in the latter case, otherwise treat as the result immediately above). Catastrophic damage. Half of the ship’s remaining spaces on its damage log are marked off (round any fraction up).

**14.8 Bonus Activations.** Both players can activate units more than once in a turn with the USN and IJN Activation Markers (AM). Use of this variant rule supersedes Section 4.3.

**14.8.1 USN AM.** The US player adds the USN AM to the opaque container during the Initial Phase, but only on turns only after the Ozawa TF is first spotted and/or the Wild Bull Table results of DR 1 through 8 have been met (if the Wild Bull Table is in play).

When the USN AM is drawn any one US TF, or US ships in one map hex, may conduct a “bonus” move (and then conduct combat if able to do so). The USN AM is not counted (ignored) if it is the FIRST or LAST AM for either side drawn for the turn (i.e., it has no effect before or after any/all other AM are selected).

**14.8.2 IJN AM.** The Japanese player adds the IJN AM to the opaque container during the Initial Phase on turns the IJN Fanaticism Rule is in effect (Case 13.1.5.2). The IJN AM allows a TF to perform a “bonus” move (and then conduct surface combat if able to do so). The only TF that may activate are ones that have at least one BB or CA unit. Individual Japanese ships, and any TF with a CV or CVL, may not activate with the IJN AM.

The IJN AM is removed from play once the provisions of Case 13.1.5.2 are no longer in effect. Unlike the US AM, the IJN AM is **not** ignored if it is the first or last AM drawn for the turn while it is in play (as is the case with the USN AM).

