

Imperial Sunset

Addenda as of Aug. 15th 2022

The Rules:

2.3.4 Rounding Convention (new): When directed to half a quantity in the game drop any fraction, but never less than 1.

5.3 USN TF Limits (correction): There are eight (not nine) Active USN TF at the start of the game. Ignore the reference to TG 38.1 (this is a reinforcement and does not start the game in play).

5.3 US Activation Markers (new): See next page below for an "unofficial" variant for the USN and IJN Activation markers.

6.2.3 (Additional Optional Rule): Do **not** count Fighter units that participate in an attack on a TF as part of the 4 air units that impose the -1 Movement penalty if the fighters were engaged by friendly CAP.

6.5.3 USN Aircraft Exhaustion (correction): delete the first sentence in this rule.

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 Protection Factor (PF) of a ship or group of ships indicates how many hits it/they can absorb before being sunk. The number of hits inflicted is tracked on the Damage Logs of both sides. The PF has nothing to do with the adjudication of any type of combat.

8.3, second paragraph, second sentence (correction): Change beginning of sentence to read "All ships from the active TF and all ships of one detected enemy TF (active player's choice) in the same hex are....."

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.

8.3.2 Movement Segment (correction): Rotate units 90 or 180 degrees to keep track of what ships have moved. Despite what the rule says there are no "Moved" markers (a holdover from playtesting that made it past editing).

8.3.3 Gunnery Segment (correction): Flip ship units over to their Fired Mode side to indicate the unit has fired. Despite what the rule says, there are no "Fired" markers (another playtesting hold-over).

8.3.6 Torpedo Combat Segment (correction): The last line of the rule segment "IJN units" should read "Subtract 1 from the die for each area beyond six" (not seven).

10.2 Submarine Deployment (1st paragraph change): Place all of the Submarine Detection markers inverted on a flat surface, shuffle them around and then randomly draw the number equal to the DR result determined in Section 10.1. Players alternate

placing the available markers. Make a DR for each marker drawn to determine its placement restrictions per the results described below. These markers are placed unknown (do not look at the reverse side) as per 10.2. Obviously, if the Japanese player draws a US submarine marker (or vice-versa) then that player will place it on the map per the 10.2 CR check in a position most advantageous to the player that drew it. This simulates the lack of perfect control the real life commanders faced.

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).

12.1 Japanese VP Awards (clarification): A damaged ship for a VP award is defined as one with at least 50% of its hits marked off the damage roster.

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 2612, *Transport Group* in 4120, *Destroyer Div 21* in 2612.

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

13.3.1 Japanese Set Up (correction): There are six (not seven) Japanese F units in the Second Air Fleet. Three (not four) begin in the Ready Box of the Second Air Fleet.

13.3.4 US Reinforcement (correction): US TG 38.1 enters on turn 14 (not turn 10).

The Player's Aid Charts:

Surface Combat (change): Alter the beginning of the first sentence to read: "All ships from the active TF and all ships of one detected enemy TF (active player's choice) in the same hex are....."

The Map:

Shoals (clarification): Shoals along a hex side will block movement. For example, movement from 3722 to 3723 is not allowed.

The Counters:

The following USN units have some minor spelling issues:

- *St. Lo* (not St. Louis)
- *Gambier* (not Gambler) *Bay*
- *Intrepid* (not Entrepid)
- **Clarification:** 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 corrected copies off the header area for Imperial Sunset on Consimworld or off the Imperial Sunset page on our website here: <http://www.atomagazine.com/Details.cfm?ProdID=49>

More Imperial Sunset Ideas

14.7 Damage Control Rule (un-official variant): 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.”

Compare the modified DR 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 Fana-ticism 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).